

## IMPLEMENTATION OF RULES & REGULATIONS

for CCS IT Skills Competition 2026

Issued on: January 29, 2026

### Esports: Mobile Legends: Bang Bang

**Section 1** The objective of this section is to establish guidelines and regulations for the successful organization and conduct of the Mobile Legends: Bang Bang Competition.

**Section 2 Eligibility**

- a. Any bona fide students of the College of Computer Studies at URS Binangonan and Cainta campuses enrolled for the second semester of the Academic Year 2025–2026 are allowed to join.
- b. Each section can have 1 participating team only for the competition.

**Section 3 Tournament Structure**

- a. **Elimination** will comprise of teams validated after the registration period. After registration, match dates will be published at a later date. These teams will be divided into Group A and Group B and will compete in a best of three (BO3) series. In this stage, the matchups will pit group A against group B.
- b. **Semifinals** will involve the top 2 winning teams from both groups. Teams will be playing against each other in a best of five (BO5) series. The top two teams will progress to the Grand Finals.
- c. **Grand Finals** will feature the top two victorious teams from the preceding round, competing in a best of seven (BO7) series.

**Section 4 Player Requirements**

- a. The player must be available at the time set by the assigned facilitator.
- b. The player should provide the following information:
  - ML ID
  - IGN (In-Game Name)
  - Soft Copy of the COR (Certificate of Registration)
  - Facebook Link
  - Discord Profile

**Section 5 Team Requirement**

- a. Players should only come from their respective sections and each team must consist of 6 members (5 main players and a 6th man).
- b. Teams must pre-register for the official list of competing teams.



- c. After pre-registration, there will be an Official Registration for players' information and other requirements asked by the facilitators.
  - Teams may still change their team names and list of players before the official registration only.
- d. Once officially registered, team names cannot be changed throughout the competition.
  - When creating team names, they should not contain any sexual, foul or derogatory words that could harm other people.
- e. Once a player is officially registered, he or she cannot be replaced throughout the entire tournament. Failure to comply will result in a team disqualification.
- f. Registered teams must submit the following:
  - A poster, which can be in a portrait format depending on the team's decision.
  - The poster must not contain any brand logos unless they are related to or sponsors of the team and organization.
  - Individual pictures of players for related postings.

## Section 6 **Match**

### **Match Schedules**

- a. Match schedules will be posted on the official Facebook page of i-Connect Student Society after bracketing.
- b. All match schedules will strictly follow a time slot. No match will be moved unless stated by the facilitators for valid reasons.
- c. For matches conducted face-to-face or within the school premises, the organization shall not be responsible for the teams' network connection.

### **Pre-Game**

- a. The team captain must be reachable 20 minutes before the official schedule.
- b. Each team will have a five (5) minutes grace period of waiting time before "Check ping". Failure to comply with the grace period will result in a default.
- c. Both teams must conduct a "check ping" together with the facilitator.
- d. The first team to complete their players will decide whether they choose heads or tails. A coin toss will be conducted, and the winner of the coin toss will choose which side they will play on.
  - In the subsequent games, the losing team will decide their playing side.
- e. The game will not proceed if it satisfies the following



- Unrecognized player inside the lobby.
  - Insufficient number on the team.
  - Failure to comply after 5 minutes of waiting time will result in default.
- f. The team captains must be on the Discord channel with the facilitators before their matches.

### **In-Game**

- a. During the game, teams must adhere to the official Mobile Legends rules and gameplay mechanics.
- b. Camera must be on in the Discord call; the facilitator will initiate a technical pause if a player's camera is not open.
  - Closing of cameras is permitted only during breaks. A warning will be given initially, up to three warnings. Upon the fourth violation, default for the round will be applied.
- c. Each team will be granted a maximum of two (2) pauses for three (3) minutes each game. In the case of disconnection and internet problems, the team will be granted an additional 5 minutes only.
- d. During team fights or team clashes, no pauses will be entertained.
- e. Inappropriate messages in the "All chat channels" will result in a team disqualification.
- f. Using or spamming the Recall button and Emote (Emoticon/Action) is permitted.
- g. The team is solely responsible for their pick and bans. Not banning and auto-picking will not result in a remake unless the following is proven:
  - Disconnects via unstable connection.
  - Disconnected via game server crash.
  - Disconnected via Mobile phone crash.

### **Post-Game**

- a. The players should present their phone screen to the camera to make sure that the game is indeed done.
- b. After each match, team captains are required to provide a screenshot and send it to the group chat to verify the match result.
- c. Each game will have a 5-minute break before the next game starts.
- d. Any disputes or complaints regarding match outcomes must be reported to the tournament organizers immediately for resolution.



## Section 7 **General Conduct**

- a. All players should join the Messenger group chat and Discord server for easier communication with the facilitators.
- b. The players are expected to follow the facilitator's order at all times.
- c. Players are expected to conduct themselves and compete with the spirit of sportsmanship.
- d. Cheating will result in the disqualification of the team for the entirety of the tournament.
- e. Examples of cheating include but are not limited to:
  - Ghosting
  - Account Sharing
  - Piloting

## Section 8 **Disqualification**

- a. The organizing committee reserves the right to disqualify any team violating the rules or disrupting the event.

## Section 9 **Amendments and Interpretations**

- a. The tournament organizers reserve the right to amend or modify the rules and regulations any time, with due notice provided to the participants.
- b. In cases where disputes or unforeseen circumstances arise, the tournament organizers will make final decisions, and their interpretations of the rules will be binding.

## Section 10 **Conclusion**

- a. By participating in the tournament, all teams and players agree to abide by these rules and regulations and accept the decisions made by the tournament organizers.
- b. The primary goal of the tournament is to promote fair competition, sportsmanship, and enjoyment for all participants.

## Section 11 **Prizes and Awards**

The distribution of prizes and awards will be determined by the tournament organizers and communicated to participants before the tournament.

Points will be awarded to the top-performing team and will be added to their section's overall score.

Pointing system will be issued on the official Implementing Rules and Regulations of the CCS IT Skills Competition 2026. Stay tuned!



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**IT SKILLS  
COMPÉTITION**