	HK	MO	TW	ID	MY	PH	SG	TH	VN	JP	KR	AU	NZ	IN	NP	PK	LK	BD	MV
HK	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, WJA default: EAS	allowed: EAS, WJA default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
MO	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, WJA default: EAS	allowed: EAS, WJA default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
TW	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, WJA default: EAS	allowed: EAS, WJA default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
ID	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
MY	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
PH	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
SG	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
TH	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
VN	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
JP	allowed: EAS, WJA default: EAS	allowed: EAS, WJA default: EAS	allowed: EAS, WJA default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: WJA default: WJA	allowed: EAS, WJA default: EAS	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
KR	allowed: EAS, WJA default: EAS	allowed: EAS, WJA default: EAS	allowed: EAS, WJA default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS default: EAS	allowed: EAS, WJA default: EAS	allowed: WJA, EAS default: WJA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA
AU	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: AUS default: AUS	allowed: AUS default: AUS	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA
NZ	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: AUS default: AUS	allowed: AUS default: AUS	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA
IN	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA
NP	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA
PK	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA
LK	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA
BD	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA
MV	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: EAS, SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA	allowed: SEA default: SEA

How to consider this team is representing a specific country
Majority out of 5 playing rosters for example:
A team consists of 2 TW, 1 HK and 1 MO will be considered as TW team
A team consists of 3 HK, 1 TW and 1 MO will be conisdered as HK team
A team consists of 4 MO and 1 TW will be conisdered as MO team
In case every player is from different country, it will be considered based on their opponent:
A team consists of 1 HK, 1 TW, 1 JP, 1 MY and 1 MO fighting against a JP team, it will be considered as JP vs JP team.

Server Information
EAS: East Asia Server
SEA: Southeast Asia Server
WJA: Japan West Server
AUS: Australia South East Server

Default server will be used if both teams are unable to mutually agree on an **Allowed** server.

If both teams agree on a different server not listed under the **Server Table**, the teams may proceed with the server they both agreed on.