Republic of the Philippines
Polytechnic University of the Philippines
Quezon City Branch

PUPQC Sports Club

PUPQC'S Pylon Esports
Support E-Iskolar: MLBB Campus Open Tournament

Rationale

The **Pylon Esports QC** under the supervision of PSC of Polytechnic University of the Philippines – Quezon City Branch is the Sports Organization which offers the chance for the students, student-player to enhance not just their gaming skills but also their professionalism. This year 2020 has been a very challenging to all of us especially for the students; hence the PUPQC Sports Club could not be able to come up with a physical event and this Academic Year 2020-2021, everyone has to adjust to our New Normal which everything goes through online that is why PUPQC Sports Club and Pylon E-sports would like to take this opportunity to help a student who is very in need. Pylon E-sports will conduct an activity that seeks for student-athletes, student-leaders and players that is motivated, competitive and devoted to help other people/student and learn about e-sports.

We will be hosting a MLBB Tournament in our Official Facebook Page: PUP QC Sports Club entitle: **Support E-Iskolar: MLBB Campus Open Tournament "Clash of Aspirants"**. Mobile Legend is considered as an E-sport and was played in SEA GAMES last 2019 December held at Filoil Flying V Centre. Through this activity, we will be able to find, help and prepare student leaders and players who want to enter e-sports scene the event will be sponsored by UniPin and Partnered with AcadArena and VoxNova as our Media Partner. The tournament will be facilitated by the Pylon E-sports Quezon City Team.

Goals and Objectives:

Find and recruit officers and players for the e-sports organization under the PSC this will help the organization to work internally and to perform on various tournaments that will be held in the future.

Promote and broadcast E-Sports Campus by this event to our *Isko* and *Iska* that there is a safe space for gaming inside PUPQC with the hashtag #NOTJUSTPLAY

Promote camaraderie and sportsmanship, become a role model to other students and to show that PUPQC student-athletes are not just into sports but can also excel academically so that we can give glory to our *Sintang Paaralan* and to our Almighty God.

Date:

- May 3 – 9, 2021 - Registration

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- May 15 – 16, 2021 – Qualification Round
- May 17, 2021 – Semi Finals to Finals

Participants:
- Students from different Academic organizations.

Eligibility:
1. A student must comply these requirements on or before the deadline:
   - 1.1 2020 First semester Registration Card (Scan)
   - 1.2 Scanned School ID
   - 1.3 Waiver/Parental Consent
2. Every team must have an official gallery form.

Home Rules:

- All participants must be enrolled at PUP QC Branch and should pass a proof of enrollment for the 1st semester of 2020-2021 A.Y.
- PUPQC Sports Club will not provide the load/internet of the participants.
- The game will be streamed live on our Official Facebook Page: PUPQC Sports Club
- Participants are not allowed to play during their respective class hours.
- Students of PUPQC is not required to join.
- Strictly! No outsiders.

Game Rules:

1. The team must have at least not less than 4 players and not more than 5 players.
2. The players must comply with the eligibility given by the Organization. If a player from a team did not comply, the team is automatically disqualified.
3. Substitution of players is prohibited.
4. Before the Match Start

   4.1 Checking whether the team's starting lineup matches with the one that was submitted.

   4.2 Teams must prepare for the match one hour prior to its start and enter the game fifteen minutes prior to the start of the match. If one side is not ready once the pre-appointed match time has been reached, then everyone will wait an extra ten minutes. After this extra ten minutes of waiting time has finished, if one team has still not entered into the match room and prepared then the late team will be considered to have lost the first game of this match, if both teams are fifteen minutes late, then they will both be considered to have lost. If there are unexpected circumstances that may cause a team to be late, the team must notify the MPL officials thirty minutes before the start of the match, the MPL officials will decide whether or not they agree to delay the match depending on the situation.

5. During the Match

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5.1 Once the players of both parties are ready and all equipment is working properly,

announce the start of the match.

5.2 If it is an online match, the maximum pause time for each team during each game is 5

minutes. The match must be pause as soon as a team calls for a game pause and ask for

pausing. If no good reason for pausing the game can be given, the game will continue.

Acceptable reasons include, but are not limited to: Lag, software malfunction such as a

glitch, phone hardware malfunction, the health of a player.

5.3 If an official discovers a problem which greatly affects the match, they can

pause/resume the match but a detailed explanation must be given afterwards and gain the

committee's agreement.

6. Disconnection

6.1 A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

7. Resuming the Game

7.1 Resuming the Game. Players are not permitted to resume the game after a pause. After clearance from an MPL official is issued and all players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both teams are ready to resume play, the in-client spectators will un-pause the game.

8. Post - Game Process

8.1 Results. PSC Officials will confirm and record game result.

8.2 Break time. PSC officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. After pick/ban has started, any player of a team present in the Match Area can determine the Hero pick/ban for their team. However, if there are no players from a team present in the Match Area when the pick/ban phase starts, this team will be considered as abstaining from this game's pick/ban.

9. Player Conduct

9.1 Hacking. Hacking is defined as any modification of the Mobile Legends: Bang Bang

game client by any player, team or person acting on behalf of a player or a team.

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9.2 Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an

advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying

items, glitches in neutral minion interactions, glitches in Champion ability performance

9.3 Cheating Methods. The use of any kind of cheating device and/or cheat program, or

any similar cheating method such as signaling devices, hand signals, etc.

9.4 Intentional Disconnection. An intentional disconnection without a proper and

explicitly-stated reason.

9.5 Profanity and Hate Speech. A Team Member may not use language that is obscene,

foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise

offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or

near the match area, at any time.

Registration Fee:

Registration is Required if and only if sponsors declined their sponsorship.

Registration Fee – 100 (If Teams are less than 6)

- 200 (If Teams are more than 6)

Pocket Prize(100PHP) – 570 Dias Per Player 2850 Dias

Pocket Prize(200PHP) - 1338 Dias Per Team (223 Dias each Players)

Registration will be not implemented due to restrictions of the admins.

Original Prizes:

1st Place – 200PHP LOAD (EACH PLAYER)

2nd Place – 100 PHP LOAD (EACH PLAYER)

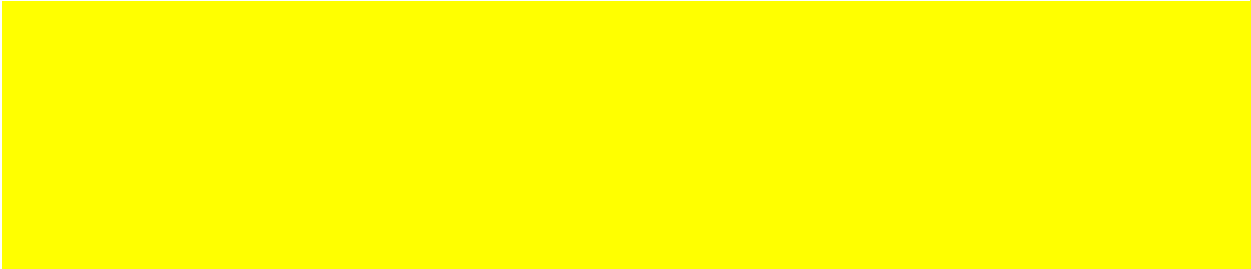3rd Place – 50 PHP LOAD (EACH PLAYER)

Consolation Prizes: Certificates.

Bracketing:

The bracketing will depend on how many participants will join in the tournament.

Sample Bracketing:

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Mechanics of Implementation:

1. Coordinate with the persons involve:
   - Director of PUP QC Branch
   - Office of Student Affairs and Services
   - Adviser of PSC
   - Sponsors
     - UniPin
   - Partners
     - AcadArena
     - VoxNova
   - Pylon Esports Officers

Senior (President Sports Club)	Shiena Francia
Senior (Vice President Sports Club)	Jerome Chester Gay
President	Rafael Jayson Logan
Vice President	Cody Grace Recto
Secretary	
VP for Players and Team	Andrew Brinias
VP for Executive Officer	Willa Aris Gongga
VP for Marketing Officers	Maria Abrigo

2. Send them a letter of invitation.
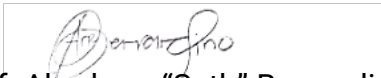
3. Preparation and actualization

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OVER ALL BUDGETARY OUTLAY
(PUPQC Sports Club Mobile Legend Tournament 2020)

Description	Quantity	Unit Prize	Total
Prices:			
1st Place	5	P 200.00	P 1000.00
2nd Place	5	P 100.00	P 500.00
3rd Place	5	P 50.00	P 250.00
Certificates	10		
TOTAL EXPENSE			P 1,750.00

Rafael Jayson Logan
Pylon E-sports Head Coordinator

Noted by:

Prof. Abraham "Seth" Bernardino Francia
Adviser, PSC

Shiena Mae Joan O.

President, PSC

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