

MOBILE LEGENDS

Tournament Rules:

1. In the Group stage, each round of matches should be set up Custom Mode (Draft Pick), as a 5v5 Match Up battle.
2. The Group stage will adopt a single elimination format. One game will determine whether you win or lose.
3. The quarterfinals and semi-finals will adopt a best-of-three series format, and the finals will be best-of-five. Each match will be live streamed on the official platform.
4. All members must only use their own game account to take part in matches.
5. Players can use any skins (only during the group stage). Skins are banned in Semis-Finals and Finals.
6. Squad Leaders, please make sure you have enough space on your friends list before matches so that you can friend the opposing squad's leaders and the event coordinators to coordinate the match.

Match Prep:

Matchup charts for each round will include the squad leader IDs for both sides squad leaders should use these IDs to find the opposing teams captain and add him/her as a friend. (Please make sure the ID is correct. Any mistakes are your responsibility.

Match Start:

1. At the arranged time, one of the squad leaders should set up the game as a Match Up game under Custom Mode, and invite the other squad's captain to join.
2. After both side's captains have joined, each captain should invite their squad members to join the battle. Please ensure that all player flags and account IDs are correct.
3. After the two sides have confirmed the identity of the opposing team, then they can begin the match and start battling until the match ends.

Deadline:

Please post a screenshot of the result of each match to the organisers.

Special Notes:

1. If a squad leader does not receive a response after adding the opposing squad's captain as a friend, or if the squad leader's friends list is full and cannot add another friend,

please take a screenshot to explain the situation. If the match is not complete within the allotted time, the unresponsive opposing squad will be eliminated.

2. If there is a data syncing problem during the match that results in inconsistent match results for both sides, then the organising team must confirm this issue, and both sides' captains will decide whether there needs to be a rematch.
3. No player shall perform any cheating/hacks/emulators with regards to match otherwise they will be disqualified from the tournament.
4. Both sides should ensure that the network connection and devices will function normally during the battle, and try to battle under Wi-Fi conditions as well as with enough power. In the case where any contestants are disconnected or drop out during battle, the battle cannot be restarted.
5. The tournament strictly forbids users insulting or disrupting the other team using voice chat or unsuitable language, if found doing so users will be disqualified or banned from tournament
6. Players are not allowed to use 3rd party tools or hacking tools. If found doing so, those players will be banned permanently.
7. After each round of the tournament, the organising team will tally up the results as soon as possible and announce the next round's list of matchups, and so on.
8. Right of final interpretation over this event is reserved by the organising team. If you have any questions, please contact us right away!