

Asgard Metaguild x STAR Guild Mobile Legends: Bang Bang Open Tournament Rules

INTRODUCTION

The rules and regulations stated in this document will serve as the only valid rulebook for this tournament.

The tournament is fully organized by Asgard Metaguild (AMG) and STAR Guild (STR). These official rules apply to all participants. By registering for the event, you acknowledge and agree to the rules indicated in this document.

Rules and regulations are subject to change at any time by the Tournament Administrators and such changes will be notified through the channels that the organizer deems appropriate.

The identification of the players is mandatory and must be validated through all the information requested at the time of registration for the competition.

TOURNAMENT SCHEDULE

Open Qualifiers

April 11, 2023 (Saturday)

Round 1 starts at 5:00 PM (Tentative)

Semi-Finals and Finals Round

April 12, 2023 (Sunday)

Semi-Finals at 3:00 PM (Tentative)

Finals at 5:00 PM (Tentative)

- Schedule may be adjusted by the tournament officials on a case-to-case basis.

PRIZEPOOL

Champion - Php 12,000

2nd Place - Php 5,000

3rd Placer - Php 3,000

A special GCASH giveaway and Starlight giveaway for all participants

- The processing of prize payment will take 1 to 2 weeks once the tournament has ended.

TOURNAMENT STRUCTURE

Single Elimination

Qualifiers to Semi-Finals

Best of One (Bo3)

Finals

Best of Three (Bo5)

- Only authorized casters, observers (tournament marshal) and players are allowed inside the lobby.

REGISTRATION AND PARTICIPATION

I. Registration

- A team must be composed of 5-6 members including 1 substitute
 - ✓ Five starter players
 - ✓ 1 Substitute Player (Optional)
- **REGISTRATION STEPS:**
 1. Like these Facebook pages:
 - a. <https://www.facebook.com/AsgardMetaguild>
 - b. <https://www.facebook.com/strguild>
 2. Like and share the official tournament post publicly.
 3. Fill up this form to register your line up → <https://forms.gle/wNSWojEaKzhXkeAE8>
 4. Pay a registration fee worth of **Php500** through G cash
G cash Details: 09056463560 - S* B***** O.**
Indicate your team's name with your payment receipt
 5. The team captain or at least 1 member of the team must join the messenger group chat.
 6. Send payment receipt to the designated messenger group chat along with your team name.

II. Participation

- **Player's Age.** All players regardless of age are allowed to join the tournament. Players under 18 must have their guardian's consent and anyone from the Tournament hosts are not responsible for them.
- At least 3 players from the team must currently reside in the Philippines.
- Upon registration, the team acknowledged usage of photos, videos, and any form of recording during the tournament have been given legal consent by the players for media and marketing purposes.
- The registered contact information per team will be used to receive further instructions for the tournament. The owners of the contact information are responsible for sharing it to their team.

- A player must be registered in only one participating team in the tournament.
- At least one member of the team or the team captain must be included in the designated messenger group chat for the tournament.
- A team roster change is not allowed 1 day before the Tournament. Team rosters are locked 24 hours prior to the first day of the Tournament. All team changes made after the roster has officially locked will be denied as per tournament rules and regulations.
- Each team can do a substitution per game, but must inform the Admins or Marshalls first before doing a substitution. It should be noted that the substitute will only be accepted if registered.
- Semi-Finalist teams must have a team photo to be submitted once the Tournament day 1 has finished.

TOURNAMENT STREAMS

- Teams will be asked to act in rightful manners when the game is streamed. No disrespectful and vulgar words are allowed. Any dispute should be directed to the tournament admins directly for any issues. Any team that will not abide with this rule will be disqualified immediately under any circumstances.
- Qualifiers and Semi-Finals matches will not be broadcasted.
- Finals round will be broadcasted via Facebook live at <https://www.facebook.com/AsgardMetaguild>

GENERAL RULES

I. Player Conduct

- Participants must be responsible for their actions. Any violation of the player conduct will be penalized.
- Participants are expected to respect their fellow participants and all the Staff of Asgard Metaguild and STAR Guild. No one shall make any indecent, disrespectful, or insulting actions or gestures towards the aforementioned parties.
- **Betting** and **Match fixing** is not allowed.
- Any dispute may be directed to the tournament admins.

II. Punctuality and In-game Lobby

- Teams must be ready at least **30 minutes** before the game schedule. Game lobby will start **10 minutes** before the game schedule.
- Schedule can be adjusted anytime by the tournament admins.
- Grace period is maximum of **15 minutes**. Failure to enter the lobby within 15 minutes is subject to disqualification and will be decided by the tournament admins on a case-to-case basis.
- Teams must provide a screenshot as proof that their opponent has failed to enter the lobby within the given time.

III. Pause and Disconnection

1. Tactical Pause

Teams are allowed to call two (2) tactical timeouts per map. (1 minute per pause)

2. Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function for a maximum of 10 minutes. The player has to announce the reason before or immediately after he paused the match. Any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause. The Tournament Official can pause the game if for some reason the player pausing does not work.

Each team is allowed to call two (2) technical timeouts per map.

IV. Others

- **Internet connection.** is the participant's personal responsibility. The organizers will not be held liable for any issues that arise from a participant's internet connection.
- **Scoreboard.** Participants will be required to report their victories to the designated messenger group chat.
- **MLBB Account.** Participants who do not use their registered account/IGN can be denied participation in any of the online qualifiers by the tournament admins.
- **Account Sharing and Piloting** is not allowed.
- **Cheating.** Using any kind of device or third-party program to cheat, or using any resembling means to cheat. Conspiring to cheat also falls under this category, and the involved parties will be dealt with accordingly.
- **Interrupted Game.** If a match is interrupted (e.g., server crash) then the match will be restarted. If no screenshots or recording is provided then the match will not be restarted.
- **Bugs and Glitches.** The abuse of bugs is strictly forbidden and may be sanctioned to varying penalties.
- Any issue may be addressed with the tournament staff. The tournament administrators must receive **reliable supporting documentation** before they consider the claim.