

Technical Handbook



6th Asian Indoor and Martial Arts Games

Bangkok - Chonburi

2021

ESPORTS





Technical Information

I. Sports Federations

A. Asian Electronic Sports Federation (AESF)

President	Mr. Kenneth K.K. Fok, JP
Director General	Mr. Sebastian Lau Chiu
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Phone	+852 39552767
Email	secretariat@aesf.com / info@tesf.or.th
Web	www.aesf.com

B. Thailand Esports Federation (TESF)

President	Mr. Santi Lothong
Secretary General	Mr. Panupong Ongkhunarak
Address	68 Ladprao Rd, Soi 138, Klongchan, Bangkok, Bangkok 10240, Thailand
Phone	+6627047482
Email	secretariat@tesf.or.th / info@tesf.or.th
Web	www.tesf.or.th



1. Dates

Esports (ELS) competition for the 6th Asian Indoor and Martial Arts Games 2021 will be held from 23 to 28 November 2024.

2. Venues

Esports competition will be held in **Chonburi, Thailand** at **Central Sriracha**. The training will take place at the competition venue.

3. Competition Management

Technical Delegate: Mr. Alex Young Man Kim (KOR)

Esports Commissioner: Mr. Lam Wai Nok (HKG)

Competition Manger: Mr. Kritsada Sukowattanakit (THA)

4. Events

Esports competition will consist of **Three (3) events** as follows:

1) Mobile Legend Bang Bang (Female Event)	Mobile	OCA members only
2) Arena of Valor (Team Event)	Mobile	OCA members only
3) eFootball (Individual Event)	Mobile	OCA & ONOC members

5. Competition Schedules

Note: The competition schedule may be subject to change after the completion of the entries.

Date	Day	Time	Stage	Game
21 Nov 2024	Thu	-		Athletes' general arrival day
22 Nov 2024	Fri	10.00 – 12.00	Central Sriracha	Technical meeting
				Team Manager meeting
23 Nov 2024	Sat	11.00 – 20.00	Group Stage	eFootball
				Mobile Legends : Bang Bang



Date	Day	Time	Stage	Game
24 Nov 2024	Sun	11.00 - 20.00	Group Stage	eFootball
			Play Offs	Mobile Legends : Bang Bang
25 Nov 2024	Mon	11.00 – 20.00	Final Round (Gold Medal)	Mobile Legends : Bang Bang
26 Nov 2024	Tue	11.00 – 20.00	Group Stage	Arena of Valor
			Play Offs	eFootball
27 Nov 2024	Wed	11.00 – 20.00	Play Offs	Arena of Valor
			Final Round (Gold Medal)	eFootball
28 Nov 2024	Thu	11.00 – 20.00	Final Round (Gold Medal)	Arena of Valor
TBC	TBC	TBC	Victory Ceremony	TBC

6. Entries

6.1 Eligibility

The 6th Asian Indoor and Martial Arts Games 2021 is reserved for athletes representing the OCA member National Olympic Committees and Oceanian National Olympic Committees. Athletes must choose ONE country or region if they possess dual nationality, which could not be changed in two years. The AIMAG 2021 is gender neutral. Therefore, entries of male and female Players or combinations of different genders are allowed.

Only athletes who comply with the OCA Constitution and Rules and its Bye-laws are entitled to compete in the Esports competition

6.2 Entry Policies

Individual : Each NOC may enter a maximum of one (1) athlete and one (1) coach per event.

Team : Each NOC may enter a maximum of one (1) team, five (5) Athletes and up to one (1) Substitute Athlete and one (1) coach per event.

Total : Each NOC may enter a maximum of 16 Athletes and number of coach Any NOC that withdraws its athletes after the submission of the entries by name Draw phase will be faced with disciplinary action by the OCA Executive Board.



Playoff (Final stage)

- Mobile Legends : Bang Bang 16 countries
- Arena Of Valor 16 countries
- efootball 32 players

In the event that the number of participants surpasses the pre determined determined limit, entries will be considered in accordance with the chronological order of submission of their respective names.

6.3 Athlete Age

No athlete of all titles shall be considered eligible to participate in the AIMAG Esports event before his or her 13th birthday, defined as having lived 13 full year. However, note that any Esports athletes who participated before his or her 18th birthday, defined as having lived 18 full years, must provide proof of parental or guardian consent as well as permission from their respective schools (if applicable) and a letter from their National Esports Association / Federations.

6.4 Submission of Entries

6.4.1 Entry by Number

- Deadline for submission of Entry by Number Forms is on **1 May 2024** at 24.00 hours. Thailand time (GMT+7).

6.4.2 Entry by Name

- Deadline for submission of Entry by Name Forms (online) is on **15 August 2024** at 24.00 hours. Thailand Time (GMT+7).

Both Entry by Number and Entry by Name may be sent via fax or email and subsequently confirmed with stamped original by posting to the following address:

Sports Technical Committee

6th Asian Indoor and Martial Arts Games, Bangkok-Chonburi 2021

AIMAG Coordination Center, 6th Floor, Sports Authority of Thailand

286 Ramkhamhaeng Road, Huamark, Bangkok, Bangkok 10240 THAILAND

Email: Sportstechnical.aimag2021@gmail.com



Tel: +668-1842-1868, +668-9741-7433

Fax: +662-186-7537

7. Technical Meeting

The Technical Meeting for the final at Bangkok will be convened on **22 November 2024** at **Central Sriracha, Chonburi, Thailand.**

8. General Rules and Regulations

8.1 General Rules and Regulations

8.1.1 Match Operation

8.1.2 Match Check-in

- a) All Team Members must complete a match check-in with Technical Officials in the Match Area at least thirty (30) minutes before the scheduled start of their respective Match.
- b) During the match check-in, both athlete(s) and coach shall present their respective Accreditation Pass(es) for verification by Technical Officials.
- c) Team Members not presenting in the Match Area by the indicated timeline for match check-in will be considered as forfeiting the match.
- d) Teams that are engaged in an ongoing match or have consecutive matches may send its representative (e.g. Team Manager) to complete the match check-in with Technical Officials.
- e) Teams that are not physically present for their Games or Match during the scheduled start time will be considered as forfeiting the match.
- f) Players may not voluntarily forfeit without prior authorization from the Technical Officials and, even with said authorization, may still be subject to penalties due to the forfeiture itself.

8.1.3 Post- competition Procedures

Result Confirmation: After each match, athletes must remain in the Field of Play (FOP) until the match results are finalised. Technical officials will distribute the official result sheet. Both athletes and coaches need to sign this sheet before leaving the FOP. Once the sheet is signed, no appeals regarding the result will be accepted.

If the team/athlete failed to follow the official appeal procedure as indicated in 8.6, the match result will be considered as confirmed even if the team refuse to sign the match report.



8.2 Training

8.2.1 Training information will be confirmed and circulated at a later date.

8.3 Competition Conduct

8.3.1 Unfair Play

a) The following actions will be considered unfair play and will be subject to penalties at the discretion of Technical Officials.

b) Collusion is defined as any agreement among two (2) or more Players and/or confederates to disadvantage opposing Players. Collusion includes, but is not limited to, acts such as:

- Soft play is defined as any agreement between two (2) or more Players to not damage, impede or otherwise play to a reasonable standard of competition in a Game.
- Pre-arranging to split prizes and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

a) Hacking is defined as any modification of Game Titles by any Player, Team or person acting on behalf of a Player or a Team.

b) Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of Technical Officials, to seek an advantage.

c) Ringing is defined as playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

d) Any other further act, failure to act, or behavior which, at the sole discretion of Technical Officials, violates these Rules and/or the standards of integrity established by AIMAGOC for competitive gameplay.

8.3.2 Profanity and Hate Speech

a) A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.



8.3.3 Disruptive Behavior / Insults

- a) A Player or Team may not take any action or perform any gesture directed at an opposing Player or Team, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

8.3.4 Abusive Behavior

- a) The abuse of AIMAGOC, Technical Officials, opposing Players or Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's computer, body or property will result in penalties.

8.3.5 Discrimination and Denigration

- a) Players shall not give, make or post, on any platform, be it digitally or otherwise (such as on social media platforms), any statement or action that has a detrimental effect on the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnicity, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

8.3.6 Match-Fixing

- a) No Player or Team may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law of the host country or these Rules.

8.4 Penalties

- a) Upon identifying any violations of the Tournament Rules by any party, the Technical Officials may penalize that party, Team and/or delegation at the Technical Officials' sole discretion based on the severity of the violation
- b) The penalties that may be given by the Technical Officials include:
 - A caution
 - An official warning
 - An Expulsion
 - Game loss



- Match loss
 - Disqualification from the tournament
- c) A caution is a relatively light personal penalty used to correct any unintentional foul or violation in the course of a game. penalties for the competition, but when an athlete or team official is given two (2) cautions for the same kind of act in one same match, the technical official will give a warning, with all subsequent violations or fouls liable to cautions to be directly penalized with warnings.
- d) A warning is a relatively heavy personal penalty used to remind the individual that his/her behavior has obviously violated the rules or interfered with the order of the game. The technical official shall make a clear announcement and a yellow card to the person who given a warning.
- A warning will remain in effect until the match ends completely, and a person who has received accumulatively two (2) warnings in one same match will receive an expulsion.
- e) Expulsion is a heavy personal penalty used to immediately order the relevant person to stop his/her behavior and expel him/her from the competition venue. The person who receives expulsion shall be given a clear announcement and a red card. Once the technical official imposes the penalty of expulsion, AESF may impose an additional penalty if needed.
- f) A game loss is a forced automatic loss for a single Game. A game loss penalty should be applied towards the current Game in progress. If there is no currently in-progress Game, then the penalty is applied towards the next Game. Players receiving the game loss penalty may continue their Match, unless the game loss penalty resulted in the number of necessary wins for the opponent and ended the Match.
- g) In grave and severe violations of the Tournament Rules which may be deemed so at the sole discretion of the Technical Officials, the violation may be referred to the Disciplinary Committee for deliberation of the penalty, which may include bans from OCA tournament.



8.4.1 Penalties in Case of Fraud (OCA 81)

A competitor proved to have transgressed by fraud the Rules of the OCA shall be disqualified and lose any position he or she may have gained. If this competitor's team is proved to have been party to the fraud, his/her team shall be disqualified in the sport involved.

Cheating and Punishment

- a) It is forbidden to use any third-party auxiliary software to modify the internal content of the game, such as game interface, sound effects and so forth. Who violates this rule will be disqualified from the competition according to relevant regulations.
- b) It is not permitted to use game items that are not obtained by regular channels (except for official rewards), or items that are not officially released. If a player violates this rule, he/she will be disqualified from the competition.
- c) It is not allowed to use auxiliary equipment for hardware other than headphones. If players have special requirements, they need to apply to the technical official in advance. Violation of the rule will result in disqualification from the match.
- d) During the game, players are forbidden to peek at the live screen and screen of other players. Technical Official will issue a warning against players who peeked once and will judge the one who peeked one more time to heavier penalty.

8.5 Technical Officials

8.5.1 International Technical Officials (ITOs) are appointed by the AESF.

8.5.2 National Technical Officials (NTOs) are appointed by the TESH.

8.6 Official Complaints, Protest and Appeals

8.6.1 Official Complaints and/or Protests During a Game/Match Technical No official complaint or protests can be made during an ongoing game/match. Team captains are responsible for reporting any issues or concerns to the NTO during the game/match. The NTO will escalate the case to the ITO for further review and potential action when and where applicable. For the purposes of this Article 12, 'official complaint' refers to an official complaint regarding a violation that has occurred.



8.6.2 Protest in between Games/ after a Match

8.6.2.1 Team captains or team officials may raise an official complaint or protest the decision made by the ITO within break time between games or five (5) minutes after a match. The ITO will initiate an investigation and provide their decision, together with the relevant grounds or reasons for the decision, to the concerned athlete/team official.

8.6.2.2 If an official complaint or protest is raised in between games, the ITO will initiate an investigation but will only provide their decision if it is one that can be made during the break time allocated between games.

8.6.2.3 If the investigation requires more time in which the ITO is unable to provide a decision during that break time, the ITO is not required to provide its decision during that break time and the following game/match must proceed accordingly without any delay unless, if in an elimination format, the official complaint or protest is made at or within five (5) minutes of the conclusion of the match and the winning athlete(s) in that concerned match has/have to advance to the next match that is played immediately after.

8.6.3 Retrospective Decision

In the event of the ITO requires more time to investigate beyond the allocated break time, the ITO has absolute discretion and authority to make a ruling or decision retrospectively if appropriate to the severity of the violation, including declaring match or game loss.

8.6.4 Post-Match Appeals

Should a team or player disagree with the ITOs' decisions during a match, the team leader must submit a written appeal with specified evidence to the Esports Commissioner within fifteen (15) minutes after the results are announced. The Esports Commissioner will have the right to decide if the appeal shall be proceeded with based on the evidence provided by the team leader. The standard of proof to be applied by the Esports Commissioner is the comfortable satisfaction of the Esports Commissioner. Additionally, an appeal fee of USD500 must be paid in cash to the AESF. Any late appeals submitted after the 15-minute window will not be accepted. The appeal fee will be refunded if the appeal is successful but forfeited if the



appeal is dismissed. Upon deciding that the official appeal appears to have merits, the Esports Commissioner will initiate an investigation and provide his/her decision as promptly as possible. The Esports Commissioner shall provide written reasons for the decision of the appeal.

8.7 Jury of Appeal

If any athlete/team official is aggrieved by the decision of the Esports Commissioner, an appeal may be lodged to the Jury of Appeal by submitting a written appeal with specific evidence as to why the decision of the Esports Commissioner was, in the opinion of the athlete/team official wrong to the TD within thirty (30) minutes of receiving the Esports Commissioner's written decision. The appeal will be proceed to be determined and decided by the Jury of Appeal, which will be chaired by the TD and include the Dispute Management Officer (if applicable) and three (3) ITO independent of and unrelated to the parties to the appeal and unrelated to the dispute which is being appealed. The decision of the Jury of Appeal shall be final.

8.8 Appeal at the Grand Final

For the grand final match, the team manager may only submit a written appeal to Esports Commissioner within five (5) minutes after the grand final match has concluded. An appeal fee of USD 500 must be paid in cash to the AESF. The appeal fee will be refunded if the appeal is successful but forfeited if the appeal is dismissed. The Jury of Appeal, including the TD, will decide, at its absolute discretion, whether the appeal shall be heard or not.

8.9 Uniforms

The clothing worn by athletes and other relevant participants in competition must comply with the rules and regulations of OCA and NOCs. Neither athletes nor technical officials can attach any form of commercial advertising to his or her competition uniform without prior agreement with OCA and AIMAGOC.

9. Tournament Rules and Regulations

9.1 Competition Format Competition Format information will be confirmed and circulated at a later date.



- 9.2 Team Rosters (for each game titles including athletes and officials) Team Rosters information will be confirmed at a late date.
- 9.3 Player In-game Names (IGN)
- a) Players must use their name (“Name-Surname”) as submitted to AIMAGOC by their NOC or National Esports Association.
 - b) All Player names shall be in accordance with the following format “Country Name_ Player Name.”
 - c) The country names in Player name shall be abbreviated to three (3) characters as to be determined by OCA.
 - d) Where special characters such as “_” and “.” cannot be used between country name and Player name, the use of space is permitted.
- 9.4 Game Patch
- Game patch will be confirmed at a later date.
- 9.5 Individual game rules
- Individual game rules will be confirmed at a later date.
- 9.6 Exploitation of bugs
- Exploitation of bugs regulations will be confirmed at a later date.
- 9.7 Official Equipment
- a) Gaming Gear Accessories and Equipment that will be used at the AIMAG Esports Event as default will be confirmed at a later date.
- 9.8 Coaching
- a) The Coach and Substitute may be in the Match Area during the preparation process and/or during the pick/ban phase. However, they must leave before the commencement of gameplay and may not return until after the end of the Game.



10. Prizes and Commendations (OCA66)

- 10.1 Medals to the winners of the OCA game shall be presented by the OCA President. The President may delegate this privilege to other members of the OCA, accompanied by the President of the IF and/or AF concerned (or their deputy), if possible, immediately after the event and where the competition took place in the following manner.
- 10.2 The competitors who have been judged first, second and third shall take their places, in their sports uniforms, on a stand on the field facing the Tribune of Honor, with the winner slightly above the second who is on their right and the third who is on their left. The flag of the delegates of the winner shall be hoisted on the central flag-pole and those of the second and third on adjoining flagpoles on the right and on the left, as they face the arena. Meanwhile, the abbreviated National Anthem of the winner is played. The three competitors shall turn towards the flags;
- 10.3 The medal presentations shall be as per the following order;
- Gold Medal – to the first place winner
 - Silver Medal – to the second place winner
 - Bronze Medal – to the third place winner
- 10.4 No equipment or accessories may be taken by the athlete to the medal award ceremony or media interview areas, unless it is worn e.g. shoes and clothing which must be in accordance with the OCA commercial guidelines;
- 10.5 No kind of demonstration or commercial, political, religious or racial propaganda is permitted during the Victory Ceremony of the game.
- 10.6 Any action of such kind will be subject to penalization by the Executive Board (EB) including disqualification, withdrawal of medals, certificates, accreditation, rankings and the like;
- 10.7 Any disrespect shown to the game, Medals, Flags, Mascot or Certificates or any other material by any athlete during the Victory Ceremony or during the game will be subject to penalization by the EB, including but not limited to disqualification, withdrawal of medals, certificates, accreditation, rankings as decided by the EB;



- 10.8 Victory, medals and diploma certificates, shall be in strict compliance with the OCA Protocol Guidelines. The design and format of the medals and diplomas shall be submitted to the OCA for its approval;
- 10.9 No other official/delegate from the participating delegations, other than the medal winners will be allowed on or near the podium during the medal presentation.
11. **Medical Code (OCA By-Law 24.7)**
- 11.1 Doping is forbidden. The WADA (World Anti-Doping Agency) / IOC (International Olympic Committee) list shall apply and also, if the EB so decides, the list of the IF concerned. The Medical Committee shall also prepare a list of prohibited drugs;
- 11.2 All OCA Games participants/competitors are liable to medical/doping control examinations which will be carried out in conformity with the Rules of the OCA Medical Committee and the OCA Anti-Doping Rules;
- 11.3 Any OCA game participant/competitor refusing to submit a medical/Doping control examination, or who is found guilty of doping, shall be excluded from competition or from the present or future OCA game. After the explanation of the team has been considered and the case discussed with the IF concerned, a team in which one or more members have been found guilty of doping may be excluded from the OCA game in which it is participating. In sports where a team may no longer compete after a member has been excluded, the remaining competitors may compete in an individual capacity. An appropriate penalty including disqualification, withdrawal of medals, certificates, ranking and, accreditation, may be imposed by the EB on support personnel, referees, coaches, judges, managers and other officials associated with the team or any other person, other than the competitor, found involved in the doping offence;
- 11.4 A medal may be withdrawn or other penalties applied by order of the EB on a proposal of the OCA Medical Committee;
- 11.5 The above Regulations shall in no way affect further sanction by the IF and the NOC concerned, or any other action the EB may decide to take;



- 11.6 Competitors in sports restricted to women must comply with the prescribed gender test;
- 11.7 The Committee is responsible to ensure that these Rules are observed;
- 11.8 Members of this Committee may not act as team doctors;
- 11.9 The OCA Anti-Doping Rules will be followed for all OCA game being held under the patronage of the OCA. These rules will be based on the WADA code and guidelines. All Member NOCs of OCA, the IFs, AFs and the AIMAGOC will abide by the OCA Anti-Doping Rules;
- 11.10 The OCA President shall also appoint an Anti-Doping Commission and a TUE Sub-Commission which will be responsible for the implementation of the Anti-Doping Rules during the course of the OCA game. The Commission will work under the authority of the OCA Medical Committee Chairperson and will perform its duties and responsibilities in accordance with the directions from the EB;
- 11.11 The OCA President will also establish a Doping Control Department within the Structure of OCA. The Doping Control Department will be responsible for implementing the Anti-Doping programme which has been established by the EB and coordinate on a daily basis on the Anti-Doping programme with all the concerned agencies;
- 11.12 In addition to above all provisions of the OCA Anti-Doping Rules established by the OCA will be applicable.

12 Doping Control

AIMAGOC will share a full Anti-Doping program in details. The Anti-Doping program will be run in accordance with the WADA International Standard for Testing and Investigation and following the Olympic Council of Asia Anti-Doping Rules. The program will include pre-competition and in-competition urine and blood testing. Athletes who wish to use a Prohibited Substance or a Prohibited Method in connection with the event and do not already have a Therapeutic Use Exemption (TUE) should apply to OCA TUE Committee (OCA TUEC). Where the athlete already has a TUE granted by his or her National Anti-Doping Organization or International Federation, he/she should apply to the OCA TUEC for recognition of that TUE.



Approval of the Technical Handbook

This Technical Handbook was approved by Asian Electronic Sports Federation (AESF) & Thailand Esports Federation (TESF),

