



Competition Format and Rules

Esports



Competition format

- The Aichi-Nagoya 2026 esports competition, consisting of 11 medal events, will be held from 23 September to 2 October 2026 at Aichi Sky Expo.

Event/title	Platform
Street Fighter 6*	PC
Tekken 8*	PC
The King of Fighters XV*	PC
Pokemon Unite	Mobile/Nintendo Switch 2
Honor of Kings	Mobile
League of Legends	PC
PUBG Mobile (AG version)	Mobile
Mobile Legends: Bang Bang	Mobile
Identity V (AG version)	Mobile
Naraka: Bladepoint	PC
Gran Turismo 7	PlayStation 5
eFootball	PC and Mobile
Puyo Puyo Champions	PC

*Fighting games = team event involving three game titles.

Definition of preliminary competition phase

- Unless otherwise specified for each game title, the group stage or any other preliminary competition phase will be conducted even if the allocation of teams or athletes determines or affects qualification for the elimination stage.
- Participation in the group stage or any other required preliminary competition phase is mandatory. Any athlete or team that does not participate in such required phase without approval from the technical officials will not be eligible to advance to, or participate in, the elimination stage.

Definition of match

- A match is defined as a competition between two teams, consisting of single or multiple sets or games played by one or more athletes from each team. The format of a match varies depending on the game title and may include a best-of-three series, best-of-five series, best-of-seven series, a battle royale, an asymmetric format, or a race-based format.
- The outcome is determined by the number of set or game wins, not the total number of rounds won or lost within each game.

Definition of set

- A set is a grouping of games played between two teams within a match, applicable exclusively to fighting games and Naraka: Bladepoint. A set consists of a series of games, and the athlete who wins the required number of games (e.g., first to win two or three games) is declared the winner of the set. The outcome of a match is determined by the number of sets won.

Definition of game



Competition Format and Rules

Esports



- A game is a single competition unit within a set (in fighting games and Naraka: Bladepoint) or directly within a match (in all other game titles). The format depends on the game title.
- In fighting games, the athlete who wins the required number of games is declared the winner of the set. In all other titles, games contribute directly to the match outcome.

Definition of round

- A round is the smallest unit of competition within a game. It refers to a single gameplay session (e.g. one battle or one set). Each game may consist of multiple rounds, and the athlete who wins the required number of rounds is declared the winner of the game.

Fighting games competition format

- Fighting games is a team competition consisting of three game titles: Street Fighter 6, Tekken 8 and The King of Fighters XV.
- Each team will consist of three athletes, with each athlete registering and competing in one game title. An athlete cannot participate in more than one game title in one match. Once registration is submitted, no changes will be allowed during that match.
- No substitute athletes are permitted.
- The competition is structured into two phases: the group stage and the elimination stage. The group stage format may be adjusted depending on the final number of participating teams.
- All participating teams will be divided into four groups through an official draw and compete in a best-of-five (BO5) single round-robin format. Ranking in the group stage will be decided by the number of match wins. The top two teams in each group will advance to the elimination stage.
- The elimination stage will be conducted in a BO5 head-to-head single elimination format between the eight teams advancing from the group stage: A1 v D2, B1 v C2, C1 v B2, D1 v A2.
- The finals will be conducted in a BO9 format.

Fighting games formats

- The victory conditions for each round follow the in-game rules and settings for each title:
 1. Street Fighter 6 = BO3 format
 2. Tekken 8 = BO5 format
 3. The King of Fighters XV = team battle format using three characters where the athlete who defeats all three of their opponent's characters wins.

Scoring and tiebreakers

- For each match in the group stage, one match point will be awarded to the winning team, and zero match points awarded to the losing team. Teams will be ranked on the total number of match points accumulated in the group stage.
- If two or more teams have the same number of match points in the group stage, rankings will be determined by applying the below tiebreaker criteria in order of priority. If the ranking of one or more tied teams can be determined, that team/those



Competition Format and Rules

Esports



teams will be ranked accordingly, and only the remaining tied teams proceed to the next criteria:

1. Head-to-head result
 2. Total set difference (sets won minus sets lost)
 3. Total game difference (games won minus games lost)
- If teams remain tied, tiebreaker matches will be played to decide rankings. Differing formats apply depending on how many teams are tied.

Devices

- The following devices are used for fighting games competition:
 1. PC = G Tune FG-A7G80
 2. Headset = Inzone H9 II
 3. Monitor = G-Master GB2591HSU-B1J

Pokemon Unite competition format

- Pokemon Unite is a team-based competition in which each team chooses up to five pokemons to compete. The lineup of each participating team should consist of a minimum of five athletes. The team with the most goals at the end of the 10-minute time limit wins.
- Only one athlete can be nominated as a substitute by each participating team. Each team is allowed a maximum of one substitution per game, made only while a match is not in progress.
- The competition is structured into two phases: the group stage and the elimination stage.

Group stage

- The group stage format described below may be adjusted depending on the final number of participating teams. Depending on the final number of participating teams, an additional match may be conducted after the group stage to determine the teams advancing to the elimination stage.
- Teams will be divided into three groups (A, B, C) through a random draw. Each group will compete in a BO3 single round-robin format. The top three teams from group A, the top three teams from group B, and the top two teams from group C (eight teams in total) will advance to the elimination stage. Group rankings will be determined based on the total number of match points accumulated by each team.

Elimination stage

- The elimination stage will be conducted in a BO3 single elimination format with the top eight teams advancing from the group stage to quarterfinals: A1 v B3, C2 v B2, B1 v A3, C1 v A2. Quarterfinal winners then play semifinals, with semifinal winners contesting the gold medal final. Bronze medals will be awarded to joint third place athletes.
- Finals will be conducted in a BO5 format.

Scoring and tiebreakers

- For each match in the group stage, one match point will be awarded to the winning team, and zero match points awarded to the losing team. Teams will be ranked



Competition Format and Rules

Esports



based on the total number of match points accumulated in the group stage.

- If two or more teams have the same number of match points in the group stage, rankings will be determined by applying the following criteria in order of priority:
 1. Head-to-head result
 2. Total game difference
 3. Average goal difference (average goals scored minus average goals conceded)
 4. Drawing of lots

Devices

- The following devices are in use for Pokemon Unite competition:
 1. Mobile device = Redmagic 11 Pro
 2. Console = Nintendo Switch 2
 3. Headset = Inzone H9 II
 4. Monitor = G-Master GB2591HSU-B1J

Honor of Kings competition format

- The Honor of Kings is a team-based competition in which each team chooses up to five heroes to compete. The team that crashes the towers on the map and destroys the opposing team's crystal wins. The teams qualified through the Asian Games qualifiers (AGQ) and the three teams who have medal standings for events common to the previous and current Asian Games are eligible to compete at Aichi-Nagoya 2026.
- This is the group event and is a competition between two teams, each consisting of a minimum of five athletes. Only one athlete can be nominated as a substitute by each participating team, and substitutions may be made only while a match is not in progress.
- The competition is structured into two phases: the group stage and the elimination stage. The group stage format may be adjusted depending on the final number of participating teams.

Group stage

- The participating teams will be divided into four groups (A, B, C, D) in a random draw. Each group will consist of two or three teams who will compete in a BO3 single round-robin format.
- The top two teams from each group, for a total of eight teams, will advance to the elimination stage quarterfinals.

Elimination Stage

- The elimination stage will be conducted in a BO3 single elimination format beginning with quarterfinals: A1 v D2, B1 v C2, C1 v B2, D1 v A2. Quarterfinal winners progress to semifinals, with semifinal winners playing for the gold medal. Bronze medals will be awarded to joint third place athletes.
- The gold medal match will be conducted in a BO7 format.

Scoring and tiebreakers

- For each match in the group stage, one match point will be awarded to the winning team, and zero match points will be awarded to the losing team. Teams will be ranked based on the total number of match points accumulated in the group stage.



Competition Format and Rules

Esports



- If two or more teams have the same number of match points in the Group stage, rankings will be determined by applying the following criteria in order of priority:
 1. Head-to-head result
 2. Total net wins (total games won minus total games lost)
 3. Total victory time (total time spent in games won by the team; shorter time wins)
 4. Total turrets destroyed (higher total ranks higher)
 5. Total knockouts (higher total ranks higher)
 6. Total gold earned (higher total ranks higher)
 7. Drawing of lots

Devices

- The following devices are in use for Honor of Kings competition:
 1. Mobile device = Redmagic 11 Pro
 2. Headset = Inzone H9 II

League of Legends competition format

- League of Legends is a team-based competition in which each team chooses up to five champions to compete. The team that destroys the opposing team's Nexus wins.
- The three teams who have medal standings for events common to the previous and current Asian Games, and the other teams that qualified through the AGQ, will be eligible to compete at Aichi-Nagoya 2026.
- Each League of Legends team should consist of a minimum of five athletes, with only one athlete able to be nominated as a substitute by each team. Substitutions may be made only while a match is not in progress.
- If a player substitution is to be made, the next starting lineup must be declared within five minutes following the Nexus of the previous game being destroyed.
- If no declaration is made, the previous lineup is retained.
- Competition consists of a group stage and an elimination stage. The group stage may be adjusted depending on the final number of participating teams.

Group stage

- The group stage will consist of eight teams divided into two groups and competition will be a BO1 single round-robin format. The top two teams from each group, decided by number of match wins, will advance to elimination stage semifinals.

Elimination stage

- The elimination stage will begin with two semifinals (A1 v B2, B1 v A2) conducted in a BO3 format. Winners proceed to the gold medal final. Bronze medals will be awarded to joint third place athletes. The finals will be conducted as BO5 competitions.

Scoring and tiebreakers

- Teams in the group stage will be ranked based on the number of match wins accumulated. If two or more teams have the same number of match wins at the conclusion of the group stage, rankings will be determined by applying the following criteria in order of priority:
 1. Head-to-head record in matches between the tied teams
 2. Average victory time of matches won by the tied teams

Competition Format and Rules

Esports



3. Coin toss

Devices

- The following devices are in use for League of Legends competition:
 1. PC = G Tune FG-A7G80
 2. Monitor = G-Master GB2591HSU-B1J
 3. Headset = Inzone H9 II

PUBG Mobile - Asian Games version

- PUBG Mobile - Asian Games version is a team-based competition in which teams of up to four athletes participate. One other athlete can be nominated as a substitute by each participating team, but substitutions may be made only while a match is not in progress.
- The three teams who have medal standings in events common to the previous and current Asian Games, one host nation team, and other teams that qualified through the AGQ are eligible to compete at Aichi-Nagoya 2026.
- The tournament will be conducted over two days, designated as day one and day two. The final tournament standings will be determined based on the cumulative score earned across all twelve matches.
- Days one and two will consist of six matches each, involving all participating teams. Both days will involve four matches of Erangel and two matches of Miramar.
- In each match, all teams will compete simultaneously on the same map under standard Battle Royale rules.

Scoring

- Teams will earn points according to two categories, placement points and eliminations points. The first eliminated team will be ranked last while the final surviving team will be ranked first.
- Placement points will be awarded based on each match placement as follows:

Placing	Points
First place	10 points
Second place	6 points
Third place	5 points
Fourth place	4 points
Fifth place	3 points
Sixth place	2 points
Seventh and eighth place	1 point
Remaining teams	0 points

- One elimination point will be awarded for each opponent eliminated.
- Points earned in each match will accumulate throughout all 12 matches to determine the final tournament standings.

Tiebreakers

- If two or more teams are tied in the overall standings after the completion of all matches the rankings will be determined in the following order:



Competition Format and Rules Esports



1. Number of first place finishes across both days
2. Total placement points across both days
3. Total eliminations
4. Placement in the final match on day two

Devices

- The following devices are in use for the PUBG – Asian Games version competition:
 1. Mobile Device = Redmagic 11 Pro
 2. Headset = Inzone H9 II

Mobile Legends: Bang Bang competition format

- Mobile Legends: Bang Bang is a team-based competition in which each team chooses up to five heroes to compete. The team that crashes the towers on the map and destroys the opposing team's base wins. The teams qualified through the AGQ will be eligible to compete at Aichi-Nagoya 2026.
- Competition is between two teams, each with a minimum of five athletes. Teams can only nominate one substitute, and substitutions may be made only while a match is not in progress.
- Competition is structured into two phases: the group stage and the elimination stage. The group stage format may be adjusted depending on the final number of participating teams.
- Teams will be divided into four groups (A, B, C, D) with each group competing in a BO3 single round-robin format. Rankings are based on the total number of match points accumulated by each team during the round-robin.
- During the original draw, if a team is drawn into a group that already contains two teams from the same Asian region, that team will instead be assigned to another group to allow a more even distribution of teams in each group.
- At the end of group competition, the top two teams from each group (a total of eight teams) will advance to the elimination stage.

Elimination stage

- The elimination stage will begin with the eight best teams from the group stage competing in quarterfinals as follows: A1 v D2, B1 v C2, C1 v B2, D1 v A2. The quarterfinal winners then advance to the semifinals, from where winners advance to the gold medal final. Bronze medals will be awarded to joint third place athletes. The quarterfinals and semifinals will be in a BO3 format, the finals BO7.

Scoring and tiebreakers

- For each match in the group stage, one match point will be awarded to the winning team, and zero match points to the losing team. Teams will be ranked based on the total number of match points accumulated in the group stage.
- If two or more teams have the same number of match points in the group stage, rankings will be determined by applying the following criteria in order of priority:
 1. Head-to-head results
 2. Total net wins (total games won minus total games lost)
 3. Total kills (number of kills during group stage)
 4. Drawing of lots

Devices

Competition Format and Rules

Esports



- The following devices will be in use in Mobile Legends: Bang Bang competition:
 1. Mobile Device = Redmagic 11 Pro
 2. Headset = Inzone H9 II

Identity V - Asian Games version

- Identity V - Asian Games version is a team-based competition in which each team chooses one hunter and four survivors to compete. Both sides alternate between the hunter and survivor sides, with the winner determined according to the team's match performance.
- The teams qualified through the AGQ will be eligible to compete at Aichi-Nagoya 2026.
- It is a group event with competition between two teams. Each team will register a minimum of four athletes to a maximum of seven athletes. All registered athletes may participate in both hunter and/or survivor round at the team's discretion.
- One substitute athlete for the survivor and one substitute athlete for the hunter can be nominated by each participating team.
- Two chances for hunter player substitution and two chances for survivor player substitution are allowed in a single match in either BO3 or BO5 format. The final outcome will be determined by the team's decision during the substitution phase.
- The competition is structured into two phases: the group stage and the elimination stage. Each match will consist of several rounds, with the group stage and elimination stage conducted in a BO3 format, while the finals will be conducted in a BO5 format.
- One round consists of one half played by each team as hunter and one half played by each team as survivor, with both teams alternating sides.

Group stage

- The group stage format may be adjusted depending on the final number of participating teams, but the host nation Japan and the winning team from the AGQ advance directly to the elimination stage as seeded teams.
- The remaining teams will be divided into two groups, with each group consisting of four teams competing in a BO3 single round-robin format. The top three teams from each group (six teams in total) will advance to the elimination stage.
- The rankings of the group stage will be decided by the number of match wins.

Elimination stage

- The elimination stage consists of eight qualified teams - the two directly seeded teams and the six teams advancing from the group stage. In the bracket, the host nation team will be placed in position one, and the AGQ champions will be placed in position eight. The remaining six qualified teams will be decided by the results of the group stages.
- The elimination stage will be conducted in a BO3 single elimination
- The quarterfinal format will be as follows: host nation v A2, B1 v A3, A1 v B3, B2 v AGQ champions.
- Quarterfinal winners play off in semifinals, with those winners playing the gold medal final. Bronze medals will be awarded to joint third place athletes.
- Finals will be conducted in a BO5 format.

Scoring and tiebreakers



Competition Format and Rules

Esports



- In each round, teams earn points based on the following scoring system. The team with the higher combined score from both halves of the round will be declared the winner of the round. If both teams earn the same score, the round will be declared a draw. Each team wins the points under the following table:

Number of survivor escapes	Survivor	Hunter
0	0 points	5 points
1	1 point	3 points
2	2 points	2 points
3	3 points	1 point
4	5 points	0 points

- Match score is a team's record of round wins, round losses and round draws in the relevant match.
- Total points are the aggregate number of points earned by each team across all rounds in the relevant match. If the match score is tied, the winner of the match will be determined in the following order:
 - Total points accumulated by both teams compared.
 - Extra round played with the winner determined according to the points of both sides.
 - Escapes during teams' rounds as survivors.
 - If at least one of the survivors escaped, the survivor's match duration of each team is used as the basis for deciding the winning team. The team with the faster time wins.
 - If neither team escaped as a survivor, the hunter's match duration is used as the basis for deciding the winning team. The team with the faster time wins.
- A screenshot will be taken from the hunter's record as the basis of the tiebreaker. Time judgments for extra rounds are based on official data.

Tiebreakers

- Teams will be ranked based on the number of match wins accumulated in the group stage. The team with the higher number of match wins will be ranked higher. If two or more teams have the same number of match wins in the group stage, rankings will be determined by applying the following criteria in order of priority:
 - Head-to-head result
 - Net win rounds (number of rounds won minus number of rounds lost)
 - Average points per round
 - Average cipher machine decoding progress per round
 - Drawing of lots

Devices

- The following devices will be in use for Identity V – Asian Games version competition:
 - Mobile Device = iPhone 17
 - Headset = Inzone H9 II

Naraka: Bladepoint competition format

- Naraka: Bladepoint is a team-based competition comprising one-on-one competition and three-on-three competitions. The team winner is determined based on the match



Competition Format and Rules

Esports



results. The teams qualified through the AGQ are eligible for Aichi-Nagoya 2026.

- Each team will register a minimum of three athletes and a maximum of five athletes. All registered athletes may participate in solo and/or trios competitions at the team's discretion.
- Only one athlete can be nominated as a substitute by each participating team and substitutions can be made only between sets and not during a set.
- Competition is structured into two phases: the group stage and the elimination stage.

Group stage

- The group stage will consist of eight teams divided into two groups, with each group consisting of four teams competing in a BO3 single round-robin format. Group stage ranking will be decided by the number of match wins.
- The top two teams from each group will advance to the elimination stage.

Elimination stage

- The elimination stage will consist of four teams qualifying from the group stage, playing in semifinals in a BO5 single elimination format: A1 v B2, B1 v A2.
- In a single round of martial artist duel competition, the athlete or team that defeats the opponent within the time limit, or deals more damage within the time limit, will be declared the winner of the round.
- In a game, the athlete or team that first wins two rounds will be declared the winner of the game.
- In a set, the team that first wins two games will be declared the winner of the set.

Scoring and tiebreakers

- For each match in the group stage, one match point will be awarded to the winning team, and zero match points will be awarded to the losing team. Teams will be ranked based on the total number of match points accumulated in the group stage.
- If two or more teams have the same number of match points in the group stage, rankings will be determined by applying the following criteria in order of priority:
 1. Head-to-head result
 2. Total set difference (number of sets won minus number of sets lost)
 3. Total set difference among tied teams
 4. Total game difference among tied teams (number of games won minus number of games lost)
 5. Shorter average duration of winning rounds
 6. Shorter average duration of winning rounds among tied teams
 7. Drawing of lots

Devices

- The following devices will be in use for Naraka: Bladepoint competition:
 1. PC: G Tune FG-A7G80
 2. Monitor: G-Master GB2591HSU-B1J
 3. Headset: Inzone H9 II

Gran Turismo 7 competition format

- Gran Turismo 7 is an individual auto racing competition conducted with participating

Competition Format and Rules

Esports

athletes competing simultaneously in designated races. This tournament consists of three stages: qualifications, semifinals and finals, and will proceed in accordance with the following rules and procedures.

Qualifications

- Time attack qualifications – all athletes will be divided into two groups to undergo a time attack qualifier with a one-lap attack format.
- Based on the results of the qualification times, athletes will be reassigned into two groups A and B e.g. Q1 to Group A; Q2 to Group B; Q3 to Group B; Q4 to Group A; Q5 to Group A; Q6 to Group B; and so on.

Semifinals

- Races will be conducted for each of Group A and Group B.
- Starting grid is based on the qualification time order within each group.
- The top four athletes from each group (a total of eight athletes) will advance to the finals.

Finals

- The eight athletes who advanced from the semifinals will compete in a three-race format (race 1, race 2, race 3), and the result will be determined by accumulated points.
- The starting grid for race 1 will be determined as follows:

Grid positions	Athlete
1-2	A1 and B1*
3-4	A2 and B2*
5-6	A3 and B3*
7-8	A4 and B4*

*Athletes allotted grid positions in ascending order of qualification time.

- Grid positions for race 2 and race 3 are based on results from race 1 and race 2, respectively. Points will be awarded according to the finishing position of each finals race as follows:

Race result	Race 1 / Race 2	Race 3
First	10 points	20 points
Second	8 points	16 points
Third	6 points	12 points
Fourth	5 points	10 points
Fifth	4 points	8 points
Sixth	3 points	6 points
Seventh	2 points	4 points
Eighth	1 point	2 points

- Final rankings will be determined based on the total accumulated points earned in race 1, race 2 and race 3. The athlete with the highest total accumulated points will be declared the winner and gold medallist. The second- and third-placed athletes



Competition Format and Rules

Esports



take the silver and bronze medals, respectively.

Tiebreakers

- If there is a tie in total cumulative points, the athlete with the higher finishing position in race 3 of the final will be ranked higher in the final standings.

Devices

- The following devices and equipment are in use for Gran Turismo 7 competition:
 1. Console = PlayStation 5
 2. Monitor = Sony Bravia XRJ-55X90L
 3. Seat = Gran Turismo World Series official racing seat
 4. Steering Controller = Fanatec Gran Turismo DD Extreme
 5. Controller = DualSense PlayStation5 controller
 6. Headset = Inzone H9 II
 7. Gloves and shoes = athletes may bring and use their own gloves and shoes, provided they are approved by technical officials.

eFootball competition format

- eFootball is a competition in which teams of two athletes participate in different divisions: one athlete competes on PC, and the other competes on mobile. The winner will be determined based on the combined score of these two games. If the total points after the PC division game and the mobile division game are tied, a third game will be played.

Group stage

- Teams will be divided into seven groups, with each group competing in a single round-robin format. Group stage rankings will be determined based on the total number of points accumulated by each team.
- The winning team from each group, together with the best second-placed team among all groups, will advance to the elimination stage, for a total of eight teams.
- In the event of a draw, there will be no extra time or penalty shootout in the group stage, and the match will end in a draw.
- Any ties in the group stage rankings will be resolved in accordance with the tiebreaker rules.

Tiebreakers

- In the group stage, points will be awarded for each division game as follows:
 1. Win = three points
 2. Draw = one point
 3. Loss = zero points

Group rankings

- Teams will be ranked within each group based on the total number of points accumulated in the stage. If two or more teams in the same group have the same number of points, rankings will be determined by applying the following criteria in order of priority:

Competition Format and Rules

Esports



1. Total points
 2. Goal difference
 3. Total goals scored
 4. Head-to-head result(s) between the tied teams
- Head-to-head results between the tied teams work in the following order:
 1. Total points
 2. Goal difference
 3. Total goals scored
 4. Drawing of lots

Ranking among second-placed teams

- To decide the best second-placed teams from all groups, they will be ranked in the following order:
 1. Total points
 2. Goal difference
 3. Total goals scored
 4. Drawing of lots
- The one highest-ranked second-placed team will advance to the elimination stage.

Elimination stage

- The elimination stage will be conducted in a single elimination tournament format consisting of the eight teams qualified for the quarterfinals: A1 v best 2nd, B1 v E1, C1 v F1, D1 v G1.
- In the elimination stage, the team placed in the upper position of the tournament bracket will be designated as the home side, and the team placed in the lower position of the bracket will be designated as the away side.
- Each match will consist of one PC division game and one mobile division game. The winner of the match will be determined based on the aggregate score of the two division games.
- If the aggregate score after the PC division game and the mobile division game is tied, a third game will be played. The third game will include extra time and a penalty shootout. Each team will submit its preferred division for the third game, either PC division or mobile division, before the start of the match.
- If both teams select the same division, the third game will be played in that division. If the teams select different divisions, the division for the third game will be decided by coin toss conducted by the technical officials.
- Winner of the quarterfinals progress to the semifinals, and the semifinal winners will play the gold medal final. Bronze medals will be awarded to joint third place athletes.

Devices

- The following devices will be in use for the eFootball competition:
 1. PC = G Tune FG-A7G80
 2. Mobile = Redmagic 11 Pro
 3. Monitor = G-Master GB2591HSU-B1J
 4. Headset = Inzone H9 II

Puyo Puyo Champions

- Puyo Puyo Champions is an individual competition conducted in a head-to-head format between athletes. The primary method of attack will be sending 'Ojama Puyo'



Competition Format and Rules

Esports



to the opponent's field.

- A game will be won when the opponent stacks 'Puyo' to the point that it reaches the spawn position of a newly appearing 'Puyo'.
- The competition is structured into two phases: the group stage and the elimination stage.

Group stage

- The participating athletes will be divided into two groups, Group A and Group B, who will compete in a single round-robin format. Each match in the group stage will be played BO5 and rankings will be decided by the number of match wins.

Elimination stage

- All athletes will advance from the group stage with rankings deciding the elimination stage first-round bracket allocation as follows: B4 v A5, A3 v B6, A6 v B3, A4 v B5.
- The quarterfinals will then be conducted as follows: A1 v B4/A5, B2 v A3/B6, A6/B3 v A2, A4/B5 v B1. Quarterfinals winners progress to semifinals, with semifinal winners contesting the gold medal final. Bronze medals will be awarded to joint third place athletes.
- Elimination stage first round and quarterfinals are BO9 format, while the semifinals and finals are BO19 format.

Scoring and tiebreakers

- For each match in the group stage, one match point will be awarded to the winning athlete, and zero match points will be awarded to the losing athlete.
- Athletes will be ranked based on the total number of match points accumulated in the group stage.
- If two or more athletes have the same number of match points in the group stage, rankings will be determined by applying the following criteria in order of priority:
 1. Head-to-head result
 2. Game difference
 3. Number of games won
 4. Single round-robin tiebreaker match
 5. Drawing of lots

Devices

- The following devices will be in use for the Puyo Puyo Champions competition:
 1. PC = G Tune FG-A7G80
 2. Monitor = G-Master GB2591HSU-B1J
 3. Headset = Inzone H9 II

General notes

- Earphones: in-ear earphones must be wired and feature a cable of sufficient length and a 3.5mm 4-pole or 3-pole plug. Earphones are not required to be submitted to or stored by officials before the competition.
- Controller: the controller will output one input signal per button and will disable inputs from the opposite direction. It will not feature preset functions or rapid-fire functions. The use of hardware macros and unauthorised wireless signals is



Competition Format and Rules

Esports



- prohibited.
- Keyboard and mouse: keyboards and mice will output one input signal per key or button and will disable inputs from the opposite direction where applicable. They will not feature preset functions or rapid-fire functions. The use of hardware macros and unauthorised wireless signals is prohibited.
- Finger sleeves: finger sleeves may be used only with the mobile device, provided they have no additional functions and are approved by the technical officials.
- The use of powder or any similar substances will not be permitted.
- Athletes will not apply any stickers, masking tape, protective films or any other materials to the screen or body of the competition device.

Rules

- Rules and competition formats may be updated as environments and game versions change. All provisions will be implemented with reference to the Esports technical and competition regulations.
- Any unforeseen circumstances not covered by the regulations and rules shall be resolved as follows:
 1. General issues: resolved in accordance with the Olympic Council of Asia (OCA) constitution and rules.