



The 3rd Asian  
Youth Games  
Bahrain 2025

# **E-Sports**

# **Technical Handbook**

**V2**





## Technical Information

### 1. Dates

The Esports competition at the 3rd Asian Youth Games will be held from October 25 to 30, 2025.

### 2. Venues

The Esports competition will take place in the Kingdom of Bahrain, at Exhibition World Bahrain

### 3. Events

The Esports competition of the 3rd Asian Youth Games consists of Six (6) gender-neutral events for all games titles as below:

Event	Platform
eFootball™ 1v1 Boys	PlayStation 5
Street fighter 6 1v1 Boys	PlayStation 5
Rocket league 3v3 Boys	PlayStation 5
eFootball™ 1v1 Girls	PlayStation 5
Street fighter 6 1v1 Girls	PlayStation 5
Rocket league 3v3 Girls	PlayStation 5

Note: The Organizing Committee of the 3rd Asian Youth Games reserves the right to cancel any of the above events if they contravene the relevant regulations of the Kingdom of Bahrain.

### 4. Competition Schedules

Date	Time	Gender	Event	Phase
25 October 2025 (Saturday)	10:00 – 13:00	Girls	eFootball™	Group Round-robin
	13:00 – 14:00	LUNCH BREAK/PRACTICE/FREE TIME		
	14:00 – 17:00	Boys	eFootball™	Group Round-robin





Date	Time	Gender	Event	Phase
26 October 2025 (Sunday)	10:00 – 10:30	Girls	eFootball™	Single- Elimination (Quarter-finals)
	10:30 – 11:00	Girls	eFootball™	Semi-finals
	11:00 – 13:00	Boys	eFootball™	Round of 16
		Boys	eFootball™	Quarter-finals
		Boys	eFootball™	Semi-finals
	13:00 – 14:00	LUNCH BREAK/PRACTICE/FREE TIME		
	14:00	Girls	eFootball™	Bronze Medal Match
	15:00	Girls	eFootball™	Grand Finals
	16:00	Boys	eFootball™	Bronze Medal Match
	17:00	Boys	eFootball™	Grand Finals
	18:00	VICTORY CEREMONY		
27 October 2025 (Monday)	10:00 – 13:00	Girls	Street Fighter 6	Group Round-robin
	13:00 – 14:00	LUNCH BREAK/PRACTICE/FREE TIME		
	14:00 – 17:00	Boys	Street Fighter 6	Group Round-robin
28 October 2025 (Tuesday)	10:00 – 10:30	Girls	Street Fighter 6	Quarter-finals
	10:30 – 11:00	Girls	Street Fighter 6	Semi-finals
	11:00 – 13:00	Boys	Street Fighter 6	Round of 16
		Boys	Street Fighter 6	Quarter-finals
		Boys	Street Fighter 6	Semi-finals
	13:00 – 14:00	LUNCH BREAK/PRACTICE/FREE TIME		
	14:00	Girls	Street Fighter 6	Bronze Medal Match
	15:00	Girls	Street Fighter 6	Grand Finals
	16:00	Boys	Street Fighter 6	Bronze Medal Match
	17:00	Boys	Street Fighter 6	Grand Finals
	18:00	VICTORY CEREMONY		





Date	Time	Gender	Event	Phase
29 October 2025 (Wednesday)	10:00 – 13:00	Girls	Rocket League	Group Round-robin
	13:00 – 14:00	LUNCH BREAK/PRACTICE/FREE TIME		
	14:00 – 18:00	Boys	Rocket League	Group Round-robin
30 October 2025 (Thursday)	10:00 – 11:00	Girls	Rocket League	Semi-finals
	11:00 – 12:00	Boys	Rocket League	Quarter-finals
	12:00 – 13:00	Boys	Rocket League	Semi-finals
	13:00 – 14:00	LUNCH BREAK/PRACTICE/FREE TIME		
	14:00	Girls	Rocket League	Bronze Medal Match
	15:00	Girls	Rocket League	Bronze Medal Match
	16:00	Boys	Rocket League	Grand Finals
	17:00	Boys	Rocket League	Grand Finals
	18:00	VICTORY CEREMONY		

## 5. Sport Entries

### 5.1 Eligibility

- Only NOCs that are members of the OCA are eligible to send athletes to compete in the Esports competition of the 3<sup>rd</sup> Asian Youth Games .
- Only athletes who comply with the OCA Constitution and Rules and its Bye-law are entitled to compete in the Esports competition.

### 5.2 Entry Timeline

- Entry by Sport: Deadline: 24:00 25 March, 2025 (Manama Time, GMT +3)
- Entry by Number: from 10:00 30 June 2025 to 23:59 21 July 2025 (Bahrain Time, UTC +3).
- Entry by Name: from 10:00 1 August 2025 to 23:59 31 August 2025 (Bahrain Time, UTC +3).

### 5.3 Entry Policies

- Individual Events (eFootball™, Street Fighter 6): Each NOC may enter up to two (2) individual athletes in each event.
- Team Events (Rocket League): Each NOC can enter up to one (1) team per event. Each team can have up to three (3) starting athletes and two (2) substitutes, totaling a maximum of five (5) athletes.
- Total: Each NOC may enter a maximum of nine (9) male athletes and nine (9) female athletes.





- Any NOC that withdraws its athletes or teams after the submission of the final entries by name or the Team Draw phase will be faced with disciplinary action by the OCA Executive Board.

#### **5.4 Age Limitation**

- Athletes participating should be 15–18 years old, born in 2007, 2008, 2009, 2010

### **6. Arrival and Departure**

Teams arrival is fixed two (2) days before the competition and depart one (1) day after it ends.

### **7. Technical Meeting**

Equipment Declaration, Sport Entry Check, Technical Meeting and Official Draw will take place on 22 October 2025 at 3:00 PM at the athlete hotel. place to be confirm.

### **8. Competition Rules**

#### **Roll Call**

- All competing athletes and coaches must arrive at the Call Area no later than 30 minutes before their scheduled match.
- For the Roll Call, both athletes and coaches must present their 3rd Asian Youth Games Identity and Accreditation Cards to the technical officials for verification.
- Any athlete who does not follow the competition schedule will face penalties.
- Teams that are competing or are scheduled for back-to-back matches may send a representative (such as the team coach or team leader) to attend the Roll Call on their behalf.
- Teams that are not present at the start of their scheduled match will be considered as forfeiting the match.
- Athletes cannot forfeit a match without prior permission from the technical officials. However, even with this permission, they might still face penalties.
- Post-competition Procedures
- Result Confirmation: After each match, athletes must remain in the Field of Play (FOP) until the match results are finalized. 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.

### **9. Competition Format**

- The software versions specified for each event in this Sport Technical Handbook reflect the most recent updates. Should there be any changes to the versions, the NOCs will be informed promptly. The competition format of each event is as follows:

#### **9.1 eFootballTM**

- Software Version: TBC
- Conditions for Victory:
- A team may secure a victory in a game if: They outscore their opponent at the end of the match duration (including extra time and penalties, if applicable); or The opponent forfeits the match; or The opponent is disqualified due to rule violations or technical issues.





- Competition Format: TBC
- Tiebreakers: Each win earns one point; a loss earns zero points. If players are tied in group standings, the following criteria will be applied in sequence:
  - Head-to-head result (if only two players are tied).
  - Goal difference across all group matches.
  - Total goals scored in all group matches.
  - Fewest goals conceded in all group matches.
  - Shots on target in all group matches.
  - Random draw if all else is equal.
- If still unresolved, a single tiebreaker match may be played. Rankings in that phase will be determined by the number of wins, head-to-head result, goal difference, or by draw if necessary.

## 9.2 Rocket League

- Software Version: TBC
- Conditions for Victory: A team wins by scoring more goals than the opponent within the match time limit or by opponent forfeiture/disqualification.
- Competition Format: TBC
- Tiebreakers: Each win earns one point; a loss earns zero points. If players are tied in group standings, the following criteria will be applied in sequence:
  - Head-to-head result (if only two players are tied).
  - Goal difference across all group matches.
  - Total goals scored in all group matches.
  - Fewest goals conceded in all group matches.
  - Shots on target in all group matches.
  - Random draw if all else is equal.
- If still unresolved, a single tiebreaker match may be played. Rankings in that phase will be determined by the number of wins, head-to-head result, goal difference, or by draw if necessary.
- If necessary, a tiebreaker match will be played. Rankings from that phase follow the same logic.

## 9.3 Street Fighter 6:

- Software Version: Street Fighter: (The Latest Version TBC)
- Conditions for Victory: The team that defeats the opponent's character twice in a game is the winner.
- Competition Format: TBC

## 10. Training Arrangement

- The organizing committee will arrange the training schedule for all NOCs which attend to the 3rd Asian Youth Games

24 October 2025 – eFootball™ Practice Day

- 09:00–11:00 – Practice Session 1
- 11:00–11:30 – Coffee Break





- 11:30–13:00 – Practice Session 2
- 13:00–14:00 – Lunch Break / Free Time
- 14:00–16:00 – Practice Session 3
- 16:00–16:30 – Break
- 16:30–18:30 – Practice Session 4

---

#### 26 October 2025 – Street Fighter 6 Practice Day

- 09:00–11:00 – Practice Session 1
- 11:00–11:30 – Coffee Break
- 11:30–13:00 – Practice Session 2
- 13:00–14:00 – Lunch Break / Free Time
- 14:00–16:00 – Practice Session 3
- 16:00–16:30 – Break
- 16:30–18:30 – Practice Session 4

---

#### 28 October 2025 – Rocket League Practice Day

- 09:00–11:00 – Practice Session 1
- 11:00–11:30 – Coffee Break
- 11:30–13:00 – Practice Session 2
- 13:00–14:00 – Lunch Break / Free Time
- 14:00–16:00 – Practice Session 3
- 16:00–16:30 – Break
- 16:30–18:30 – Practice Session 4

Capability : TBC

#### Training Principles :

- Reserved time: The training venue can only be reserved one day in advance. Each NOC should fill in the Training Reservation Sheet (as attached) before TBC on the day before the training date and send it to TBC for reservation.





- When each NOC submits the Training Reservation Sheet for the first time, it is clear that this mailbox will be the only mailbox for training reservation, and the training venue will no longer accept reservation information from other mailboxes.
  - Reservations will be accepted on a first-come, first-served basis via the orders of mails. Priority will be given to events close to the competition schedule. If the reservation demand in one session exceeds the capacity, it will be prioritized to other sessions on the same day under the condition, and no further adjustment will be made.
  - Training arrangements will be based on the principle of equality. When the number of participants exceeds the capacity of the training zone, the priority will be given to participating sports teams/athletes who have not yet participated in training or have trained less frequently.
- Training information: TBC

#### **Other Information**

- All training sessions are closed to the media.
- Each training zone will be equipped with relevant training facilities. Athletes must present their 3rd Asian Youth Games Identity and Accreditation cards before using equipment at the service desk and retrieve it after training.
- PlayStation 5, controllers and headsets will be provided at the training venue. However, players are free to bring their own equipment if they prefer.

### **11. Technical Officials**

- International Technical Officials (ITOs) are appointed by the AESF.
- National Technical Officials (NTOs) are appointed by the BESF

### **12. Protest and Appeals**

#### **12.1 Official Complaints and/or Protests During a Game/Match**

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 **11**, 'official complaint' refers to an official complaint regarding a violation that has occurred.

#### **12.2 Protest in between Games/ after a Match**

- 12.2.1** 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.
- 12.2.2** 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.
- 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.

### 12.3 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.

### 12.4 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 USD 500 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.

### 12.5 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 proceeding 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.

### 12.6 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.

## 13. General Rules and Regulations

### 12.1 Rules

#### 12.1.1 Eligibility Code (OCA 52)

To be eligible for participation in the OCA Games, a competitor must:

- a) Observe and abide by the Rules of the IOC/OCA as per the Olympic Charter;





- b) Respect the spirit of fair play and non-violence and abide by the rules on the sports field;
- c) Comply with all aspects of WADA and OCA Anti-Doping Rules Code and refrain from using substances and drugs prohibited by the said organizations;
- d) The Member must ensure that any competitor in the OCA Games must be a national of the country of the NOC, which is entering him;
- e) Disputes relating to the determination of the country which a competitor may represent in the OCA Games shall be resolved by the EB, unless the eligibility code already set out in the Constitution has been fulfilled and is not in dispute.

#### 12.1.2 Nationality of Competitor (OCA By-Law 52)

- a) All cases of infringement of IOC Rule 41, 42 and it's Bye-laws and of the eligibility code of IFs shall be communicated by the concerned Member to the OCA, to be considered by the EB whose decision will be final;
- b) A competitor who is a national of two (2) or more countries at the same time may represent either one (1) of them, as he may elect. However, after having represented one country in the Olympic, Asian continental regional or world championships recognized by the relevant IF, the competitor may not represent another country unless he or she meets the conditions set forth in sub section 4 below that apply to the persons who has changed his nationality or acquired a new nationality;
- c) A competitor who has represented one country in the Olympic Games, OCA Games, continental, regional, and world championships recognized by the relevant IF, and who has changed his nationality or acquired a new nationality, shall not participate in the OCA Games to represent his new country until three years after such change or acquisition;
- d) If a State, Country or a colony acquires independence, a country becomes incorporated within another country by a change of border or transfer of sovereignty or if a new NOC is recognized by the OCA, a competitor may continue to represent the country to which he belongs or belonged. However, he may, if preferred, choose to represent his country or be entered in the OCA Games by his new NOC if one exists. This option can only be made once and is irreversible;
- e) In all cases not expressly addressed in these Bye-Laws, in particular those cases where a competitor would be in a position to represent a country other than that of which he is a national, or to have choice as to the country which he intends to represent, the EB makes all decisions. Decisions can be of a general The OCA Games 80 SEP 2017 or individual nature and issue specific requirements relating to nationality, citizenship, domicile or residence of the competitors, including the duration of any waiting period;
- f) Except as permitted by the EB, no competitor, coach or official who participates in the OCA Games may allow his person, name and picture or sports performances to be used for advertising purposes during the OCA Games.

#### 12.1.3 Number of Entries (OCA 58)





- a) For a sport to be included in the OCA Games Programme a minimum of six (6) NOCs should enter their athletes by number and a minimum of four (4) should be physically present before the start of the competition;
- b) The maximum number of entries from each country in each sport or event is established by the Council in consultation with the Member hosting the Games and in accordance with the AESF technical rules;
- c) However, the following numbers cannot be exceeded:
  - For individual events, two competitors from each Member;
  - For team events, one team per Member, the Number of competitors and reserves not to exceed the number allowed by the AESF concerned;
  - For events where individual and team competitions are conducted simultaneously, and the team event is decided by the aggregate score/time of each individual member of the team, the athlete (if maximum two) participating in the individual event must be designated as such in the Entry form and only the athlete concerned will be competing in the individual event.

#### 12.1.4 Technical Official and Jury of Appeal (OCA 59)

The BAYGOC must not receive or otherwise give official recognition to any foreign political delegation or leaders of any other mission whatsoever, without the prior written approval of the OCA. However, nobody can be discriminated against if he or she is a duly appointed official of the NOC's sports delegation.

#### 12.1.5 Court of Appeal (OCA 79)

- a) The OCA EB on behalf of the OCA is the final Court of Appeal, which will decide all disputes of a non-technical nature concerning the OCA Games. Teams/Member NOCs, if necessary, may submit disputes to the Court of Appeal. In addition, the Court of Appeal may intervene in all disputes of a nontechnical nature outside the jurisdiction of the Juries of Appeal set up for each sport in the Programme;
- b) The Court of Arbitration for Sport (CAS) in association with the OCA will set up a small Ad Hoc working group from CAS that will be present and working alongside the OCA in the Asian Games period only, on the same lines as done during the Olympic Games. The participating athletes can address any issues that they may have directly with CAS, during the OCA Games.

#### 12.1.6 Claims of Protest (OCA 80)

- a) Claims made to the Judges on grounds concerning matters of fact are decided by them without appeal;
- b) Appeals against other decisions of the Judges or with regard to any other matters must be addressed to the President of the Technical Jury of Appeal for the sport concerned by a representative of the team making the appeal;
- c) Exceptional circumstances apart, a claim must be made within two hours of the decision giving rise to it. The Jury, after an investigation, shall give a decision and this decision shall be irrevocable, except in the case of disqualification of a team or of a competitor for infraction of the Rules and





- Regulations of the OCA. In this case it shall be decided by the Court of Appeal;
- d) All claims and appeals must be made in writing.

#### 12.1.7 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.

### 14. Equipment and Clothing

Clothing worn and equipment used by athletes and other relevant participants in competition must comply with the rules and regulations of the OCA and Organizing committee.

Equipment's: Each player is free to bring their own headset and joystick, the BAYGOC will also provide official equipment. More details related to the official equipment will be provided.

**13.3** The account for athletes to participate in competitions shall be provided by the competition and managed by the organizing committee. Before the competition, athletes must arrive at the venue within the designated time based on each participated NOC for account information verification. During the verification process and competition, athletes are not allowed to make the modification to their account settings in any form without authorization. Violators will be punished according to the competition rules.

### 15. Doping Control

In order to ensure healthy and fair competitions and protect the interests of the athletes, the Anti-doping programme of the 3<sup>rd</sup> Asian Youth Games will be conducted in strict accordance with the World Anti-doping Code and the OCA Anti-doping Rules

### 16. Victory Ceremony

- Gold, silver, and bronze medals will be awarded to the top three athletes in each event, respectively.
- Fifteen minutes before the Victory Ceremony starts, the medalists will be guided by the staff to the Waiting Area to get ready for the ceremony. Medalists must wear their NOC official award-winning uniform.

### 17. Approval of the Technical Handbook

The Technical Handbook has been approved by the AESF On 15<sup>th</sup> May 2025





## 18. Key Contact Information

Asian Federations	
<b>Asian Electronic Sports Federation (AESF)</b>	
President	Mr. Santi Lothong
Director General	Mr. Steve Kim Tae Hyung
Address	68 Soi Ladprao 138 (Meesuk), Ladprao Road, Klongchan, Bangkok, Bangkok 10240, Thailand
Phone	+66 27047733
Email	info@aesf.com
Web	www.aesf.com
<b>Bahrain Esports Federation (BESF)</b>	
President	Mr. Hussain AlKooheji
Secretary General	Mrs. Zainab Al Turabi
Address	Manama – Kingdom of Bahrain
Phone	+973 33340306
Email	president@besf.bh
Technical Delegate	Mr. Lam Wai Nok
Email	Jeff.Lam@aesf.com
Phone	+852 60783185
Competition Manager	Mrs. Zainab Al Turabi
Email	E-sports@bayg.bh
Phone	+973 33340306
Esports Commissioner	Mr. Adrian Hendriks
Email	adrianhendriks@googlemail.com
Phone	+60 167949643



## 19. Appendices

### 19.1 Field of Play

