



Snapdragon
PRO SERIES
—  **ESL** — 

Snapdragon Pro Series

Mobile Legends: Bang Bang

Game Specific Rules

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1. Introduction

This document ("Game Specific Rules") is part of the Competition Ruleset.

For all rules that are similar or conflict from the [General Rules](#), [ESL Global Rules](#), [FACEIT Terms and Conditions](#) this Game Specific Rules would supersede said rules.

2. Competition Operation & Administration

2.1. Video Game Version

At any point in time during the competition, we will always be using the latest live version of Mobile Legends: Bang Bang. The latest live version is determined by the most up to date version of Mobile Legends: Bang Bang available on the App Store (iOS) or Play Store (Android).

2.2. Video Game Mode

- Stages with Draft Pick
 - 3 Bans
- Stages with Tournament Mode
 - 5 Bans

2.3. Display Names – Player/Team Tag

All Participants are responsible for setting up and displaying the correct Team name for the in-game client. Player in-game alias and Team tag must be only English characters, numbers or single space between words, Player name must be set according to what was registered on FACEIT and/or the requested team licence sheet and applied for all matches. Failure to adhere to this rule will result in the Team incurring one (1) penalty point.

2.4. Banned Heroes

Any newly released heroes will be banned from the competition for 14 days and will only be allowed from the 15th day onwards. For example, if a new hero was released on 1st of February, the ban will be in effect from the 1st of February till the 14th of February, allowable in competitions only from 15th of February onwards. Heroes which have recently received major changes, such as an overhaul, will be monitored for unintended (unexpected or undocumented) mechanics or software faults/bugs/issues. Should a Hero be considered unsafe for fair-play or if its use jeopardises the integrity of the competition, the Tournament Administration reserves the right to ban the use of the Hero for any duration of time.

2.5. In-Game Hero Skins

2.5.1. Stages with Draft Pick

Only default hero skins are allowed, any skins other than the default hero skins are banned. If at any point in time a Team notices that a Player is not using a default skin, they are allowed to immediately send the Tournament Administration Team a screenshot showcasing this. The Team caught using a non-default hero skin will forfeit the Game in question (not the full Match series). Any reporting of such an incident has to happen immediately and not after the Game has ended, reports after a Game has ended will not be entertained.

2.5.2. Stages with Tournament Mode

All skins are allowed as Games will be played in tournament mode, and the abilities of skins will be disabled by the in-game functionality. In the event that tournament mode cannot be used or the ability of skins cannot be disabled, default skins must be used, and the same ban for all other hero skins as per **Section 2.5.1** will be in place.

2.6. Hero Trades

Teams are required to finalise all Hero trades before the countdown concludes during the Trading Phase. Failure to do so may result in potential disadvantages or consequences.

2.7. Error in Hero Selection

If a Hero pick or ban is made in error due to personal reasons, it will be considered final and cannot be changed.

However, if the error is due to a technical issue or a Game malfunction, the Team responsible for the error must promptly inform a referee. The referee and the Tournament Administration will then collaborate and verify the situation before determining whether the Player can make a new selection.

In the event that a selection error caused by technical reasons is reported and confirmed during an ongoing draft, the draft process will be reset. All previous picks and bans will remain the same up till the error occurred, and the draft will continue from the point of the selection error.

2.8. Game of Record

A game of record (GOR) refers to a Game where all ten Players have successfully loaded and reached a stage where meaningful interaction occurs between the opposing Teams. Once a Game achieves GOR status, the period during which occasional restarts may be allowed comes to an end as the match is considered "Official".

Subsequent Game restarts will only be permitted under specific conditions. The following examples outline the conditions that establish GOR:

1. Landing an attack or ability on minions, jungle creeps, structures, or enemy heroes.
2. When a line-of-sight has been established between Players on opposing Teams.

3. Entering the opponent's jungle, establishing vision, or targeting a skillshot ability, which includes leaving the river or entering brush connected to the enemy jungle, by either Team.
4. The Game timer reaches two minutes (00:02:00).

2.9. Illness, Injury or Disability During Game

During an onsite Game:

If a Player experiences an illness, injury, or disability during the Game, it is mandatory for the Team to immediately notify the referees. The referees will then have the discretion to pause the Game to assess the Player's condition. If the referees determine that there is no apparent issue with the Player, the Game will resume, and the Player's Team will be given ten (10) penalty points for unreasonable pauses.

If the referees confirm that the Player is genuinely affected by the condition, they will try to determine within a five (5) minute period whether the Player is ready, willing, and able to continue playing. If the Player requests to continue despite their condition, the Game may proceed. However, if another pause is necessitated due to the Player's condition, the referees will immediately halt the Game, and the Player's Team will forfeit.

If it is established that the Player is genuinely unable to continue playing, the Player's Team will forfeit the entire Game. The Tournament Administration will then arrange for medical staff to evaluate the Player. Regardless of the diagnosis, the Player will no longer be allowed to participate in their remaining Games for the day. This decision prioritises the Player's health and safety, as continuing to play in subsequent Games could worsen their condition, regardless of the nature of the ailment.

The match will continue if the Team has a substitute available. However, if no substitute is available, the Team will forfeit the entire match. Depending on the circumstances and at the discretion of the Tournament Administration, the match may be subject to a rematch or postponement instead.

2.10. Game Restart

The decision to restart a Game rests solely with the Tournament Administration, who considers various conditions. The following examples serve to demonstrate these conditions:

Game Restart Prior to GOR

The following instances illustrate when a Game can be restarted before GOR is established:

1. If a Player realises that their emblems, battle spells, or GUI settings haven't been correctly applied due to a bug between the Game lobby and Match, the Player may ask the referee to pause the Game to make adjustments. If the settings cannot be rectified properly, a Game restart may occur.
2. If the Tournament Administration determines that technical difficulties prevent the Game from proceeding normally, including a Team's inability to assume the correct position for certain Game events like minion spawn.

In the event of a restart under these circumstances, any gold and experience gained in the lanes will not be considered, however bans and picks must be retained.

Game Restart After GOR

The following instances depict when a Game can be restarted after GOR has been established:

1. If a critical bug occurs during the Match, at any point, significantly affecting Game statistics or gameplay mechanics.
2. If the Tournament Administration determines that there are unfair environmental conditions, such as excessive noise, fan interference, adverse weather, or unacceptable safety risks.

In the event of a restart under these circumstances, the Game will commence with no retained settings, and new bans and picks will be conducted entirely. Teams will be granted an additional five (5) minutes to regroup and redefine their strategy for the remake.

2.11. Restart Protocol

Under specific circumstances, a restart of the Game may be initiated. These circumstances include the occurrence of a critical bug during the match that significantly alters game stats or gameplay mechanics, or when external environmental conditions become unmanageable.

Certain conditions must be met before a restart can be authorised. The Tournament Administration must determine that the bug is both critical and verifiable. A bug is considered critical if it substantially impairs a Player's ability to compete effectively. The Tournament Administration has sole discretion in determining whether a bug has hindered a Player's competitiveness. To be deemed verifiable, the bug must be conclusively present and not attributable to any Player's error. The instance in question should be replayed by spectators to verify the bug.

During an onsite Game:

If a Player believes they have encountered a critical bug, they must pause the Game promptly and notify a referee. However, if it is suspected that a Player is intentionally delaying bug reporting to gain an advantage, a restart will not be granted.

If the Tournament Administration confirms that the bug is critical and verifiable, and the affected Team follows the pause protocol, the Team experiencing the bug will be offered the option for a restart. If accepted, the Tournament Administration will use the rules outlined in this section to remake the Game. However, if the restart is due to a hero bug, no settings, including picks and bans, will be retained, regardless of the GOR status. The hero may also be disqualified for the remainder of the day's matches, unless the bug can be directly linked to a specific Game element that can be fully removed.

This section does not restrict the Tournament Administration's authority to initiate a restart.

If a Game has been played for over fifteen (15) minutes, the Tournament Administration retains the right to reject a remake or restart if it is deemed that one Team cannot avoid defeat with a reasonable level of certainty. The Tournament Administration has the final decision and approval regarding an awarded Game victory. Reasonable certainty can be determined by meeting two (2) out of three (3) of the following criteria:

1. Gold Differential: One Team has earned more than 30% of the total gold earned by the other Team.
2. Remaining Turret Differential: The difference in the number of remaining turrets between the Teams is at least seven.
3. Hero Differential: The difference in the number of alive heroes between the Teams is at least four, with more than 30 seconds of respawn time.

2.12. 4v5 Play

Teams are required to field a full Team of five (5) Players to start a match. If a Player unintentionally disconnects during the match, a Team may not continue to play to complete the Game, unless the Player reconnects to the Game before the match starts. However, if the match has started while the disconnection happens, and Tournament Administration verifies its authenticity while the Game has not gone past the ten (10) minutes mark then ESL has the right to declare a rematch or postponement of the Game.

2.13. Player Equipment Responsibility

All Players are responsible for ensuring the performance of their chosen setup, including mobile phones and peripherals, internet connection, and power. A problem with Player equipment is not an acceptable reason for lateness or pausing beyond a Team's allowance, regardless of the root cause of the problem.

2.14. Spectators

Only the Team's five (5) Rostered Players are allowed in the Game lobby. No additional spectators are permitted for any reason.

2.15. Streaming

Players are not permitted to stream official matches publicly or privately on any platform or service unless they are given written approval from ESL and are subjected to any rules and regulations that come with the approval.

2.16. Pro View

Players may be required to engage in streaming official matches at the discretion of Tournament Administration. These streams will be tested and subject to specific limitations set forth by ESL.

2.17. Game Lobby

For Open Finals and onwards, Tournament Administration will create the official Game lobby. Players will be directed to join the Game lobby as soon as setup has been completed.

2.18. Game Recording

Players are advised to record the Gameplay for all their matches. ESL may request for Players to submit footage of their Gameplay on a random basis. Failure to present Gameplay footage will result in penalties.

2.19. Broadcast Equipments and Obligations for online matches

Teams and Players must prepare the following equipment for broadcasting:

- Webcams, cameras or cellphones for at least two Players to be used during the match (Gameplay).
- Webcams, cameras or cellphones for at least two Players, for pre and post match interviews.
- Every Player must have a microphone for voice communications and must be available for communication with the Tournament Administration Team before, during and after the match.

Teams failing to provide broadcast equipment may incur up to (5) penalty points per incident.

2.20. Player Substitution

2.20.1. Substitution Requests Before A Match

A Team may request that one (1) or two (2) of the registered Substitutes of its Roster replace one (1) or two (2) of the registered Players of said Roster for a given match of the Competition.

To request a substitution, the Team Staff must notify Tournament Administration at least fifteen (15) minutes ahead of the match. The notification must mention the name(s) of the Player(s) that will be substituted out and the name(s) of the Substitute(s) that will be substituted in.

Following acknowledgement of the substitutions, Tournament Administration will then notify each Team of the substitution(s) operated. Tournament Administration will notify each Team of the substitution(s) at the same time, and once such notification is delivered, both Teams will not be allowed to request an additional Substitution for the match.

Substitution is not allowed in B01. For B03, substitution can be made one (1) time. For B05, substitution can be made two (2) times. For B07, substitution can be made three (3) times.

2.20.2. Substitution Requests During Matches

If a Team did not request for substitution before a match, they may substitute a Player within a match/series, between Games. The Team must notify Tournament Administration and have the substitution approved immediately after the previous Game (e.g. if a Team wishes to substitute a Player in for Game 2, then the Team must notify Tournament Administration no later than 5 minutes after Game 1).

Substitution is not allowed in B01. For B03, substitution can be made one (1) time. For B05, substitution can be made two (2) times. For B07, substitution can be made three (3) times.

2.21. Online Stages with Draft Pick

2.21.1. Joining Game Lobby

All Participants are expected to join the lobby by the scheduled time. If a Team does not have all five (5) Players in the lobby and be ready by the scheduled time, then they will be considered late.

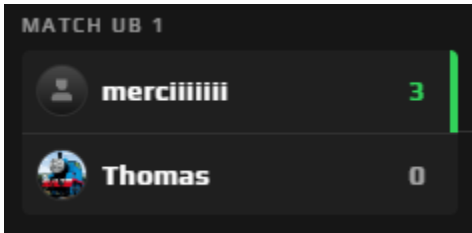
Players from either Team are required to add/invite each other into the Game lobby to begin their match.

- **Late for 5 minutes** - The Team will receive three (3) penalty points
- **Late for 10 minutes** - Lose 1 Game
- **Late for 15 minutes** - Considered as a No Show and will lose the Whole Series

2.21.2. Lobby Settings

- **Server:** Regional server
- **Game Mode for Stages with Draft Pick:** Draft Pick - Mythic Battlefield
- **Selection Priority**

The Team with the higher seed (top of the match bracket, or left of the match page) will host a lobby and start as the blue side (first pick), lobby host and side selection will alternate between the Teams thereafter for each subsequent Game in the match.

Match Bracket	
Top of Match Bracket	
Bottom of Match Bracket	

Match Page		
Left of Match Page		Right of Match Page

Example for switching sides:

- Game 1: The Team with the higher seed (top of the match bracket, or left of the match page) will host a lobby and start as the blue side (1st pick).
- Game 2: The Team with the lower seed (bottom of the match bracket, or right of the match page) will host a lobby and start as the blue side (1st pick).
- Game 3 (if required): The Team with the higher seed (top of the match bracket, or left of the match page) will host a lobby and start as the blue side (1st pick).
- **Coach and/or Spectator:** Not allowed in the lobby unless ESL provides prior written approval.
- Broadcasted matches (if any) will be hosted in a lobby provided by Tournament Administration.

2.22. Online Standard Operating Procedure for Players

2.22.1. Joining Game Lobby

All Participants are expected to join the lobby allocated by Tournament Administration 15 minutes before the scheduled time. If a Team does not have all five (5) Players in the lobby and be ready by the scheduled time, then they will be considered late.

- Late for 5 minutes - The Team will receive three (3) penalty points
- Late for 10 minutes - Lose 1 Game
- Late for 15 minutes - Considered as a No Show and will lose the Whole Series

2.22.2. Lobby Settings

- Server: Regional server
- Game Mode for Stages with Tournament Mode: Tournament Mode
- Selection Priority
 - Open Finals, Challenge Season, Challenge Finals: A coin toss will take place, the winner of the coin toss will get ban/pick priority in Game 1, and that priority will alternate between the Teams thereafter for each subsequent Game in the match.
 - There is only 1 coin toss per match, before Game 1
 - Example for switching sides:
- Game 1: The coin toss winner will select 1st or 2nd pick/ban
- Game 2: The coin toss loser will select 1st or 2nd pick/ban
- Game 3 (if required): The coin toss winner will select 1st or 2nd pick/ban
- Game 4 (if required): The coin toss loser will select 1st or 2nd pick/ban
- Game 5 (if required): The coin toss winner will select 1st or 2nd pick/ban
- Game 6 (if required): The coin toss loser will select 1st or 2nd pick/ban

- Game 7 (if required): The coin toss winner will select 1st or 2nd pick/ban
- **Coach and/or Spectator:** Not allowed in the lobby unless ESL provides prior written approval.
- All matches, broadcasted or not, will be hosted in a lobby provided by Tournament Administration.

2.23. Offline Standard Operating Procedure for Players

2.23.1. Pre-match procedures

- One hour before the commencement of the competition, all Players must check in at their Teams' designated holding area. Once the participants transition over to the competition area, the 15 minute Settings Period begins, and they are not permitted to leave until the Settings Period is complete. Players must complete setting up the voice chat programs, mobile devices, and Game settings as necessary for the matches during the Settings Period. The Tournament Administration reserves the right to prolong the Settings Period if there are delays for good cause.
- Setup Period Checks:
 - Verify that the competition equipment, Game accounts and any settings are in working order.
 - Check to ensure that the voice communication software/hardware is working properly for your entire Team.
- Prior to the start of the match, all Players are required to check their settings. Players are also responsible for any settings related problems that arise during the matches, unless they are the result of a directive from the Administration Team. After completing the Settings Period and verifying everything is in order, the Players must sign the referees' provided checklist.
- On-site Referees will provide Players with ML:BB User ID that Players are supposed to Follow. Invites will be sent out and Players are required to accept and join the Game lobby no later than 5 minutes before the match starts. Players who arrive late to their designated competition Area may face penalties at the sole discretion of Tournament Administration.
- Players are not permitted to touch any of the competition related devices (wires, modems, USB hubs, etc) aside from the provided mobile device and voice communication volume controls.

Players will be fully responsible for any consequences that arise from touching the devices, including but not limited to device disconnections, setting issues, etc., if they insist on doing so.

2.23.2. During competition Games

- After the Draft Phase, Coaches are required to leave the competition Area immediately.
- Teams will have a ten (10) minute break between Games, any Player returning to the competition Area after ten (10) minutes may incur penalties for the Team, at the sole discretion of Tournament Administration.

2.23.3. Post Match Procedures

- Players are required to pack up as soon as possible in order for Tournament Administration to prepare for the next match.
- Any Player intentionally causing delays may incur penalties for the Team, at the sole discretion of Tournament Administration.

2.23.4. Technical Issues During Matches

- Players are required to raise their hand and call out to a Referee if any technical issues are encountered during a Game, this can range from but are not limited to, disconnections, lag, spikes, refresh rate issues, etc.
- Players should continue playing unless told otherwise by a Referee, or if the Referee pauses the Game. If a Player chooses to stop playing on their own accord without being told to do so, and that leads to the Team having any disadvantage of any kind, it will be at the sole responsibility of the Player in question.

2.24. Tie Breaker Rules

Ties for all Offline Local and Regional competitions (Online Tie Breaker rules if applicable can be found in the Specific Rules) are broken by looking at the following elements sequentially:

1. Points
2. Head to Head
 - a. The direct match result between the tied participants (direct match win > direct match loss)
3. Game difference between the tied participants (3:2 Games > 3:3 Games)
4. Number of Game wins between the tied participants (3:3 Games > 2:4 Games)
5. Overall Game difference
6. Overall number of Game wins
7. Lowest Game Duration of Games Won between the tied participants (18 minutes > 20 minutes).
 - a. Tied participants finishing positions will be ordered by shortest duration of Games won, to longest duration of Games won

2.25. Pauses

2.25.1. Tactical Pause

There is no Tactical Pause allowed.

2.25.2. Technical Pauses

There are no limitations to the amount of technical pauses in a Game.

Raise your hand and call out to the Referee if you are facing any technical issues.

Intentionally calling for a Technical Pause when there is no issue may incur penalties for the Team, at the sole discretion of Tournament Administration.

2.25.3. Communication Period

At any point in time during a match, Players may not communicate to anyone outside of the five (5) Players on their Team that are playing the match.

Only two (2) Team Staffs are allowed during the draft phase, and the Team Staffs must leave the voice communication channel (Online) or Competition Area (Offline) once the draft has concluded.

2.25.4. Communication During a Pause

During a Game pause, in order to ensure fair competition, Players are prohibited from communicating with each other in any manner about the Game and are not permitted to leave their seats.

However, Players are allowed to communicate with each other on non-game-related topics. The referee in charge will monitor Team communications to ensure compliance.

If any Player initiates conversations about the ongoing Game, they will receive an initial warning from the referee. Continued discussion about the Game after the warning will result in the Team incurring one (1) penalty point.

If a pause extends beyond the five (5) minute mark, the Tournament Administration may authorise limited communication between Team members regarding the Game.

If the pause exceeds the fifteen (15) minute mark, the Tournament Administration may grant requests for bathroom usage.