



12TH IT SKILLS OLYMPICS

The IT Innovators' Gauntlet: Forging Ahead the Future of Technology



E Sports

MOBILE LEGENDS: BANG BANG

E-Sports embraces students' passion for competitive gaming to **foster collaboration, creativity and inclusion**. It share many of the same benefits of traditional athletics, like **sportsmanship, leadership, communication, and teamwork**. Promoting Cooperation among Team Members and Good Camaraderie.

CONTEST GUIDELINES

THE COMPETING ENTRY / TEAM

1. The registration shall be through Google Form.
2. A competing entry shall be composed of five (5) student-contestant and a coach as representative per school.
3. The contestant must be currently and officially enrolled in the school he/she represents.
4. The coach must be a faculty member of the school. He/she will be the school's representative in case of protests/complaints.
5. The contestant must present his/her Certificate of Registration or Official Enrolment Form, and validated school ID card upon registration for identity verification.
6. Each Players must have a decent in game name (IGN)
7. Players must have a squad name pertaining to their respective college/institutions/university. This may vary on the assigned acronym.
8. Players must play with the registered IGN.
9. Team players must be in the same college/institutions/university.
10. All players must have a designated positions;fighter,mage,tank,support, and jungler.

CONTEST ATTENDANCE AND ATTIRE

1. All contestants and the coach must attend the following onsite contest activities:
 - Opening Ceremonies
 - Contest Elimination / Proper
 - Awarding Ceremonies
2. Failure to attend any of the scheduled contest events may result in automatic disqualification and forfeiture of any awards and prizes.
3. The participant should be in the venue and will be checked promptly, fifteen (15) minutes before the start of the contest (Elimination Round and Final Round).
4. Failure to report before the scheduled start of the Elimination and Final Round forfeits the team's chance to join the competition.
5. The contestant must wear his/her school uniform or college shirt and school Identification Card during the contest.
6. The competition shall be aired live via Facebook or YouTube.





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TOURNAMENT STRUCTURE (In case of low volume of participants)

Open Qualifiers

1. A single elimination games. Bracketing will vary upon the numbers of participating teams.
2. Top 8 teams from open qualifiers will move to quarter finals.

Quarter Finals

1. A best of three (3) games. Eight (8) teams from open qualifiers are eligible on this stage. Four (4) series with two (2) simultaneous game being conducted.

Semi Finals

1. A best of three (3) games. Four (4) teams from quarter finals are eligible on this stage. There will be a winning and losing bracket.

Battle of third

1. From the losing bracket, the two losing team will compete for the third place (3rd) place. This is a single round only.

Grand Finals

1. A best of five (5) game. The two (2) winning teams from semi-finals will are eligible on this stage.

TOURNAMENT STRUCTURE (In case of high volume of participants)

Knockout Stage

1. A single elimination games. Bracketing will vary upon the numbers of participating teams.
2. Top four (4) teams from open qualifiers will move to semi-finals.

Semi Finals

1. A single elimination rounds. Four (4) teams from knockout stage are eligible on this stage. There will be a winning and losing bracket.

Battle of third

1. From the losing bracket, the losing team will compete for the third (3rd) place. This is a single round only.

Grand Finals

1. A best of five (5) game. The two (2) winning teams from semi-finals are eligible on this stage.

SPECIAL RULES

1. Emulators, controllers and any other gaming peripherals are not allowed.
2. No limitations on specification of cellphones. Either android or IOS are allowed.
3. Internet connection must be provided by the players.
4. Earphone is a must, either earbud, headphone and headset must wear before and during the battle round.



UNIVERSITY OF MAKATI
College of Computing and Information Sciences

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5. Test ping will be conducted by the moderators.
6. Misbehavior, betting, match fixing and any form of cheating is strictly prohibited. Once proven, the team will be automatically disqualified.
7. Each team will have a maximum of three (3) minutes pause time.
8. Conducting a match without the permission and presence of the moderator will be considered invalid.
9. Electricity for charging will be provided by the organizers. Bring your own chargers.
10. The Outcome of this event is NOT Added to the total points earned by each participating school. Since this is only an EXHIBITION GAME as per agreed by the organizers.

BOARD OF ARBITERS

1. The Board of Arbiters shall decide on all cases of complaints or protests raised by a Coach or a Student-contestant.
2. It shall be composed of three (3) invited Professors and/or IT practitioners.
3. The decision of the Board of Arbiters is final and irrevocable.
4. The E-Sports Committee of the 11th IT Olympics reserves the right to invite the members of the Board of Arbiters.

SCOPE

E Sports will only use Mobile Legends Bang Bang

AWARDS

1. Certificates of Participation shall be given to all qualified participants and coaches.
2. The following prizes shall be given to the winners:
 - First Place- GOLD Medal, CERTIFICATE of RECOGNITION and Cash Prize
 - Second Place- SILVER Medal, CERTIFICATE of RECOGNITION and Cash Prize
 - Third Place- BRONZE Medal, CERTIFICATE of RECOGNITION and Cash Prize

