



MOBILE LEGEND BANG BANG

RULES AND REGULATIONS

The following are the official rules and regulations of **MOBILE LEGEND BANG BANG TOURNAMENT** which apply to any teams who registered and invited teams. The following rules and regulations do not limit the level of competition and gameplay.

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1. General Rules and Information

- 1.1. The **MOBILE LEGEND BANG BANG TOURNAMENT** (Tournament) is being organized by KELAB KEBAJIKAN DAN SUKAN JABATAN LAUT WILAYAH SELATAN. ("Organiser").
- 1.2. The organisers may in their absolute discretion curtail or extend the Tournament Period, as it deems necessary without any liability whatsoever and without any obligation of giving prior notice; and no communication in this regard will be entertained.
- 1.3. By participating in this Tournament, a Participant unconditionally and irrevocably accepts and agrees to be bound by all these terms and conditions as stated herein at all times without any exception whatsoever. **Organiser reserves the right to modify these terms and conditions** of this Tournament, without any prior notice and liability, expressed or implied.
- 1.4. **Participant indulging in providing false details** such as fake personal information, multiple identities, or using fake software, hacking tools, cheat codes, corrupt software etc., or undertaking any act which is in contravention of applicable laws, would be disqualified with immediate effect without any liability for compensation or alternate opportunity to participate in this Tournament. **One Participant can participate using one account only and shall not use multiple names/login credentials to participate as separate Participants.** If such a breach comes to the knowledge of the organisers/auditor at any stage of the Tournament, the participation of such a Participant shall be disqualified with immediate effect without any notice or compensation from the organisers.
- 1.5. The trademarks, logos, and service marks (collectively the "Trademarks") displayed on various advertising and promotional materials under this Tournament are Trademarks owned/used by the organisers or Moonton as the case may be, or its associated entities, under valid licenses in law. Nothing contained on such material should be construed as granting, by implication, estoppel, or otherwise, any license or right to use any of the Trademarks displayed on such material without the written permission of organisers or such third party that may own the Trademarks displayed on such material. Participant's use of the Trademarks or any other content on such material is strictly prohibited, except as specifically authorized in these terms and conditions. Participants are advised that organisers will enforce their respective intellectual property rights to the fullest extent of the law.
- 1.6. By participating in the Tournament, the Participants, unless the organisers advise otherwise or it is prohibited in law, license and grant the Organiser,

its affiliates and sub-licensees an exclusive, royalty-free, perpetual, worldwide, irrevocable, and sub licensable right to use, reproduce, modify, adapt, publish and display any images, videos, creative content that Participants may submit, or their names, scores, statistics of participation on App, etc. in whole or in part, for any purpose including but not limited to future promotion, marketing, advertising or publicity purpose in any media, without compensation, restriction on use, attribution or liability.

- 1.7.** The Participant agrees to indemnify and hold harmless organisers and their respective officers, directors, employees, and affiliated ORGANISATIONS, and their respective officers, directors, shareholders and employees, from and against any and all claims, demands, damages, costs, liabilities and causes of action of whatsoever nature that are based upon or arise out of any breach by the Participant of these terms and conditions or the warranties and representations made by the Participant in this Tournament.
- 1.8.** Except as specifically set out herein and to the maximum extent permitted by law, all conditions, warranties and representations expressed or implied by law are hereby excluded. To the fullest extent permitted by law, we hereby exclude and shall not have any liability to any Participant or winner in connection with or arising out of this Tournament howsoever caused, including for any costs, expenses, forfeited Prize, damages and other liabilities.
- 1.9.** Organisers assume no liability or responsibility for (i) any errors, omissions or inaccuracies of content or submissions, (ii) personal injury or property damage of any nature resulting from Participant's access to, Participant's exposure to or Participant's participation in the Tournament (iii) Any unauthorized access to or use of our secure servers and/or any and all personal information and/or financial information that may be contained therein (iv) Any deletion of data or interruption or discontinuance of transmission to or from or through the Tournament.
- 1.10.** Organisers shall not be responsible for the inability of the Participant to access or play the game on App at its optimum functionality, in case this is caused due to slow internet speed, or due to Participant using a device which does not meet the technical specifications required for hosting the App.
- 1.11.** Organisers shall not be responsible for any loss, injury, death or any other liability arising out of the Tournament or due to participation by any person in the Tournament.

- 1.12.** Organisers shall not be liable for any loss or damage due to Act of God, Governmental actions, other force majeure circumstances and shall not be liable to pay any amount as compensation or otherwise for any such loss.
- 1.13.** If for any reason the Tournament is not capable of running as planned for reasons including but not limited to tampering, unauthorized intervention, fraud, technical failures or any other causes beyond the control of the organisers which corrupt or affect the administration, security, fairness, integrity or proper conduct of this Tournament, the organisers reserve the right (subject to any written directions given under applicable law) to disqualify any individual who tampers with the Tournament and to cancel, terminate, modify or suspend the Tournament.
- 1.14.** If an act, omission, event or circumstance occurs which is beyond the reasonable control of the organisers and which prevents the organisers from complying with these Terms and Conditions, the organisers will not be liable for any failure to perform or delay in performing its obligation

2. Registration and Participation

2.1. Registration Requirements

- 2.1.1. Number of team members.** Teams consist of 5 members (compulsory) and 1 substitute (optional).
- 2.1.2. Player age.** In order to be eligible to participate in a Tournament as a player, an individual must have reached 15 years of age or older (i.e., the player has lived for at least 15 calendar years) as of the Tournament start date. It is the responsibility of the Participant to ensure that they are legally entitled to participate in the Tournament.
- 2.1.3. Teams contracted per player.** Players may not play for or contract with more than one Team at a time. If a player enters such an arrangement or contract, Tournament Officials reserve the right to bar the player from playing any future matches until the situation has been resolved and the player is in compliance with the requirements in this Section.
- 2.1.4.** Open to all members of Kelab Kebajikan dan Sukan Jabatan Laut.

2.2. Roster Requirements

- 2.2.1. Starters and Substitutes.** Each Team must maintain, at all times during the Tournament, five (5) players in the Team's starting line-up. A Team has the option of adding one (1) additional player to act as substitutes. Tournament Officials have the right

to disqualify any Team with an incomplete roster. Teams are strongly encouraged to register six (6) players, which is the maximum number of players allowed. No changes to a Team's roster will be permitted after a Team's registration has been processed without the prior approval of the Tournament Officials.

2.2.2. Minimum Roster Requirement. All Starters, and any Substitutes who replaces a Starter, must be eligible to participate in all Tournaments. Teams must comply with the minimum roster requirement at all times during any Official Competition. If at any point a Team's roster falls below five (5) players, that Team may be disqualified or otherwise sanctioned, unless given permission to drop below the minimum roster by the Tournament Officials, at their sole discretion.

2.2.3. Team captain. A representative (manager/captain/player) must be in the Discord to keep themselves updated on any new information. Should the representative be unable to commit, teams should notify the admin about a change of representative OR the representative will be responsible for delegating their duties to their teammates.

2.3. Team Name and Logos. The Team's name will be selected at the time of registration and may not be changed at any time during the Tournament without the prior written approval of the Organizer. All Team names must be different and unique. Neither a Team's name nor its logo may include any word or phrase in any language that is offensive, toxic or hurtful. A Team name or logo may not include all or part of a corporate name or make use of the trademarks or other intellectual property of Moonton, Mobile Legend: Bang Bang or any third party without the prior written approval of the Tournament Organizer. Team names/player names that are found to be offensive/vulgar will not be tolerated by the organisers and a request for the name change is allowed during and before the competition, teams that are found not following this will be disqualified immediately.

2.4. Usage of Player Data. By entering the Tournament all winners of the Tournament consent to the use of their personal data by the Organizer for the running of the Tournament and for any events or publicity of the Tournament in any form or through any media.

2.5. Participation in promotional materials. At the Organizer's request, Participant must participate in all promotional activity (such as publicity and photography) surrounding the winning of the Prize, free of charge, and they consent to the organisers using their name, likeness, image and/or voice in the event they won the Prize (including photograph, film and/or recording of the same) in promotional material or in any media

for an unlimited period without remuneration for the purpose of promoting this Tournament (including any outcome), and promoting any products manufactured, distributed, marketed and/or supplied by Organiser.

2.6. Acceptance of Rules. By participating in the Tournament, each Participant specifically accepts as follows:

- a) That he/she has fully read and understood all the Terms and Conditions and be unconditionally bound by them.
- b) That he/she satisfies the eligibility requirements under the Terms and Conditions.
- c) That he/she unconditionally accepts the winner(s) so selected.
- d) That he/she shall honour all decisions of organisers with regard to the Tournament and its interpretation and not challenge them.
- e) To comply with all Central, State, local laws and regulations for the purpose of this Tournament.

3. Tournament Streams

- 3.1.** Teams are not allowed to snipe the stream during the match.
- 3.2.** 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.
- 3.3.** 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 team that is found not following this rule will be disqualified immediately regardless of whether the game is streamed or not.

4. Code of Conduct

- 4.1.** Players/teams must be responsible for each member's actions. Any member within a team that violates the player's conduct will be disqualified from entering further match(s).
- 4.2. Players must be able to commit to the time/schedule mentioned in the tournament platform.**
- 4.3. Any Players/teams that failed to comply with matchday attire guideline, will be penalized.**
- 4.4.** 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 organisers.
- 4.5.** Betting is strictly forbidden between teams and will not be tolerated.
- 4.6.** Profanity and hate speech - Participants shall not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory, or otherwise offensive. Participants shall not incite hatred or discriminatory conduct.

- 4.7.** Disruptive and abusive behaviour: Participants shall not take any action or perform any gesture which is insulting, mocking, disruptive, or antagonistic. Participants are responsible for being aware of the sensitivities of the cultures of the teams and other participants, with regards to avoiding any comments, actions, or activities that may be reasonably constituted as insulting, mocking, disruptive, or antagonistic.
- 4.8. Harassment and sexual harassment** - Participants shall not participate in any act of harassment. Harassment is defined as systematic, hostile, and repeated acts that are intended to isolate or ostracize a person and/or affect the dignity of a person. Unwelcome sexual advances of any kind are strictly prohibited.
- 4.9.** Discrimination or denigration - Participants shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.
- 4.10.** Agreeing on losing on purpose will also be considered as a disqualification act if found out by the organisers.
- 4.11.** Teams are advised to be humble, be respectful and to be strict with each other on enforcing these rules for the smooth flow of the tournament.
- 4.12.** Any dispute may be directed to the tournament admins via discord.
- 4.13.** Teams that are found not following these conduct rules will be disqualified immediately.
- 4.14.** All determinations of any toxic behaviour are at the sole discretion of the Administration and/or its representatives, agents, or employees.
- 4.15.** Set forth below is a non-exclusive list of examples of unprofessional behaviour, all of which are prohibited.
- 4.15.1. Harassment.** Harassment is prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or diminish the dignity of the person.
- 4.15.2. Sexual Harassment.** Sexual harassment is prohibited. Sexual Harassment is defined as unwelcome sexual advances. The assessment is based on whether the person being harassed would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.
- 4.15.3. Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion,

political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

4.15.4. Defamatory Statements. Team Members may not make, issue, authorize or publish any statement that denigrates, disparages or defames any Official Competition, Tournament Organizer, and Tournament Official, Proximal or its affiliates and sponsors.

4.15.5. Confidentiality. Without the consent of the Tournament Organizer, a Team Member may not disclose any confidential or proprietary information provided or made available by the Tournament Organizer to the Team Member in relation to the Tournament. Team Members shall be obligated to keep confidential or proprietary information provided by the Tournament Organizer.

5. Finality of Judgment

5.1. All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the event, and penalties for misconduct, lie solely with the Head Marshall and Organizer, the decisions of which are final. Head Marshall Decisions with respect to these Rules **cannot be appealed** and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

6. Substitutions

6.1. In the event of an emergency at any point during a Match, a Team will be given up to ten minutes to produce an eligible Substitute on-site. If a replacement cannot be found then the Team will forfeit. Tournament Officials will determine if an incident qualifies as an emergency. Any substitute must be a member of the Team roster.

6.2. For matches involving more than one Match (i.e., a best-of-three or best-of-five Match), a Team may replace their then-current Starters with Substitutes in between match, provided that the Team informs the opposing Team and receives approval from the Referees of such substitution no later than five minutes after the conclusion of the previous game.

6.3. For Teams request for Roster changes after registration closed, penalty will be applied. The nature of the penalty will be determine by the Head Marshall.

7. Coaches

7.1. Teams may have one coach. If a team has a coach, then that coach may be present for every Match in which the Team participates. Coaches are only **allowed to communicate with players during the draft pick selection process for each Match, timeouts, half-times, and in-between Match (if applicable).**

8. Match

- 8.1. **Changes to Schedule:** Tournament Officials may, at their sole discretion, re-order the schedule of Matches within a given day and/or change the date of a Match to a different date or otherwise modify the schedule of Matches. In the event that the Tournament Officials modify a Match schedule, they will notify all Teams as soon as possible.
- 8.2. **Arrival at Game Lobby:** Players will be expected to be ready to join the Match Lobby no later than the time specified by Tournament Officials.
- 8.3. **Player Ready State:** Players will be expected to complete setup and confirm readiness at a time specified by Tournament Officials prior to each match. Players are responsible for ensuring the performance of their chosen setup, including computer hardware and peripherals, internet connection, DDOS protection, and power. Issues with this setup are not an acceptable reason for lateness.

9. Match Rules

- 9.1. A match refers to the games being played between team A and Team B.
- 9.2. Teams must check-in at the registration point 15 minutes prior the match start, seated at appointed station by Tournament Official 10 minutes before the 1st match started.
- 9.3. A game refers to the current game being played between team A and team B.
- 9.4. The mobile application to be used is Mobile Legends: Bang Bang (Developer: Moonton).
- 9.5. The first team to destroy the opposing team's Base wins, the first team loses, or teams that are found not following the rules are disqualified.
- 9.6. The game mode is used in Custom Draft Pick.
- 9.7. If any player disconnects in the tournament match that is hosted by the admins, they can request to pause the game for the player to reconnect (LIVE MATCH ONLY).
- 9.8. Once all players are ready, as indicated by both Team Captains, the admin will resume the game.
- 9.9. In the case of a server crash, the game can be continued from a new draft but has to be the same line-up.

10. Pre-Match Media Obligations

- 10.1. Players will be informed of any pre-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters. Teams will be required to have made him or themselves available to the media.

11. Gameplay Rules and Settings

- **FORMAT GAME:** LEAGUE & PLAYOFF
- **LEAGUE:** (GAME OF 2) TOP 4 ADVANCE TO PLAYOFF
- **PLAYOFF:** BEST OF 3 (SINGLE ELIMINATION)
- **GAME MODE:** CUSTOM DRAFT PICK/ROOM TOURNAMENT
- **HERO BANNED:** TBA
- **ROOM SPECTATORS:** NOT ALLOWED

IF The game mode is **ROOM TOURNAMENT** Only. Teams must follow the instructions below.

• PAUSE AND REMATCH

PAUSE

- Each team is only given **ONE** opportunity to pause/timeout for each match.
- The allowed max duration for a pause is only 3 minutes.
- Pause is only allowed if:
 - A player experiences lagging issues.
 - A player is disconnected from the game.
- The marshal will invite and open the room. (ROOM TOURNAMENT game only)

REMATCH

- No rematch is allowed except in the following cases:
 - Technical issues from the organizer's side.
 - Bugs that prevent players from re-entering the game.
- If a rematch is conducted:
 - Pick and ban heroes must remain the same as before.

• IN GAME LOBBY

- The team positioned at the top of the bracket will receive the 1st pick.
- If a third match is played, the winner of the second match will receive the 1st pick. (Applicable during Playoff Match only)

• START MATCH

- Emotes and recalls are allowed.
- **'GOOD GAME'** and **WELL PLAYED' AND CHAT ALL** is **not allowed**. (The use of 'good game' and 'well played' can cause your team to lose the match)

12. Tournament preparations

12.1 Tournament conducts

- 1.1.1.** Please be present in the dedicated Discord server at the time notified by the admins.
- 1.1.2.** Teams must follow any instructions from the Tournament Official.
- 1.1.3.** Players are to conduct themselves appropriately during the tournament time frame when interacting with admins or other players.
- 1.1.4.** For any accusations/reports, 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.

13. Tournament Rules

13.1. Finality of decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the Tournament, and penalties for misconduct, lie solely with the Tournament Organiser, the decisions of which are final.

- 13.2. Rule Changes.** These rules may be amended or modified by the Tournament Organiser from time to time in order to ensure fair play and integrity of the Tournament.

14. Tournament penalty index

- 14.1.** The Tournament Organiser will issue the following 2 types of penalties if there is any violation of any term from official rules or other documents from the Operating Committee. Verbal or Written Warning(s)
- 14.2.** Loss of Game
 - 14.3.** Ban from tournament

15. Disclaimer

- 15.1.** Participation is at your own risk. Participants must follow the rules, use caution, and take care of the Participant's own health. Organisers are not liable for any losses in relation to the event, directly or indirectly, for example in case of a cancelled event, electrical failure, or similar. No person or persons shall hold Esports Integrated liable.
- 15.2.** Each participation is a binding contract to abide by the rules or the organisers will reserve the right to ban the participants.
- 15.3.** Each participant is responsible for giving correct information to the organisers. Incorrect information either by mistake or on purpose may cause the participant to not be able to join the tournament.
- 15.4.** Organisers reserve the right to without further notice change the rules.
- 15.5.** Each participant must follow the instructions from organisers, and authorities, such as the security personnel, police, fire brigade, etc.
- 15.6.** The Organiser reserves the right to disqualify any teams or enforce a replacement of player(s) in a team.
- 15.7.** Prize winner teams have an obligation to turn up for an offline prize-giving or photo session after the finals and need to post it on social media.