

U MOBILE'S MOBILE LEGENDS CAMPUS CHAMPIONSHIP 2021, SEASON 3

RULES & REGULATIONS

1. Campus Category Requirement:

- i. Players (Malaysian & non-Malaysians) must be students with valid student ID from Public or Private University, college, polytechnic, and higher institution, as of year 2021, to participate in this tournament with proof of their student ID (as of Year 2021) upon registration.
- ii. Participating team **MUST** be from the same campus.

2. High School Category Requirement:

- i. **Tournament is open to all students residing in Malaysia must be aged from 13 to 17 years old.**
- ii. Players (Malaysian & non-Malaysians) need to obtain parental consent to join the tournament.
- iii. Participating High School Student must provide proof of their ID via school badge and the name on their school uniform.
- iv. A team can be created from various High Schools but the team members must reside in the same Zone
- v. The Zone is defined as per below:
 - Zone 1: Central (Selangor and Wilayah Persekutuan)
 - Zone 2: Southern (Negeri Sembilan, Melaka & Johor)
 - Zone 3: Northern (Pulau Pinang, Perak, Kedah & Perlis)
 - Zone 4: East Coast (Pahang, Terengganu & Kelantan)
 - Zone 5: Borneo (Sabah & Sarawak)
- vi. This is free-to-play tournament.

3. Rules and Regulations

- i. U Mobile MLCC herein referred to as the 'Tournament' is a paid event for Campus Category, whereby participants are required to be U Mobile users at the point of registration.
- ii. All members will be required to verify their identity to the marshals when deemed necessary.
- iii. Registration can only be done through the Tournament's official registration link provided URL: For Campus - <https://tinyurl.com/UMMLCCS3Campus> and for High School - <https://tinyurl.com/UMMLCCS3HighSchool>. Participants must fill in all required information in the form.
- iv. All the Campus teams/players to provide GoPayz registered phone number to the tournament organizer upon registered for the tournament.
- v. Each Team must consist of 5 members (compulsory) and 1 substitute (optional). However, all members of the campus team must be from the same campus and high school team must be from the same zone.
- vi. Each team must commit to the time that has been set beforehand by the tournament organiser. No rescheduling is allowed for this tournament.
- vii. For Campus category, the State Champions prize money of RM1350 will be made in 2 payments, i.e. 1st payment of RM675 awarded to the team upon being crowned State Champion and the 2nd payment of RM675 will be awarded after the National Championship Grand Finale tournament. In the event, if the winning state champion decides to pull out from the National Championship Grand Finale for whatsoever reasons, the 2nd payment would be forfeited and deemed non-claimable from the state champion winning team. The

- 1st runner up of the State Champion will automatically be granted to represent the State for the National Championship Grand Finale.
- viii. Payment will be deposited into the selected team representative's GoPayz e-wallet with the consent of all the players within 21 working days upon receiving acknowledgement letter from the players after the tournament.
 - ix. For High School Winners, payment will be deposited into the selected team representative's bank account with the consent of all players within 21 working days upon receiving acknowledgement letter from the players after the tournament.
 - x. If the tournament organizer decided to have Playoff tournament, the winning team will be eligible to compete in the National Championship Grand Final and will not be awarded with any prize.
 - xi. Teams/players acknowledge that the tournament organiser (U Mobile Sdn Bhd) has the legal rights to use all photos, videos, and any form of recordings made during the tournament for media and marketing purposes.

4. Team Conduct

- i. Teams are not allowed to stream sniping during the match.
- ii. Teams that are found abusing the tournament streams will be disqualified immediately and will be denied tournament winnings for their action or any action that is abusive or offensive to this tournament.
- iii. Teams are required to act with professionalism when the game is streamed.
- iv. No vulgarity, taunting or spamming is allowed.
- v. Any dispute should be directed to the tournament admin directly for any issues.
- vi. Any team found not following tournament stream rules will be disqualified immediately regardless if the game is being streamed at the point of action taken by the officials.
- vii. Betting is strictly prohibited between teams and will not be tolerated. Teams will be disqualified for such conduct.
- viii. Any disputes may be directed to the tournament admin via email, WhatsApp or call direct to the tournament organiser.
- ix. Participants of MPL-MY Season are allowed to take part in the tournament if they have a valid student ID from Malaysia campuses.

5. Tournament Bracket

- i. A maximum of 32 teams per each State or each Zone.
- ii. All matches will be played online.
- iii. The tournament format is structured in single elimination mode.
- iv. The number of participating teams will determine the grouping system.
- v. Top 8 participating teams must have a unique uncopied team logo.

6. Match Rule

- i. A match refers to the games being played between team A and Team B (BO3).
- ii. A game refers to the current game being played between team A and team B.
- iii. The mobile application to be used is Mobile Legends: Bang Bang (Developer: Moonton).
- iv. **Match starts** – The team on the top of the bracket will have the choice for which side they play. For best-of-three series, a coin toss will be made. The winner of the coin toss will have the choice for which side they want to play on the first game of the best-of-three series. The other team will choose sides on the second game.
- v. **Match ends** – The first team to destroy the opposing team Base wins, the first team to surrender loses or teams that are found not following the rules are disqualified.
- vi. The game mode used in: Tournament Mode or Draft Pick

- vii. If any player disconnects during a Top 8 match that is hosted by the tournament admins, they can request tournament organiser to pause the game for the player to reconnect. The maximum pause time for one team is 5 mins. Marshalls have the right to extend the time.
- viii. Once all the players are ready, as indicated by both Team Captains, U Mobile MLCC Official will resume the game. U Mobile MLCC official will resume the game when both team's Captains indicate the go ahead to proceed.
- ix. In the case of a server crash, the game can be continued from a new draft but must be the same line up.
- x. In the event of a technical difficulty which leads the U Mobile MLCC Officials to declare a restart, the U Mobile MLCC Official may instead award: a game victory to a team. If a game has been played for more than 5 minutes on the game clock (00:05:00), U Mobile MLCC Officials, at their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty.

7. Tournament Flow

7.1 Pre-match preparation

- i. The U Mobile MLCC Officials reserve the right to reschedule, make changes to the dates of the tournament or alter the schedule in any other way or form. Tournament organizer will inform the changes to the participating teams immediately.
- ii. Teams must check-in to the Discord at the time set by the admin for preparation of participation of the tournament for every round/day.
- iii. The game version used will be decided by Tournament organiser. Usage of newly released heroes, heroes with recent balance updates and those with known bugs may be temporarily banned. The duration of the ban will be determined by Tournament organiser.
- iv. Players are free to prepare themselves for the game after their check-in. However, the players must enter the lobby at the agreed match time schedule.
- v. In the most optimal situation, any problems faced by the players should be solved during the set preparation time. The match is to start at the scheduled time. U Mobile MLCC Officials has the right to delay the match if deemed necessary. Tournament organiser reserve the right to penalise the player or team if the reason for the delay is due to the player or team's fault.
- vi. The U Mobile MLCC admin will create the in-game lobby for matches that are to be livestreamed. The players should follow the instructions from the U Mobile MLCC admin on how to enter the in-game lobby.
- vii. U Mobile MLCC Officials will provide technical assistance during matches hosted by them in preparation to solve any problems that may occur.

7.2 Match preparation

- i. Pick/Ban Process- All the Top 8 teams will go through the coin toss process to determine their picks and bans. The referee/marshall will ensure both teams are ready to enter the pick/ban phase after players from both teams have entered the in-game lobby. Once both teams are ready, the referee will inform the in-game lobby admin to start the game.
- ii. Game setting - Map: Tournament Mode (5V5)
- iii. Game type: Draft Pick Mode

7.3 Pick/ban phase and pick priority

- i. If there is presence of a known bug in any device, hero, skin, emblem, or any skill, or any other reason determined by U Mobile MLCC Officials, the U Mobile MLCC Officials may add in a restriction at any time before or during the match.
- ii. Pick process: Best of 1 – Team that is in upper bracket of a match has pick priority.
- iii. Team that is in a lower bracket of a match will create a lobby.

Example:-

- Best of 3 – First game – Coin toss, 2nd game alternate pick priority, third game alternate.
 - Best of 5 – First game – Coin toss, 2nd game alternate pick priority, third game alternate, fourth game alternate pick priority, 5th game new coin toss.
- iv. Pick Priority
 - v. Draft Pick
 - vi. The pick/ban order will follow the default sequence set in the game.
 - vii. Wrong pick - If a team has picked/banned a hero by mistake, the game will still be continued. There will be no remakes due to wrong pick/ban.
 - viii. Swapping heroes - If there is a mistake due to player's negligence when swapping heroes, the match will continue. Exchanging devices is not allowed under any circumstances. Pick priority will only be applied to the grand finals team who are from the upper bracket. They will have the pick priority coming into the grand finals.

7.4 Game starts after pick/ban phase

- i. The game will immediately start after the pick/ban phase unless there are other instructions from the referee/Marshall. U Mobile MLCC staff will remove any irrelevant items from the game zone. Players are not allowed to leave the game in between the period after pick/ban phase is complete until the game starts.
- ii. If a problem occurs during game loading due to the presence of a bug, disconnection or other errors and a player fails to join the match after the game has started, then the game must be paused until all 10 players are connected to the game (this is only valid for hosted matches).
- iii. For matches where there are no referees present, it is the players' responsibility to ensure that their data connection is good.

7.5 In game

- i. Pauses are allowed during officially hosted team fights if it is a critical error such as
 - More than 3 players disconnect / crashes during the game
 - Both team's devices are unplayable
- ii. Definition of team fight – more than 1 player from one team is engaged (skills or normal attack) with another team with more than 1 player also involved in the exchange of blows.
- iii. One Marshal will be present in the official-hosted game as observers, to pause the game if necessary.

7.6 After game

- i. The captain of the winning team must submit the screenshot result in Discord with the hero icon (not avatar icon). In the case there is no updates after some time, kindly notify the marshals.

8. Banned Participants are defined as:

- i. Players that are not from the said campus/Alumni student/students currently in deferment/players officially representing any competitor to U Mobile. This refers to teams or players under contract with any other Telco's.

9. Penalties:

i. Failure to follow the schedule timing. Teams will be penalised in this order:

- 10 Minutes Late: Disqualified from the match (Free win to the opponent).

ii. Failure to report to the admins in case of emergencies (not able to attend) or player change /Team name changes/Logo changes:

- **1st Warning Team Changes:** Team will lose pick priority for the whole tournament.
- **2nd Warning Team Changes:** Will be banned from U Mobile MLCC for a season.
- **3rd Warning Team Changes:** Will be banned from U Mobile MLCC for a year.

iii. Players Misconduct:

- **1st Warning of Player Misconduct:** Team will lose pick priority for the whole tournament/Default loss.
- **2nd Warning of Player Misconduct:** Will be banned for the next season of MLCC.
- **3rd Warning of Player Misconduct:** Will be banned from MLCC for a year. Depending on the severity of the player misconduct, penalties may be changed accordingly.