



**16th IESF World Esports Championship
Riyadh 2024**

Regional Qualifiers - Africa

Mobile Legends: Bang Bang Rulebook

Version: 29.5.2024

1. Participation

- A. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race, or disability.
- B. All participating countries need to provide legal documents such as Full Names, Dates of Birth, Parental Declaration of Consent for Minors (if applicable), Passports, or ID copies.
- C. Each National Federation is solely responsible for the truthfulness of the data provided to IESF within the entry submission.
- D. The eligible Age for Participation in the WE Championships competitions of this title is 16 and over.
- E. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
- F. Persons who are not excluded by applicable law, the rules of the tournament organizer or the host are allowed to participate in the competition.
- G. Tournament officials and tournament staff cannot participate in events that they actively preside over.
- H. The total number of team members must not exceed 7 (including 5 players, 2 stand-in/ coach/manager).

1.1 Accounts

- A. Only players with a valid MLBB account - unless officially banned - are allowed to participate in the competition.
- B. All Team members must use their own real account to enter the match, the consequences of using different accounts will result in team disqualification.

1.2 Team Leader

Each team must designate a team leader including themselves, The team leader is the link between the team and those responsible for the tournament and may not belong to another team regardless of their function in the same competition. Team Leaders have the following responsibilities:

- A. Representation of the team in communication with those responsible for the tournament, which means constant availability on site and notification in the event of a short absence.
- B. Representing the team in communication with other teams.
- C. Sign off on players' decisions during the tournament.
- D. Passing on all required information to the player e.g schedule.
- E. Accurately represent the views of the player.

Once the tournament has started, changing the team leader can only happen when the designated one is no longer capable of managing the team. The tournament officials have to be notified immediately in case of a team leader change.

2. Match Rules

2.1 Starting Time

The series start time is determined by the tournament organizer. It is either a fixed time or the end of the previous round with a minimum break of 25 minutes. At their scheduled start time, all tournament officials and players must be ready. It is the responsibility of those responsible for the tournament to announce the start times. It is the team leader's responsibility to ensure that the team is on time and ready at the start time.

2.2 Number of Players

2.2.1. Each match can start only with five players per team (5v5). In case a team fails to show up with enough players, the match will be counted as a no-show.

2.2.2. Player communication with the coach: Players are allowed to communicate with the coach before the match, including the drafting phase, and after the match. If in the same bootcamp, the coach can provide guidance in person but must leave the immediate playing area by the end of the draft phase. During the match, all player communication must be through designated online channels (e.g., Discord). Communicating with other personnel during live game including the coach is not allowed, without the referee's approval. Failure to comply will result in warnings and escalating penalties.

2.3 Preparation Time

Preparation times are the first ten (15) minutes before the start time (unless otherwise specified) and the five to ten (5-10) minutes between games. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

- A.** Log in to the Mobile Legends Bang Bang Client with their account on the correct server
- B.** Join the game lobby provided by the tournament officials. (Lobby will be announced by the tournament referee to the respective team leaders before each match).
- C.** If a player is substituted during the tournament, the tournament organization must be informed before the start of the first game.
- D.** Exceeding the preparation time will be penalized with a warning which, if repeated, will lead to an increased penalty.
- E.** Ensure all game settings, such as emblems, battle spells, and GUI settings, are correctly configured.
- F.** Join the designated Discord channel for the match.

- G. All players are required to be ready in the game lobby and present on the Discord server at least 5 minutes before the scheduled match start time.

2.4 Game of Record (GoR)

A game of record (“GOR”) refers to a game where all ten players have loaded, and which has progressed to the point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which remakes may be permitted, and a game will be considered on record from that point onward. Exceptions will be made upon referee intervention.

Conditions that establish GOR:

1. **Combat Interaction:** Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes.
2. **Visual Confirmation:** Line-of-sight is established between players on opposing teams.
3. **Map Engagement:** Setting foot, establishing a vision, or targeting a skill shot ability into the opponent’s half of the map.
4. **Time Milestone:** The game timer reaches two minutes (00:02:00).

2.5. Remaking the Game

The conditions under which a game can be reset are entirely decided by the official Tournament Administration. Below are examples to illustrate:

- Remakes Before GOR.

The following are examples of situations in which a game may be restarted after GOR has not been established:

1. **Player Settings Issues:** If a player notices that their emblems, battle spells, or GUI settings have not been applied correctly due to a bug between the game lobby and the match, the player must inform the referee immediately. If the settings are not correctly adjusted, the game may be restarted.
2. **Technical Difficulties:** If the Tournament Administration determines that technical difficulties prevent the game from resuming normally (including a team’s ability to be in the proper position for certain game events, such as minion spawn).
3. **Gold and XP Lanes:** If any remakes happen because of the situations mentioned above, the gold and XP lanes will not be counted towards keeping the same settings. The randomization of these two lanes in the next game will be accepted as is, and the game must be played to completion.

- Remakes After GOR

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

1. **Critical Bugs:** If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics. This includes bugs that affect player abilities, items, or other in-game functionalities.
2. **Technical Issues on Organizers' Side:** If there are significant technical issues on the organizers' side that prevent the game from continuing smoothly (decision to be made by the Tournament Administration).
- Procedures for Remakes After GOR:
 1. **New Picks and Bans:** In the event of a remake after GOR, the game will start with no settings retained and with new picks and bans entirely. This ensures that both teams have a fair chance to adjust their strategies.
 2. **Extra Preparation Time:** Teams will be given an extra five (5) minutes to recoup and recount their strategy for the remake. This time allows players to reassess their approach based on the new picks and bans.
 3. **Clear Communication:** The tournament administration will communicate clearly with all teams regarding the decision to remake the game, including the reasons for the remake and the expected timeline for restarting.

2.6. Game interruptions

The team Captain can request a pause from the referee using the in-game chat. There are different types of breaks:

- A. **Tournament Administration Pause:** Tournament officials may pause a game at any time at their sole discretion.
- B. **Team Timeout:** Each team shall be allowed to call a pause for the following reasons:
 - a. Accidental disconnection and connectivity issues.
 - b. A malfunction of the hardware or software (e.g. monitor failures, problems with peripheral devices, errors in the game itself, ...).
 - c. Physical impairment of a player (e.g. broken chair).
- C. **Pause:** Teams are permitted a maximum of three (3) pauses per game. The referee reserves the right to deny any pause requests beyond this limit, based on the reasons provided. The total duration of all pauses combined must not exceed fifteen (15) minutes per game.

Teams are required to inform the tournament referee assigned to their team/match of the reason of the pause and actively work together with the tournament official on resolving the issue as soon as possible.

2.6.1 Disconnect

- A. When disconnected, Players should request a pause from the referee using the in-game chat.
- B. In the situations listed below, relevant matches shall become void upon confirmation and final decision by the referee, and a re-match shall be conducted.
 - 1. In the case of unidentified bugs or unintentional occurrences of bugs.
 - 2. When the decision of a win/loss is impossible to decide by the progress of the match.
 - 3. In the situations listed above, if the win/loss is decided by the “IESF” or the Referee’s decision, the result is announced at the completion of the match.
- C. In the event of either the referee or observer’s PC (mobile) malfunctioning, the match shall continue if it’s considered to have no influence on the match. Time will be given for players to refocus and reorganize their strategies. The “IESF” and the referee may operate the matches flexibly, changing depending on the situation.

2.6.2 Connection Issues:

- 1. In case a player disconnects during the draft, the draft will be reset and restarted with all previous picks and bans until the selection error.
- 2. If a player repeatedly disconnects and is unable to maintain a stable connection, the team can request a substitution. The final decision to approve or reject the substitution will be made by the referee.

3.1. Tournament format

- A. Northern Africa
 - i. Group Stage
 - 1. 7 Teams in total, divided into 2 groups (Group A 4 teams, and Group B 3 teams).
 - 2. Round-robin, all matches are Bo3.
 - 3. Teams in each group are ranked based on Win/Loss records.
 - 4. The 1st placed team from each group (A1, B1) directly qualifies for the offline event.

5. The 2nd and 3rd placed teams will compete in the playoffs for the remaining qualification slots.
 - ii. Playoffs
 1. 4 Teams (2nd and 3rd placed teams from each group).
 2. Single elimination, best-of-three (Bo3) matches.
 3. Seeding: A2 vs B3 - B2 vs A3.
 4. The winner will qualify for the offline event.
- B. Southern Africa
- i. Group Stage
 1. 4 Teams in total, compete in a single round-robin group.
 2. Round-robin, all matches are Bo3.
 3. Teams are ranked based on Win/Loss records.
 4. The top 2 teams directly qualify for the offline event.

3.2. Method of Matches

- A. Game Format: Team Match
- B. Determining a Winner
1. **Victory Condition:** The first team to destroy the opponent's Base is declared the winner.
 2. **Surrender:** If "Surrender" is called by either team, it will be considered a concession, and the other team will be declared the winner.
 3. **Disputes:** In case of any disputes, the referee shall make the final decision.
- C. Tiebreakers
1. **Head-to-Head Result:** If applicable, the result of matches between the tied participants will determine the ranking.
 2. **Game Difference:** If head-to-head results are not applicable, the difference between won and lost games among the tied participants will be considered.
 3. **Shortest Match Victory Duration:** If the tie persists, the participant with the shortest match victory duration will be given the higher ranking.
 4. **Extra Match:** If necessary, an extra Best of 1 (BO1) match will be played between the tied participants to determine the ranking.

Three-Way Tie

In the case of a three-way tie, the tiebreaker process will be applied. After resolving each tie, the process will be repeated for the remaining tied participants.

Special Cases

In special cases where the tie cannot be resolved through the standard tiebreakers, the referee may use alternative methods, such as a coin toss, to determine the order.

3.3. Configuration of the Matches

3.3.1 Side Selection

Initial Game: A coin toss will be executed by the referee to determine which team gets to choose between the first pick/second pick or side selection for the first game. The team that wins the coin toss will have the option to select either the first pick or the side of the map they prefer to start on.

Subsequent Games:

BO3:

- **Game 2:** The team that lost the coin toss for the first game will have the choice between the first pick/second pick or side selection.
- **Game 3:** If a third game is necessary, another coin toss will be conducted. The team that wins this coin toss will have the option to choose the first pick or the side selection.

BO5:

- **Game 2:** The team that lost the coin toss for the first game will have the choice between the first pick/second pick or side selection.
- **Game 3:** The team that had the choice for the first game will choose again.
- **Game 4:** The team that had the choice for the second game will choose again.
- **Game 5:** If a fifth game is necessary, another coin toss will be conducted. The team that wins this coin toss will have the option to choose the first pick or the side selection.

3.3.2 Lobby Settings

All matches will adhere to the following settings:

Mode: 5v5, Tournament Mode, 5 Bans.

Server: The server designated by the tournament officials.

Spectators: Only tournament officials and authorized personnel are allowed to spectate the match.

3.3.3 Joining Game Lobby

All participants must join the designated game lobby 15 minutes before the scheduled start time, as allocated by the Tournament Administration. Teams that do not have all five (5) players present and ready by the scheduled time will be considered late.

- Late by 15 minutes: The team will lose 1 Game.

The referee reserves the right to grant additional time or reschedule the match in cases of clear communication and valid reasons.

3.3.4 Break Times

All games must commence within five (5) to ten (10) minutes after the conclusion of the previous game in the match, based on referee instructions. Any team found deliberately delaying the start of a game will incur penalties.

The exact break time may vary depending on broadcasts and other logistical considerations as determined by the Tournament Administration.

3.3.4 Voice Communications

All voice comms between players must take place via Discord. If Discord is not functioning, another VoIP program may be used at the tournament organizer's discretion.

All communications during the match may be recorded. By participating in the competition, players give consent to their voice communications being logged for the purposes of transparency and competitive integrity.

3.4. Wrong pick

If a team picks or bans a hero by mistake, the game will still continue. There will be no remakes or restarts due to incorrect picks or bans. Teams are advised to double-check their selections during the drafting phase to avoid such errors.

3.5. Swapping heroes

If there is a mistake due to player negligence when swapping heroes, the match will continue as scheduled. No remakes or restarts will be granted for errors in hero swapping. Players must ensure they correctly execute all hero swaps during the pre-game phase.

4. Penalties

This rulebook utilizes the IESF penalty structure, which consists of four (4) different levels, caution, warning, forfeiture, or expulsion. Each level of penalty automatically applies after two previous infractions (i.e., 2 Cautions result in a Warning). Failure to adhere to the rules may result in a penalty of any of the four levels mentioned, based on the severity of the infraction and the referee's discretion

4.1.1. Caution

A caution is given for the following infractions:

- A. Ignoring instructions from the officials (referees).
- B. Dissent towards referees/officials
- D. Inappropriate all-chat
- E. One or more participants failing to be present in the lobby and Discord 5 minutes before the scheduled match start time.
- F. Excessive use of pauses or timeouts without valid reasons.

4.1.2. Warning

A warning is given for the following infractions:

- A. Getting 2 cautions.
- B. Communicating with the team coach during the game.
- C. Unauthorised communication during a match
- D. Repeated inappropriate all-chat after a caution has been issued.

4.1.3. Forfeiture

A forfeiture is given for the following infractions:

- A. Getting 2 warnings.
- B. No-show (15 minutes delay to the game start time).
- C. Directly insulting a person (referee, official, or opposition team using all chat) using discriminatory or hateful language that attacks a specific group (e.g., race, religion, gender, or disability).
- D. Repeatedly ignoring instructions from officials despite previous warnings.

4.1.4. Expulsion

An expulsion is given for the following infractions:

- A. Getting 2 forfeitures.
- B. Extreme insults against a person (referee, official, or opposition team using all chat) using discriminatory or hateful language that attacks a specific group (e.g., race, religion, gender, or disability).
- C. Match-fixing.
- D. Bribery.
- E. Betting on the results of the tournament.
- F. Threatening officials/viewers/other players.
- G. Cheating.
- H. Committing fraud (e.g., using a false identity, exploiting bugs to gain an advantage).

These examples are a guideline for referees and they may vary according to the situation. In the end, it is up to the referee to make the fairest decision, and the referee should always consider the protection of all participants and ensure that the competition is run smoothly.

4.2. Appeals

Participants may file an official protest regarding any referee decision. This protest must be submitted through the tournament platform or via IESF's official Discord channel promptly (before the team's next match). IESF will process the protest by consulting with the referee involved, the Head Referee, and any other relevant parties.

The decision made by the Head Referee or the designated sub-committee on the protest is final and binding. No further objections to the decision will be permitted.

5. Forbidden Behavior

When a player of a team is found manipulating the game client to customize the game beyond the range of settings provided in-game, the team's participation may be forfeited upon the referee's decision. Forbidden behaviors include, but are not limited to:

1. **Cheating:** Using unauthorized software, hardware, or exploiting in-game bugs.
2. **Unsportsmanlike Conduct:** Harassment, discrimination, or any form of abusive behavior towards other players, officials, or spectators.
3. **Collusion:** Any agreement between players or teams to cheat or manipulate the outcome of a match.
4. **Communication During Matches:** Players are only allowed to communicate with their match teammates or tournament referees while resolving an issue during a live match. Individuals outside the playing team are prohibited from providing any information about an ongoing match by any means.
5. **Ringing:** Playing using another player's account or soliciting anyone else to do so is prohibited.
6. **Bribery:** Nobody connected with the tournament may offer or accept any gift, cash or other reward in order to influence results.
7. **Betting:** No team member is allowed to bet on the tournament outcome.
8. **Confidentiality:** It's not allowed to share any communication between any team member and the tournament organizer without prior approval.

Violations of these rules will result in immediate penalties, which may include disqualification from the tournament and potential further sanctions.

6. Additional

- A. **Hero Availability:** Newly added heroes will remain banned for two (2) weeks following their release or update to ensure fair play and stability.
If heroes are found to cause disturbances due to buggy behavior, the IESF will prohibit their use for the event for a certain period, depending on the severity of the issue.

- B. **Skins and Emblem:** There are no restrictions on the skins and emblems used by players. All cosmetic choices are allowed without exception, provided they do not interfere with gameplay.
- C. **In-Game Communication:** Players are not allowed to send text messages to the opposing team during a match, except when requesting a pause or showing respect. Taunting and the use of the Recall feature are permitted in matches as long as they adhere to the standards of sportsmanship and respect.
- D. **Restrictions:** 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 Tournament Administration.

6.1. Change of Rules

- A. This regulation applies to '16th IESF World Esports Championship Riyadh 2024', and may be altered in the following cases:
 - 1. Rules are subject to change after the release of new patches.
 - 2. Upon discovery of other reasonable factors.
 - 3. Official head referee decision.
 - 4. Additional rules were added by the official local organizer.
- B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes were communicated to the participants.