

MOBILE LEGENDS BANG BANG

(Tournament/Game Rules)

TOURNAMENT STRUCTURE:

- Tournament is open to all-male, all-female, or mixed teams of students enrolled at Holy Cross College Sta. Rosa, N.E., Inc. (Depending on the season it can also be departmental.)
- Qualifying Stage shall commence on:

INTRAMS: the program level, top teams per program will advance to the Tournament bracket.

COLLEGE/ICT WEEK: the date specified by the organizers after successful registration. Usually this are single elimination matches.
- Semis Stage will be Best-of-3 custom game match, top two (2) teams will advance to the Finals.
- Finals which will be in Best-of-5 game set up.

PLAYER REQUIREMENTS:

- A player can only join one team.
- Players must be available during tournament dates.
- Players must be aged 13 and above.
- Players must be currently enrolled in the current school year or recently.
- A player should play only with the account registered on their behalf.

TEAM REQUIREMENTS:

- A team must consist of the following members:
 - 5 main players (required)
 - 1-2 reserved players (optional)
 - 1 coach/player-coach (optional)
- Once nominated/registered regular/reserved players cannot be replaced throughout the gameplay.

SCHEDULES / TIMING OF MATCHES:

- The tournament will be held in-campus. (with exception on the Finals game on certain season(s).)
- Players will be advised of schedule and timing of matches thru their registered email address or official communication channels.
- Only High-tier Tournament Official can alter schedule and timing of matches

GENERAL CONDUCT:

- Players are expected to conduct themselves and compete with the ***spirit of sportsmanship***, maintaining a ***friendly*** and ***polite demeanor*** in activities involving other participants and public in general.
- *The organizer has the right to apply penalties, disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament.*
- ***Cheating*** doesn't need to be successful to qualify as a violation. ***Conspiring to cheat*** is already a violation and will lead to an ***automatic disqualification*** for all conspirators.
- Examples of cheating includes, but are not limited to:
 - Ghosting
 - Account Sharing
 - Piloting
 - Using of altered / modified version of the game
 - Using of illegal game patches

OTHER DETAILED RULES & TECHNICAL ASPECTS:

- All participants will be advised of other rules or technical aspects of tournament prior to start of competitions
- All players must have their own mobile data as a back-up in case of connectivity issues.
- All players must make sure that their devices are in shape before the game start. This may include the device connectivity, battery and controls.
- All players must wear their headsets/earphones throughout the gameplay

RULES AND REGULATIONS

1. Registration and participation

- A. Teams can be consisting of 5 members (compulsory) and 1 substitute/playing coach (optional)
- B. This tournament is open for enrolled HCC students (depending on the season).
- C. Each team must commit to the time that has been set beforehand by the organizers.
- D. Team names/player names that are found to be offensive/vulgar will not be tolerated by the organizers and a request of name change is allowed during and before the competition, teams that are found not following this will be disqualified immediately.

2. Tournament Streams

A. Teams are not allowed to stream snipe the stream during the match.

- B. Teams that are found to be abusing the tournament streams will be disqualified immediately and will be denied tournament winnings for this action or any action that is abusive.
- C. Teams will be asked to act gracefully when the game is streamed, no vulgar words, taunting or spamming is allowed. Any dispute should be directed to the tournament admins directly for any issues. Any teams that is found not following this rule will be disqualified immediately regardless if the game is streamed or not.

3. Conduct

- A. As explained in the above section, players/teams must be responsible for each member's actions. Any member within a team that violates the player conduct will be disqualified from entering further qualifiers and the current qualifier that the teams are participating at.
- B. Players must be able to commit to the time/schedule mentioned in the tournament platform.
- C. Players may not use force outside the game to influence the outcome of the game. Severe punishments such as disqualification will be imposed and will also be banned from further tournaments run by the organizers.
- D. Betting is strictly forbidden between teams and will not be tolerated.

- E. Agreeing on losing on purpose will also be considered as a disqualification act if found out by the organizers.
- F. Teams are advised to be humble and to be strict with each other on enforcing these rules for smooth flow of the tournament.
- G. Any dispute may be directed to the tournament admins via email mis@holycross.edu.ph or thru MIS Office page.
- H. Teams that are found not following these conduct rules will be disqualified immediately

4. Tournament Bracket

- A. No team limit.
- B. All matches will be played in-campus except the per program/department eliminations.
- C. The tournament is in single elimination mode.
- D. Groups will be separated depends on the teams will be selected or picked during the eliminations.
- E. Top 6 teams participating must have a distinguishing uncopyrighted team logo.

5. Match Rule

- A. A match refers to the games being played between team A and Team B (bo1, bo3 or bo5).
- B. A game refers to the current game being played between team A and team B.
- C. The mobile application to be used is Mobile Legends: Bang Bang (Developer: Moonton).
- D. Match starts – The team on the top of the bracket will have the choice for which side they play. For best-of-three series, a coin toss will be made. The winner of the coin toss will have the choice for which side they play on the first game of the best-of-three series. The other team will choose sides on the second game.
- E. Match ends – The first team to destroy the opposing team’s Base wins, the first team to surrender loses or teams that are found not following the rules disqualified.
- F. The game mode used in: Custom Draft-Pick Mode
- G. If any player disconnects during a Top 6 match that is hosted by the admins, they can request the Officials to pause the game for the player to reconnect. The max pause time of one team is 5 mins. Marshalls have the right to extend the time and can only be used 3 times in the entire game.

H. Once all players are ready, as indicated by both Team Captains, the Official will resume the game.

I. In the case of a server crash, the game can be continued from a new draft but has to be the same lineup.

J: In the event of a technical difficulty which leads the Officials to declare a restart, the Official may instead award:

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1. a game victory to a team. If a game has been played for more than 5 minutes on the game clock (00:05:00), Officials, at their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty:
2. The teams total net worth differences must exceed $800 \times \text{minute of the game}$. For example, 20 minutes into the game, Team A holds a net worth of 20,000 while Team B's net worth at 38,000. The difference in net worth is 18,000. $800 \times 20\text{minute} = 16,000$. The difference in net worth of 18,000 is greater than 16,000, hence Team B is deemed victorious.
3. In the situation where the difference in net worth is less than $800 \times \text{minute}$, the game has to be remade.

6. Tournament Flow

6.1 Pre-match preparation

1. Schedule changes

The Officials reserve the right to reschedule, make changes to the dates of or alter the schedule in any other way or form. All teams will be informed of any changes made by Officials at once.

2. Early Check In

Teams must check-in at the assigned platform the time set by the admin before for preparation for every round/day they participate in the tournament.

3. Game Version

The game version used will be decided by Officials, use of newly released heroes, heroes with recent balance updates and those with known bugs may be temporarily banned. The duration of the ban will be determined by Officials.

4. Preparation Time

Players are free to prepare after their check in. However, the players must enter the lobby at the agreed match time schedule.

5. Match starting time

In the most optimal situation, any problems faced by the players should be solved during the set preparation time. The match should be started at the scheduled time. Match may be delayed if Officials deem it to be necessary. If the reason for the delay is due to player fault, the Officials reserve the right to penalize the player or team accordingly.

6. In-game Lobby

The admin will create the in-game lobby for matches that are to be livestreamed. The players should follow the instructions from the admin on how to enter the in-game lobby.

7. Technical support

Officials will provide technical assistance during matches hosted by them preparation to solve any problems that may occur.

6.2. Match preparation

1. Pick/Ban Process

All the Top 6 teams will go through the coin toss process to determine their picks and bans. The referee/marshall will ensure both teams are ready to enter the pick/ban phase after players from both teams have entered the in-game lobby. Once both teams are ready, the referee will inform the in-game lobby admin to start the game.

1. Game setting

1. Map: Custom Game Mode (5V5)
2. Game type: Draft Pick

6.3 Pick/ban phase and pick priority

1. Game restrictions

If there is presence of a known bug in any device, hero, skin, emblem, or any skill, or any other reason determined by Officials, the Officials may add in a restriction at any time before or during the match.

2. Pick process

- Best of 1 – Coin toss.

Example:-

- Best of 3 – First game – Coin toss , 2nd game alternate pick priority , third game alternate.
- Best of 5 – First game – Coin toss , 2nd game alternate pick priority, third game alternate, fourth game alternate pick priority, 5th game new coin toss.

3. Pick Priority

1. Draft Pick

The pick/ban order will follow the default sequence set in the game.

2. Wrong pick

If a team has picked/banned a hero by mistake, the game will still be continued. There will be no remakes due to wrong pick/ban.

3. Swapping heroes

If there is a mistake due to player negligence when swapping heroes, the match will still continue. Exchanging devices is not allowed under any circumstance.

Game starts after pick/ban phase

The game will immediately start after the pick/ban phase unless there are other instructions from the referee/marshals. staff will remove any irrelevant items from the game zone. Players are not allowed to leave the game in between the period after pick/ban phase is complete until the game starts.

4. Connection problem

If a problem occurs during game loading due to the presence of a bug, disconnection or other errors and a player fails to join the match after the game has started, then the game must be paused until all 10 players are connected to the game (this is only valid for hosted matches).

For matches where there are no referees present, it is the players responsibility to ensure that their data connection is good.

6.4 In game

1. Pauses are allowed during officially-hosted team fights if it is a critical error such as
 - More than 3 players disconnect / crashes during the game.
 - Both teams devices are unplayable.

Definition of team fight – more than 1 player from one team is engaged (skills or normal attack) with another team with more than 1 player also involved in the exchange of blows.

1 Marshal will be present in the official-hosted game as observers to pause the game if necessary.

6.5 After game

1. The captain of the winning team must submit the screenshot result in Discord with the hero icon (not avatar icon). In the case there's no updates after some time, kindly notify the marshals about it.

7.Tournament preparations

7.1 Tournament conducts

1. Please come prepared on the time mentioned by the admins.
2. Teams must follow any instructions from the admins.
3. Players are to conduct themselves appropriately during the tournament time frame when interacting with admins or other players.
4. For any accusations/report, proofs must be submitted (e.g an opponent team forfeiting their match – a screenshot of the conversation must be attached) for the marshals to determine the legibility of it.

7.3 Penalties

1. **Failure to follow the schedule timing. Teams will be penalized in this order:**

10 Minutes Late : Disqualified from the match (Free win to the opponent)

1. **Failure to report to the admins in case of emergencies (not able to attend) or player change /Team name changes / Logo changes :**
 1. **1st Warning Team Changes :** Team will lose pick priority for the whole tournament
 2. **2nd Warning Team Changes:** Will be banned from HCC E-Sports for a season.
 3. **3rd Warning Team Changes:** Will be banned from All HCC E-Sports for a year.
1. **Players Misconduct:**
 1. **1st Warning of Player Misconduct:** Team will lose pick priority for the whole tournament/Default loss.
 2. **2nd Warning of Player Misconduct:** Will be banned for the next season of HCC E-Sports.

3. **3rd Warning of Player Misconduct:** Will be banned from ALL HCC E-sports for a year. Depending on the severity of the player misconduct, penalties may be changed accordingly.

The examples of player misconduct:

- Being rude/inappropriate/using vulgar words when dealing about tournaments.
- Submitting false match results.
- Providing no proof of opponents forfeiting their matches.
- Certain issues can be discussed with the admin in case of relevant cases that we may dismiss based on discussion and proof of said issue.