

## **ALPAS: Unleashing Strength, Speed, and Sportsmanship**

### **VOLLEYBALL (*Lambatang Bola*)**

#### 1. Team Setup

- Each team has 6 players on the court:
  - 3 front-row
  - 3 back-row
- Players must follow the correct rotation order.
- After the serve, front-row players can move freely near the net.

#### 2. Attendance

- Players must arrive ten (10) minutes before the game.
- If a team is ten (10) minutes late, they automatically forfeit the match.

#### 3. Scoring System

- Rally scoring: A point is earned on every rally.
- Match format:
  - Set 1 & 2: First to 21 points
  - Set 3 (if needed): First to 25 points
- A team must win by at least 2 points.
- The first team to win 2 sets wins the match.

#### Game Format Summary

- Games 1–3:
  - Sets 1 & 2: Race to 21
  - Set 3: Race to 25
- Championship Game:
  - Sets 1 & 2: Race to 25
  - Set 3: Race to 25

#### 4. Playing the Ball

- Each team gets up to 3 hits to return the ball.
- A player cannot hit the ball twice in a row (except after a block).
- The ball can touch any part of the body.
- Do not catch, hold, or throw the ball.
- The ball can touch the net and still be in play.

#### 5. Serving & Attacking

- Serve from behind the end line.
- Back-row players cannot block and cannot attack in front of the 3-meter line.
- It is illegal to block or attack a serve.

#### 6. In or Out

- Ball is IN if it touches any part of the line.
- Ball is OUT if it lands outside the court, and hits the antenna, poles, or referee stand.

#### 7. Conduct

- Always show good sportsmanship.
- Violations may result in warning, point deduction, and disqualification
- The referee's decision is final.

### **MOBILE LEGENDS (Laro ng Diwa)**

- Tournament is open to all-male, or all-female, or mixed teams
- Tournament will be Single Elimination
- Finals will be Best-of-3 games.
- Players must be at the venue ten (10) minutes before the game. Ten (10) minutes late will be considered default.

### **PLAYER REQUIREMENTS:**

- A player can only join one team.
- Players must be available during tournament dates.
- Players must be aged 12 and above.
- Players must be currently enrolled in the current school year (2025-2026) in Pangasinan State University LHS

### **TEAM REQUIREMENTS:**

A team must consist of the following members:

- 5 main players (required)
- 1-2 reserved players (optional)
- 1 coach/player-coach (optional)

Once nominated/registered regular/reserved players cannot be replaced throughout the event.

### **SCHEDULES / TIMING OF MATCHES:**

- The tournament is a Face-to-Face Tournament.
- Players will be advised of the schedule and timing of matches.
- Only the Tournament Director can alter the schedule and timing of matches.

### **GENERAL CONDUCT:**

- Players are expected to conduct themselves and compete with the spirit of sportsmanship, maintaining a friendly and polite demeanor in activities involving other participants and the public in general.
- The organizer has the right to apply penalties, disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament.
- Cheating doesn't need to be successful to qualify as a violation. Conspiring to cheat is already a violation and will lead to an automatic disqualification for all conspirators.

Examples of cheating includes, but are not limited to:

- Ghosting
- Account Sharing
- Piloting

**OTHER DETAILED RULES & TECHNICAL ASPECTS:**

All participants will be advised of other rules or technical aspects of the tournament prior to the start of competition.

## **B. CALL OF DUTY MOBILE (Laro ng Diwa)**

- The tournament is open to all-male, or all-female, or mixed teams.
- Players must be at the venue ten (10) minutes before the game. Ten (10) minutes late will be considered default.
- Tournament will be SINGLE ELIMINATION and the mode will be Search and Destroy (SND), Hardpoint (HP), and Control (C).
- Finals will be Best-of-5 games. Game modes will be 2 Hardpoint, 2 Search and Destroy, and Control. (The defeated team will be the one who will choose the next map for the next game mode).
- Toss coin will be the way to determine who will choose the map or who will be at the Guerrilla Squad and Special Forces.

### **PLAYER REQUIREMENTS:**

- A player can only join one team.
- Players must be available during tournament dates.
- Players must be currently enrolled in the current school year (2025-2026) in Pangasinan State University LHS

### **TEAM REQUIREMENTS:**

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- Cheating doesn't need to be successful to qualify as a violation. Conspiring to cheat is already a violation and will lead to an automatic disqualification for all conspirators.

Examples of cheating includes, but are not limited to:

- Piloting
- Soft hacks

- Aimbot

## **OTHER DETAILED RULES & TECHNICAL ASPECTS:**

All participants will be advised of other rules or technical aspects of tournament prior to start of competitions

## **UPDATED WORLD CHAMPIONSHIP RULES 2026 (UWCR 2026)**

### **SETTINGS:**

#### **1. Hardpoint**

- Round Score Limit: 250
- Time Limit: 600
- Number of Spectators Allowed: N/A
- Room Password: N/A
- Allow Invite: Yes

#### **2. Control**

- Round Score Limit: 3
- Round Time Limit: 90
- Number of Spectators Allowed: N/A
- Room Password: N/A
- Allow Invite: Yes

#### **3. Search & Destroy**

- Round Win Limit: 9
- Round Time Limit: 120
- Number of Spectators Allowed: N/A
- Room Password: N/A
- Allow Invite Yes
- Overtime: Yes
- Overtime Cap: 20

## **ESPORTS MAP POOL**

### **1. Hardpoint Map Pool**

- Summit
- Hacienda
- Combine
- Takeoff
- Arsenal

### **2. Search & Destroy Map Pool**

- Tunisia
- Firing Range

- Coastal
- Slums
- Meltdown

### **3. Control Map Pool**

- Raid
- Standoff
- Crossroads Strike

The order of the game modes played in elimination will be:

- Hardpoint
- Search and Destroy
- Control (If necessary)

The order of the game modes played in championship will be:

- Hardpoint
- Search and Destroy
- Control
- Hardpoint
- Search and Destroy

Best of 3 for elimination, best of 5 for championship game.

Map and side selection for each Match will be determined by the competing Teams via a “picks and bans” veto process, as described below.

- Team 1 bans a map from the game mode map pool
- Team 2 bans a map from the game mode map pool
- Coin flip will decide which team picks the map and the side
- Team 1 picks a map from the map pool for game 1, team 2 picks the starting side.
- Team 2 picks a map from the map pool for game 2, team 1 picks the starting side.

### **ROLE POOL**

- 3 AR Roles
- 3 SMG Roles
- 1 LMG Role
- 1 Shotgun Role
- 1 Marksman Role
- 1 Sniper Role

### **ROLE DECLARATION FORMAT**

Note: When teams give roles to opponents and tournament facilitations, it should follow this format:

- Player 1 – AR / SMG (OS)
- Player 2 – SMG / Shotgun (OS)
- Player 3 – AR / LMG (OS)
- Player 4 – AR / Sniper (OS)
- Player 5 – SMG / Marksman (OS)

## **WILDCARDS**

- All wildcards are restricted

## **ALLOWED OPERATOR SKILLS**

Note: All others than this list are restricted

- Annihilator
- Claw
- Death Machine
- Equalizer
- Gravity Spikes
- Gravity Vortex Gun
- Purifier
- Sparrow
- Tempest
- War Machine

## **ALLOWED SCORESTREAKS**

Note: All others than this list are restricted

- Hunter Killer Drone
- Predator Missile
- EMP

## **COMPLETE LIST OF RESTRICTED ITEMS:**

### **WEAPONS**

- Snipers
  - NA-45
  - SVD
  - XPR
  - SO14

- Shotguns
  - Argus
- Pistols
  - Shorty
- Launchers
  - D13 Sector
  - FHJ-18
  - SMRS
  - Thumper

## **WEAPON ATTACHMENTS**

- Weapon Perks for All Guns
  - Akimbo
  - Disable
- All Guns
  - All Thermite, Dragon's Breath, Explosive, and Incendiary Ammo
- All Shotguns
  - Slug Ammo
- 3-Line Rifle
  - EMPRESS 514MM F01 Barrel
  - Bipod
  - KOVALEVSKAYA S01 Stock
- AS VAL
  - 15 Round FMG Mag
- BP-50
  - Leroy 438mm
  - Recoil Booster
- CR AMAX
  - M67 Ammo
- Crossbow
  - Thermite, Gas, and Sticky Grenade Bolts
- CX9
  - 9mm Hollow Point Rounds
- DLQ
  - Concussion Ammo
- DRH
  - OTM Mag
- Hades
  - Heartseeker
- HS0405

- Thunder Rounds
- HVK
  - Large Caliber Mag
- M4
  - Underbarrel Launcher
- Machine Pistol
  - VDD 35MM Short Barrel
- MG42
  - KRAUSNICK 355MM Rapid
  - 6.5 ARISAKA 125 Round Drums
  - Recoil Booster
- Oden
  - OWC Ranger Barrel
  - OWC Marksman Barrel
- Ram7
  - FORGE TAC Eclipse Barrell
- RPD
  - Infinite Ammo
- SKS
  - Tactical Foregrip A
  - Granulated Grip Tape
- Type 19
  - Hi-Accuracy Sniper Ammo
- Type 63
- Airborne Elastic Wrap Grip
  - 16.4" Titanium Barrel
  - 18.3" Strike Team Barrel
- Tundra
  - 26.5" Hammer Forged Barrel
  - 28.2" Tiger Team Barrel
- USS-9
  - Carbine Pro Barrel
  - 16.6" Factory Carbine Barrel
  - 13.1" First Responder Barrel
  - .41 AE 32-Round Mags

## **LETHAL UTILITY**

- C4
- Cluster Grenade
- Contact Grenade
- Molotov Cocktail
- Thermite

- Trip Mine

## **TACTICAL UTILITY**

- Cryo Bomb
- Decoy Grenade
- Douser Grenade
- Echo Grenade
- Flash Drone
- Gas Grenades
- Heartbeat Sensor
- Stim Shot
- Storm Ball
- Trip Sensor

## **PERKS**

- Red
  - Martyrdom
  - Overclock
  - Pinpoint
  - Restock
  - Tactician
- Green
  - Quick Fix
  - Recon
  - Tracker
  - Vulture
- Blue
  - Alert
  - Assassin
  - Engineer
  - Hardline
  - High Alert
  - Persistence
  - Unit Support
  - Demo Expert
  - Survival Training

## **COSMETIC RESTRICTIONS**

- Lethal and Tactical Utility Skins
  - All Legendary Utility Skins

- Emotes
  - All Emotes are restricted from use during any point of a match
- Operator Skins
  - Cosmic Silverback
  - Death Angel Alice - Trench
  - Death Angel Alice - Shrouded Maiden
  - Florence - Night Terror
  - Golem - Everglade
  - Grinch - Night Fang
  - Grinch - Wreath Havoc
  - Grinch - The Lionheart
  - Roze - Murk
  - Roze - Rook
  - Zombie - Wicht Warden