Snapdragon Pro Series

Mobile Legends: Bang Bang

Region Specific Rules

Asia Pacific

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1.   Introduction

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

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

2.   Eligibility & Registration

2.1.   Eligibility Requirements

Only eligible individuals can participate in the Competition.

Individuals who wish to participate must meet the eligibility requirements set out in **Section 2** of the General Rules.

2.2.   Open Qualifier Restriction

Teams that secured first (1st) and second (2nd) place in the previous open qualifier stage within a region are ineligible to participate in subsequent open qualifier stages in the same region. For instance, if Team A and Team B qualified in open qualifier 1 with 1st and 2nd place respectively, they cannot compete in any subsequent open qualifier stages.

2.3.   Registration Procedure

This Competition is operated on FACEIT and managed on both FACEIT and Discord. All participants must register an account on FACEIT, connect their Mobile Legends: Bang Bang User ID to their FACEIT account, create a team on FACEIT and register for the Competition on FACEIT, additionally, join the Competition's Discord server, in order to participate in the Competition.

3.   Competition Dates

3.1.   Open Qualifiers

- MYSG Open Qualifier 1: 8th and 9th April 2024

- MYSG Open Qualifier 2: 10th and 11th April 2024

- ID Open Qualifier 1: 15th and 16th April 2024

- ID Open Qualifier 2: 17th and 18th April 2024

- TVCLM Open Qualifier 1: 22nd and 23rd April 2024

- TVCLM Open Qualifier 2: 24th and 25th April 2024

- PH Open Qualifier 1: 29th and 30th April 2024

- PH Open Qualifier 2: 1st and 2nd May 2024

3.2. Open Finals

- Week 1: 20th and 21st May 2024

- Week 2: 27th and 28th May 2024

- Week 3: 3rd and 4th June 2024

3.3. Challenge Season

- Week 1: 10th to 12th June 2024

- Week 2: 21st to 23rd June 2024

3.4. Challenge Finals

- Group Stage: 28th to 30th July 2024

- Playoffs: 2nd to 4th August 2024

4. Competition Structure

4.1. Regions

The Competition will be grouped and ran in the following regions:

- Indonesia ("**ID**")

- Philippines ("**PH**")

- Malaysia & Singapore ("**MYSG**")

- Thailand, Vietnam, Cambodia, Laos, Myanmar ("**TVCLM**")

The full list of countries, its regions and sub-regions is available in Appendix A in the [General Rules](#).

4.2.   Open Qualifiers Stage

Registration

All Eligible Teams can participate in the Open Qualifiers.

Competition Format Details

- Online

- Mode: 5v5, Draft Pick - Mythic Battlefield

- Team seeding: Random

- Stage structure:

  - Single Elimination

  - Best of 3

  - The Team higher up on the match bracket, or the 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. Refer to Game Specific Rules, **Section 2.21.2** for more information

- Progression: First (1st) and Second (2nd) placed Teams from each Open Qualifier will proceed to the Open Finals.

4.3.   Open Finals

Qualification

The sixteen (16) Teams who qualified through the Open Qualifiers Stage will proceed to the Open Finals Stage.

Invitations

Sixteen (16) invited Teams will join the sixteen (16) qualified Teams from Open Qualifiers Stage to compete in the Open Finals Stage.

Competition Format Details

- Online
- Mode: 5v5, Tournament Mode
- Team seeding: The Teams from Open Qualifiers will play against invited Teams for the first round of the Open Finals. The first round between qualified Teams and invited Teams will be randomised.
- Stage structure:
  - Swiss
  - Best of 3
  - Qualification after 4 wins
  - Elimination after 2 losses
  - Ban/Pick Priority: Coinflip winner has priority for first (1st) or second (2nd) Ban/Pick and the Ban/Pick priority will alternate between the teams thereafter for each subsequent game in the Match
- Progression: The Teams placed First (1st) to Fourth (4th) will proceed to the Challenge Season. In the case of Swiss and its qualification rules, after 2 Teams qualify (with a score of 4-0), there will be 4 Teams (with a score of 4-1) tied, as such another Match would need to be played, and the final 2 Teams (with a score of 5-1) will join the first 2 qualified Teams (with a score of 4-0) to proceed to the Challenge Season

4.4. Challenge Season

Qualification

The four (4) Teams who qualified through the Open Final Stage will proceed to the Challenge Season Stage.

Invitations

Twelve (12) invited Teams will join the four (4) qualified Teams from the Open Finals Stage to compete in the Challenge Season Stage.

Competition Format Details

- Online
- Mode: 5v5, Tournament Mode
- Team seeding: Seeding will be determined solely at the discretion of the Tournament Administration and shared with the Participants before the start of the Challenge Season.
- Stage structure:
  - 4 GSL Groups + 1 Last Chance Qualifier Group
    - Challenge Season Stage 1: GSL Groups:
      - Sixteen (16) Teams will be distributed into four (4) GSL Groups
      - The Team who finished in First Place (1st) by winning both their Round 1 and Round 2 Matches will qualify for the Challenge Finals
      - The Teams who finish in Second place (2nd) per GSL Group will advance to Challenge Season Stage 2: Last Chance Qualifier.
    - Challenge Season Stage 2: Last Chance Qualifier
      - Four (4) Teams will be randomly seeded into a single (1) GSL group

- The Teams who finish in First (1st) and Second (2nd) place will qualify for the Challenge Finals Stage
  - 4 Teams per GSL Group
  - Best of 3
  - Ban/Pick Priority: Coinflip winner has priority for first (1st) or second (2nd) Ban/Pick and the Ban/Pick priority will alternate between the teams thereafter for each subsequent game in the Match
- Progression: The winners of each respective Challenge Season Stage 1 GSL Group, as well as the Teams who finish in First and Second place in the Challenge Season Stage 2 Last Chance Qualifier, will qualify and progress to the Challenge Season Finals.

4.5.Challenge Finals - Group Stage

Qualification

The six (6) Teams who qualified through Challenge Season will proceed to the Challenge Finals - Group Stage.

Invitations

Six (6) invited Teams will join the six (6) Teams who qualified through the Challenge Season to compete in the Challenge Finals - Group Stage.

The Challenge Finals - Group Stage will be a Live-Event that is broadcasted and played in-person from a venue determined by ESL..

Stage Format Details

- Live-Event (Offline)
- Mode: 5v5, Tournament Mode

- Team seeding:
  - Invited teams will be seeded (first through to sixth) according to their finishing position in the previous MPL Season in their respective region. If teams finish in the same position, ESL will use a random list generator to determine the seed. A better finishing position will result in a better seed (i.e. Finishing First Place in MPL MYSG will result in a better seed than finishing in Second place in MPL MYSG).
  - Teams who qualified through the Challenge Season Stage 1: GSL Groups will be randomised by ESL using a random list generator, and will receive the seeds 7 through to 10.
  - The Team who finished in First place in the Challenge Season Stage 2: Last Chance Qualifier will receive seed 11.
  - The team who finished in Second place in the Challenge Season Stage 2: Last Chance Qualifier will receive seed 12.
- Stage structure:
  - Round Robin
  - 2 Groups of six (6) Teams each
    - The Twelve teams seeded 1st through to 12th will be divided into two equally seeded groups.
  - Best of 3
  - Ban/Pick Priority: Coinflip winner has priority for first (1st) or second (2nd) Ban/Pick and the Ban/Pick priority will alternate between the teams thereafter for each subsequent game in the Match
  - Point System
    - 3 points for winning 2-0 games
    - 2 points for winning 2-1 games
    - 1 point for losing 1-2 games
    - 0 points for losing 0-2 games

The Top three (3) Teams from each group will proceed to the Challenge Finals - Playoffs, bringing the total qualifying Teams to six (6).

4.6.   Challenge Finals - Playoffs

Qualification

The six (6) Teams who qualified through Challenge Finals - Group Stage will proceed to the Challenge Finals - Playoffs.

The Challenge Finals - Playoffs will be a Live-Event that is broadcasted and played in-person from a venue determined by ESL.

Competition Format Details

- Live-Event (Offline)
- Mode: 5v5, Tournament Mode
- Team seeding:
    - Challenge Season - Group Stage Group A 1st Place: Seed 1
    - Challenge Season - Group Stage Group B 1st Place: Seed 2
    - Challenge Season - Group Stage Group B 2nd Place: Seed 3
    - Challenge Season - Group Stage Group A 2nd Place: Seed 4
    - Challenge Season - Group Stage Group A 3rd Place: Seed 5
    - Challenge Season - Group Stage Group B 3rd Place: Seed 6
- Team Placement:
    - Seed 1 and Seed 2 will start from Round 2 in the hybrid bracket
    - Seed 3 will face Seed 5 in Round 1 in the hybrid bracket
    - Seed 4 will face seed 6 in Round 1 in the hybrid bracket

- Stage structure:
  - Hybrid Bracket Elimination
    - Round 1 is Single Elimination and all subsequent Rounds are Double Elimination
    - Match Format:
      - The Grand Final is Best of Seven (7) games.
      - The Upper Bracket Final and Lower Bracket Final are Best of Five (5) games.
      - All other Matches are Best of Three (3) games.
  - Ban/Pick Priority: Coinflip winner has priority for first (1st) or second (2nd) Ban/Pick and the Ban/Pick priority will alternate between the teams thereafter for each subsequent game in the Match

5.   Break Times

Open Qualifiers

- All games must begin less than five (5) minutes after the end of the previous game in the Match . Any Team caught deliberately delaying the start of a game will incur penalties.

Open Finals, Challenge Season

- Teams will have a five (5) minute break between games and any Team that is not ready to start after the break will incur penalties for the Team.
- Prayer break timings will be communicated to Participants by the Tournament Administration.

Challenge Finals

- Teams will have a ten (10) minute break between games. Any Team who is not ready to begin the draft after the ten (10) minutes have expired will incur penalties.

6. Roster Changes & Transfer Window

Teams who are participating in the Competition will have their Rosters locked during the Competition and while their Roster is locked, no changes to the Roster may be made (Herein referred to as "Roster Locks"). During certain defined periods during the Competition, the Roster Locks will cease to be in effect (Herein referred to as the "Transfer Window"). During Transfer Windows, Teams may modify their Rosters (Herein referred to as a "Roster Change"), provided they remain within the rules laid out in this Ruleset.

There is one (1) Transfer Window during the Competition. Teams that wish to make a Roster Change may only do so during the Transfer Window. The Transfer Window opens at 12PM GMT+8 on the 24th of June 2024 and closes at 12PM GMT+8 on the 28th of June 2024.

The eligibility requirements for Roster Changes are as follows:
- At least 3 Starters that have played and secured qualification for the Team must remain as a part of the official Team Roster.
- At no point in the Competition may a Player, Substitute or Manager form a part of or be registered to another Participants, or Teams Roster.
- Invited Teams must maintain a minimum of Three (3) Starter Players from the most recent MPL season which they participated in.
- Any and all transfer requests that are outside of the aforementioned period and/or do not meet the eligibility requirements mentioned above will not be allowed unless permission has been provided by ESL.

6.1.   Roster Limitations

Teams that have qualified to or are invited to the Open Finals and Challenge Season are allowed a maximum of ten (10) Players in their Roster. This consists of a maximum of five (5) Players and five (5) Substitutes.

Teams that have qualified to or are invited to the Challenge Finals are allowed a maximum of six (6) Players in their Roster. This consists of a maximum of five (5) Players and one (1) Substitute. All Teams participating in the Challenge Finals will have to submit their Roster by the end of the Transfer Window.

7.   Roster Locks

7.1.   Open Qualifier Roster Locks

Teams that qualify to Open Finals from the Open Qualifiers will have their Rosters locked 10 days after the end of the final Open Qualifiers. For example, if a Team qualifies on 11th April, but the last Open Qualifier day is on 2nd May, then the Roster will lock on 12th May.

In the event of a Roster being separated from its registered organisation during a Roster Lock, the group of Players who hold a majority (3 or more) will retain their spot in the tournament.

Any and all Roster Changes must first be reviewed and approved by Tournament Administration. Tournament Administration may decline Roster Changes which are made during a Roster Lock.

7.2.   Invited Teams Roster Locks

Invited Teams to any Stage of the Competition will have their Roster locked 30 days prior to their scheduled Stage start date. For example, if a Team has been invited to the Open Finals which is scheduled to start on 20th May, the Roster for that Team will lock on 20th April.

Any changes to Rosters after this period and/or outside of the Transfer Window will not be entertained.

In the event of the Roster being separated from its registered organisation during a Roster Lock period, the Players (who hold the majority) will retain their spot in the tournament.

Any and all Roster Changes must be sent and approved by Tournament Administration, Tournament Administration reserves the right to approve or reject any Roster Change at its sole discretion and for any reason.

7.3.   Post Challenge Season & Urgent Changes

Teams that qualify for or are invited to the Challenge Finals will be allowed one (1) emergency Roster Change out of the Transfer Window, should they be unable to field a full roster for the Competition. A valid reason is required for the emergency change.

If a Team needs to make an Emergency Roster Change outside of the Transfer Window, it will be subject to Tournament Administration's approval, and will incur five (5) penalty points for each additional change.

In the event of an emergency or unforeseen circumstances, the Team may substitute its Player(s) with the Team Coach or Team Manager, however if the Team decides to switch back to using its

Player(s), they will no longer be allowed to use the Team Coach or Team Manager as Substitutes moving forward.

Qualified Teams must, at any point in time, always field at least three (3) Starters, of whom must have played for the Team during the Challenge Season.

Invited Teams must, at any point in time, always field at least three (3) Starters, of whom must have played for the Team during the current/most recent MPL Season.

The respective Team will be liable for any and all additional costs (such as flight booking changes, etc.) incurred by ESL due to the Roster Changes.

The Tournament Administration may at its sole discretion, and on a case by case basis, make exceptions to these roster change regulations.

8. Prize Pool Distribution

Challenge Season	
Placing	**Prize**
1	US$1,000
2	US$1,000
3	US$1,000
4	US$1,000
5	US$750
6	US$750

Challenge Final	
Placing	**Prize**
1	US$62,000
2	US$30,000
3	US$15,000
4	US$10,000
5 ~ 6	US$5,750
5 ~ 6	US$5,750
7 ~ 8	US$3,700
7 ~ 8	US$3,700
9 ~ 10	US$2,500
9 ~ 10	US$2,500
11 ~ 12	US$,1,800
11 ~ 12	US$,1,800