

Mobile Legends: Bang Bang

Mid Season Cup

Official Rules

—MSC Committee

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1. Introduction and Purpose

These official rules of the Mobile Legends: Bang Bang Mid Season Cup 2026 (MSC 2026) apply to each of the Teams who have been qualified to play in the MSC from July 1st 2026 to August 1st 2026. These rules also apply to the Teams' Coaches, Analysts, Managers, Owners, Starting Lineups, Substitutions (collectively "Team Members") and other employees. Teams and Team Members, are subject to these rules immediately upon obtaining qualification for MSC 2026.

These rules only apply to the official MSC. It does not apply to any other competitions, tournaments or any other activities organized for Mobile Legends: Bang Bang.

These rules have been enacted to ensure the maintained stability of a complete Mobile Legends: Bang Bang tournament system, and the fairness of competition between professional teams. Standardized rules benefit all parties who are involved in the professional play of Mobile Legends: Bang Bang, including the teams, players, coaches, analysts, and managers.

These rules shall not restrict the competitive performance of Players. Terms agreed upon by players and teams are determined by each individual team and player.

These rules may be available in multiple languages in subsequent updates. In the event of any inconsistencies in interpretation or meaning between different language versions, the English version shall prevail.

2. Tournament Structure, Schedule and Prize

2.1. Definition of Terms

2.1.1. Game. An instance of competition on the map designated by MSC that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a base), (b) Team Surrender, or (c) Team Disqualified, (d) MSC Committee deems a team has won.

2.1.2. Match. A set of Games that is played until one Team wins a majority of the total Games (e.g., winning two Games out of three ("BO3"); winning three Games out of five ("BO5"); winning four Games out of seven ("BO7")). The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format.

2.2. Tournament Format

2.2.1. Qualifications

Teams qualified from their respective divisions to MSC 2026. The rules are set by each division and the following are the number of slots qualified for each division:

MSC Wild Card			
Nation / Region	Quantity of Slots	Qualifier	Slots
Mekong	1	MCCM Season 7	Champion
Thailand	1	MSL Thailand Season 1	Champion
East Asia	3	2026 MCT EA Shanghai	2-4th place
Eastern Europe and Central Asia	1	MCC Season 7	Runner-up

Middle East and North Africa	1	MPL MENA Season 9	Runner-up
Western Europe	1	MSC 2026 Western Europe Qualifier	Champion
Türkiye	1	MTC Season 7	Runner-up
Americas	1	2026 MCT AMER	Runner-up
MSC			
Nation / Region	Quantity of Slots	Qualifier	Slots
Indonesia	2	MPL Indonesia Season 17	Champion & Runner-up
Philippines	2	MPL Philippines Season 17	Champion & Runner-up
Malaysia	2	MPL Malaysia Season 17	Champion & Runner-up
Cambodia	1	MPL Cambodia Season 10	Champion
Myanmar	1	MSL Myanmar Season 3	Champion
Singapore	1	MPL Singapore Season 11	Champion
Middle East and North Africa	1	MPL MENA Season 9	Champion
Türkiye	1	MTC Season 7	Champion
Eastern Europe and Central Asia	1	MCC Season 7	Champion
East Asia	1	2026 MCT EA Shanghai	Champion
Americas	1	2026 MCT AMER	Champion
India	1	MLMS 5V5 Season 1	Champion
Wild Card	1	MSC 2026 Wild Card	Winner

If the qualifying team is unable to arrive at the competition location at the specified time for any reason, including visa issue, regional policies, extreme weather, or any other reasons, the MSC Committee reserves the right to adjust the allocation of qualifications.

2.2.2. Tournament Stage

MSC2026 is divided into 3 stages:

- Wild Card (July 1st ~ 4th)
- Group Stage (July 22nd ~26th)
- Knockout (July 29th ~ August 1st)

2.2.3. **Wild Card**

MSC 2026 Wild Card will be divided into 3 phases

Day 1-2:

Ten teams will be divided into two groups by randomly draw. Each group shall consist of five teams and play an BO1 internal single round-robin format, Each group will have 10 BO1 matches.

The 1st team of each group will advance to Day 4, the 2nd to 4th teams of each group will advance to Day 3. The 5th team of each group will be eliminated.

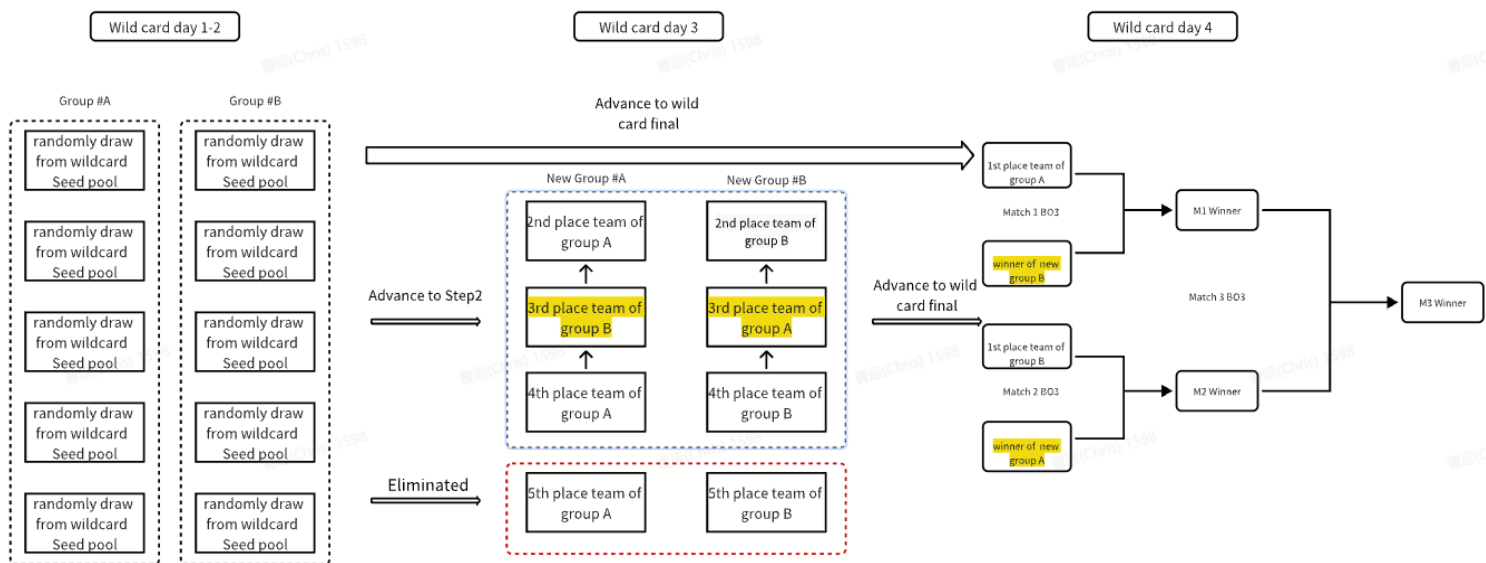
Day 3:

The two 3rd-place teams swap with each other to form new Group A and new Group B.

Starting from 4th place in each group, teams will challenge the 3rd-place team, with the winner advancing to challenge the 2nd-place team. Ultimately, one winner from each group will advance to Day 4.

Day 4:

2 advanced teams from Day 3 will play a cross-group BO3 single-elimination bracket with the 1st place of each group, and the winner will advance to MSC group stage.



2.2.3.1. Wild Card Draw Rule

Ten teams will be put into one pool.

The group draw order will be $A \rightarrow B \rightarrow A \rightarrow B \rightarrow A \rightarrow B \rightarrow A \rightarrow B \rightarrow A \rightarrow B$.

2.2.3.1.1. Point system. For Wild Card, a point system is used to determine the ranking of the teams in a group. The team will be given 1 point for winning a "BO1" match and 0 point for losing a "BO1" match.

2.2.3.1.2. Tiebreakers. In the event that multiple teams are tied in the standings at the conclusion of Wild Card (as defined as having the same ranking points),

2.2.3.1.2.1. If the ranking cannot be determined of the tied teams by point system, the tied teams will be ranked by head-to-head record.

2.2.3.1.2.2. If the ranking cannot be determined of the tied teams by head-to-head record, the tied teams will be ranked by winning time (only the time of winning games), the less time the team used, the higher ranking the team is.

2.2.3.1.2.3. If the ranking cannot be determined of the tied teams by winning time(only the time of winning games), the tied teams will be ranked by the shortest single-game winning time, the less time the team used, the higher rank the team is. If the shortest single-game winning time are still the same, then the longest single-game winning time will be compared. The less time the team used, the higher rank the team is.

2.2.3.1.2.4 All match time data is based on the in-game results screen.

2.2.3.1.2.5. In the event of exceptional cases or other unforeseeable circumstances, the MSC Committee will voice the final decision.

2.2.4. Group Stage

Sixteen teams will be divided into two groups. Each group will play a BO3 double-elimination knockout, 10 matches for each group, 20 matches in total.

The top four teams of each group will advance to the Knockout. The other eight teams will be eliminated.

2.2.4.1. Seed Pool Allocation

1st Seed Pool	Indonesia 1st Indonesia 2nd Philippines 1st Philippines 2nd Malaysia 1st Malaysia 2nd
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	Eastern Europe and Central Asia 1st Myanmar 1st
2nd Seed Pool	East Asia 1st Middle East and North Africa 1st Türkiye 1st Cambodia 1st Americas 1st Singapore 1st India 1st Wild Card 1st

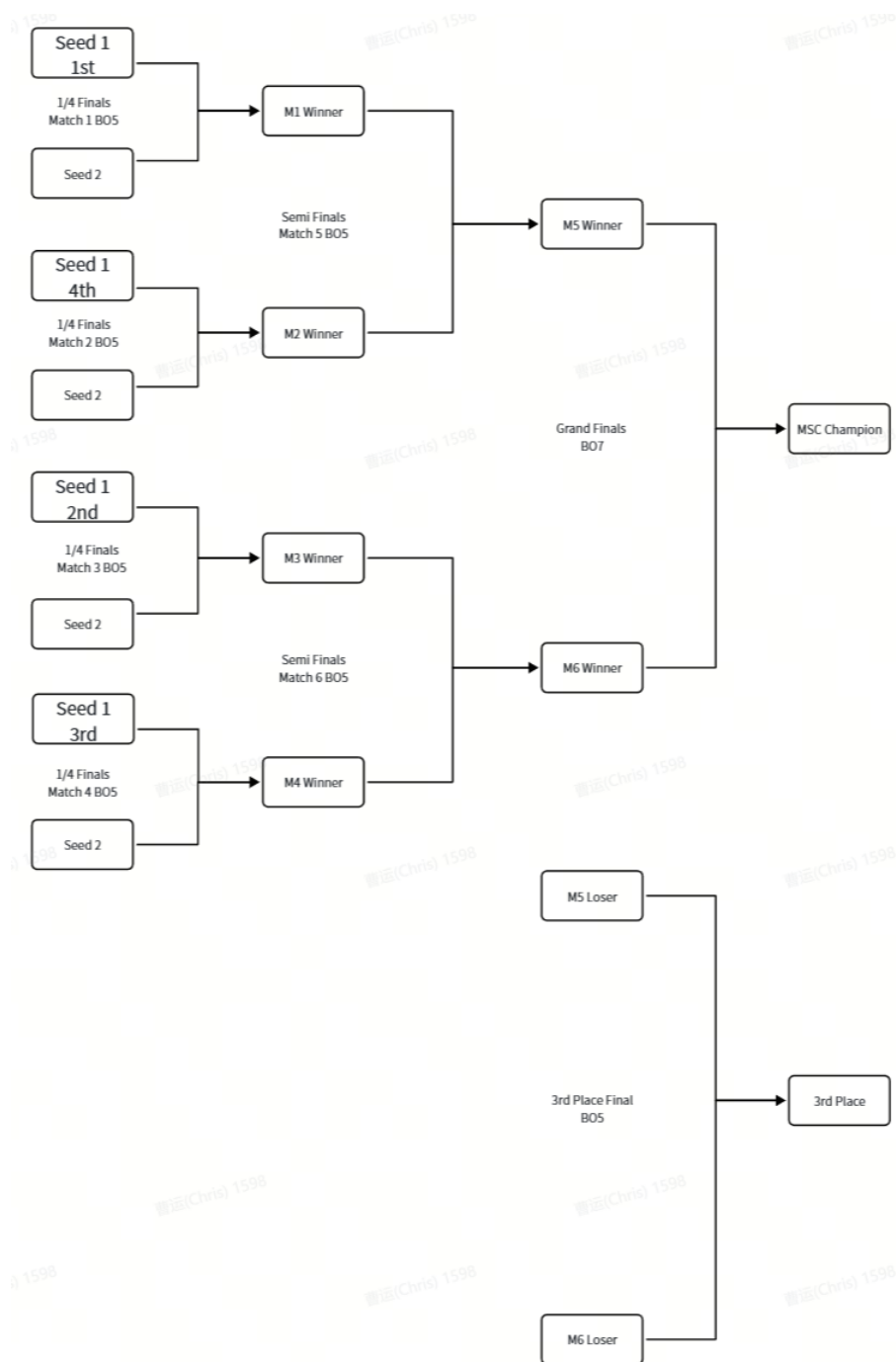
2.2.4.2. Group Stage Draw Rule

Each Seed 2 team will be drawn into the bracket in the order: A→B→A→B→A→B→A→B, then Seed 1.

There will be same-region avoidance principle in the same group. The team from the same region cannot be drawn in the same group

2.2.5. Knockout

The eight teams will play single elimination BO5 during the Knockout, there will be a 3rd place final, and the Grand Finals will be BO7. 2-0 teams of each group in the group stage will play with 2-1 teams. There will be a team choosing after the group stage.



2.2.5.1. Knockout Stage Draw Rule

One player of the team that qualified to Knockout Stage, must be present on the stage during the Knockout Stage Draw.

The broadcast production team may require a specific player to be present, which will be communicated at least 3 hours prior to the segment.

The four 2-0 teams will be put into the pool 1, the four 2-1 teams will be put into the pool 2. The 2-0 teams have the right to choose the competitor for the first round of knockout.

Point Differential: The amount of point differential will be compared at first. The higher the team get, the earlier the team can choose the competitor.

The point differential= total amount of winning game – total amount of losing game. For example:

2:0 will be considered as 2 points differential

2:1 will be considered as 1 point differential

If the point differential are the same, the order will be determined by the total winning time of the group stage(winning games only) will be compared, the less time the team used, the earlier the team can choose the competitor.

If any 2-0 teams have the same winning time of the group stage(winning games only), then the shortest single-match winning time (winning games only) in the group stage will be compared. The less time the team used, the earlier the team can choose the competitor.

If the shortest single-match winning time (winning games only) are still the same, then the longest single-match winning time (winning games only) in the group stage will be compared. The less time the team used, the earlier the team can choose the competitor.

If the longest single-match winning time (winning games only) are still the same, then the shortest single-game winning time in the group stage

will be compared. The less time the team used, the earlier the team can choose the competitor.

If the shortest single-game winning time are still the same, then the longest single-game winning time in the group stage will be compared. The less time the team used, the earlier the team can choose the competitor.

All match time data is based on the in-game results screen.

In the event of exceptional cases or other unforeseeable circumstances, the MSC Committee will voice the final decision.

2.3. Changes to Schedule

The MSC Committee may, at its sole discretion, re-order the schedule of Matches within a given day and/or change the date of an MSC Match to a different date or otherwise modify the schedule of Matches. In the event that the MSC Committee modifies a Match schedule, it will notify all Teams at the earliest convenience.

2.4. Competitive Patch & Match Server

The MSC Committee will determine the Game version used for the Match and notify members ahead of time.

On the tournament servers, some remade Heroes, and Heroes that have newly been added will be prohibited from use according to the MSC Committee. The specific match prohibitions and usage times will be notified by the MSC Committee. As for Heroes that are known to cause glitches, members of the MSC Committee will prohibit their usage for Matches for a period according to the seriousness of the glitch, please strictly comply with the MSC Committee's notifications.

2.5. Prize

2.5.1. Prize. Teams participating in MSC 2026 will be awarded with rewards as follows:

Position:	Prize:
Champion	\$ 1,000,000 USD
2nd Place	\$ 500,000 USD
3rd Place	\$ 250,000 USD
4th Place	\$ 150,000 USD
5-8th Place	\$ 100,000 USD/ each
9-12th Place	\$ 65,000 USD/ each
13-16th Place	\$ 45,000 USD/ each
17th Place	\$ 35,000 USD
18-19th Place	\$ 31,500 USD/each
20-21st Place	\$ 29,000 USD/each
22-23rd Place	\$ 27,000 USD/each
24-25th Place	\$ 25,000 USD/each
MVP	\$ 25,000 USD

2.5.2. Payment. For details on prize distribution, please refer to the official participation agreement signed with EWC.

3. Team Member Eligibility

3.1. General Rules

3.1.1. Formation. Each team can have at most 8 roster members with at least 5 Players (“Starter”) and 1 substitute player and 1 coach. Each team can have at most 2 substitute players.

The following are allowed combinations of roster:

Starter Players	Substitute Players	Coach	Manager	Analyst	Total
5	1	1	0	0	7
5	1	1	1	0	8
5	1	1	0	1	8
5	2	1	0	0	8

Teams must submit the official roster within the time frame set by the MSC Committee.

Teams must ensure that it maintains a legal contractual relationship with its members during the tournament.

Under special circumstances, the MSC Committee has the authority to determine whether teams can compete with roster configurations that do not meet the above standards.

3.1.2. No Moonton Employees.

Team Members shall not be employees of Moonton or any of its affiliates, agencies or other contractors at the start of or at any point during the MSC 2025. “Affiliate” is defined as any person or other entity which owns or controls, is under the ownership or control of, or is under common ownership or control of another party. “Control” shall mean the power, through any means, to determine the policies or management

of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such entity or otherwise.

3.2. Player Eligibility

3.2.1. Player Age.

All players participating in the matches of MSC 2026 must be at least 16 years old.

3.2.2. Regional Residency Requirement.

All teams must follow the regional residency requirement of their qualified region.

3.2.2.1. Team Formation. A team is allowed to have no more than two (2) non-resident players who are living in the country or region where the MSC 2026 qualifier competitions are held.

3.2.2.2. Citizenship. A Player is considered a “Citizen” if the Player is a lawful permanent resident in the region or country or a holder of ID cards of the region or country upon the legal status in that region or country.

3.2.2.3. Single Residency Status. A Player may only be a “Representative” of a single region at any point in time. For example, one player can not represent both MPL ID and MPL PH to participate in MSC 2026.

3.2.2.4. Single Qualifier Status. A player who has participated in any region’s playoffs or the main stages of qualifiers(the playoffs or stages that directly determines qualification for international competitions) is not allowed to compete in another region; this restriction does not apply to participation in the regular season or play-in stages.

3.2.3. Work Eligibility.

Work eligibility shall follow the rules of each respective region participating for MSC 2026 qualifiers.

3.3. Manager, Head Coach or Analyst

Each Team is required to maintain one designated Head Coach, and he is allowed to be a Manager as well, who is responsible to travel with the Team to all events, domestic or international. If a team designates a Manager, a Head Coach or an Analyst, they must undergo registration and approval from MSC Committees before being published on the official MSC website.

- 3.3.1. Registration and Approval.** The designation of Manager/Head Coach/Analyst by the Team shall go through the registration and approval formalities with the MSC Committee. Any publishing of such designation by any Team or Team Member before being approved by the MSC Committee is prohibited and will be subject to penalties.
- 3.3.2. Single Capacity.** The Manager/Head Coach/Analyst can only represent one Team and cannot be affiliated with more than one Team in any capacity in MSC (including but not limited not being the Starter, Substitute or Manager for any Team).
- 3.3.3. Presence.** The Head Coach must be on stage during the Draft Pick Phase for every Game that its Team participates in. Additionally, the analyst of the teams is allowed to be onsite if teams have the request. If the head coach is unable to make a game due to an emergency, the Manager/Head Coach must assign an interim Head Coach to be on-site instead or act in the role of the coach. The interim Head Coach cannot be a player on the roster.
- 3.3.4.** In case of emergency, (please refer to Emergency in Substitution for more information), the Head Coach could be temporarily registered as a substitute player.

4. Team Names, Team Logos, Team Jerseys and Player Names

4.1. Team Names, Team Logos and Team Jerseys.

- 4.1.1.** Teams are not allowed to have the same names, including team name abbreviations, Team logos and team jerseys cannot be same and must be unique in design, unique means that the team logo must be different in shape. When there are two MSC qualified teams from different regions under the same brand, the team which registered MLBB Esports later should change its team name and team logo. Moreover, Team names must only contain English characters, numbers, space. All team jerseys, including but not limited to T-shirt, Jackets and Pants, must be submitted to MSC Committee in advance and get approved. Teams will be penalized if they wear any jersey without the approval of the MSC Committee. Country flags of any kind are not allowed on all team jerseys.
- 4.1.2.** When applying with the MSC Committee for the use of any Team names, the Team shall also provide a name abbreviation of the contemplated Team name, which must not exceed 4 characters and must only contain English characters, numbers. Unless otherwise specified by the Team, the League is entitled to use, at its own discretion, the full Team name and/or the short Team name on any occasion.
- 4.1.3.** Team Logos and names cannot use any logos and names with which exists any legal issues or the logo/name of a sponsor unless such sponsor holds more than 50% equity interests in the Team's shareholding.
- 4.1.4.** Except in the case of MSC Committee approval or naming violations, any Team obtaining the qualification for MSC is not allowed to change its Team Name or Team Logo from the day when it obtains the qualification till MSC 2026 ends.
- 4.1.5.** The MSC Committee reserves the final right to approve Team names and logos.

4.2. Player Name

- 4.2.1. Player name must only contain English characters, numbers. Player Names must not exceed 12 characters. Player Names cannot contain a sponsor's name. Players are not allowed to have the same names. When there are players who have the same IGN, the player who registered the name in MLBB Esports later should change the ingame name first.
- 4.2.2. Except in the case of naming violations, any Team members obtaining the qualification for MSC is not allowed to change its Player name from the day when it obtains the qualification till MSC 2026 ends.

4.3. Common Restrictions

- 4.3.1. No additional special characters will be allowed for Team names, Logos or Player Names (including underscores, slashes, etc.). Team Names, Logos and Player Names may not contain vulgarities or obscenities; names related to the hero characters in the Mobile Legends: Bang Bang or other similar characters or related to the competitor game of Mobile Legends: Bang Bang; or other contents that may create confusion.
- 4.3.2. All teams are not allowed to choose the national flag of representative region in social media, official website, team jersey and in-game with the approval of MSC Committee.

4.4. Review

- 4.4.1. **Approval.** All Team Names, Logos, Jerseys and Player Names must be approved by the MSC Committee in advance of use in tournaments.
- 4.4.2. **Changes.** Changes to the Team Names, Logos and Player Names are not allowed except under certain extenuating circumstances and must be approved by the MSC Committee prior to use in an MSC. Any cosmetic change must be made before the designated date. The MSC Committee has the right to deny a Team name if it does

not reflect the professional standards sought by the MSC. The MSC Committee reserves the final right to approve names and logos.

5. Roster Rules

5.1. Active Roster

5.1.1. Formation. Starters, Substitutes, coach and analyst form the "Active Roster". No individual may simultaneously hold two or more of the roles listed above.

5.1.2. Single Team Exclusivity. A Player/Manager/Head Coach/Analyst is only allowed to compete for the one Team that they have an agreement with. A Player/General Manager/Head Coach/Analyst will not be allowed to compete for more than one Team simultaneously and therefore cannot be listed on the Active Roster of more than one Team.

5.1.3. Disclosure. The Active Roster will be displayed on the official website of MSC and be updated upon proper filing of documentation. Once a conclusion of the Player Services Agreement is confirmed, the updated Active Roster will be placed on the website. The Active Roster of the Teams on that website will be considered the most up-to-date information that could be applied within a reasonable time.

5.1.4. Travel & Accommodation Coverage

EWC will cover Travel & Accommodation for up to 8 team members per team, distributed as below:

Obligatory 7 positions covered

- 5 Main Players
- 1 Coach
- 1 Substitute

Optional 1 position covered

- 0-1 Substitute
- 0-1 Additional Staff Member

5.2. Submission of Active Roster

5.2.1. Time. At a time designated by the MSC Committee before the start of each split, each team must submit their Active Roster to the MSC Committee within two days after obtaining the qualification. In the event that the designated team leader selects to modify the starting lineup, the designated team leader must make a request to

modify the starting lineup in compliance with the Official Rules. Any request to modify rosters shall be made in advance of any proposed effective date of any such change.

5.2.2. Late Request. If a request is submitted too late for the MSC Committee to make reasonable arrangements for a new Player to travel to an MSC Match, the League may, at their discretion, hold the Team responsible for the incremental costs of such Player's travel, regardless of any other rules to the contrary.

5.2.3. Consistency. Teams' player roster need to be the same as the team that qualified for MSC in MPL or local qualifications, unless there is a force majeure before the roster lock date that necessitates a change, such as a player's sudden illness or an accident that prevents them from coming to host country.

5.2.4. Review. The MSC Committee reserves the right to approve or deny any request to modify Active Rosters, based upon the eligibility of the Players involved and the compliance with these Rules of such request.

5.3. Substitutions

5.3.1. First Game. Requests to modify the starting lineup for the Team's first Game of each match day may not be submitted any later than 23:59 PM local time or an hour after the conclusion of the broadcast, whichever is latest, the day prior to the team's match. Requests must be made by the designated team leader. Failure to designate the starting lineup before the deadline will result in a default starting lineup on Roster Lock Form for the first Game.

5.3.2. Substitutions during Match. A Team may substitute Players between Games of a Match (BO3, BO5 and BO7). The Team must notify an MSC referee and have the substitute approved no later than 2 minutes after the destruction of the base. For example, if a Team wishes to substitute a Player in for Game 2, then the team leader must notify and seek approval from an MSC referee no later than 2 minutes following Game 1.

5.3.3. Emergency. In the event of an emergency, a Team will be given certain time to find an immediate Substitute upon approval of the MSC Committee. In cases where a team is unable to find a substitute player before the competition commencement, the Team will forfeit. The MSC Committee will determine if an event qualifies as an emergency. A substitute player, who could be the coach may be allowed to participate. A substitute player should satisfy the requirements stipulated in Player Eligibility of Team Member Eligibility.

6. Match Rules

6.1. Definition of Terms

- 6.1.1. Unintentional Disconnection.** A Player losing connection to the Game due to problems or issues with the game client, cell phone, network or other devices.
- 6.1.2. Intentional Disconnection.** 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.
- 6.1.3. Server Crash.** All Players losing connection to a Game due to an issue with a game server, Match Server, or venue internet instability.
- 6.1.4. BUG.** Bugs could lead to incorrect or abnormal results of the game, or even could cause faults, flaws, malfunction or defects of game data or hardware equipment.
 - 6.1.4.1. Verifiable Bug.** The Bug that is conclusively present and not attributable to Player error. The Committee must be able to verify the Bug.
 - 6.1.4.2. Unintentional Hardware Failure.** The failure of any piece of hardware, including server failure, phone failure or device failure. This does not include any hardware failure that is player induced, including the intentional damage to, or destruction of, a player peripheral, damage to the monitor or a player interfering with a phone. The determination of whether a hardware failure is unintentional is up to the sole discretion of Committee.
 - 6.1.4.3. Minor Bug.** A bug (including a hardware failure) that is, at worst, inconvenient to players. This may include bugs that alter game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, in a case where time rewind is not available, these bugs would not result in a remade game.

6.1.4.4. Play Through Bug. A Bug that does not significantly alter the competitive integrity of the Game. This may mean that there are mitigation steps available for an otherwise difficult to play around Bug (like restarting the client or device). Alternatively, this may include situations where the impact of the Bug can be mitigated through other in-game functions. Committee will force a play through with no option of a time rewind or remake. This category also includes bugs provided under the “inform designation” - i.e. those bugs that are provided to teams in advance of Games (usually champion, item or environment interactions and persistent effects) for which no time rewind or remake will be offered. These effects or interactions cannot be avoided or mitigated through any means other than disabling of the offending champions, skins or items and thus time rewind or remake is not available for these bugs, which must be played through.

6.1.4.5. Critical Bug. A Bug that significantly damages a Player’s ability to compete in the Game situation, significantly alters Game stats or gameplay mechanics, or a situation in which the external environmental conditions become untenable. The determination of whether the Bug has damaged a Player’s ability to compete is up to the sole discretion of Committee.

6.1.5. Terminal Situation A bug or other circumstance that requires that a game be remade. These circumstances include (i) instances of critical bugs where time rewind is unavailable or unable to recover the game; (ii) bugs which cannot be rewinded or avoided through the use of time rewind, including champion or skin bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of Committee where the continuation of the game is untenable (including environmental concerns and catastrophic hardware failure).

6.1.6. Time Rewind. The Deterministic Disaster Recovery Tool.

6.1.6.1. “Dead-Ball” State. A point in a game when neither team is heavily engaged with one another, although some minor engagement may still constitute a dead-ball state.

In establishing a dead-ball state, one should try to identify a time as close as possible to when the bug occurs, while providing a window of about 1 second before the possible interaction occurs. The goal is to locate a point in time where an engagement remains possible, but not inevitable.

The perfect dead ball state may not exist. In this case, the primary goal is to prioritize finding a state that is as close as possible to the bug appearing, while not creating an inevitable engagement between the two sides. This is because too much time rewind can eliminate a team's preparation for a teamfight, including vision setups, line pressure, and encirclement.

6.1.6.2. Cost. Any i) champions deaths ii) A strategic point (e.g. turret, summoning crystal) has been captured, but a non-strategic point is in the process of being captured (e.g. players are taking a wave of troops to demolish a tower without an enemy on the opposite side) iii) Use of Level 1 Ultimate Skills with a cooldown of no less than 70 seconds without rune or other item cooldown reduction (the level or remaining cooldown of the Ultimate Skill at the time of the bug is not taken into account), basic summoner spells with a cooldown of no less than 120 seconds without rune or other item cooldown reduction, and items with a cooldown of no less than 100 seconds without rune or other item cooldown reduction.

Intentional attempts to use Ultimate or summoner spells or Props outside of normal game play to satisfy this rule will not be considered costly, and the Committee decision on this matter is final.

The consideration includes, but is not limited to, the above circumstances, and whether it constitutes a consideration will be confirmed by Committee according to the actual situation on the spot, and Committee has the right to make the final decision on this.

6.1.7. Prompt Reporting. Defined as a bug that is noticed by any players (inclusive of hardware malfunction) would require the player to inform the MSC Committee immediately to ask for a pause.

6.2. Game of Record

A game of record ("GOR") refers to a Game where all ten Players have loaded, and which has progressed to a point of meaningful interaction between opposing Teams. Once a Game attains GOR status, the period ends in which incidental restarts may be permitted and a Game will be considered as "official" from that point onward. After the establishment of GOR, Game restarts will be allowed only under limited conditions. Examples of conditions which establish GOR:

- 6.2.1. Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes.
- 6.2.2. Line-of-sight is established between Players on opposing Teams.
- 6.2.3. Setting foot, establishing vision or targeting skills hot ability in an opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.
- 6.2.4. Game timer reaches 35 seconds (00:00:35).

6.3. Pre-Match Setup

- 6.3.1. **Match Accounts.** During the Match, in tournament mode, all Heroes and skins can be used for free.
- 6.3.2. **Setup Time.** Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. The MSC Committee will inform Players and Teams of their scheduled setup time and duration as part of their Match schedule. The MSC Committee may change the schedule at any time. Setup time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Referee. Setup is comprised of the following:
 - Ensuring the quality of all MSC-provided equipment.
 - Connecting and calibrating devices.
 - Ensuring proper function of voice chat system.

- Setting up Emblem and Battle Spells pages.
- Adjusting in-game settings.

6.3.3. Seating Order. Players must sit in the seating order specified by MSC Committee.

6.3.4. Technical Failure of Equipment. If a Player encounters any equipment problems during any phase of the setup process, Player must alert and notify an MSC Committee immediately.

6.3.5. Technical Support. The MSC Committees will be available to assist with the setup process and troubleshoot any problems encountered during the pre-Match setup period.

6.3.6. Timeliness of Match Start. It is expected that Players will resolve any issues with the setup process within the allotted time and that Match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of the MSC Committee. Penalties for tardiness may be assessed at the discretion of the MSC Committee.

6.3.7. Acknowledgement of Pre-Match Testing. Approximate 5 minutes before the Match is scheduled to begin, a Referee will confirm with each Player that their setup is complete.

6.3.8. Player Ready State. Once all ten Players in a Match have confirmed completion of setup, Players may not alter their emblem pages or enter a warm-up Game.

6.3.9. Game Lobby Creation. The MSC Committee will decide how the official game lobby will be created. Players will be directed by the MSC Committee to join a game lobby as soon as testing has been completed, in their seating order.

6.4. Game Setup

6.4.1. Start of Pick / Ban Process. Once all ten Players have reported to the official game lobby, a Referee will request confirmation that both Teams are ready for the pick/ban phase (as defined and described below). Once both Teams confirm readiness, a Referee will instruct the OB to start the Game.

6.4.2. Recording of Pick/Ban Process. Picks/bans will proceed through the client's Tournament Mode feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of the MSC Committee, the MSC Committee will record the official picks/bans and manually abort the game start.

6.4.3. General/Game Settings.

- Map. Designated by MSC Committee.
- Team Size: 5
- Allow Spectators: Lobby Only
- Game Type: Draft Pick

6.4.3.1. Rotation Map Rule

The Rotation Map system will be implemented permanently in both Rank Mode and Tournament Mode, replacing the current standard battlefield as the default map selection.

A total of up to four rotation maps will be available in the pool at any given time. For each game, the map to be used will be randomly selected from the currently available maps in the pool.

Players will be notified of the selected map after entering the Draft Pick phase, but before the hero selection begins.

Teams and players are required to comply with the active map rotation. No remakes will be granted based on personal or team map preferences.

6.5. Pick/ban & Side selection

6.5.1. Draft Pick. The OB will select Draft Pick. After Draft has started, the starting Players of each Team can't be substituted. Players can use any Hero within the Team's Draft (Heroes prohibited by the MSC can't be used).

6.5.2. Restrictions on Gameplay Elements. Restrictions may be added at any time before or during a Match, if there are known bugs with any items, Heroes, skins, emblems,

or battle spells, or for any other reason as determined at the discretion of the MSC Committee.

6.5.3. Side Selection.

6.5.3.1. During the Wild Card Day 1-2, Team's side selection for Game 1 will be decided by coin flip; during the Wild Card Day 3, Team's side selection for Game 1 will be granted to the higher rank teams; during the Wild Card Day 4, Team's side selection for Game 1 of Match 1 and 2 will be granted to the higher rank teams, Team's side selection for Game 1 of Match 3 will be decided by coin flip.

For all the games after the first game, the losing team of previous game will have side selection. The team obtaining the privilege of choosing sides could independently decide whether to be the First pick side or the Second pick side.

6.5.3.2. During the group stage, Teams' side selection for Game 1 of the first round will be granted to the teams from the higher seed pool. The other side selection for Game 1 not mentioned above will be decided by coin flip.

For all the games after the first game, the losing team of previous game will have side selection. The team obtaining the privilege of choosing sides could independently decide whether to be the First pick side or the Second pick side.

6.5.3.3. During the first round of the Knockout, the team from the higher seed pool will have the side selection for Game 1. The other side selection for Game 1 not mentioned above will be decided by coin flip.

For all the games after the first game, the losing team of previous game will have side selection. The team obtaining the privilege of choosing sides could independently decide whether to be the First pick side or the Second pick side.

6.5.3.4. Onstage side selection. Team's side on the stage will be determined by MSC Committee based on the match schedule.

6.5.3.5. Teams from the higher seed pool who has the side selection may not submit their decision for side selection of their first game of each match day any later

than 23:59 PM local time or an hour after the conclusion of the broadcast, whichever is latest, the day prior to the team's match. Failure to designate side selection before the deadline will result in a default selection of blue side. After the first game, the losing team must submit their side selection in 2 minutes after the destruction of base is destroyed. Failure to submit the side selection before the deadline will result in a default selection of blue side.

6.5.4. Selection Error. In the event of an erroneously selected hero pick, the process is not allowed to restart, unless the selection error caused by a incident that is conclusively present and not attributable to player error. The incident should be proved and the spectator must be able to replay the instance in question. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake.

If the incident was resolved, the heroes banned/picked before the incident will be retained. If the incident was proven to be inevitable, the previous map and banned/picked heroes would not be retained.

If the next selection is locked or it's already 3 seconds (the team who claims to wrongfully pick a hero due to error, should give a hero they wanted to pick in these 3 seconds) after the selection error before the team in error gives notice to the referee, the erroneous selection shall be deemed irrevocable.

The erroneously selected hero ban is not allowed to restart no matter what happens.

Unless special circumstances cause the ban pick results to be invalidated, the ban pick phase will retain the map while keeping the original ban pick results unchanged.

6.5.5. Trading Heroes. Teams must complete all Heroes trades before the countdown ends during the Trading Phase, otherwise will be subject to any disadvantages or consequences arising therefrom.

- 6.5.6. Coach & Analyst leaving.** Coach and Analyst must leave the match area before the countdown ends during the BP phase and stay at the player holding room till the game end.
- 6.5.7. Game Start After Pick/Ban.** A Game will start immediately after the pick/ban process is complete, unless otherwise stated by an MSC Committee. At this point, MSC will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and game launch, also known as "Free Time."
- 6.5.8. Controlled Game Start.** In the event of an error in game start or a decision by MSC to separate the pick/ban process from game start, an MSC Committee may start the Game in a controlled manner and all Players will select Heroes in Custom - Classic Mode. All Players will select Heroes in accordance with the previous valid completed pick/ban process. the XP and Gold lane will be randomly allocated by game, no matter the outcome of the XP and Gold lane of the restarted game, team shall proceed the game.
- 6.5.9. Slow Client Load.** If a Bug splat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon game start, the Game must be immediately paused until all ten Players are connected to the Game.

6.6. Ready for Match

Members of a Team's Active Roster who are participating in a MSC Event must get ready for the match at least 1 hour before their team match schedule. And prepared to be invited into tournament lobby thirty (30) minutes before their match schedule for the testing match.

- 6.6.1. Player Confirmation of Settings.** Each team captain shall verify that every Player on his/her Team has finalized their completion of setup (including but not limited to chairs, lighting and audio system) before the game start. The referee will confirm the checklist with the player before the start of each match and once confirmed, the

player may not request any adjustment to what has been confirmed or suspend the match for this reason.

6.7. Stoppage of Play

If a Player intentionally disconnects without notifying an MSC Committee or pausing, an MSC Committee is not required to enforce a stoppage. During any pause or stoppage, Players may not leave the Match Area unless authorized by an MSC Committee.

6.7.1. Directed Pause. The MSC Committee may order the pause of a Match or execute a pause command on any player station at the sole discretion of the MSC Committee, at any time.

6.7.2. Player Pause. Players may only pause a Match immediately following any of the events described below, but must signal an MSC Committee immediately after the pause and identify the reason. Acceptable reasons include:

Network issues

- Full disconnections
- Full or partial loss of hero control due to lag
- Heavy lag that causes input delays

a. Lag must be truly felt by players and will be observed by referees to determine its legitimacy.

b. The latency on the game interface simply increasing in number is not an accurate indication that there are actual lag issues occurring for a player.

Phone input delays or FPS drops

Equipment issues

- Disconnection of the team communications system
- Disconnection of in-game sounds from player earphones or headset

MLBB ingame bugs

- Emblem bugs (only at the start of the game)
- Spell bugs (only at the start of the game)
- Match desyncs
- In-game sound bugs

6.7.2.1. A hardware or software malfunction (e.g. peripheral disability or game glitch).

6.7.2.2. Physical interference with a Player (e.g., fan gank or broken chair or table).

6.7.3. Unauthorized Pause. If a Player pauses or unpauses a Game without permission from an MSC Committee, it will be considered unfair play and penalties will be applied at the discretion of the MSC Committee.

6.7.4. During the pause duration, players are not allowed to communicate with each other or anyone that is not in the match. The only person that the players are allowed to communicate with would be the MSC Committee but for the sole purpose of rectifying the issue of the pause only. Should the pause duration get extended, the MSC Committee will hold the right to allow any communication between playing members of the match only before the pause is un-paused. In situation whereby the pause timing exceeds the 10 minutes, MSC Committee may allow the team to communicate among themselves with regards to the ongoing match. In offline tournament setting, should the pause exceed 15 minutes, MSC Committee may approve request of usage of the restroom. MSC Committee retain the rights to the final interpretation of the situation. Should the team communicate before MSC Committee gives the permission to communicate, the team in question will be subjected to penalty relevant to the violation.

6.8. Man-down

Player illness, injury, or disability is not an acceptable reason for a player pause.

In line with the lineup submission rules, all players are presumed to be fully capable of playing their games every broadcast day. Should a pause arise from a pre-existing condition from a player without informing MSC Committee beforehand, it will be counted as an unreasonable pause and the team will

be penalized accordingly.

Should an illness, injury, or disability develop during the game, the team must immediately inform the referees as soon as possible. Referees may then, at their sole discretion, pause the game in order to evaluate the identified player suffering from an onset affliction. Should referees definitively find nothing wrong with said player, the game will resume and the player's team will be penalized according to the maximum penalty for unreasonable pauses.

Should referees find the affliction of the identified player to be legitimate, they will then attempt to determine if the player is ready, willing, and able to continue with the game within 5 minutes of the pause. If it is found that the player is truly unable to continue playing, then the player's team shall forfeit the entire game. The match will continue provided that the team has a substitute at the ready. Should there be no substitute available, they will forfeit the entire match. However, at the discretion of MSC Committee and given the facts of the situation at hand, said match may be subject to a rematch or postponement instead.

6.9. Resuming the Game

Players are not permitted to resume the Game after a pause. After clearance from an MSC Committee is issued and all Players are notified and ready at their stations, which will be contingent on the team captain confirming through audio chat that both Teams are ready to resume play, the in-client spectators will unpause the Game.

6.10. Time Rewind protocol

If a Game experiences a Bug at any point during the Match, Committee must first determine whether the Player followed the pause procedure. If the Game was paused in a timely manner, Committee must then determine if the bug is a Verifiable Bug, and if the bug is a Verifiable Bug, the Committee must then determine if the bug is a Minor Bug, a Critical Bug, or a Terminal Situation.

6.10.1. Minor Bug

If the Bug is a Minor Bug, Committee must determine what the appropriate Dead-Ball State would be and whether there is a Cost associated with using time rewind to revert to that Dead-Ball State. If there is a cost associated with the Minor

Bug, time rewind is not available and Players should be instructed to play through the Bug.

In the case of a Minor Bug with no Cost, Committee must determine (i) whether time rewind can restore the Game; and (ii) whether rolling the Match back to an earlier state will fix the Bug or avoid the situation that triggered the Bug again. If time rewind cannot fix the Bug or avoid the situation that triggered the Bug again, or in the case of any play through Bug, time rewind shall not be used and the Players will be instructed to play through the Bug.

If Committee determine the use of time rewind is appropriate, Committee shall determine whether either or both Teams were significantly disadvantaged by the Minor Bug, and any significantly disadvantaged Team will be offered the opportunity to time rewind the Game, although such Team will not be told what Dead-Ball State will be utilized. If both Teams are significantly disadvantaged, either Team requesting a time rewind will trigger the use of time rewind.

If any significantly disadvantaged Team requests a time rewind, Committee will utilize time rewind to restore the Game to the appropriate Dead-Ball State. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of Committee. Once any team suffering the disadvantage determines to activate time rewind, it will take effect immediately, and the opposing team will not be allowed to interfere with or prevent the process for any other reason

6.10.2. Critical Bug.

In the case of a Critical Bug, Committee must determine (i) whether time rewind can restore the Game; and (ii) whether reverting the Game to an earlier state will fix the Bug or avoid the trigger condition for the Bug.

If time rewind cannot restore the Game, or reverting the Game to an earlier state will not fix or avoid the Bug, then the Bug constitutes a Terminal Situation.

In the case of a Critical Bug, Committee will determine whether either or both Teams were significantly disadvantaged by the Critical Bug, and any significantly disadvantaged Team will be offered the opportunity to time rewind the Game, although such Team will not be told what Dead-Ball State will be utilized. If any significantly disadvantaged Team requests a time rewind, Committee will attempt to find an appropriate Dead-Ball State prior to the Bug occurring. If an appropriate Dead-Ball State does not exist, Players may still be placed back to a recovered spot prior to the Bug occurring at the discretion of Committee. Once any team suffering the disadvantage determines to activate time rewind, it will take effect immediately, and the opposing team will not be allowed to interfere with or prevent the process for any other reason. In the event that Committee determine the cost of rewinding would be higher than that of a remake, they may offer a remake to any disadvantaged Team.

6.10.3. Terminal Situation.

In the case of a Terminal Situation, Committee shall follow the remake protocol.

6.11. Remaking protocol

Under which conditions can a Game be remade is entirely decided by the MSC Committee. The following conditions are examples used to illustrate:

6.11.1. Remakes Before GOR.

The following are examples of situations in which a Game may be remade if GOR has not been established:

6.11.1.1. If a Player notices that Player's emblems, battle spells or GUI settings have not applied correctly due to a bug between the game lobby and Match, Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.

6.11.1.2. If the MSC Committee determines that technical difficulties will not allow for the Game to resume as normal (including a Team's ability to be in proper position for certain game events, such as minion spawn).

6.11.2. Remakes After GOR.

The following are examples of situations in which a Game may be restarted after GOR has been established.

6.11.2.1. If a game experiences a critical bug at any point during the Match which significantly alters game stats or gameplay mechanics.

6.11.2.2. If an MSC Committee determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).

6.11.2.3. Any force majeure causes the game have to remake.(e.g. the game comes to two hours include BP and pause time)

6.11.3. Restart Protocol. If a game experiences a critical bug at any point during the Match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur.

6.11.3.1. Certain circumstances must be met before a restart may occur. The MSC Committee must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player's ability to compete in the game situation. The determination of whether the bug has damaged a Player's ability to compete is up to the sole discretion of the MSC Committee. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player's error. The spectator must then be able to replay the instance in question and verify the bug.

6.11.3.2. If a Player believes she/he has experienced a critical bug, s/he must pause the Game and alert a referee in a timely fashion. If it is believed that a Player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If the MSC Committee determines that the bug is critical and verifiable and that the Player followed the pause protocol, after the rewind protocol, the

Team experiencing the bug will be presented with the option for a restart. If the Team accepts, officials will attempt to utilize the rules set in Section 6.11 to remake the Game. An exception to this is if the restart occurred due to a hero bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the hero may be made ineligible for at least the remainder of the day's Matches unless the bug can be conclusively tied to a specific game element that can be fully removed (i.e. a skin that can be disabled).

This section is applicable if the pause is directed as per Section 6.7.1 and does not limit the ability of an MSC Committee to institute a restart.

6.11.4. Controlled Environment. Certain conditions may be preserved in the event of a restart of a Game that has not reached GOR, including, without limitation, picks/bans or battle spells. If, however, a Match has reached GOR then the MSC Committee shall not retain any settings.

6.11.4.1. If there is no map bug and the issue occurs before GOR: The match will be restarted using the same map. All previous DraftPick, bans, emblems, and Battle Spells will be retained.

6.11.4.2. If a map bug is present and the issue occurs before GOR: The match will be restarted using a new randomly selected map from the active rotation pool (excluding the bugged map) All Draft Pick, bans, and selections will be reset. The bugged map will be temporarily disabled for at least the remainder of the day's matches.

6.11.4.3. If there is no map bug but the issue occurs after GOR: The match will be restarted using a new randomly selected map from the active rotation pool, and all Draft Pick, bans, and selections will be reset.

6.11.4.4. If a map bug is present and the issue occurs after GOR: The match will be restarted using a new randomly selected map from the active rotation pool (excluding the bugged map) All Draft selections will be reset, and the bugged map will be temporarily removed from the rotation pool for the rest of the day.

6.11.5. Banning of Heroes and Skins. If a match restart was caused by a bug related to a specific hero, the settings for the match will not be retained (including the heroes picked/banned) regardless of the game record. The hero will then be banned in the following matches of the day or for a longer time, unless the bug is determined to be fully related to a specific element that can be completely removed from the game (for example, a hero skin bug).

6.11.6. Discretionary power

6.11.6.1. Remake/restart. The MSC Committee reserves the right to remake or restart a game, with any match setting to be same or not, should they believe it necessary to ensure the best interests of the tournament. This discretionary power cannot be impeded regardless if this provision lacks language for certain rational.

6.11.6.2. Win declaration. If there is a situation where a remake is required, MSC Committee retain the right to announce a winner without a remake. If the game has been played for over 10 minutes (00:10:00), at their sole discretion, the MSC Committee shall have the right to reject a remake or restart of a compromised game provided that one team cannot avoid defeat to a degree of reasonable certainty. MSC Committee have final approval and say on an awarded game victory. The following criteria may be used (but are not required to be used) in the determination of reasonable certainty when two (2) out of three (3) criteria are met:

- Gold Differential: Of the total gold earned in the game, one team has earned 57.5% or more of that gold; or
- Remaining Turret Differential: The difference in the number of remaining turrets between the teams is at least seven; or
- Hero Differential: The difference in alive heroes between the teams is at least four with more than 30 seconds of respawn time.
- Straight Up GG. At the time of technical difficulty, there is no scenario that in the opinion of MSC Committee, could result in anything other than the

victory of one Team

6.12. Postponement

In the event of a technical difficulty which leads the MSC Committee to declare a restart, the MSC Committee, in its sole discretion, may request for rematch or postponement of the Game.

6.13. Post-Game Process

6.13.1. Results. The MSC Committee will confirm and record game results. Referees will be responsible for confirming and recording all games and match results in real time. The team coach must confirm the result of the match or raise an objection to the result within 2 minutes of the end of the match. If 2 minutes are exceeded, there will be no objection to the result of the match by default.

6.13.2. Tech Notes. Players will identify any tech issues with the MSC Committee.

6.13.3. Break Time. The MSC Committee will inform Players of the remaining amount of time before the next Game's pick/ban phase begins. The pick/ban phase will start at the predetermined time whether all of the Team is in the Match Area or not. The MSC Committee can decide themselves whether or not to log in on a Player's account and enter into the game lobby. 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.

6.13.4. Results of Forfeiture. Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for BO1 Matches, 2-0 for BO3 Matches, 3-0 for BO5 Matches, 4-0 for BO7 Matches). No other statistics will be recorded for forfeited Matches.

6.14. Post-Match Process

6.14.1. Results. The MSC Committee will confirm and record the match result.

6.14.2. Next Match. Players will be informed of their current standing in the competition, including their next scheduled Match.

6.14.3. Obligation after Competition.

6.14.3.1. Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, press conference or further discussion of any match matters.

6.14.3.2. Match participants must comply with the uniform arrangement of the MSC, no Players can act independently without consent (for example, not following others on the bus, night out, changing rooms, etc.).

6.14.3.3. Match participants can't bring unauthorized personnel into the Team Member Areas, into the hotel arranged by the MSC, ride in buses arranged by the MSC or participate in other group events.

6.15. Reservation of Rights.

MSC Committee reserves the right to cancel, suspend and/or modify MSCcompetition, or any part of it, if any fraud, technical failures, human error or any other factor within or outside of MSC Committees' control impairs the integrity or proper functioning of the competition, as determined by MSC Committee. If the competition is so terminated, MSC Committee reserves the right to determine the winners of said competition from among all non-suspect, eligible Participants.

7. Player Equipment

7.1. MSC Equipment

7.1.1. Except the equipment of MSC tournament, no other personal devices will be allowed in the tournament area. MSC tournament equipment includes, but not limited to:

- Gaming Phone (including but not limited to charger, converter and cables, phone case, screen protector)
- Headsets (noise cancelation) and/or Earbuds and/or Microphones
- Table and Chair
- Backup Phone
- Camera

7.1.2. Within the Match Area, players are not allowed to bring any headphones, earbuds and/or microphones that have not been provided by MSC without the approval of MSC Committees. All player-owned or team-owned equipment must be submitted to MSC Committees in advance for approval. Unapproved equipment or equipment that is suspected by MSC Committees of providing an unfair competitive advantage will not be permitted for use, and players will be required to use equipment that is provided by MSC instead.

7.1.3. Within the match area and only during the draft pick, only the head coach of each team is allowed to bring a notebook paper or papers. After the draft pick is over, the coach should take all the items listed above away. Players are not allowed to bring notebooks or papers to the competition area.

7.1.4. At their discretion, MSC Committees may disallow the use of any individual piece of equipment for reasons relating to tournament security, safety or operational efficiency or effectiveness.

7.1.5. No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness or logo of a company or brand which is a competitor of Moonton.

7.2. Replacement of Equipment

If equipment or technical problems are suspected by MSC at any time, a Player or MSC may request a technical review of the situation. An MSC technician will diagnose and troubleshoot problems, as needed. Technicians may request that MSC order replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of MSC.

7.3. App & Usage

- 7.3.1. Voice Chat.** Voice chat will be provided only via the native system used in MSC-provided headsets. Use of third-party voice chat software (e.g., Skype) is not permitted, unless MSC is determined to change the method of Voice Chat under special circumstances. The MSC Committee may monitor a Team's audio at the discretion of MSC.
- 7.3.2. Social Media and Communication.** It is prohibited to use cell phones to view or post on any social media or communication sites during game. This includes, but is not limited to, Facebook, Twitter, and email.
- 7.3.3. Non-Essential Equipment.** It is prohibited to connect non-essential equipment to cell phones for any reason during game.
- 7.3.4.** Players cannot download any app on tournament phones and intentional damage to tournament phones.

7.4. Audio Controls

- 7.4.1.** Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. MSC Committees may require players to adjust their volume levels higher if the officials determine, at their sole discretion, that volume levels are too low.
- 7.4.2.** Headphones must be placed directly on a player's ears, and must remain there for the duration of the game. Players are not permitted to obstruct the placement of

headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

7.5. Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a Match has started. Players who require assistance with their equipment should ask assistance from an MSC Committee.

7.6. Player and Coach Apparel

7.6.1. Players must wear official team jerseys which have been approved by MSC Committee during all MSC matches and pre-match and post-match interviews by the MSC. Players must wear pants and closed-toe shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any MSC event or appearance. It is not allowed being barefoot.

The matching apparel includes jackets/ jerseys, and pants. For the avoidance of doubt, short pants, sweatpants, athletic pants, and/or pajama pants will generally not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in this Section, and are subject to the review and discretion of the MSC Committee.

The MSC Committee will have final approval over all apparel.

7.6.2. Coaches must wear business casual attire or team uniform while at the Match Area.

7.6.3. Players and Coaches must avoid chewing gum, hats, sunglasses, eye-catching necklaces and pendants while at the Match Area.

7.6.4. Players and coaches should not wear any clothes or ornaments with brands that are not approved by the MSC Committee.

7.6.5. Team Members may wear apparel with multiple logos, patches or promotional language. The MSC Committee reserves the right at all times to impose a ban on objectionable or offensive apparel:

- 7.6.5.1.** Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that the MSC Committee, in its sole and absolute discretion, considers unethical.
- 7.6.5.2.** Advertising any non-"over the counter" drug, tobacco product, firearm, handgun or ammunition.
- 7.6.5.3.** Containing any material constituting or relating to any activities which are illegal in any MSC region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling.
- 7.6.5.4.** Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- 7.6.5.5.** Advertising any pornographic website or pornographic products.
- 7.6.5.6.** Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject MSC or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- 7.6.5.7.** Disparaging or libeling any opposing Team or Player or any other person, entity or product.
- 7.6.5.8.** The MSC Committee reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the aforementioned apparel rules.

8. Venue and Competition Area Layout

8.1. Match Area

The "match area" is comprised of the area immediately surrounding the match platform. During match play, presence of Team Members in the Match Area is restricted solely to the Players of the Teams in play. Other team members including coaches, analysts, managers and substitute must stay at team holding room, they can only go to the match area or audiences area with the permission of the MSC Committee.

8.2. Wireless devices

Wireless devices except the wireless devices provided by MSC Committees, including mobile phones and tablets, are not allowed in the Match Area.

8.3. Food and Drink Restrictions

No food is allowed in the Match Areas. Drinks are permitted in the Match Area only in MSC-provided sealable containers.

8.4. Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by the MSC Committee from time to time, designed to allow Players to relax and socialize in locations separate from the Match Area. Access to these areas is limited to Team Members, unless specific permission is otherwise granted by the MSC Committee.

8.5. Punctuality

Team is obliged to cooperate with the MSC Committee to actively manage fans on site and guide fans to watch the Match in order. Arranging or assisting (whether intentional or not) fans to disturb the order is strictly prohibited. Team shall be held responsible for consequences caused by ill management of fans.

9. Sponsorship

9.1. Prohibited Sponsorship

The sponsor's business scope should comply with the local laws and regulations of the region where the team comes from.

If the overall club brand sponsorship conflicts with the following prohibited sponsor categories, it is required to ensure that the club's MLBB team is not included in such sponsorship and a statement must be issued by the club's official social media which clearly states that the MLBB team is not included in such sponsorship. All social media posts, team jerseys, and any other publicity related to the club's MLBB team are not allowed include the sponsor's logo or other copy, hashtag, keywords related to the prohibited sponsor.

Any Team/ Team Member, may not acquire sponsorship in the below listed categories:

- 9.1.1.** Casino or gambling websites;
- 9.1.2.** websites and products related to pornographic imagery and sex;
- 9.1.3.** firearms, handguns, or ammunition providers;
- 9.1.4.** alcohol;
- 9.1.5.** drugs;
- 9.1.6.** tobacco or cigarettes, including e-cigarette and vaping products;
- 9.1.7.** web3, cryptocurrency, NFT and Blockchain;
- 9.1.8.** other product or service that Moonton determines are detrimental to the MSC or in a competitive relationship with Mobile Legends: Bang Bang mobile game.
- 9.1.9.** All teams and team members are allowed to acquire sponsorship with third-party payment/app store organizations. But the team jersey and team assets that will be used for MSC can not include the third-party payment/app store sponsor's logo. The team will be penalized if their failure to comply with the requirements results in any exposure to third-party payment sponsors on the official MLBB broadcast and social media.

9.2. Sponsorship Approval

- 9.2.1.** The sponsor's information, such as its name, logo, sponsor category, etc.;
- 9.2.2.** The Team/ Team Member's way, manner, or pattern to advertise the sponsor (for instance, if the sponsor requires the display of the sponsor's logo on the Team Members' T-shirts in the MSC, the design of such T-shirt need to be provided in the request.)

10. Code of conduct

10.1. Competition Conduct

10.1.1. Unfair Play. The following actions will be considered unfair play and will be subject to penalties at the discretion of the MSC Committee.

10.1.1.1. Collusion. Collusion is defined as any agreement among two (2) or more Players, Head Coaches, Teams, and/or confederates to disadvantage opposing Players. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more Players to not damage, impede or otherwise play to a reasonable standard of competition in a Game.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
- Deliberately losing a Game for prize money, or for any other reason, or attempting to induce another Player to do so.

10.1.1.2. Competitive Integrity. Teams are expected to play at their best at all times within any MSC Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the sake of clarity, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

10.1.1.3. 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.

10.1.1.4. 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 Heroes ability performance, or any other game function that, in the sole determination of the MSC Committee, is not functioning as intended.

10.1.1.5. Spectator Monitors. Players who are playing in a Game are not permitted to look or attempt to look at any screen or device that is displaying an observer level view of that Game (i.e., that is or is capable of showing a neutral view of the map).

10.1.1.6. Ringing. Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

10.1.1.7. 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.

10.1.1.8. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

10.1.1.9. MSC Committee Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of the MSC Committee, violates these Rules and/or the standards of integrity established by MSC for competitive game play.

10.1.2. 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. A Team Member may not use any facilities, services or equipment provided or made available by MSC or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.

10.1.3. Insulting Behavior. A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

10.1.4. Abusive Behavior. Abuse of the MSC Committee, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's cell phone, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a Match with respect.

10.1.5. Studio Interference. No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of MSC studio personnel.

10.1.6. Unauthorized Communications. All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the Game. Players may not text/email or use social media while in the Match Area. During the Match, communication by a Starter shall be limited to the Players on the Starter's Team.

10.1.7. Identity. A Player may not cover his or her face or attempt to conceal his or her identity from the MSC Committee. The MSC Committee must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or the MSC Committee.

10.2. Unprofessional Behavior

10.2.1. Responsibility under Code. Unless expressly stated otherwise, offenses and infringements of the Official Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

10.2.2. Harassment. Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

10.2.3. Sexual Harassment. Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

10.2.4. Discrimination and Denigration. Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

10.2.5. Statements Regarding MSC, Moonton, and Mobile Legends: Bang Bang. Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of MSC, Moonton or its affiliates, or Mobile Legends: Bang Bang, as determined in the sole and absolute discretion of the MSC Committee.

10.2.6. Releasing Information without Approval. Teams will be asked to submit paperwork for approval or visibility throughout the MSC. This paperwork is necessary for maintaining expectations throughout the MSC. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

10.2.7. Criminal Activity. A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

10.2.8. Behavior contrary to morality. Team members can't participate in any actions considered by the MSC Committee to be immoral, disgraceful or contrary to traditional morals and ethics.

10.2.9. Confidentiality. A Team Member may not disclose any confidential information provided by MSC Committee, Moonton or any affiliate of Moonton, by any method of communication, including all social media channels.

10.2.10. Bribery. No Team Member may offer any gift or reward to a Player, coach, manager, MSC Committee, Moonton employee, or person connected with or employed by another MSC Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

10.2.11. No Poaching or Tampering. No Team Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official coach or Player who is signed to any MSC Team, nor encourage any such official coach or Player to breach or otherwise terminate a contract with said MSC Team. An official coach or Player may not solicit a Team to violate this rule. An official coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their management (i.e. a general statement aimed at the entire marketplace) after obtaining the consent of the Team. But, to be clear, the Head Coach or Player may not entice a Team directly to reach out to their management or attempt to violate their contractual obligations (i.e. a Player cannot contact or callout a Team and suggest that they inquire about the Player). Violations of this rule shall be subject to penalties, at the discretion of the MSC Committee. To inquire about the status of an official coach or Player from another Team, managers must contact the management of the Team that the Player and/or official coach is currently contracted with. The

inquiring Team must provide visibility to the MSC Committee before being able to discuss the contract with a Player.

10.2.12.Gifts. No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the Game, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Match or Game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a Team's official sponsor or owner.

10.2.13.Non-Compliance. No Team Member may refuse or fail to apply the reasonable instructions or decisions of the MSC Committee.

10.2.14.Match-Fixing. No Team Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

10.2.15.Document or Miscellaneous Requests. Documentation or other reasonable items may be required at various times throughout the MSC as requested by the MSC Committee. If the documentation is not completed to the standards set by the MSC then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

10.2.16.No Smoking. It is not permitted to smoke inside non-smoking areas or other actions which violate venue rules when in the venues provided by the officials.

10.3. Association with Gambling

No Team Member or MSC Committee may take part, either directly or indirectly, in betting or gambling on any results of any MSC Game or Match.

10.4. Team Conduct

Media Shoot Activities. MSC would have requirements for teams and their personnel to conduct and participate in a MSC sanctioned media shoot. This includes but is not limited to profile shoot, video shoot

etc. Teams and players need to cooperate with the MSC to complete such requirements within the timeline and other requirements set by the MSC. Any misconduct such as lateness during the activity will be subjected to MSC penalties.

11. Compliance with Penalty Rules

11.1. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that the MSC Committee believe, in their sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the MSC Committee.

11.2. Penalties

11.2.1. Upon discovery of any Team Member committing any violations of these Rules, the MSC Committee may, without limitation of its authority, issue the following penalties:

11.2.1.1. Verbal Warning(s)

11.2.1.2. Written Warning(s)

11.2.1.3. Suspension(s)

11.2.1.4. Loss of Side Selection for Current or Future Game(s)

11.2.1.5. Ban for Current or Future Game(s)

11.2.1.6. Prize Forfeiture(s)

11.2.1.7. Fine(s)

11.2.1.8. Game Forfeiture(s)

11.2.1.9. Match Forfeiture(s)

11.2.1.10. Tournament Disqualification(s)

11.2.1.11. Legal Action

11.2.1.12. Any other Punishment Deemed Fit by the Authority of MSC.

11.2.2. Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in MSC. It should be noted that penalties may not always be imposed in a successive manner. The MSC Committee, in its sole discretion, for example, can disqualify a Player for a first offense if the action of said Player is deemed egregious enough to be worthy of disqualification by the MSC Committee.

11.2.3. Penalties that state a listed amount of time for discipline will only apply to competition months. Competition months are defined as the months in which MSC professional competition are taking place.

11.2.4. Infractions will be governed by the MSC Penalty Index, which can be found in the Appendix A.

11.3. Penalties for Policy Breach

If the MSC Committee or Moonton determines that a Team or Team Member has violated the Official Rules, or other rules of MSC, the MSC Committee or Moonton may assign penalties at their sole discretion.

11.4. Player/ Team Behavior Investigation

If the MSC Committee determines that a Team or Team Member has violated the Code of Conduct, or other Official Rules, the MSC Committee may contact the Team or Team Member to discuss the investigation, the Team or Team Member is obligated to tell the truth. If a Team or Team Member withholds information or misleads the MSC Committee creating an obstruction of the investigation, then the Team and/or Team Member is subject to penalties.

11.5. Right to Publish

The MSC Committee shall have the right to publish a declaration stating that a Team and/ or a Team

Member has been penalized. Any Team Members and/or Team which may be referenced in such declaration hereby waive any right of legal action against the MSC, Moonton, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

11.6. Appeal

In the event that a Team / Team Member who is subject to penalties has doubts about the MSC Committee's decisions for the penalties, the Team / Team Member may file an appeal against the decisions with Moonton through email. The appeal will be reviewed by Moonton.

12. Spirit of the Rules

12.1. Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the MSC, and penalties for misconduct, lie solely with MSC, the decisions of which are final. MSC decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

12.2. Rule Changes

These Rules may be amended, modified or supplemented by MSC, from time to time, in order to ensure fair play and the integrity of MSC.

12.3. Best Interests of the MSC

Moonton and the MSC Committee at all times may act with the necessary authority to preserve the best interests of the MSC. This power is not constrained by the lack of any specific language in this document. MSC Committees may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the MSC.

13. Epidemic Prevention and Safety Control

13.1. Epidemic Prevention

Moonton will provide assistance to all participants in MSC with information related to epidemic prevention in accordance with the policies of the host government. And all participants, including players, managers, coaches and analysts, are expected to make their best efforts to cooperate with the relevant regulations and policies of the host country. If a participant is unable to enter the country or if he or she becomes infected after entering the country due to his or her personal actions, the participant is responsible for all treatment costs and related consequences.

13.2. Safety Control

Moonton's logistics and safety management team will establish safety precautions for all MSC participants, and participants will be responsible for all consequences if they violate the relevant rules.

Appendix A

MSC Penalty Index

1. General Rule

- 1.1. MSC Committee will issue the following types of penalties if there is any violation of any term from official rules or other documents from the MSC Committee.

Verbal Warning(s)

Written Warning(s)

Suspension(s)

Loss of Side Selection for Current or Future Game(s)

Ban for Current or Future Game(s)

Prize Forfeiture(s)

Fine(s)

Game Forfeiture(s)

Match Forfeiture(s)

Tournament Disqualification(s)

Legal Action

Any other Punishment Deemed Fit by the Authority of MSC.

- 1.2. The Maximum penalty means MSC Committee can punish the team up to that penalty. But MSC Committee reserves the right to modify the maximum and minimum penalties at any time. The following is two example that MSC Committee will give harsher penalties and lighter penalties:

- 1.2.1. Serious offenses: continued offenses after a warning have been given by the MSC Committee, misleading or lying to the MSC Committee and etc.

- 1.2.2. 1.2.2 Light offenses: actively cooperating with the MSC Committee after committing an offense, unintentional or negligent offenses and etc.

- 1.3. One match suspension refers to one BO1, BO2, BO3, BO5 or BO7 of MSC.
- 1.4. The fine will be done by the MSC Committee in a way as deducting the team's prize.
- 1.5. Unless otherwise specified, the loss of side selection rights refers to loss of side selection rights in the next Game. In the event that such penalties are imposed in the last Game between the Teams, the penalties will be carried out in the next Game of the Team committing offenses.
- 1.6. Moonton officially retains the right of final interpretation of these Rules and is entitled to impose penalties not listed below.

2. Penalty Index

- 2.1. The offense's penalty will be divided into two types. One is according to offenses committed during the match, which is listed in Penalty Index A. The other is according to offenses committed outside of the match, which is listed in Penalty Index B.

Penalty Index A:

Type of Infractions	Minimum or first-time offense penalty	Mild or repeated offense penalty	Moderate or repeated offense penalty	Severe or frequent offense penalty
Affect the progress of the match day				
Delaying Match Conduct (No Broadcast Delay) e.g., Late for call time, delay in ping test	Team: WARNING Violator: WARNING	Team: 200 USD Violator: WARNING	Team: 300 USD, loss side selection for next game Violator: Player suspension for next game	Team: 600 USD, loss side selection for next game Violator: Player suspension for next match
Delaying Match Conduct (Causing Broadcast Delay) e.g., Delay in on-stage arrival or post-match movement.	Team: 200 USD Violator: WARNING	Team: 300 USD Violator: WARNING	Team: 600 USD, loss side selection for next game Violator: Player suspension for next game	Team: 1000 USD, loss side selection for next game Violator: Player suspension for next match
Absence from Mandatory Schedule e.g., Media Day, Rehearsal, Press Conference, Meet & Greet, Interviews.	Team: 200 USD Violator: WARNING	Team: 300 USD Violator: WARNING	Team: 600 USD Violator: Player suspension for next game	Team: 1000 USD Violator: Player suspension for next match

Not following the moving flow plan properly	Team: Warning Violator: Warning	Team: Warning Violator: Warning and 200USD	Team: Warning Violator: Warning and 600USD	Team: Warning Violator: Warning and 1000USD
Team forfeiting game without prior consent from the League	2000 USD	Prize Forfeiture	Tournament Disqualification	
Refusing to comply with reasonable requests from the MSC Committee	Team: WARNING Violator: WARNING	Team: 200 USD and loss side selection Violator: WARNING	Team: 400 USD and loss side selection Violator: Player suspension for next two games	Team: 1000 USD and game forfeiture Violator: Violator gets banned for next two matches
In-Game Competition & Competitive Integrity				
Changing the starting lineup without consent	Team: 200 USD and Loss side selection for next game Violator: WARNING	Team: 400 USD and Loss side selection for next game Violator: suspension up to 1 match	Team: 600 USD and Loss side selection Violator: suspension up to 4 matches	Team: Game Forfeiture Violator: MSC Suspension

Unauthorized pause without valid reasons	Team: WARNING Violator: WARNING	Team: 400 USD and Loss side selection for next game Violator: WARNING	Team: 600 USD and Loss side selection Violator: suspension up to 4 matches	Team: Game Forfeiture Violator: MSC Suspension
Unauthorized communication during a pause	Team: WARNING Violator: WARNING	Team: 400 USD and loss side selection for next game Violator: WARNING	Team: 600 USD and loss side selection for next game Violator: suspension of the violators of up to 4 matches	Team: Game forfeiture Violator: MSC Suspension
Exploitation of a bug while the Operating Committee already inform all the teams not to do so beforehand.	Team: Game forfeiture Violator: WARNING	Team: Game forfeiture Violator: suspension up to 4 matches	Team: Match forfeiture Violator: MSC Suspension	Tournament Disqualification

Unauthorized removal of headset or other hardware, including mobile phone charging cable and other connecting cables during the MSCoffline match	Team: WARNING Violator: WARNING	Team: 400 USD and Loss side selection Violator: WARNING	Team: 600 USD and Loss side selection Violator: suspension of the violators of up to 4 matches	Team: Game Forfeiture Violator: MSC Suspension
Refusing to comply with reasonable requests from the MSC Committee	Team: 200 USD Violator: WARNING	Team: 400 USD Violator: WARNING	Team: 800 USD, loss side selection for next game Violator: Player suspension for next game	Team: Game Forfeiture Violator: MSC Suspension
Other On-Venue Violations				
Dress Code & Equipment Violations - Non-uniform attire - Unapproved apparel - Unauthorized sponsor logos - Unauthorized electronic devices/items - Failure to cover inappropriate tattoos	Team: WARNING Violator: WARNING	Team: 200 USD Violator: WARNING	Team: 400 USD Violator: WARNING	Team: 1000 USD Violator: WARNING

Don't follow Reasonable Instructions of MSC Committees. Example: not enter the game room, bringing forbidden equipment to the Match Area, typing or communicating in game and etc.	Team: WARNING Violator: WARNING	Team: 200 USD and loss side selection Violator: WARNING	Team: 400 USD and loss side selection Violator: Player suspension for next two games	Team: 1000 USD and game forfeiture Violator: Violator gets banned for next two matches
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Penalty Index B: General Conduct Violations

Type of Infractions	Minimum or first-time offense penalty	Mild or repeated offense penalty	Moderate or repeated offense penalty	Severe or frequent offense penalty
Professional Conduct				
Unprofessional behavior Description: sexual harassment, violence, hate speech, abusive behaviors, insulting gesture, actions showing disrespecting other religious beliefs etc.	Team: 200 USD Violator: 100 USD Suspension for next 2 matches	Team: 600 USD Violator: MSC Suspension	Team: 1000 USD Violator: MSC Suspension	Team: 2000 USD Violator: Permanent Suspension
Major Misconduct Example: assaulting an opponent, attempting to bribe a referee, cheating during the Match, intentionally disconnection with the Game, etc.	Team: 1000 USD Violator: MSC suspension	Team: 2000 USD Violator: Half a year suspension for all MLBB Esports	Team: 4000 USD Violator: 1 year Suspension for all MLBB Esports	Team: Tournament Disqualification Violator: Permanent suspension for all MLBB Esports
Match-Fixing Description: deliberately losing a game for prize money or any other reason related with gambling, pre-arranging to split prize money and / or other form of compensation, etc.	Team: 4000 USD Violator: Half a year Suspension	Team: 8000 USD Violator: 1 year Suspension for all MLBB Esports	Team: Prize forfeiture violators: Permanent Suspension	Team: Tournament Disqualification and legal action. violators: Permanent Suspension

Team members take part in the event or business which related with Booster, unofficial top-up platform and any activity that may generate political sensitivities and etc.	Team: WARNING Violator: WARNING	Team: 2000 USD Violator: MSCsuspension	Team: 2000 USD Violator: MSCsuspension	Team: Tournament Disqualification Violator: Permanent Suspension
Team member engages in any competitor games' event/ activity/ livestream or other way to give the competitor games' exposure. The competitor games are defined as mobile MOBA game.	Team: Warning Violator: WARNING and remove all the posting/promotion that related with competitor game.	Team: Prize Forfeiture Violator: WARNING and remove all the posting/promotion that related with competitor game.	Team: 1000 USD Violator: Half a year Suspension for all MLBB Esports	Team: 2000 USD Violator: Permanent Suspension
Host Country & Venue Policies				
Smoke or Vape in Venue / Hotel	Team: WARNING Violator: WARNING	Team: 200USD Violator: Warning	Team: 400USD and responsible for any furniture damaged cost Violator: Warning	Team: 600USD and responsible for any furniture damaged cost Violator: Warning

Damage to property in hotels and venues	Team: WARNING and responsible to compensate according to market value Violator: WARNING	Team: 200USD and responsible to compensate according to market value Violator: WARNING	Team: 400USD and responsible to compensate according to market value Violator: WARNING	Team: 600USD and responsible to compensate according to market value Violator: WARNING
Exiting hotel - without filling proper “Hotel Leave” template / before getting approval from Moonton Safety/ during Match days / reaching back to hotel AFTER 1am	Team: Warning Violator: Warning	Team: Warning Violator: Warning and 400USD	Team: Warning Violator: Warning and 800USD	Team: Warning Violator: Warning and 1200USD
Not following safety protocols informed by Operating Committee given at any Player / Team Note: penalty will be given according to severity of violator’s actions	Team: Warning Violator: Warning	Team: Warning Violator: Warning and 600USD	Team: Warning Violator: Warning and 1000USD	Team: Warning Violator: Warning and 2000USD
Physically interacts with anyone outside than appointed Liaison Officer or fellow Player / Team	Team: Warning Violator: Warning	Team: Warning Violator: Warning and 200USD	Team: Warning Violator: Warning and 600USD	Team: Warning Violator: Warning and 1000USD
Tournament Operator Requirements				

Lying to or misleading MSC Officials about the eligibility of Team Members Description: submitting false information about Team Member's residency or age, contract and etc.	Team: 1000 USD Player warning	Team: 2000 USD and match Forfeiture	Team: 2000 USD and match Forfeiture	Team: 3000 USD and Tournament Disqualification
Unauthorized installment of software on official phones	Team: WARNING Violator: WARNING	Team: 400 USD Match Forfeiture Violator: 2 Matches suspension	Team: 800 USD Violator: MSC Suspension	Team: 1000 USD Team Disqualification Violator: MSC Suspension
Unauthorized access to other Teams' confidential information Example: stealing other Teams' contracts or other materials that are generally understood or designated as confidential information through any means.	Team: 1000 USD Player: Warning	Team: 2000 USD Violator: MSC Suspension	Team: 4000 USD Violator: 1 year suspension for all MLBB Esports	Team: 4000 USD violators: Permanent Suspension

Failure to submit the required documentation on time. Example: failure to submit the contract with players or copies of passports etc. The team members will not be allowed to participate in the tournament until the full submission of all relevant documents	Team: WARNING and Team need to be responsible for the extra fee arise from the late submission. Example: Media Day, hotel etc.	Team: 400 USD and Team needs to be responsible for the extra fee arise from the late submission. Example: Media Day, hotel etc. Tournament Disqualification	Team: Team needs to be responsible for the extra fee arise from the late submission. Example: Media Day, hotel etc. Tournament Disqualification	Team: 800 USD Team needs to be responsible for the extra fee arise from the late submission. Example: Media Day, hotel etc. Tournament Disqualification
Disclose confidential information to public Description: A Team Member may not disclose any confidential information provided by Operating Committee, Moonton or any affiliate of Moonton, by any method of communication, including all social media channels.	Team: WARNING and remove all the posting/promotion that related with the Confidential information.	Team: Prize Forfeiture and remove all the posting/promotion that related with the Confidential information.	Team: Prize Forfeiture and remove all the posting/promotion that related with the Confidential information.	Tournament Disqualification and remove all the posting/promotion that related with the Confidential information.

Miss scheduled transports/ flights that were purchased, due to own careless & tardiness (arrive later to airport, didn't print the necessary documents)	Team: Warning Violator: Warning	Team: Team needs to be responsible for the extra fee arising from missing schedule.	Team: Team needs to be responsible for the extra fee arising from missing schedule.	Team: Team needs to be responsible for the extra fee arising from missing schedule. Tournament Disqualification
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Appendix B

EWC26 Global Rules

1. General

1.1 Rule changes

EWC reserves the right to amend, remove, or otherwise change the rules, without prior notice. EWC also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

1.2 EWC Global Rulebook

The Mobile Legends: Bang Bang Mid Season Cup at 2026 Esports World Cup is under jurisdiction of the [EWC Global Rulebook](#).

1.3 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any another provision of this rulebook.

1.4 Local laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect. The main communication method for the Esports World Cup event is email. When contacting participants of Esports World Cup events, the tournament administration will use contact email addresses that have been supplied to them. Alternatively, where a contact email address is not known or not working, the tournament administration may use the email addresses registered to participants on tournament platforms, including but not limited to their FACEIT profiles. Further communication channels such as Lark and Discord will be used throughout the tournament.

2. Participants

2.1 Roster submissions

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)

- Contact person and details
- Starting lineup
- Substitute players, if applicable

2. 2 Replacements

2.2.1 Replacements

If a participant is, for any reason, unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the replaced participant.

Usually competition groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the tournament administration can still change or even re-draw the competition.

2.2.2 Replacement Tiebreakers

If participants have an identical score/position on/in the relevant invite list or qualifier, the one with the smallest change in lineup since then will be preferred.

If that leaves several options, the tournament administration will make a choice based on other criteria, including potential played tiebreakers.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

2.2.3 Replacement deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the competition drawing is usually the replacement deadline.

2.2.4 Before the replacement deadline

Next in line will replace from the same qualifier or invite list. If no one from the final stage of the same qualifier is available, the qualifiers of the other regions will be considered, starting with the home region. EWC reserves the right to forgo this option if they deem it necessary.

2.2.5 After the replacement deadline

The tournament administration will try to find any replacement by all available means

3. Misconduct

Further information on Misconduct can be found in the EWC Global Rules listed in Appendix B Section 1.2.

3.1 Punctuality Penalties

3.1.1 Player punctuality

For delays with players being ready at the start of a match, or between maps or breaks, participants will be sanctioned with 2 penalty points for every ten minutes after the deadline. From 20 minutes onwards, a no show will be awarded.

3.1.2 No show

Participants that won't be ready to play their match until 20 minutes after the scheduled start of the match, will lose it with the worst score possible and receive 10 penalty points.

4. Other

4.1 Equipment

EWC always provides mobile devices and noise-cancelling headphones. All player equipment is subject to the approval of the tournament administration. EWC reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Participants might be asked to hand in their equipment for additional checks. Participants who want to use more than one piece of the same equipment need to ask the tournament administration for approval.

4.2 Flags and country identifiers

No flags and country identifiers are allowed to be present as part of player apparel or individual items during the tournament.

4.3 Internet access

Internet access on tournament devices is disabled for all participants.

5. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that EF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information is set out in the applicable [Privacy Policy](#) made available on the EWC event website or otherwise provided to Participants.