

25th ARAW NG ZAMBOANGA SIBUGAY

ZAMBOANGA SIBUGAY MOBILE LEGENDS LEAGUE (ZSML) Season IV

CLASH OF SCHOOLS

Official Rules

Article 1 – Registration

1.1 Each participating team in the Clash of Schools category must be composed of **six (6) official players and one (1) team manager or coach**. The manager or coach shall oversee the registration process and all administrative matters on behalf of the team.

1.2 All teams must officially **represent a school**, and each team member must be a **currently enrolled student** of that institution. Only teams formally recognized by **schools within the province of Zamboanga Sibugay** are eligible to participate.

Each team is required to submit clear photos of all **members' valid school identification cards**, along with an **official certification from the school** confirming that the players are currently enrolled and authorized to represent their school in the tournament.

Participants who are **below eighteen (18) years of age** are required to submit a duly signed **Parent or Legal Guardian Consent Form** prior to participation in the tournament.

1.3 A registration fee of **Three Hundred Pesos (₱300.00)** shall be collected from each participating team.

1.4 The official registration period will run from **December 21 to January 13, 2026**. All requirements and payments must be completed within this timeframe.

1.5 Qualified teams must submit their official team name and logo/moniker in PNG format (800px × 600px), along with individual solo photos of all players and their manager/coach.

1.6 Teams or players using inappropriate or offensive names will be required to make immediate corrections before participation is allowed.

1.7 Teams are required to keep their **cameras enabled on Discord during online qualifying rounds** for monitoring and verification purposes, as directed by the organizers.

1.8 Teams must comply with the schedules, instructions, and requirements issued by the organizers.

1.9 All teams are required to wear **proper team attire or jerseys** (top and pants; if pants are not part of the uniform, black pants are preferred) throughout the tournament, as there will be an award for Best Esports Jersey.

1.10 A total of **sixteen (16) teams** that will successfully pass the qualifying rounds on **January 17 (Saturday)** will advance and earn the opportunity to compete in the main event, which will take place on **February 25, 2025**.

Article II – Conduct and Tournament Integrity

2.1 Teams and players must demonstrate **professional ethics at all times**. The use of vulgar language, taunting, or any form of trash-talking is strictly prohibited. Any team found violating this rule will be immediately disqualified from the ongoing match, and the opposing team will be awarded the win by default. A second offense will result in automatic disqualification from the league, regardless of which player committed the act.

2.2 All players are required to strictly adhere to the match schedule set by the Tournament Manager. Selected matches will be streamed on platforms such as Facebook Gaming Live and other digital media outlets. Consequently, all teams and players are required to strictly comply with the schedule established by the organizers. Failure to comply may result in penalties, including forfeiture of the match.

2.3 Stream sniping and any similar conduct during a match is strictly prohibited. Any player found engaging in such behavior will result in their team being immediately disqualified from the match, with the opposing team awarded the victory by default. A second violation will lead to automatic disqualification from the league, regardless of the player responsible.

2.4 Players must not use coercion, threats, or any external influence to manipulate match outcomes. Any attempt to compromise fair play will be immediately disqualified from the league and may face a ban from future tournaments organized by Sibugay Esports.

2.5 Betting on matches, participating in any form of gambling, or engaging in match-fixing is strictly prohibited. Any violation of this rule will result in disqualification and may incur additional sanctions imposed by the league.

2.6 Cheating, including the use of hacks, mods, scripts, or any unauthorized third-party software, is strictly forbidden. Offending players or teams will face immediate disqualification.

2.7 Any disputes or issues must be reported to the Tournament Manager or Esports Coordinator for proper resolution. All decisions made by the organizers are final and binding.

2.8 Changing of IGNs during the entire tournament is strictly prohibited. Official in-game names (IGNs) submitted during registration will be considered final. This rule ensures sufficient time for the preparation of individual player graphics and accurate league materials. Late or unapproved changes may result in exclusion from promotional materials or potential disqualification.

Article III – Tournament Format

3.1 The tournament will have four (4) brackets with four (4) teams each in a round-robin BO1 format.

3.2 Each team will play three (3) matches within their bracket.

3.3 Only the 1st seeded team in each bracket will advance to the semi-finals.

3.4 In case of a 2-way tie, the win-by-the-other rule will determine which team advances. In case of a 3-way tie, the team with the lesser number of deaths across their 3 matches in the round-robin stage will advance.

3.5 For the semi-finals, the top 4 teams will participate in an on-site draw to determine matchups: 1st seed vs 4th seed, 2nd seed vs 3rd seed.

3.6 **Semi-finals** will be a **Best-of-3 (BO3)**.

3.7 The losing teams in the semi-finals will compete in a Best-of-3 series for the 3rd place.

3.8 The **grand finals** will follow a **Best-of-5** series format.

3.9 Final rankings will be based on tournament outcomes.

Article IV – Match Rules

4.1 A match refers to a game played between two teams.

4.2 The official mobile application for the tournament is **Mobile Legends: Bang Bang**, developed by Moonton.

4.3 A **coin toss** will determine which team will play on the blue or red side. The winner of the coin toss may choose their preferred side.

4.4 A team wins when the opposing team's base is destroyed or if the opposing team is caught cheating before or during the match. Conceding is not allowed.

4.5 The tournament will use Custom Draft Pick with a 6-hero ban format. Exceptions include the Upper Bracket Finals, Lower Bracket Finals, and Grand Finals, which will utilize the 10-hero ban tournament mode.

4.6 Each team will be assigned a referee or marshal for the duration of the tournament. If a player disconnects during a match, the team captain must immediately notify the marshal, who will relay the issue to the game operator.

- Each team is allowed a maximum of two pauses per match, with each pause lasting up to 2 minutes.
- Marshals may extend pause time at their discretion.
- The game will resume once both teams confirm readiness to the marshal.

4.7 In the event of a server crash or power interruption deemed beyond the organizers' control, a remake of the game will be conducted using the same lineup.

4.8 In cases of severe technical difficulties, the organizing officials may declare a remake or award victory to a team based on the following criteria:

a. Game Victory for the Team

If the game has been played for more than 5 minutes (00:05:00) on the game clock, organizing officials may, at their sole discretion, determine that a team cannot avoid defeat with reasonable certainty.

b. Total Net Worth Difference

The team's total net worth difference must exceed 800 x (minute) of in-game time.

For example, at 15 minutes into the game:

Team Blue's net worth: 25,000

Team Red's net worth: 40,000

Difference: 40,000 - 25,000 = 15,000

Threshold: 800 x 15 minutes = 12,000

Since the difference (15,000) is greater than the threshold (12,000), Team Red is declared the winner.

c. Insufficient Net Worth Difference

If the net worth difference is less than 800 x (minute), the game will be remade with the same lineup.

Article V – Tournament Movements

5.1 Changes in Schedule - The organizing officials reserve the right to modify the prearranged schedule. Participating teams will be notified of any changes prior to the commencement of their match.

5.2 Early Check-in - Teams scheduled to play are strongly encouraged to check in at least one (1) hour before their assigned match time.

5.3 Official Discord Channel - As the qualifying rounds will be conducted online, teams are required to have an additional phone or camera available and to join the official Discord channel provided by the organizers.

5.4 Game Updates and Hero Bans - In the event of a new game update or version, including newly released heroes or heroes with known bugs will be automatically banned from use during the match.

5.5 Preparation Time - Players will be allotted preparation time to verify all necessary settings before the start of the game. Teams must be present in the game lobby at the scheduled time. Any issues encountered during this period should be addressed immediately. The 25th Araw ng Zamboanga Sibugay MLBB Tournament officials reserve the right to impose penalties on a player or team, including awarding the match victory to the opposing team if deemed necessary.

5.6 Role of the Tournament Manager - The Araw ng Sibugay 2026 MLBB Tournament Manager will be responsible for creating the custom lobby and inviting the scheduled competing players for the day's live-streamed matches.

Article VI – In-Game Process

6.1 Compliance with Pick/Ban Rules - All qualified teams are required to follow the pick/ban rules as outlined in Article IV, Section 4.5.

6.2 Pick/Ban Order - The pick/ban sequence will follow the default order set within the game.

6.3 Pick/Ban Scenarios

Wrong Pick or Ban: If a team accidentally selects or bans a hero, or if time expires, the game will continue as scheduled. No remakes will be allowed due to a wrong pick or ban.

Hero Swapping Errors: Mistakes made during hero swaps due to player negligence will not warrant a remake. The game will proceed as planned. Device exchanges are not permitted for this reason.

Incorrect Emblems or Spells: Players will be given time in-game to verify their emblems and spells. The match will continue regardless of any incorrect emblems or spells selected.

Game Start After Pick/Ban: Following the pick/ban phase, the Tournament Marshal will ensure all irrelevant items are removed from the gaming area. Players are prohibited from leaving the game between the completion of the pick/ban phase and the start of the match.

Connection Issues: In the event of disconnections, bugs, or other technical errors during the pick/ban phase, the Tournament Marshal may call for a game remake. If such issues occur after the match has started, the game will be paused until all players have reconnected.

In-Game Pauses: Each team is allowed a maximum of **two (2) pauses per match**, each lasting up to **two (2) minutes**, in cases of disconnection, game crashes, or unplayable devices. Persistent issues may be attributed to a player's personal device, in which case pauses are not guaranteed. Pauses may only occur during non-combat periods and are strictly prohibited during team fights.

Article VII – Penalties

7.1 Failure to Follow the Scheduled Time – Teams that fail to adhere to the scheduled match time will be penalized accordingly; if a team is more than ten (10) minutes late, they will be disqualified from the match, and the opposing team will be awarded a default victory.

7.2 Emergency Absence – The team captain must report to the Tournament Officials if any player is unable to attend the match due to an emergency. Therefore, it is required that teams have a registered substitute (6th player). Team managers are not allowed to play for the team.

7.3 Team and Player Changes – Any changes to the team name, player name, or team logo must be reported to the Tournament Officials before January 15 at 12:00 PM. Failure to do so will result in the team losing pick priority for the entire tournament.

7.4 Player Conduct – Every player is expected to follow the conduct outlined in Article II. Failure to do so will result in the following penalties:

- a. 1st Warning for Player Misconduct: The team will lose pick priority for the entire tournament.
- b. 2nd Warning for Player Misconduct: The team will be given a default loss for the match.
- c. 3rd Warning for Player Misconduct: The team/player will be banned from participating in any future Sibugay Esports MLBB tournaments.

Article VIII – Awards and Recognition

Champion	-	₱40,000	MVP Award	-	₱2,000
1st Place	-	₱20,000	Best in Esports Jersey (2 teams)	-	₱5,000 each team
2nd Place	-	₱15,000			
3rd Place	-	₱10,000			
Consolation Prizes:					
5th and 6th Place	-	₱5,000			
7th and 8th Place	-	₱4,000			
9th to 12th Place	-	₱3,000			
13th to 16th Place	-	₱2,000			

Article IX – Code of Conduct and Sportsmanship

To maintain a professional, respectful, and enjoyable environment for all participants and stakeholders, ZSML Season 4 strictly prohibits all forms of trash-talking, mocking, or disrespectful behavior.

9.1 Prohibited Actions

The following actions are explicitly prohibited:

Trash-talking

- Insulting, taunting, or provoking other players, teams, or officials in any manner.
- Use of abusive, offensive, or demeaning language in in-game chats, live streams, interviews, or any public or private forums related to ZSML.

Mocking

- Ridiculing or belittling others, including imitating or exaggerating actions, behaviors, or performances to provoke or offend.

- Mocking the rules related to ZSML and the 25th Araw ng Zamboanga Sibugay, gameplay decisions, or any outcome of matches.

Disrespect Toward Specific Parties

Any form of derogatory communication directed at:

- The ZSML production team, including organizers, casters, moderators, and staff.
- The official rules and guidelines of ZSML.
- The Sibugay Esports Community, its players, supporters, or associated groups.
- The Provincial Local Government Unit (PLGU), its representatives.

Public or Private Platforms

- These prohibitions apply across all platforms, including but not limited to in-game chats, social media, messaging applications, live streams, and any event-related communications.

9.2 Penalties for Violations

Violators of this policy will be subject to disciplinary action as follows:

First Offense

- Official written warning issued to the individual or team.
- The warning will be recorded and shared with team captains or managers.

Second Offense

Match penalties, including:

- Suspension for 1 match for the violating individual or team.

Third Offense

- Disqualification from the current season of ZSML.
- Potential ban from participation in future seasons or events sanctioned by ZSML.

Severe or Repeated Violations

In cases deemed exceptionally harmful or repeated after prior penalties, the ZSML disciplinary committee reserves the right to impose stricter penalties, including lifetime bans.

9.3 Reporting Procedure

Filing a Complaint

- Reports of violations must be submitted to the ZSML Disciplinary Committee via the official reporting channel.
- All reports or complaints must be supported by clear and credible evidence, including but not limited to screenshots, video recordings, or witness statements. Reports submitted without sufficient evidence may not be entertained by the Tournament Committee.

Investigation and Review

The committee will conduct a thorough review of all submitted evidence.

The accused party will have an opportunity to present their side before a final decision is made.

Decision Announcement

The committee's decision, including penalties, will be announced publicly to ensure transparency.

9.4 Commitment to Professionalism

All participants, officials, and community members are expected to:

- Show respect toward all individuals involved in ZSML, regardless of their role.
- Promote a positive image of the league and the esports community as a whole.
- Refrain from actions or statements that could damage the reputation of ZSML, its stakeholders, or associated organizations.
- By participating in ZSML Season 4, all individuals and teams agree to this policy and commit to upholding its standards.

This rule takes effect immediately and will be strictly enforced throughout the season.

Disclaimer

1. Participation at Your Own Risk – Participants are expected to follow the rules outlined in the IRR and take responsibility for their own health. The 25th Araw ng Zamboanga Sibugay Mobile Legends Tournament officials and other related organizers are not liable for any losses, whether direct or indirect, in relation to the event. No individual or group shall hold the 25th Araw ng Zamboanga Sibugay Mobile Legends Tournament officials liable.
2. Agreement to Rules Upon Registration – By registering, participants agree to abide by the rules of the entire league. The organizers reserve the right to ban any participant(s) who fail to comply.
3. Right to Modify Rules – The 25th Araw ng Zamboanga Sibugay Mobile Legends Tournament officials reserve the right to change, modify, add, or remove any rules without prior notice.
4. Official Instructions – Official instructions must only come from Sibugay E-sports and the Chairperson. Players are expected to listen to and adhere to these instructions.
5. Internet Connection Responsibility – Each team is responsible for their own internet connection during matches. The MLBB production will provide internet as an alternate source for connectivity if needed.

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