



Mobile Legends: Bang Bang Women's
International at 2026 Esports World Cup
Rulebook

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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 Women's International 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 other 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.

1.5 Communication

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 Age Restriction

All participants of the Esports World Cup 2026 Mobile Legends: Bang Bang Women's International at 2026 Esports World Cup have to be at least 16 years of age at the time of their first match of the competition.

2.2 Player Gender

All team members must be female. Male participants are not permitted in any games of MWI 2025. Gender verification will be conducted via official identification, such as, but not limited to, valid passports or government-issued national ID Cards.

2.3 Regional Residency Requirement

2.3.1 Team Formation

At least three (3) out of the five Players on the starting lineup of a Team are required to be Citizens of the countries or regions where the MWI 2026 qualifier competitions are held. A team is allowed

to have no more than two non-resident players who are living in the country or region during the whole tournament.

2.3.2 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.

2.3.3 Single Residency Status

A Player may only be a Citizen of a single region at any point in time.

2.4 Roster

2.4.1 Formation

Each team can have up to a maximum of 8 roster members with at least 5 Players ("Starter") and 1 Substitute player and 1 Coach. A team can only register up to a maximum of 2 substitute players.

Teams must submit the official roster with the timeframe set by the MWI Operation Committee, outlined in "Section 2.7.1.1 Time".

The following are allowed combination of roster:

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

2.4.2 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 MWI 2026. "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.

2.4.3 Substitute Rules

2.4.3.1 First Game

Requests to modify the starting lineup for a team's first game must be submitted no less than two hours before the scheduled start of the game's broadcast or webcast.

2.4.3.2 Substitutions during Match

A Team may substitute Players between Games of a Match. The Team must notify an MWI 2025 referee and have the substitute approved no later than 5 minutes after the previous Game.

2.4.4 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

2.5 General Manager or Head Coach

Each Team is required to maintain one designated General Manager, who is responsible to travel with the Team to all domestic events. If a team designates a General Manager or a Head Coach, they must undergo registration and approval from MWI 2026 officials before being published on the official MWI 2026 website.

2.5.1 Registration and Approval

The designation of General Manager/Head Coach by the Team shall go through the registration and approval formalities with the Operating Committee. Any publishing of such designation by any

Team or Team Member before being approved by the Operating Committee is prohibited and will be subject to penalties.

2.5.2 Single Capacity

The General Manager/Head Coach can only represent one Team in one region and cannot be affiliated with more than one Team in any capacity in MWI 2026 (including but not limited not being the Starter, Substitute or General Manager for any Team).

2.5.3 Presence

The Head Coach is allowed to be on-site during the Draft Pick Phase for every Game that its Team participates in.

2.6 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

2.6.1 Submission of Active Roster

2.6.1.1 Time

At a time specified by the Operating Committee prior to the start of the tournament, each team must submit their Active Roster to the Operating Committee before 23:59PM (GMT+8) May 31st 2026. Each Active Roster submission must consist of the team's five starting players and one substitute. If the General Manager wishes to change the starting lineup, a request must be submitted in accordance with the Official Rules for the Operating Committee's review. All roster change requests must be submitted in advance of the intended effective date.

2.6.1.2 Late Request(s)

Any requests not submitted within a timeframe that allows the Operating Committee to make reasonable accommodations may be denied, at the sole discretion of the Operating Committee.

2.6.1.3 Operating Committee Review

The Operating Committee reserves the right to approve or deny any team's request to modify their submitted Active Rosters. All decisions made are on a case by case basis.

2. 11 Replacements

2.11.1 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.

2.11.2 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.

2.11.3 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.

2.11.4 Before the replacement deadline

Title Defender will be replaced by the best non-qualified team from Battle of Gamehers Season 2.

For everything else, 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.

2.11.5 After the replacement deadline

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

2.7 Country Restrictions

There are no country restrictions being applied as teams qualify through their regional qualifiers.

The country restrictions are being applied there.

3. Format

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

Nation / Region	Qualifier (Full Name)	Slots
Global	Title Defender	1
Philippines	Athena Cup	1
MYSG	MWI 2026 - MY/SG Qualifier	1
Cambodia	Queen Legends	1
China	MWI 2026 - China Qualifier	1
EECA	Lady MVP	1
South America	MWI 2026 - South America Qualifier	1
Myanmar	MWI 2026 - Myanmar Qualifier	1
Mekong	MWI 2026 - Mekong Qualifier	1
Türkiye	MWI 2026 - Türkiye Qualifier	1
MENA	MWI 2026 - MENA Qualifier	1
Mongolia	MWI 2026 - Mongolia Qualifier	1
North America	MWI 2026 - North America Qualifier	1
Western Europe	MWI 2026 - Western Europe Qualifier	1
Africa	MWI 2026 - Africa Qualifier	1
Indonesia	Battle of Gamehers Season 2	1

MWI 2026 is divided into 2 stages:

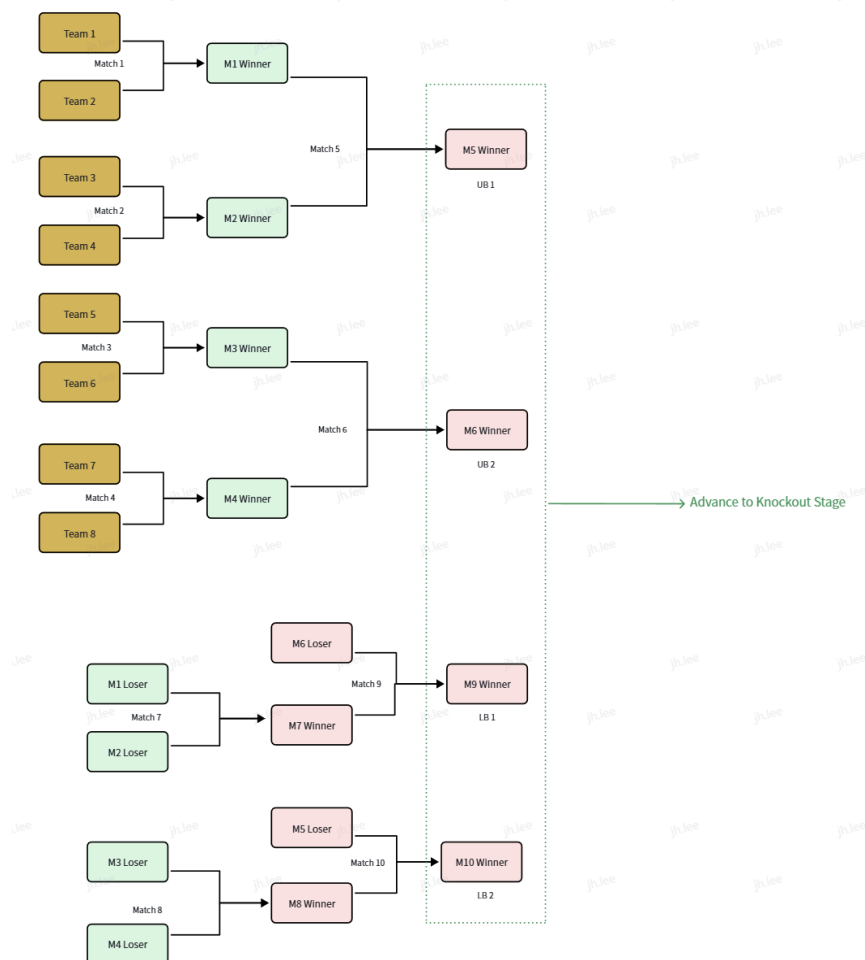
1. Group Stage

2. Knockout Stage

3.1 Group Stage Format

16 teams will be divided into 2 Groups and play in a double elimination bracket. Each group will play a total of ten (10) Best-of-3 (Bo3) Matches.

The top 4 teams from each Group will advance to the Knockout stage directly.



3.1.1 Group Stage Seeding

The sixteen (16) participating teams will be divided into two seeding pools based on their performance or ranking. The draw follows a sequential distribution to ensure balanced groups.

- Pool 1: Contains the eight (8) highest-seeded teams.

Nation / Region	Qualifier (Full Name)
Title Defender	Title Defender
Indonesia	Battle of Gamehers Season 2
Philippines	Athena Cup
Myanmar	MWI 2026 - Myanmar Qualifier
Malaysia/Singapore	MWI 2026 - MY/SG Qualifier
North America	MWI 2026 - North America Qualifier
MENA	MWI 2026 - MENA Qualifier
EECA	Lady MVP

- Pool 2: Contains the remaining eight (8) teams.

Nation / Region	Qualifier (Full Name)
Africa	MWI 2026 - Africa Qualifier
Cambodia	Queen Legends
Mekong	MWI 2026 - Mekong Qualifier
China	MWI 2026 - China Qualifier
Western Europe	MWI 2026 - Western Europe Qualifier
South America	MWI 2026 - South America Qualifier
Mongolia	MWI 2026 - Mongolia Qualifier
Türkiye	MWI 2026 - Türkiye Qualifier

The draw is conducted in two phases, starting with the lower-seeded teams to build the foundation of the groups:

1. Phase 1(Pool 2): Teams are drawn and assigned to groups in an alternating A → B sequence until all eight teams are placed (resulting in 4 teams in Group A and 4 teams in Group B).
2. Phase 2(Pool 1): The process repeats for the remaining eight teams, alternating them into Group A and Group B sequentially.
3. Same-region avoidance principle: No two (2) Teams from the same region should be in the same group, if a Team from the same region is drawn to the same group, they will automatically move over to another group.

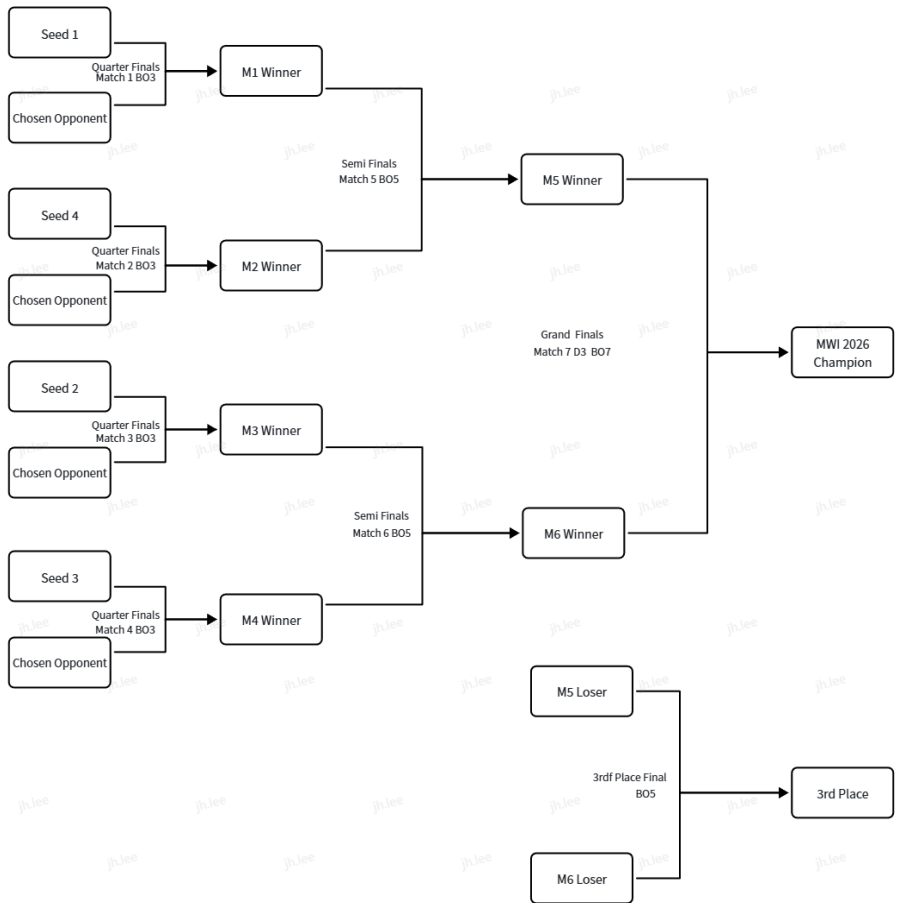
Teams will compete against their direct drawn counterparts from the opposite pool. For example:

- Match 1: The first team drawn into Group A from Pool 2 will play the first team drawn into Group A from Pool 1.

- Match 2: The second team drawn into Group B from Pool 2 will play the second team drawn into Group B from Pool 1.

3.2 Knockout Format

MWI 2026 Playoff stage will feature a single elimination Best-of-3 (Bo3), Semi-final & 3rd Place Final will be a Best-of-5 (Bo5), and Grand Final will be a Best-of-7 (Bo7).



3.2.1 Knockout Seeding

A dedicated broadcast moment is planned to introduce the competition playoffs. Teams qualified to Playoffs are required to make one (1) player available for this broadcast segment.

The specific schedule will be communicated in line with the overall daily schedule. 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 eight (8) advancing teams will be seeded into two (2) pools to determine the Quarterfinal matchups.

- Pool 1: The four (4) teams that qualified through the Upper Bracket of their respective groups.
- Pool 2: The four (4) teams that qualified through the Lower Bracket of their respective groups.

Teams in Pool 1 will earn the right to select their opponents from Pool 2. The order in which Pool 1 teams choose—from first pick to last—is determined by their Group Stage performance using the following tie-breaking hierarchy:

1. Game Difference (Total games won minus total games lost)
2. Shortest Total Win Time (Cumulative time of all winning games)
3. Shortest Single Game Win Time
4. Longest Total Loss Time (Cumulative time of all losing games)
5. Longest Single Game Loss Time
6. Coin Flip (If a tie persists after all above criteria)

To ensure competitive integrity and variety, the following restrictions apply to the Quarterfinal matchups:

- Bracket Placement:
 - **Quarterfinal 1 (Top):** 1st Seed
 - **Quarterfinal 2 (Top-Middle):** 4th Seed
 - **Quarterfinal 3 (Bottom-Middle):** 3rd Seed
 - **Quarterfinal 4 (Bottom):** 2nd Seed
- Inter-Group Matchups: In principle, Upper Bracket qualifiers will face Lower Bracket qualifiers from the opposing group.

For a visual representation of the bracket, please refer to the diagram in Section 3.2 ("Playoffs Format").

4. Schedule

Tournament Day #	Date	Round
1	July 14 2026	Group Stage - Group A - Opening Match #1
		Group Stage - Group A - Opening Match #2
		Group Stage - Group A - Opening Match #3
		Group Stage - Group A - Opening Match #4
		Group Stage - Group B - Opening Match #1
		Group Stage - Group B - Opening Match #2
		Group Stage - Group B - Opening Match #3
		Group Stage - Group B - Opening Match #4
2	July 15 2026	Group Stage - Group A - Upper Bracket #1
		Group Stage - Group A - Upper Bracket #2
		Group Stage - Group A - Lower Bracket #1
		Group Stage - Group A - Lower Bracket #2
		Group Stage - Group B - Upper Bracket #1
		Group Stage - Group B - Upper Bracket #2
		Group Stage - Group B - Lower Bracket #1
		Group Stage - Group B - Lower Bracket #2
3	July 16 2026	Group Stage - Group A - Decider Match #1
		Group Stage - Group A - Decider Match #2
		Group Stage - Group B - Decider Match #1
		Group Stage - Group B - Decider Match #2
		Knockout Draw Show
		Knockout - Quarterfinal #1
		Knockout - Quarterfinal #2
		Knockout - Quarterfinal #4
4	July 17 2026	Knockout - Semifinal #1
		Knockout - Semifinal #2
5	July 18 2026	Knockout - 3rd place Knockout - Final

5. Game Specific Rules

5.1 Match Process

5.1.1 Changes to Schedule

The Operating Committee may, at its sole discretion, re-order the schedule of Matches within a given day and/or change the date of an MWI 2026 Match to a different date or otherwise modify the schedule of Matches. In the event that the Operating Committee modifies a Match schedule, it will notify all Teams at the earliest convenience.

5.1.2 Ready for Match

Members of a Team's Active Roster are required to be ready for any match days at least 1 hour before their scheduled match during the tournament. Ping tests and Lobby tests will be carried out an hour before each scheduled match.

5.2 Competitive Patch & Match Server

The Operating Committee will determine the specific version of the Game to be used for each Match and will inform all participants in advance.

Newly released or reworked Heroes will be restricted from use for a period of two weeks following their update. The Operating Committee will issue official notifications outlining any specific restrictions and the timeline for when such Heroes become eligible for use.

In cases where Heroes are identified to cause gameplay or technical issues, the Operating Committee reserves the right to suspend their use in Matches for a duration deemed appropriate based on the severity of the issue.

5.3 Pre-Match Setup

5.3.1 Match Accounts

During Matches conducted in Tournament Mode, all Heroes and skins will be made available for use at no cost. However, the selection of Heroes and skins remains subject to the official list of

restricted Heroes, skins or both. Any Heroes or skins that have been explicitly banned by the Operating Committee shall not be used under any circumstances. Teams are expected to review and comply with the latest ban list prior to the commencement of each Match.

5.3.2 Setup Time

Players will be allocated a designated time block prior to the start of their Match to complete all necessary preparations. The Operating Committee will communicate the specific setup time and duration to each Team as part of the official Match schedule. The Operating Committee reserves the right to modify the schedule at its discretion.

Setup Time officially begins once Players enter the Match Area. From that point forward, Players may not leave the area without express permission from the on-site Referee.

Setup processes include, but are not limited to, the following:

- Verifying the functionality and quality of equipment.
- Connecting and calibrating all required devices.
- Confirming the proper operation of the team voice communication system.
- Configuring Emblem sets and Battle Spells.
- Adjusting in-game settings according to Player preferences.
- Limited in-game warm-up.
- Players are expected to complete all setup tasks within the allocated time. Failure to do so may result in penalties at the discretion of the Operating Committee or Referee.

5.3.3 Seating Order

Players are required to be seated according to the official seating order, which is determined by role, and is as follows:

Gold ↔ Roam ↔ Mid ↔ Jungle ↔ Exp	Exp ↔ Jungle ↔ Mid ↔ Roam ↔ Gold
↑ Stage Left ↑	↑ Stage Right ↑
↑ Audience ↑	

5.3.4 Technical Failure of Equipment

In the event that a Player experiences any equipment malfunction or technical issue during any phase of the setup process, they must immediately notify an official of MWI 2026.

5.3.5 Technical Support

MWI 2026 officials will be present during the setup period to assist Players with the setup process and to troubleshoot any technical issues encountered. Their role is to ensure that all equipment and systems are functioning properly prior to the start of the Match, and to help maintain the integrity and schedule of the tournament.

5.3.6 Acknowledgement of Pre-Match Testing

Prior to the scheduled start of the Match, a Referee will check in with each Player to confirm that their setup is complete.

5.3.7 Player Ready State

Once all ten (10) Players in a Match have confirmed the completion of their setup, they will be considered as "Ready". At this point, no further changes may be made to Emblem pages, and Players are prohibited from entering any warm-up games.

5.3.8 Game Lobby Creation

The Operating Committee will determine the settings for creating the official game lobby for each Match. Once all required testing has been completed, Players will be instructed by the Operating Committee to join the designated game lobby in their assigned seating order.

5.4 Game Setup

5.4.1 Ban / Pick Process

The ban/pick process shall be conducted using the Tournament Mode feature within the game client. In instances where the ban/pick phase is completed significantly prior to game setup, the Operating Committee, at its sole discretion, may record the official bans and picks, and subsequently abort the automatic game start manually.

5.4.2 General/Game Settings

Map: Designated by MWI 2026 Official.

Team Size: 5

Allow Spectators: Lobby Only

Game Type: Draft Pick

5.5 Ban / Pick Phase & Side Selection

5.5.1 Draft Pick

Once the Draft phase has started, no substitutions to the starting lineup of either Team shall be permitted. Players may select any Hero available within their Team's draft, provided that the Hero is not restricted as highlighted in Section 5.2 ("Competitive Patch & Match Server") of the Rulebook.

5.5.2 Restrictions on Gameplay Elements

Gameplay restrictions may be imposed at any time prior to or during a Match if any items, Heroes, skins, emblems, battle spells, or other in-game elements are found to contain known bugs or issues. Additionally, the Operating Committee reserves the right to enforce such restrictions at its sole discretion for any reason deemed necessary to preserve competitive integrity.

5.5.3 Side Selection

For all Best-of-3, Best-of-5, and Best-of-7 Matches, side selection for Game 1 will be determined by a coin toss conducted by the Referee prior to the Match. In each subsequent game of the respective match, the Team that lost the preceding game shall be granted the right to choose their side for the next game.

5.5.4 Selection Error

In the event of an incorrect hero selection, the draft process will generally not be restarted. Exceptions are only made if the error is caused by a documented technical incident not attributable to player negligence.

5.5.4.1 Restart Criteria

A restart will only be considered if the following conditions are met:

- Technical Proof: The incident must be conclusively proven via spectator replay or official logs.
- Timely Notice: The affected team must notify a referee within 3 seconds of the error.

Intended Selection: Within those same 3 seconds, the team must clearly state the hero they intended to pick. If the next selection in the draft is already locked, or the 3-second window expires, the selection is deemed irrevocable.

5.5.4.2 Post-Incident Procedure

If a restart is granted, the draft will resume from the point of the error. The following rules apply to hero retention:

- Resolved Incidents: If the technical issue is fixable and the draft can be restored, all heroes banned or picked prior to the incident must be retained.
- Inevitable Incidents: If the incident is deemed "inevitable" (e.g., a total system crash or irreversible bug), the previous ban/pick results may be discarded at the referee's discretion.

5.5.4.3 Prohibitions

- Hero Bans: Under no circumstances will a restart be granted for an erroneous hero ban. All bans are final.

5.5.5 Swapping Heroes

Teams must complete all Hero swaps within the designated time limit of the Swap Phase. Once the Hero Swap phase has concluded, all Hero selections assigned to each Player will be considered final and may not be altered under any circumstances.

5.5.6 Coach & Analyst

Coaches and Analysts are required to leave the match area before the conclusion of the countdown during the Ban/Pick (BP) Phase. They must remain in the designated Player Holding Room and are not permitted to re-enter the match area until the conclusion of any Game.

5.5.7 Game Start After Ban/Pick

A Game shall commence immediately following the completion of the ban/pick phase, unless otherwise directed by an MWI 2026 official. At this stage, both Teams must remove all items from the Match Area, including but not limited to notes, electronic devices, beverages, or any other items as instructed by an MWI 2026 official.

Players are strictly prohibited from exiting or disconnecting from the Game during the period between the conclusion of the pick/ban process and the official game launch.

5.5.8 Controlled Game Start

In the event of a technical issue at game start, or if a MWI 2026 official determines that the pick/ban process should be separated from the start of a game, an MWI 2026 official may initiate the Game in a controlled environment. In such cases, all Players will enter a Custom – Classic Mode lobby and must select Heroes in accordance with the previously completed and validated ban/pick process.

5.5.9 Interrupted Client Load

In the event a disconnection, bug, or any other technical failure interrupts the loading process and prevents a Player from successfully joining the Game at the time launch, the Game will be immediately paused until all players have connected to the Game.

5.6 Match Rules

5.6.1 Definition of Terms

5.6.1.1 Unintentional Disconnection

An unintentional disconnection is defined as a Player losing connection to the Game due to issues related to the game client, mobile device, network connectivity, or other technical malfunctions beyond the Player's control.

5.6.1.2 Intentional Disconnection

An intentional disconnection is defined as a Player losing connection to the Game as a result of their own actions (e.g., manually exiting or quitting the Game). Any disconnection caused by a Player's actions shall be considered intentional, regardless of the Player's stated intent or reasoning.

5.6.1.3 Server Crash

A server crash is defined as an incident in which all Players lose connection to the Game simultaneously due to a failure or instability involving the game server, Match Server, or venue internet instability.

5.6.1.4 In-Game Bug(s)

An in-game bug refers to an error or flaw in the game software that may result in incorrect or unexpected behavior, including but not limited to inaccurate game results, data corruption, or malfunction of game systems or hardware components.

5.6.1.4.1 Verifiable Bug

A verifiable bug is a confirmed software defect that is not the result of player error. It must be clearly identifiable and reproducible by the Operating Committee to be recognized as valid.

5.6.1.4.2 Unintentional Hardware Failure

An unintentional hardware failure refers to the malfunction or breakdown of any hardware component, including but not limited to servers, mobile devices, or peripheral equipment. This excludes any failures caused by player actions, such as intentional damage, destruction of peripherals, tampering with monitors, or interference with devices. The determination of whether a hardware failure is deemed unintentional is at the sole discretion of the Operating Committee.

5.6.1.4.3 Minor Bug

A bug, including hardware malfunctions, that causes only minimal disruption to gameplay and is, at most, an inconvenience for players. This may include issues that affect game statistics or mechanics in a suboptimal but manageable way. For clarity, in scenarios where "Time Rewind" functionality is unavailable, such bugs would not warrant a rematch or game remake.

5.6.1.4.4 Play Through Bug

A bug that does not materially compromise the competitive integrity of the game. Such bugs may have available mitigation steps—such as restarting the client or device—that allow the match to continue with minimal disruption. Alternatively, the impact of the bug may be reduced through existing in-game mechanics or functions.

This category also covers bugs that have been disclosed to teams prior to matches (typically involving heroes, items, environmental interactions, or persistent effects).

For these known issues, no “Time Rewind” or remake will be granted. Because the effects in question cannot be prevented or mitigated (except by disabling the related champions, skins, or items), teams are required to play through these conditions as-is.

5.6.1.4.5 Critical Bug

Defined as bugs that affect a Player’s ability to compete in the Game, significantly change game statistics or core gameplay functions, or create conditions that make normal gameplay impossible. The Operating Committee has the sole authority to decide whether a Player’s ability to continue gameplay has been affected.

5.6.1.5 Terminal Situation

A bug or other circumstance that requires the game to be remade. This includes:

- critical bugs where “Time Rewind” is either unavailable or cannot restore the game;
- bugs that cannot be corrected or avoided using “Time Rewind”, such as issues with specific Heroes or skins that may require them to be disabled; or
- any other situation, at the discretion of the Operating Committee, where continuing the game is not reasonably possible, including severe environmental factors or major hardware failure.

5.6.1.6 Time Rewind

A Game State Recovery tool that reproduces the exact state of a game.

5.6.1.6.1 Safe State

A “Safe State” refers to a moment in the game when neither team is actively engaged in a major conflict, although minor interactions may still be occurring.

When determining a Safe State for the purpose of utilising “Time Rewind”, the closest possible point to the time the bug occurred will be selected. The aim is to select a game state moment where a fight could happen, but is not guaranteed to, in order to preserve the competitive integrity of the situation.

In cases where an ideal “Safe State” is not available, the Operating Committee, at its sole discretion, will select the closest possible moment before the bug was reported to have occurred.

5.6.1.6.2 Cost

A situation is considered “Costly” when specific in-game conditions are met, indicating that the impact of continuing gameplay is too significant to justify the use of “Time Rewind”. In such cases, a “Time Rewind” will not be granted unless affected by any In-Game Bug(s) listed in Section 5.6.1.4 (“In-Game Bug(s)”) or any other exceptional situations deemed applicable by the Operating Committee.

The following conditions are considered Costly:

- Champion Deaths
- One or more champions have been eliminated prior to the “Time Rewind” request.
- Capture of Strategic Objectives
- A strategic point (e.g., turret, summoning crystal) has already been captured.
 - Note: A non-strategic point that is merely being contested—such as players pushing a minion wave toward a tower without opposition—does not qualify as a captured strategic point.

Use of High-Cooldown Abilities or Items (without Cooldown Reduction):

- Activation of any of the following, without any rune or item-based cooldown reduction:
 - Level 1 Ultimate Abilities with a base cooldown of 70 seconds or more
 - Basic Summoner Spells with a base cooldown of 120 seconds or more

- Items with a base cooldown of 100 seconds or more

5.6.1.6.3 Abuse Prevention Clause

Intentional use of ultimate abilities, summoner spells, or in-game items (“Props”) outside of normal gameplay to falsely trigger the above conditions will not be recognized as Costly. The Operating Committee reserves full authority to assess intent, and its judgment on such matters is final.

5.6.1.6.4 Discretionary Authority

The circumstances listed above are non-exhaustive. The Operating Committee will evaluate the situation in real time and retains the right to determine whether a scenario constitutes a Costly Situation. All such decisions are final and not subject to appeal.

5.6.2 Prompt Reporting

Defined as the immediate notification of a bug or technical issue (including hardware malfunctions) by any player upon discovery. Players are required to request for a pause and inform an MWI 2026 official without delay upon noticing such an issue.

5.7 Game of Record

A Game of Record (“GOR”) is defined as a Game in which all ten Players have successfully loaded and the Game has progressed to a point of meaningful interaction between the opposing Teams. Once a Game has reached GOR status, incidental restarts are no longer permitted, and the Game is considered official from that moment forward. Any restarts following the establishment of GOR will only be permitted under specific, limited circumstances as determined by the Operating Committee.

A Game is considered to have reached GOR when any of the following conditions occur:

- Any attack or ability is successfully used on minions, jungle creeps, structures, or enemy Heroes;
- Line-of-sight is established between Players on opposing Teams;
- A Player sets foot in the enemy jungle, establishes vision within it, or targets a skillshot into the enemy jungle, including stepping out of the river or entering brush connected to the enemy jungle;
- The in-game timer reaches 00:35 (35 seconds).

5.8 Ready for Match

All members of a Team's Active Roster who are scheduled to participate in an MWI 2026 Event must be present and match-ready at least one (1) hour prior to their scheduled match time. Players must be prepared to enter the tournament lobby no later than thirty (30) minutes before the match for a mandatory testing session.

Match schedules are subject to change at the discretion of the Operating Committee. The Operating Committee reserves the right to instruct Teams to be ready at any time, regardless of the originally communicated schedule. Teams must comply with any such instructions to avoid delays or penalties.

5.8.1 Player Confirmation of Settings

The Team Captain is responsible for ensuring that each Player on their Team has completed all necessary setup tasks prior to the match start. This includes, but is not limited to, the adjustment and confirmation of seating, lighting, and audio equipment.

The Referee will conduct a pre-match checklist with each Player to confirm readiness. Once a Player has confirmed their settings, no further adjustments may be requested, and the match may not be delayed or paused for reasons related to setup that was previously confirmed.

5.9 Stoppage of Play

If a Player intentionally disconnects from the Game without notifying an MWI 2026 official or initiating a pause, the MWI 2026 officials are not obligated to enforce a match stoppage. Any such disconnection is considered the responsibility of the Player and their Team.

During any pause or stoppage—whether initiated by a Player or the Operating Committee—Players must remain within the competition area unless given explicit permission by an MWI 2026 official.

5.9.1 Directed Pause

The Operating Committee reserves the right to pause a Match without prior notice. This may include, but is not limited to, technical issues, rule violations, or investigations. All such decisions are at the sole discretion of the Operating Committee and are final.

5.9.2 Player Pause

Players may initiate a pause only in direct response to one of the permitted reasons listed below. Upon initiating the pause, the Player must immediately notify an MWI 2026 official and clearly state the reason for the pause.

Acceptable Reasons for a Pause (including, but not limited to the following):

- Network disruptions
 - Full disconnections
 - Full or partial loss of hero control due to lag
 - Heavy lag that causes input delays
 - Lag or latency complaints must be experientially felt by the players and will be independently verified by the Referee.
 - A numerical increase in latency displayed on the interface does not constitute sufficient evidence of lag.
- Severe Device input delay or FPS drops
- Equipment malfunction
 - Disconnection of the team communications system
 - Disconnection of in-game sounds from player earphones or headset
 - Physical interference with a Player or their equipment (e.g., a broken chair, damaged table, or unauthorized physical contact such as a fan entering the competition area).
- MLBB in-game bugs
 - Emblem bugs (only at the start of the game)
 - Spell bugs (only at the start of the game)
 - Match desynchronization
 - In-game sound bugs

5.9.3 Unauthorized Pause

Pausing or unpausing the Game without prior authorization from an MWI 2026 official constitutes unfair play and will result in penalties, as determined at the sole discretion of the Operating Committee.

During any pause, Players are strictly prohibited from communicating with one another or with any individuals not actively participating in the Match. The only exception is communication with an MWI 2026 official, and solely for the purpose of identifying and resolving the issue that prompted the pause.

If the duration of the pause becomes extended for any reason, MWI 2026 officials reserve the right to authorize limited communication between Players on the same Team before gameplay resumes. This decision rests entirely with the MWI 2026 officials and may vary depending on the situation.

Any communication that occurs prior to receiving explicit permission from an official will be considered a violation of this rule. Teams found in breach will be subject to penalties deemed appropriate by the Operating Committee.

MWI 2026 officials retain the right to the final interpretation of all pause-related incidents.

5.10 Player Inability to Continue

Player illness, injury, or disability is not considered a valid reason for a Player-initiated pause.

In accordance with lineup submission rules, all Players listed on the Active Roster are presumed to be fully capable of competing on each broadcast day. If a pause is initiated due to a pre-existing condition that was not disclosed to the Operating Committee prior to the match, the pause will be deemed unreasonable, and the Team will be penalized accordingly.

If a medical or physical condition develops during the Game, the Team must notify the Referees immediately. At their sole discretion, Referees may initiate a pause to assess the affected Player. If, after evaluation, the Referees determine there is no valid cause for the pause, the Game will resume, and the Team will be penalized under the maximum penalty for unreasonable pauses.

If the Referees determine that the condition is legitimate, they will assess whether the Player is ready, willing, and able to continue within five (5) minutes of the pause. If the Player is unable to continue, the Team must substitute another eligible Player. If a substitute is available, the match will resume. If no substitute is available, the Team will forfeit the Game.

In situations where a substitute is not available and a forfeit would occur, the Operating Committee retains the right, at its sole discretion and based on the specific circumstances, to postpone or rematch the Game or Match.

5.11 Resuming the Game

Players are not permitted to unpause or resume the Game on their own. The Game may only be resumed after an MWI 2026 official has given explicit clearance to do so.

Once the issue has been resolved, all Players are in position, and both Teams have confirmed readiness, the Team Captain must confirm via in-game chat that their Team is ready to resume. After confirmation is received from both Teams, the Game will be resumed.

5.12 Time Rewind Protocol

In the event a Player experiences any issues listed under Section 8.4 (Stoppage of Play; Player Pause), the pause must be immediately initiated. Should the pause derive from a Verifiable Bug, the following criteria shall be carried out for each Bug Category as below:

5.12.1 Minor Bug

If the Bug is classified as a Minor Bug, the Operating Committee shall evaluate the following criteria:

1. Identify a suitable Safe State – a point in the Game prior to the Bug's occurrence where no Team was engaged in irreversible or decisive action; and
2. Assess whether reverting to that Safe State would result in a significant Cost, such as the loss of a key objective, Hero, or ability.
3. If a Cost is identified, time rewind shall not be used, and the Match will proceed from the current state.

If no Cost exists, the Operating Committee will determine whether:

1. "Time Rewind" can successfully restore the Game; and
2. Rewinding will correct or prevent recurrence of the Bug.

- If both criteria are met, "Time Rewind" may be authorized.
- The Operating Committee will then assess whether one or both Teams were significantly disadvantaged by the Bug. If so, any such Team will be offered the option to initiate "Time Rewind". Teams will not be informed of the specific Safe State selected.
- If both Teams were significantly disadvantaged, a request from either Team shall trigger the rewind.
- If no clear Safe State is available, the Operating Committee may, at its discretion, select the closest recoverable state prior to the Bug.
- Once a significantly disadvantaged Team opts to proceed with "Time Rewind", the process will be executed without delay, and the opposing Team shall not interfere with or object to the decision.

5.12.2 Critical Bug

In cases involving a Critical Bug, the Operating Committee shall evaluate the following criteria:

1. Whether "Time Rewind" can restore the Game to a playable state; and
 2. Whether reverting the Game will resolve the Bug or prevent its reoccurrence.
- If neither condition can be satisfied, the incident shall be escalated to a Terminal Situation.
 - If both criteria are met, "Time Rewind" may be authorized.
 - The Operating Committee will then assess whether one or both Teams were significantly disadvantaged by the Bug. If so, any such Team will be offered the option to initiate "Time Rewind". Teams will not be informed of the specific Safe State selected.
 - If both Teams were significantly disadvantaged, a request from either Team shall trigger the rewind.
 - If no clear Safe State is available, the Operating Committee may, at its discretion, select the closest recoverable state prior to the Bug.
 - Once a significantly disadvantaged Team opts to proceed with "Time Rewind", the process will be executed without delay, and the opposing Team shall not interfere with or object to the decision.
 - Additionally, the Operating Committee reserves the right to offer a Game remake instead of a rewind if it determines that the potential Cost of rewinding is greater than that of a remake.

5.12.3 Terminal Situation

A Terminal Situation occurs when:

1. The Bug cannot be resolved through “Time Rewind”;
2. Reverting the Game does not fix the Bug or prevent its recurrence; or
3. The Game is no longer in a playable or fair state due to the nature or severity of the incident.

In such cases, the Operating Committee shall proceed with the “Remaking Protocol” as outlined in Section 5.12.4 to 5.12.6 (Remaking protocol”).

The decision to remake or restart a Game lies solely with the Operating Committee. This authority includes, but is not limited to, situations involving bugs, technical issues, environmental disturbances, or other factors that compromise competitive integrity.

5.12.4 Remake Scenarios Before Game of Record (GOR)

A Game may be restarted if GOR has not yet been established and any of the following conditions are met:

- A Player identifies that their emblems, battle spells, or Game User Interface (GUI) settings have failed to load correctly due to a technical issue. If these settings cannot be corrected during a pause, a remake may be authorized.
- The Operating Committee determines that technical problems (e.g., network instability or hardware failure) prevent the Game from resuming normally, or affect a Team’s positioning for early-game events.

5.12.5 Remake Scenarios After Game of Record (GOR)

A Game may be restarted after GOR has been established under the following circumstances:

- A Critical Bug occurs that significantly affects gameplay mechanics or game state.
- The Operating Committee determines that environmental conditions—such as excessive noise, unauthorized spectator interference, or safety concerns—prevent fair play.

5.12.6 Conditions for a Critical Bug Remake

A remake may only proceed if all of the following conditions are met:

- The Bug is identified as a Critical Bug—where it substantially impairs a Player’s ability to compete under normal circumstances.

- The Bug is verifiable—the issue must be reproducible and not a result of Player error. A replay must confirm the occurrence.
- The affected Player paused the Game promptly and alerted a referee.
- Any attempt to delay reporting in hopes of a favorable remake timing will disqualify the request.

If all conditions are satisfied, the affected Team will be given the option to restart the Game. If accepted, the Operating Committee will initiate a remake.

This process also applies in cases of Directed Pauses as outlined in Section 5.9.1 (“Directed Pause”), and does not limit the Operating Committee’s ability to initiate a restart at its discretion.

5.12.7 Preservation of Game Conditions

- If a Game has not reached GOR, specific conditions such as picks/bans and battle spells may be preserved.
- If a Game has reached GOR, no settings will be preserved unless the Operating Committee determines it appropriate based on the context.
- If a Hero is picked or banned accidentally due to a verified bug, a restart will occur. Any previously selected Heroes may be retained only if the bug is resolved. If the bug was inevitable or persistent, the previous picks/bans will be discarded.

5.12.8 Hero and Skin Restrictions

If a restart is caused by a bug involving a specific Hero or Hero skin, then:

- Match settings (including picks and bans) will not be retained.
- The affected Hero will be banned from all remaining matches that day or until the issue is resolved.
- If the bug is isolated to a specific skin or element that can be safely removed, only the affected asset may be banned at the Operating Committee’s discretion.

5.12.9 Discretionary Remakes and Restarts

The Operating Committee retains the right to remake or restart any Game, with or without preserving match settings, if it is determined to be in the best interest of the tournament and its integrity. This authority is final and applies even in cases not explicitly covered by this section.

5.12.10 Declaring a Winner Without a Remake

If a Game is disrupted after 15 minutes (00:15:00) of gameplay, the Operating Committee may declare a winner without a restart if it determines that one Team holds a reasonably certain victory. This decision is final and based on the Operating Committee's judgment.

The Operating Committee may use the following non-exhaustive criteria, to determine a winner, once two (2) of the three (3) following conditions have been met:

1. Gold Differential: One Team holds at least 30% more total gold than the other.
2. Turret Differential: One Team has at least a seven-turret advantage.
3. Hero Differential: One Team has at least four more alive Heroes than the other, with each downed Hero having 30 seconds or more of respawn time remaining.

5.13 Postponement

In the event that a technical issue prevents the immediate continuation or restart of a Game, the Operating Committee reserves the right, at its sole discretion, to either reschedule the Game for a rematch or issue a postponement.

Postponement may be applied in circumstances including, but not limited to:

- Technical problems persist and cannot be resolved in a timely manner;
- Environmental or venue conditions are deemed unsuitable for competitive play;
- Circumstances require additional time to ensure fair and competitive conditions for both Teams.

All decisions regarding postponement are final and may override the originally scheduled match time.

5.14 Post-Game Process

5.14.1 Game Results

At the conclusion of each Game, the Operating Committee shall verify and officially record the outcome.

5.14.2 Technical Issue Reporting

Immediately following the Game, Players must report any technical issues encountered during gameplay to the Operating Committee. These issues will be documented for review and potential resolution.

5.14.3 Intermission and Preparation for Next Game

The Operating Committee will inform both Teams of the remaining time before the start of the next Game's Ban/Pick Phase. This phase will begin at the predetermined time regardless of whether all Players from each Team are present in the competition area.

If necessary, the Operating Committee reserves the right to access a Player's account and enter the Game lobby on their behalf.

Once the Ban/Pick Phase begins:

- Any Player from the Team who is present in the competition area may conduct picks and bans for their Team.
- If no Players from a Team are present at the start of the Ban/Pick Phase, that Team will be considered to have abstained from participating in the Hero selection process for that Game.

5.14.4 Forfeiture Outcomes

In the event a Match is won by forfeit, the result will be reported using the minimum number of wins required to secure victory:

- 1-0 for Best-of-One (B01) Matches
- 2-0 for Best-of-Three (B03) Matches
- 3-0 for Best-of-Five (B05) Matches
- 4-0 for Best-of-Seven (B07) Matches

No in-game statistics (e.g. kills, gold, objectives) will be recorded for forfeited Matches.

5.15 Post-Match Process

5.15.1 Match Results

The Operating Committee will confirm and officially record the outcome of the completed Match. Once recorded, teams will be required to sign off on the match scores compiled at the end of each Match.

5.15.2 Next Match Information

Players will be notified of their current standing within the competition, as well as details regarding their next scheduled Match.

5.15.3 Obligations Following Competition

After the conclusion of the Match, Players are required to fulfill additional obligations as directed by the Operating Committee, including but not limited to:

- Media appearances
- Official interviews
- Debriefs or further discussions regarding the Match

All Match participants are required to comply with the official scheduling and movement arrangements set by MWI 2026. Players are not permitted to act independently or deviate from official directives without prior approval from the Operating Committee. This includes, but is not limited to:

- Traveling separately from the Team (e.g., not boarding the official transportation)
- Leaving the venue without authorization
- Changing designated rooms or accommodations without consent

6. Misconduct

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

6.1 Punctuality Penalties

6.1.1 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.

6.1.2 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.

7. Prize Distribution

Position	Prize
Champion	\$ 150,000 USD
2nd Place	\$ 90,000 USD
3rd Place	\$ 50,000 USD
4th Place	\$ 30,000 USD
5th-8th Place	\$ 20,000 USD / each
9th - 12th Place	\$ 15,000 USD / each
13th - 16th Place	\$ 10,000 USD / each
MVP	\$ 25,000 USD

8. Other

8.1 Equipment

EWC always provides mobile phones and noise-cancelling headphones. Participants have to bring their own peripherals (in particular: finger sleeves if needed). 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.

8.2 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.

8.3 Internet access

Internet access on tournament phones is disabled for all participants.

9. 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.

10. Appendix A

10.1 General Rule

The Operating Committee reserves the right to impose penalties up to the maximum severity allowed for each offense. However, it is important to note that the Operating Committee has the discretion to adjust the maximum and minimum penalties based on the specifics of each case. Factors such as the nature of the violation, the intent behind the action, and the level of cooperation with the investigation will influence the penalties imposed. The list of non-exhaustive penalties apply:

- 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 Operating Committee.

The Operating Committee retains the authority to impose penalties up to the maximum severity permitted for each offense. However, the Committee reserves the right to adjust both the maximum and minimum penalties based on the specific circumstances of each case. Penalty determinations will be influenced by factors such as the nature of the violation, the intent behind the action, and the level of cooperation with the investigation.

While the maximum penalty represents the highest level of punishment that may be imposed, the Operating Committee retains discretion to modify both the maximum and minimum penalties at its sole discretion.

The following examples illustrate circumstances in which penalties may be either more severe or more lenient:

- Severe Offenses: Repeated violations after a warning has been issued, providing false or misleading information to the Operating Committee, and other similar actions.
- Light offenses: Demonstrating active cooperation with the Operating Committee following an offense, unintentional or negligent violations, and other similar circumstances.

A "one-match suspension" refers to a suspension for a single match, which can be either a Best of 1 (B01), Best of 3 (B03), Best of 5 (B05), or Best of 7 (B07) match format, as determined by the Operating Committee.

The fine will be imposed by the Operating Committee through a deduction from the team's prize pool.

Unless otherwise specified, the forfeiture of side selection rights applies to the next game following the imposition of the penalty. In the event that this penalty is applied during the final game between the teams, the forfeiture of side selection rights will be carried over to the next game played by the team that committed the offense.

Moonton officially reserves the right of final interpretation of these Rules and is authorized to impose penalties that are not explicitly listed herein.

10.2 Penalty Index

Penalties for offenses will be categorized into two types:

1. Penalty Index A: This index is based on the frequency of the offense committed by the player or team during MWI 2026. It outlines penalties according to the number of times the same offense has been committed.
2. Penalty Index B: This index categorizes penalties based on the severity of the offense. It specifies penalties according to the seriousness of the violation.

Both indices will be used to determine the appropriate penalties for each offense.

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				

<p>Delaying Match Conduct (No Broadcast Delay) e.g., Late for call time, delay in ping test</p>	<p>Team: WARNING Violator: WARNING</p>	<p>Team: 200 USD Violator: WARNING</p>	<p>Team: 300 USD, loss side selection for next game Violator: Player suspension for next game</p>	<p>Team: 600 USD, loss side selection for next game Violator: Player suspension for next match</p>
<p>Delaying Match Conduct (Causing Broadcast Delay) e.g., Delay in on-stage arrival or post-match movement.</p>	<p>Team: 200 USD Violator: WARNING</p>	<p>Team: 300 USD Violator: WARNING</p>	<p>Team: 600 USD, loss side selection for next game Violator: Player suspension for next game</p>	<p>Team: 1000 USD, loss side selection for next game Violator: Player suspension for next match</p>
<p>Absence from Mandatory Schedule e.g., Media Day, Rehearsal, Press Conference, Meet & Greet, Interviews.</p>	<p>Team: 200 USD Violator: WARNING</p>	<p>Team: 300 USD Violator: WARNING</p>	<p>Team: 600 USD Violator: Player suspension for next game</p>	<p>Team: 1000 USD Violator: Player suspension for next match</p>
<p>Not following the moving flow plan properly</p>	<p>Team: Warning Violator: Warning</p>	<p>Team: Warning Violator: Warning and 200USD</p>	<p>Team: Warning Violator: Warning and 600USD</p>	<p>Team: Warning Violator: Warning and 1000USD</p>

Team forfeiting game without prior consent from the League	2000 USD	Prize Forfeiture	Tournament Disqualification	
Refusing to comply with reasonable requests from the MWI 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: MWI Suspension

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

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

<p>Don't follow Reasonable Instructions of MWI Committees.</p> <p>Example: not enter the game room, bringing forbidden equipment to the Match Area, typing or communicating in game and etc.</p>	<p>Team: WARNING</p> <p>Violator: WARNING</p>	<p>Team: 200 USD and loss</p> <p>side selection</p> <p>Violator: WARNING</p>	<p>Team: 400 USD and</p> <p>loss side</p> <p>selection</p> <p>Violator: Player</p> <p>suspension for</p> <p>next two games</p>	<p>Team: 1000 USD and</p> <p>game forfeiture</p> <p>Violator: Violator gets</p> <p>banned for next</p> <p>two matches</p>
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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: MWI Suspension	Team: 1000 USD Violator: MWI 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: MWI 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

<p>Match-Fixing</p> <p>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.</p>	<p>Team: 4000 USD</p> <p>Violator: Half a year Suspension</p>	<p>Team: 8000 USD</p> <p>Violator: 1 year Suspension for all MLBB Esports</p>	<p>Team: Prize forfeiture</p> <p>violators: Permanent Suspension</p>	<p>Team: Tournament</p> <p>Disqualification and legal action.</p> <p>violators: Permanent Suspension</p>
<p>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.</p>	<p>Team: WARNING</p> <p>Violator: WARNING</p>	<p>Team: 2000 USD</p> <p>Violator: MWIsuspension</p>	<p>Team: 2000 USD</p> <p>Violator: MWIsuspension</p>	<p>Team: Tournament</p> <p>Disqualification</p> <p>Violator: Permanent Suspension</p>
<p>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.</p>	<p>Team: Warning</p> <p>Violator: WARNING and remove all the posting/promotion that related with competitor game.</p>	<p>Team: Prize Forfeiture</p> <p>Violator: WARNING and remove all the posting/promotion that related with competitor game.</p>	<p>Team: 1000 USD</p> <p>Violator: Half a year Suspension for all MLBB Esports</p>	<p>Team: 2000 USD</p> <p>Violator: Permanent Suspension</p>
<p>Host Country & Venue Policies</p>				

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 MWIOfficials 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: MWISuspension	eam: 1000 USD Team Disqualification Violator: MWISuspension
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: MWISuspension	Team: 4000 USD Violator: 1 year suspension for all MLBB Esports	Team: 4000 USD violators: Permanent Suspension

<p>Failure to submit the required documentation on time.</p> <p>Example: failure to submit the contract with players or copies of passports etc.</p> <p>The team members will not be allowed to participate in the tournament until the full submission of all relevant documents</p>	<p>Team:</p> <p>WARNING</p> <p>and Team need to be responsible for the extra fee arise from the late submission.</p> <p>Example: Media Day, hotel etc.</p>	<p>Team:</p> <p>400 USD and Team needs to be responsible for the extra fee arise from the late submission.</p> <p>Example: Media Day, hotel etc.</p> <p>Tournament Disqualification</p>	<p>Team:</p> <p>Team needs to be responsible for the extra fee arise from the late submission.</p> <p>Example: Media Day, hotel etc.</p> <p>Tournament Disqualification</p>	<p>Team:</p> <p>800 USD</p> <p>Team needs to be responsible for the extra fee arise from the late submission.</p> <p>Example: Media Day, hotel etc.</p> <p>Tournament Disqualification</p>
<p>Disclose confidential information to public</p> <p>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.</p>	<p>Team:</p> <p>WARNING</p> <p>and remove all the posting/promotion that related with the Confidential information.</p>	<p>Team:</p> <p>Prize Forfeiture and remove all the posting/promotion that related with the Confidential information.</p>	<p>Team:</p> <p>Prize Forfeiture and remove all the posting/promotion that related with the Confidential information.</p>	<p>Tournament Disqualification and remove all the posting/promotion that related with the Confidential information.</p>

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