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3. The Arbiter is responsible for ensuring that the player is only running software on their device that is necessary for their participation in this event. The Arbiter is responsible for determining any penalties for breaching this guideline.

4. The Arbiter is required to have a portable webcam to enable communication with other venues, players, and the tournament organisers. This webcam can be used to broadcast vision from a specific game, terminal or other area within the playing venue.

5. In the case of an irregularity, the Arbiter has the authority to alter the conditions or outcome of the game (See A.2.8, B1.7 and B.3)