



STANDARDS

Official Rules & Regulations

(V1.0.2, September 14, 2023)



Mobile Legends Bang Bang

INTRODUCTION

i. **ESPORTS TITLE**

Mobile Legends Bang Bang

ii. **REGULATION COMMITTEE**

Tournament Committee

iii. **UPDATE**

The Tournament Committee reserves the right to modify the present Rules from time to time without notice. It is encouraged to review these regulations from time to time in order to be apprised of any changes

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CHAPTER 1: PLAYER ELIGIBILITY

1.1: AGE LIMIT

This tournament is open to ages 14 and above.

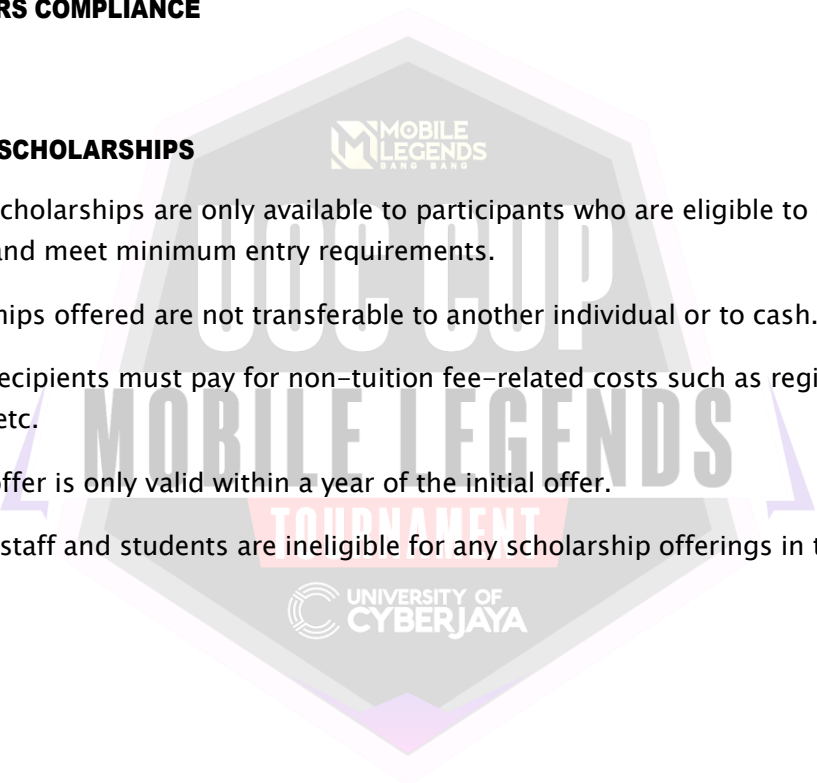
1.2 PRO PLAYER PARTICIPATION

Not allowed.

1.3 TEAM MEMBERS COMPLIANCE

Not allowed.

1.4 PROGRAMME SCHOLARSHIPS

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- Programme scholarships are only available to participants who are eligible to enter the programme and meet minimum entry requirements.
 - The scholarships offered are not transferable to another individual or to cash.
 - Scholarship recipients must pay for non-tuition fee-related costs such as registration fees, annual fees, etc.
 - Scholarship offer is only valid within a year of the initial offer.
 - Current UoC staff and students are ineligible for any scholarship offerings in this competition.

CHAPTER 2: IN GAME SETTING

ARTICLE 2.1: GAME VERSION

The tournament will use the latest available version of Mobile Legends Bang Bang – Custom Draft Pick Mode

ARTICLE 2.2: TOURNAMENT FORMAT

QUALIFIER STAGE

TBC

Each qualifier is to be conducted in the following format.

- **2 Blocks Single Elimination Knockout :**
 - The team will be divided into 8 Blocks of 8 Teams
 - Match format is Best of 1
 - The best 2 teams in each Block will advance to the Main Event as scheduled.

MAIN EVENT

TBC

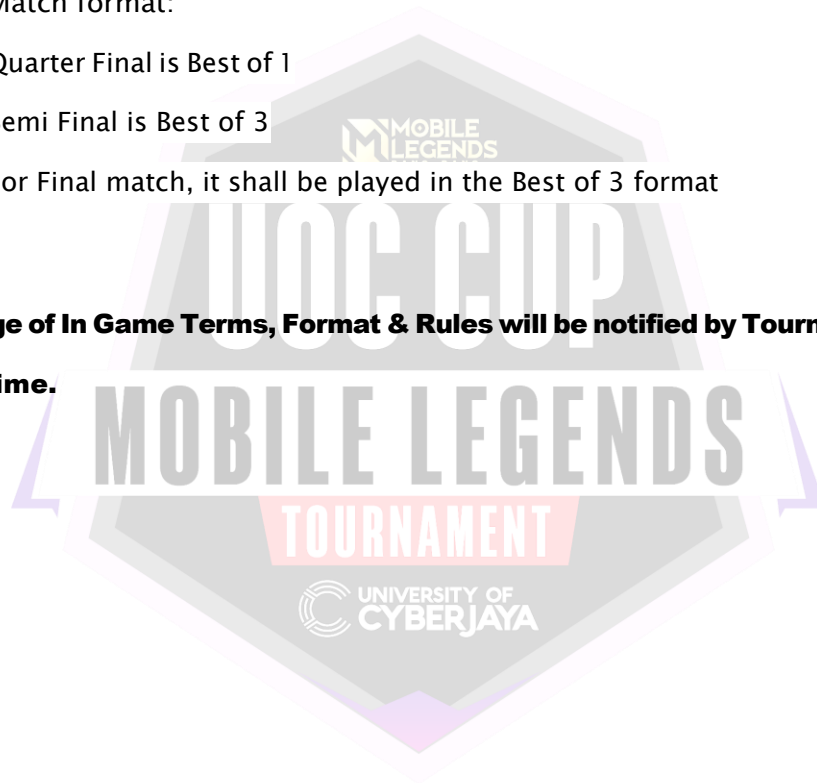
Each region block is to be conducted in the following format.

- **Single Elimination Knockout Stage:**

GRAND FINAL EVENT

- Tournament Room (10 bans)
- 8 Teams will compete in the format below.
- All teams require to play with 5 players during matches if fail to do so, the team will be disqualified
- **Single Elimination Knockout Stage:**
 - Match format:
 - Quarter Final is Best of 1
 - Semi Final is Best of 3
 - For Final match, it shall be played in the Best of 3 format

Info: Any change of In Game Terms, Format & Rules will be notified by Tournament Admin from time to time.



CHAPTER 3: TOURNAMENT

ARTICLE 3.1: TOURNAMENT FLOW

***Comms Channel:** Whatsapp (Invited after registrations)

1. 'Marshall' (Referee) will invite the captains of each squad only.
2. The Team Captain should contact the Opposing Team Captain based on the schedule provided by 'Marshall' (Referee) to arrange custom draft pick room creation.
3. Winning Team Captain, please ScreenShot the match result and send it to via the **Tournament Channel**
4. Please make sure you finish the match according to the set time. **Action** will be taken to those non complying teams.

ARTICLE 3.2: GAME INTERRUPTION

- The organizers **will not be responsible for any technical problems such as internet/device problems.**
 - The organizers will only be responsible if the problem stems from Mobile Legends 'server maintenance'
1. In the event of a **bug problem**, the TEAM CAPTAIN must make a complaint with evidence (VIDEO BUG) to Marshall (Referee) **BEFORE THE FIRST KILL or within the 3 MINUTES of the match.** Complaints will not be entertained after that.

CHAPTER 4: ADDITIONAL TERMS & CONDITIONS

1. All members of each team are required to display their respective country flag in the match lobby.
2. Teams must provide TEAM LOGO and all team members photo **UPON REQUEST (IF ANY)**
3. Teams are prohibited to replace any of the registered players once the final verification period has ended (including the reserved player)
4. Team Names, Team Tags, and Player Names.
 - Teams will be permitted 1 tag for Team Names (consisting of 4 characters) in front of each player's Hero Name (IGN) throughout the Tournament. These tags must be upper-case, lower-case letters or numbers 0-9 only.
 - Names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. Player Names must not exceed 12 characters (character count includes spaces and punctuations).
 - If special characters are used, the Organiser reserves the right to simplify them for use during the Tournament. Player Names and Team Names may not contain: vulgarities or obscenities; MLBB hero derivatives or other similar character
5. By registering, Teams acknowledge that all usage of photos, videos, and any form of recording during the tournament have been given legal consent by the players for media and marketing purposes.
6. Sponsorships: Should the sponsorship require a change of team name or team logo, teams must submit the request to the league within the stipulated period.

An ORGANIZERS team has the ability to acquire sponsors throughout the Tournament. Sponsorship acquisition is unrestricted but will be subject to the Organizer's approval. If the sponsor falls under the list of limited categories, then the sponsorship may not be displayed by the players/teams. The ORGANIZERS have the ability to update the

category list at any time. The following is the non-exclusive list of limited sponsor categories:

- Gambling Websites: defined as any website that aids or abets the wagering of funds on a sport/esports event and/or allows for the wagering of funds in casino games including poker.
- Non-“over-the-counter” drugs
- Account sharing/skin selling websites.
- Firearms, handguns, or ammunition providers.
- Websites displaying or related to pornographic imagery or products.
- Products or services from direct competitors of MLBB.
- Tobacco products



CHAPTER 5: CHEATING AND USE OF OTHER PLAYERS (JOCKEYS) PRECAUTIONARY MEASURE (ONLINE MATCH)

Subject to the TOURNAMENT COMMITTEE DISCRETION, the imposition of Player Camera may be required to avoid cheating by players and to ensure that the players are actually playing for themselves.

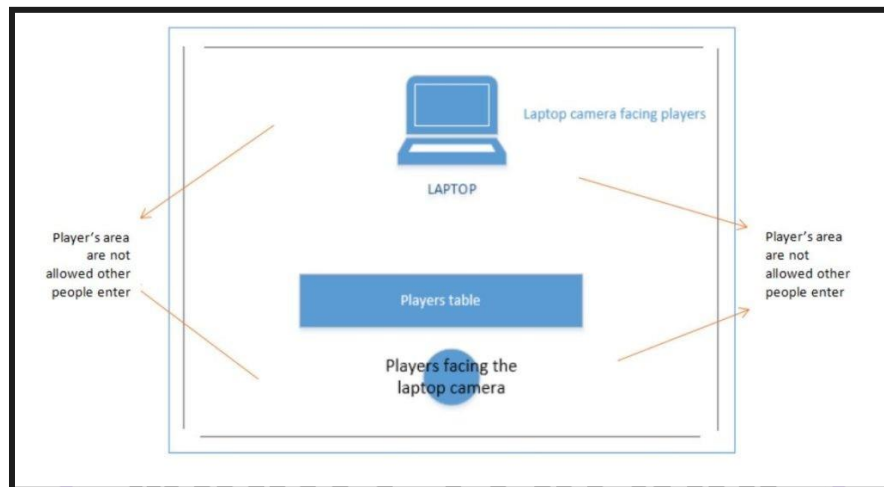
The TOURNAMENT COMMITTEE will update on this requirement from time to time.

If this rule is implemented (Subject to confirmation), the following shall be applied:

4. All Teams/Players MUST conduct a video call with TOURNAMENT Official through Video Call via COMMS CHANNEL. (Instruction will be provided)
5. The Video Call has to be turned on 15 minutes before the match, and has to continue running until the match is over. The Video Call can be turned off only after the last game is done, and the players show the end screen towards the Video Call for 5 seconds.
6. All team captains/managers are responsible to make sure that all Video Calls are working throughout the matches and that the footage of the matches will be available for submission.
8. If there are technical problems, the player will relay the technical problem to the TOURNAMENT COMMITTEE in the call and if the issue is legitimate, the TOURNAMENT COMMITTEE will instruct the OB to pause the game. Only the player with the technical problem and the captain/manager is allowed to talk.
10. The players will need to show their phone screen to the Video Call in front of them for 5 seconds at the following points:
 - * When they are in the game lobby.
 - * When they are in the loading screen.
 - * When the game is over at the victory/defeat screen

11. Any dispute will have to be done AFTER the series is over and within 3 hours, the TOURNAMENT COMMITTEE would provide a response within 24 hours and all decisions will be made by the ORGANIZERS. Any dispute submitted after the mention period will not be entertained.

Notes: Refer to the image below for laptop camera and room set up and positioning.



CHAPTER 6: CONDUCT RULES

Article 3.1: FORBIDDEN BEHAVIORS

Players will be subject to sanctions if found attempting to violate in any way the conduct currently prohibited:

- Refuses to obey the referee's instructions
- Delays according to schedule
- Use insulting language and / or gestures
- Use insulting language in games
- Guilty of unsporting
- Misleading his or her identity (false pseudonym or usurpation of identity)
- Violating or cheating any referee
- Not putting in any effort to win the match
- Trying to manipulate group position

In addition, the Player or any third party involved in the team may not participate, either directly or indirectly, in betting or gambling on any outcome of any Match.

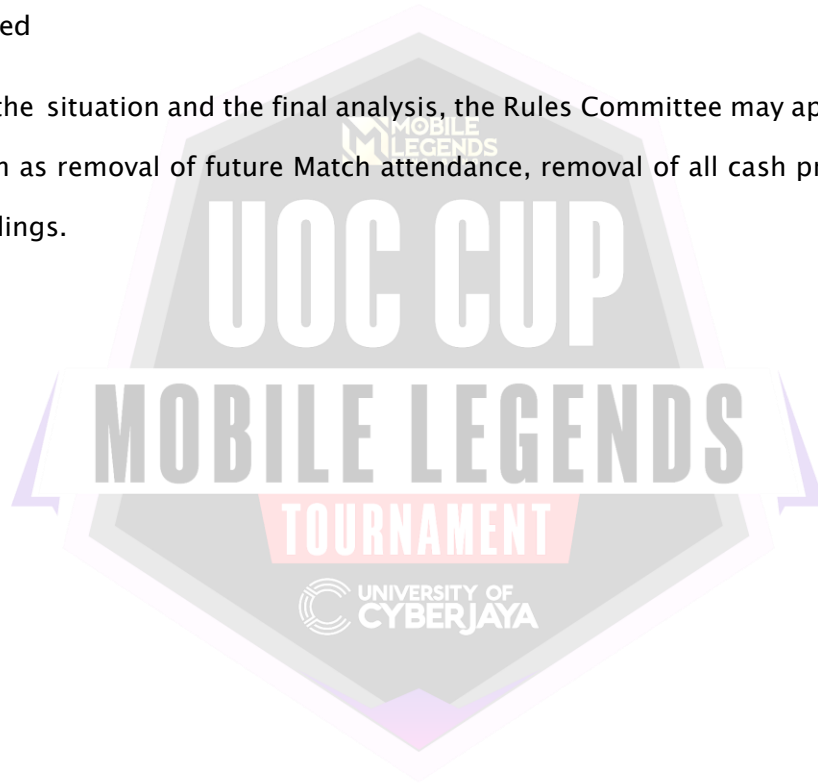
The nature and scope of restrictions imposed due to such violations will be at the discretion of the ORGANIZERS

Article 6.2: LIST OF SANCTIONS

After becoming aware of any players and coaches who have committed any violations of the current rules, the Rules Committee may apply for the following restrictions:

- Verbal warnings
- Defeat in a match
- Removed

Depending on the situation and the final analysis, the Rules Committee may apply for additional restrictions such as removal of future Match attendance, removal of all cash prizes and awards, or legal proceedings.



REMINDER FOR ALL

- Think of a sporting event as any real sporting event.
- Show high sportsmanship and support the participants in Malaysian sportsmanship.
- Respect each other regardless of their gender, race, religion or nationality.
- Respect and follow the scheduled time, so that the tournament can go on non -stop.
- The Match Schedule uses the organizer's timetable, not the time on the participant's watch.
- The organizer reserves the right to change or update the format, terms, rules or course of the Match without any notice and as appropriate circumstances
- If the team violates any of the rules, League Ops will deduct points/monetary penalty/forfeit the game.

