



ACS EDU

MOBILE LEGENDS: BANG BANG

OFFICIAL RULEBOOK

Ver.1.01
Last Updated: 15 June 2023

1. Introduction and Purpose

The Official Match Rules for AMPRO Clash Series (hereinafter referred to as "ACS") Edu Mobile Legends: Bang Bang Tournament (hereinafter referred to as the "Rules") apply to each team that will be playing in the tournament, including coaches, administrators, owners, starting players, substitute players, trainees (collectively referred to as "team members") and other employees of the team. The ACS Edu Mobile Legends: Bang Bang Tournament will be divided into two stages, i.e., the respective universities' qualifier stage and the Grand Final stage. In the Qualifier stage, the top 2 teams from each Qualifier will be qualified into the Grand Final stage while the 3rd and 4th teams from each qualifier will qualify into the Play-Ins. The Play-Ins stage will feature 6 teams and only 2 teams from the Play-Ins will qualify into the Grand Final stage. For the Grand Final stage, 6 teams from the qualifiers and 2 teams from the Play-Ins will participate.

These Rules apply only to the ACS Edu Mobile Legends: Bang Bang Tournament, and not to other contests, tournaments or Mobile Legends: Bang Bang (hereinafter referred to as "MLBB" or the "Game") activities organized.

These Rules are formulated solely to ensure that ACS Edu MLBB Tournament are part of professional-level tournaments of Mobile Legends: Bang Bang, allowing to establish system integrity and to guarantee contest fairness between all teams. The standardization of these Rules will benefit all people involved in the tournaments of Mobile Legends: Bang Bang, including teams, players and administrators. In addition to these Match Rules, the documents specified by Mobile Legends: Bang Bang Officials are also part of these Rules that the participating teams are required to abide by.

These Rules will not limit the competitiveness of the players. The terms of the player-team agreement shall be decided separately by each team and player.

2. Schedule and Bonus

2.1. Definition of terms

2.1.1. Game

One game played using the Mobile Legends: Bang Bang game map until the winner is generated by whichever of the following to occur first: (a) completion of the final goal (destruction of the Base), (b) surrender of a team, (c) disqualification of a team, and (d) winning by penalty award.

2.1.2. Matches

A series of games played until the total number of games required are completed, or until one side gains a significant advantage over the opponent (e.g. two wins out of three games, i.e., B03; three wins out of five games, i.e., B05).

2.2. Schedule

The Schedule will be completed in about 8 days, and ACS Edu MLBB Tournament will be divided into two stages, i.e., the individual Universities' Qualifier stage and the Grand Final stage. In the Universities Qualifier stage, the 16 teams will play in a double elimination format. The Top 2 of each qualifier (total 6 teams) will advance to the Grand Final Stage while the 3rd and 4th place teams (total 6 teams) will proceed to the Play-Ins stage. The Top 2 of the Play-Ins stage will advance to the Grand Final stage (total 8 teams)

Agenda Arrangement

- University Qualifiers (TO BE ADDED)
- Grand Final (TO BE ADDED)

3. Team Membership Eligibility

3.1. General requirements

Each team is required to have five players on the starting list ("starting players") and one substitute player ("substitute player") on the official list at all times throughout the tournament. All the players must be ACTIVE students currently enrolled in any active and official universities in Malaysia. Active professional players are allowed to participate in this tournament (as long as they abide by the previous rule of being an active student of the university) There may be a minimum of five players and a maximum of six players on the official list. In any case, there must be at least five players in the deploying list.

3.2. University Representation

Each team must have a university it is representing during the duration of the tournament. If a team is unable to field a team of players consisting of one university, they are allowed to participate with other universities' students on the basis that the majority of the team roster is under the university they are representing. There are no limitations as to how many different university students to be in a team. However, if there is no majority, in the case of a 3-3 or a 2-2-2 split, the teams are to choose between the universities to represent.

Example 1:

University A has 5 registered members. 3 are students of University A while 2 players are students of University B and C. This team will be represented by University A

Example 2:

University D has 6 registered members. 3 are students of University D while 3 are students of University E. This team will have to pick either University D or E to represent in this tournament.

4. Requirements for player list

4.1. Player type

Official player

All players registered on the official player list of Mobile Legends: Bang Bang are deemed as official players.

Starting player

A "starting player" is defined as one of the five players in the starting lineup of any game.

Substitute player

A "substitute player" is defined as a player on the team's "official list" other than the starting players.

4.2. Official list

4.2.1. Restrictions on the number of people on the list

There may be a minimum of five players and a maximum of seven players (five starting players and one substitute players) on the official list. Players may not serve as starting players and substitute players concurrently.

4.4. Team Name, Team Tag and Player Name

4.4.1 Specifications for team names and tags

Team names may not contain: contents about vulgarity, pornography, terror, violence, gambling, etc.; names of characters relating to or otherwise similar to heroes, places or equipment in Mobile Legends: Bang Bang; or other contents that may violate these Rules. None of the above contents may appear in an express, implied, leading or referring manner.

The Logo & Short Name of all participating teams cannot be the same as that of any other professional or semi-professional teams around the world, and cannot be under the protected status or included in the global restricted list.

4.4.2 Specifications for player names

It is allowed to use upper- and lower-case letters and numbers 0-9. No extra special characters (including underlines, spaces, etc.) are allowed in team names, player names or tags.”

Player names can consist of 4-12 characters.

Player names may not contain contents about vulgarity, pornography, terror, violence, gambling, etc.; names of characters relating to or otherwise similar to heroes, places or equipment in Mobile Legends: Bang Bang, or other contents that may lead to misunderstanding. And the player name can be registered through the Mobile Legends: Bang Bang Client.

ACS Edu Officials have the right of final decision on whether a player name can be used. All team names, team short names, logos and player names must be approved by ACS Edu Officials before they can be used in the match. The name may not be changed except under certain exceptional circumstances, and must be approved by ACS Edu Officials before it can be used in the Mobile Legends: Bang Bang matches. Any changes to team names, team short names, logos and player names must be made within the specified renaming period. If the name does not reflect the professional standards required by Mobile Legends: Bang Bang, Mobile Legends: Bang Bang Officials may veto it and will ask for its name to be changed. ACS Edu Officials have the right of final audit.

5. Match system

5.1.1 Qualifier

The stage consists of 16 teams and have to compete for two days in a Double Elimination Format with the first round of the Upper Bracket and the first round of the Lower Bracket being Best of 1 while the later rounds will all feature Best of 3

Day one -

The match for this round will be from 10:00 A.M to 6:00 P.M. (GMT+8)

Day two -

Top 2 teams from the qualifiers will advance to the Grand Final Stage, while the 3rd and 4th place teams will advance to the Play-In stage

The match for this round will be from 10:00 A.M to 5:00 P.M. (GMT+8)

5.1.2 Play-Ins

The stage consists of 6 teams that placed 3rd and 4th respectively in each qualifiers stage. The 6 teams will be playing in a Single Elimination bracket where the Top 2 teams will qualify to the Grand Final Stage. Two teams with the higher seed will be placed in the second round while the 4 lower seeded teams will start from the first round. The teams are seeded based on their matches in the Qualifiers stage through their Average Game Time or Random seed

5.1.3 Grand Final Stage

The stage consists of 8 teams, 6 teams from the top 2 of each qualifier stage and 2 teams from the Play-In stage. The teams will be playing in a Double Elimination format, where the matches will be Best of 3 series. All Lower Bracket teams will be playing in a Best of 1 series however the Lower Bracket Finals will be a Best of 3 series. The Grand Finals will be played in a Best of 5 series.

5.2 Match Progress

5.2.1 Revision of schedule

ACS Edu Officials shall have the right to decide whether to schedule a certain day, adjust the match date of ACS Edu MLBB Tournament or otherwise modify the match schedule. In case of changes of the schedules, Mobile Legends: Bang Bang Officials will inform all teams as soon as possible.

5.2.2 Waiting Time

If the teams can't join the lobby upon being given the official Match start time, the officials will give both teams an ultimatum to start the game to another official Match start time. If the team can't join even after the change of Match start time, the opponent team will advance to the next stage.

If the opposing team can't get into the lobby in time, the team in the lobby will have to inform admins and moderators about the disqualification process of the opposing team.

The team will automatically be disqualified if the team members can't reach the lobby within a given time and to make sure that the opposing team has advanced, the said team will need to send the screenshot of the disqualified team not being able to reach the lobby as the evidence. If both teams can't get into the lobby in time, both teams will be disqualified from the competition.

5.2.3 Match version and match server

ACS Edu MLBB Tournament will use servers designated by the Officials, and the match version will be subject to the current version of the server. Heroes available for less than 2 weeks in official servers will be automatically banned. If a hero is banned at the beginning of the tournament stage because of the launch time, the hero will also be banned throughout the tournament stage.

5.2.4 Pre-match test confirmation

There will be about 5 minutes of preparation time before the scheduled start time of the match, and an official of ACS Edu will be available to confirm with each player that the preparation is ready. The referee will confirm the checklist with the players before the start of each match. After the players have signaled to the referee that the preparation is completed, they may not ask for any adjustment to the confirmed contents or pause the match progress on this ground.

5.2.5 Player ready status

After the player completes the checklist and ACS Edu Officials require the player to enter the game room, the player may no longer enter the warm-up game

5.2.6. Game room creation

ACS Edu Officials will decide how to create the official game room. After the test is completed, the players will immediately enter the game room.

5.2.7 Side Selection

Right of side pick: In the knockout stage matches of ACS Edu MLBB tournament, teams with higher rankings in the first round of the tournament will have "preferential free right of side pick", i.e., these teams can freely choose sides in which two games (for BO3) or in which three games (for BO5), such as choosing sides in the 1st, 2nd and 5th games or the 1st, 3rd and 4th games.

5.2.8. Disqualification from match

If any team cannot dispatch all the five players on the deploying list to participate in the match at the beginning of the match, ACS Edu Officials will award the team a loss. The winning team will win by the maximum difference of winning points in this match (e.g., 1-0 for BO1, 2-0 for BO3, and 3-0 for BO5). No other data will be recorded for the match that is awarded the loss.

5.3 Game preparation

5.3.1 Start the pick/ban process

Once all ten players have entered the official game room, an official of ACS Edu will begin to confirm that both teams are ready to enter the pick/ban stage. Once it is confirmed that both parties are ready, an official of ACS Edu will inform the room owner to start the game.

5.3.2

Every winning team has to save screenshots of their results at the end of every match as evidence.

(Eg. If team " Delta" wins, team "Delta" have to inform the information that was mentioned above to the ACS Edu Officials.).

After completing the match, the winning team will have 30 mins to send their match results to the admins.

5.4 Game Process

5.4.1 Definition of terms

Unintentional disconnection

A player loses connection to the game due to problems with the game client, platform, network or mobile phone.

Deliberate disconnection

A player loses connection to the game due to the player's behavior (e.g., exiting the game). Any player's behavior that causes the disconnection will be deemed intentional, regardless of the player's actual intention.

Server crash

All players lose connection to the game due to the instability of the game server, match server platform or venue network

5.5 Game termination

Directed pause

ACS Edu Officials may decide, at its sole discretion, to pause the game or request the players to pause at any time.

Player pause

Players can pause the match only in case of the following events, provided that they must inform ACS Edu Officials after the pause and explain the reasons.

Acceptable reasons include:

- Unintentional disconnection.
- Hardware or software malfunction (e.g., mobile phone power off, equipment malfunction or game problem)
- Physical disturbance with players (e.g., external interference or damaged tables and chairs)

Continue the game

Players are not allowed to restart the game after the pause without permission. After the permission is obtained from an official of ACS Edu, and all players have been informed and prepared, subject to the feedback received by bilateral referees, the game pause will be canceled for the spectators in the client.

Unauthorized pause

If a player pauses or cancels the pause of the game for unallowable reasons without the permission of ACS Edu Officials, it will be deemed as an act that affects the fairness of the match, and ACS Edu Officials may decide to impose penalties at its sole discretion.

Player communication during game suspension

In consideration of fair competition among all teams, players may not communicate in any way during the pause of the game. For the avoidance of any dispute, players can communicate with the referee, solely for the purpose of identifying or resolving the cause of pause. If the pause lasts for a long duration, the referee can decide at his sole discretion whether to allow players to discuss the relevant contents of the game before lifting the pause

Confirm to continue the game

The game can be continued only after teams feedback to the referee that all players are ready, and it is confirmed that both sides are ready.

5.5 Post-match procedures

Results

ACS Edu Officials will confirm and record the results of the game.

Technical records

Players will determine any technical problems with ACS Edu Officials

6. Code of Words and Deeds of Players and Clubs

6.1. Competitive behaviors

Involvement in match-fixing

No team or its member may engage, directly or indirectly, (including but not limited to: proposing, agreeing, planning, instigating, or attempting, etc.), in any behavior that may change the match progress and result, or change the uncertainty of the match, in whole or in part, for the purpose of obtaining illegitimate interests for themselves or others. Any team and its members shall be obliged to report any behavior and information directly or indirectly related to match-fixing to ACS Edu Officials, and those who knowingly fail to do so may be penalized jointly and severally, subject to the sole discretion of ACS Edu Officials. Specific manifestations of match-fixing behavior include but are not limited to:

Colluding in match, i.e., two or more players agree not to hurt or stop an opponent in the game, or not to compete at reasonable standards in the game;

Arranging in advance to split bonuses, any other form of remuneration, or exchanging gifts or gratuities for commitments and demands to defeat or be defeated by a certain team;

Sending or receiving secret signals, electronic signals or other forms of instructions or hints to an accomplice, and vice versa;

Intentionally losing a game or instigating any other player to do so for prize money or any other reason.

Violation of competitive sports ethics

Each and all teams should always uphold the benign competitive sports spirit in matches of Mobile Legends: Bang Bang, participate in the match with their best efforts, always act in good faith, and ensure that the principle of fair play is not violated. Under no circumstances may any team and its members engage in negative match, illegal access to confidential information of other teams or other behaviors that obviously violate sports ethics and competitive fairness, including but not limited to:

Negative match

Withdraw from, abstain from the match or fail to play at the optimal competitive strength without justifiable reasons or engage in other negative match situations as determined by ACS Edu Officials;

Illegal access to confidential information of any other team

Without permission, enter the training game room of any other team by any means, learn about the tactical lineup of any other team, steal the intra-team communication contents, confidential documents or other information that is specially designated as or should be generally understood as confidential information of any other team;

Cheating

No team and its members may use any form of cheating means or methods inside or outside the contest. Any cheating or attempted cheating, whether for the purpose of gaining competitive advantage or not, is prohibited and will be subject to penalty by ACS Edu Officials at its sole discretion. Cheating includes but is not limited to:

Hacking

Hacking is defined as any modification made to the game client of Mobile Legends: Bang Bang by any player, team or individual on behalf of a player or team;

Cheating method

Install and use any kind of cheating device and/or cheating application, or any similar cheating method (e.g. software, signaling devices and gesture signals, etc.);

Exploitation of vulnerability

The exploitation of vulnerability is defined as the exploitation of any in-game vulnerability, including but not limited to: purchase of equipment, interaction with neutral creeps, game errors/vulnerabilities of hero skills, or any game function that does not work as expected, as determined by ACS Edu Officials. It is forbidden for any player to exploit the forbidden game vulnerabilities or any other game vulnerabilities that have been informed by ACS Edu Officials, including but not limited to whether the bug has been exploited to gain advantages, and whether it is caused by a player's misoperation. If it is found that the vulnerability is maliciously/intentionally exploited in the match, ACS Edu Officials shall have the right to impose severe penalties on the team that exploits the vulnerability up to the determination to lose;

Misconduct

The following misconduct will be subject to penalties imposed by ACS Edu Officials at its sole discretion:

Violent behavior

Team members may not use physically aggressive and violent behavior against others at any time, including but not limited to provoking fights, fighting and brawling, damaging and destroying properties by violence, etc.

Profane and hostile speech

Team members may not use obscene, infringing, vulgar, rude, threatening, abusive, slanderous, defamatory, offensive or disgusting language in any public place; nor engage in any act that agitates or incites hatred or discriminates against others at any time in or near the match area. Team members may not use any tools, services or equipment provided or allowed by Mobile Legends: Bang Bang and its contracted teams to publicize the above speeches or information by means of publication, spread and dissemination. Team members may not use the above

language, carry out the above behaviors or publicize the above remarks or information on social media or any public tournaments (e.g., live broadcasts).

Disruptive/rude behavior

Team members may not engage in disruptive or rude behavior towards other team members, fans or ACS Edu official personnel, nor invite anyone else to engage in the same, including but not limited to: ridicule, taunt, interference, hostility, unnecessary physical contact and other words and deeds that ACS Edu Officials consider to be disruptive/rude.

Insulting behavior

Insults to ACS Edu Officials, other team members or spectators will not be tolerated. Those who repeatedly violate the regulations regarding courtesy, including but not limited to using insulting language, gestures, slogans or engaging in other insulting words and deeds, and touching other players' computers, bodies and articles, will be penalized. Team members and their guests (if any) must treat all individuals participating in the match in a polite manner.

6.2. Unprofessional behavior

Obligations to abide by these Rules

Any team and its members are obliged to abide by the agreements and commitments made with ACS Edu Officials or any rules formulated by ACS Edu Officials. Except as otherwise expressly specified, any violation or attempted violation of the above agreements, commitments or rules (including but not limited to the Official Match Rules for ACS Edu MLBB Tournament, Mobile Legends: Bang Bang User Agreement, etc.) may lead to penalties, whether or not there is subjective intent.

6.3 Penalties

Subject to penalties

Any engagement in or attempted engagement in an unfair game will be subject to penalties, and ACS Edu Officials shall have the right to make a determination in this regard. The nature and severity of penalties caused by such acts will be decided by ACS Edu Officials at its sole discretion. In case of any significantly minor or especially severe violations, ACS Edu Officials shall have the right to impose more minor or severe penalties beyond the penalties stipulated in ACS Edu MLBB Tournament Penalty Rules based on the consequences caused by the extent of harm of specific violations.

Content of penalties

Penalties for violations by individuals include:

Verbal warning;

Notification of criticism;

Fines/or confiscation of bonuses;

Banned participation in ACS Edu tournament for several games, days, months and years;

Cancellation of the entry qualification and/or termination of the registration qualification for several years;
Restricted access to ACS Edu tournament venues;
Restricted engagement in activities related to ACS Edu tournaments;
Withdrawal of awards and/or cancellation of awards qualification;
Life-time ban;
Other penalties deemed applicable by ACS Edu Officials.

Penalties for violations by units include:

Verbal warning;
Notification of criticism;
Loss of the qualification for side pick in current or future games;
Loss of the qualification for hero ban in current or future games;
Fines and/or deduction of ACS Edu MLBB tournament prizes;
Rejection of transfer transactions and/or new player registration;
Banned participation in ACS Edu Tournaments for several games, days, months and years;
Cancellation of the entry qualification and/or termination of the registration qualification for several years;
Determination to lose and/or abstain;
Withdrawal of awards and/or cancellation of awards qualification;
Other penalties deemed applicable by ACS Edu Officials.

Right of statement

ACS Edu Officials shall have the right to issue a statement stating that a team member has been penalized. Any team member and/or team involved in such a statement shall be deemed to have waived any right to take any legal action against ACS Edu Officials.

Appeal

If any team has any doubts about the determination or penalty made by ACS Edu Officials, it may appeal to ACS Edu Officials by email, which will be handled by the arbitration committee of ACS Edu Officials.

Other penalty principles

If any team or its member commits any indirect violation against these Rules, ACS Edu Officials shall have the right to impose corresponding penalties based on the nature of the indirect actor's behavior and the severity of the consequences thereof, and the severity of penalties may fall within or above the scope of penalty for the specific direct violation corresponding to such indirect act, subject to the determination of ACS Edu Officials. In addition to corresponding penalties on the violator under these Rules, if the violation is suspected to have constituted administrative illegal liability or criminal liability, ACS Edu Officials shall have the right to decide at its discretion to hand over the involved person and relevant information to law enforcement organs, judicial organs or other relevant public authorities for handling.

7. Spirit of Rules

Right of final decision

All decisions concerning the interpretation of these Rules, the qualifications of players, ACS Edu MLBB Tournament schedule and stages, and penalties for misconduct shall vest in ACS Edu Officials. In case of any objection, an appeal may be made to ACS Edu Officials through official channels, which will be handled by ACS Edu Officials based on the content thereof. ACS Edu Officials shall not be liable for any compensation or other remedies.

Rule change

ACS Edu Officials may revise, change or supplement these Rules at any time for the purpose of ensuring fair competition and integrity of ACS Edu MLBB Tournament matches.

Best benefits of ACS Edu MLBB Tournament matches

ACS Edu Officials will exercise necessary powers at any time to ensure the best interests of ACS Edu MLBB Tournament matches. Such right is not restricted by the lack of a specific language version of this document. ACS Edu Officials shall have the right to impose any penalties on any entity whose actions are not in the best interests of ACS Edu MLBB Tournament matches