2024 NACT Spring Rulebook

North America Challenger Tournament Spring Season

1. Overview

The Official Rules, including any modifications, updates, amendments, adjustments, and/or supplements thereto ("Modifications"), have been adopted by the NACT (as defined in the Team Participation Agreement) in order to codify the rules and standards of conduct that will apply as a condition to participation in the "North American Challenger Tournament" (referred to "NACT"). The Official Rules have been designed by the NACT to ensure fair play in the Tournament, to preserve the integrity of all Tournament Events, to protect the image and reputation of the Tournament and to create a consistent and high-quality experience for members of the public that attend Tournament Events.

*The rules in this document will remain effective until a new version of the rules are made.

Applicability

- Effectivity of Rules

  The Official Rules govern the conduct of the players, including without limitation to players (each, a “**Player**”), Head Coach (as defined below), **General Manager** (as defined below), and other employees, staff, and contractors (“**Team Members**”) of each team that has been admitted to playing in the Tournament (“**Team**”). In addition to Team Members, the Official Rules also govern the conduct of all direct and indirect owners of entities that own Teams admitted to playing in the Tournament (each, an “**Owner**”). By following the Official Rules, Team Members and Owners will help to promote long-term fan interest and loyalty, which benefits all participants in the Tournament.

The rules in this document will remain effective until a new version of the rules is made.

- Acceptance and Agreement

  Each Team Member must, as a condition of participation as a Team Member of a Team in the Tournament, agree to comply at all times with the Official Rules. The Tournament reserves the right to require each Team Member of a Team to complete and sign a Team Member certificate and acceptance form in a form to be provided by the Tournament. Each Owner must, as a condition of their ownership of a Team, agree to comply at all times with the Official Rules. The

documents and files pointed out by the operating committee are also part of the official rules, which all the participating teams also need to follow.

Modifications

The field and industry of professional eSports competitions are changing rapidly, and the Official Rules will have to evolve in real-time to keep pace with those changes. Accordingly, in its sole discretion, the NACT (a) may update, amend or supplement the Official Rules from time to time with sufficient notifications to all relevant parties and(b) may interpret or apply the Official Rules by releasing bulletins, notices, explanatory videos, online postings, e-mail and/or other electronic communications that provide instructions and guidance to Owners and Team Members.

2. Tournament Schedule

a. Definition of Terms
   i. Game. An instance of competition on the map designated by NACT that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the final objective (destruction of a base), (b) Team Surrender, (c) Team Disqualification, or (d) NACT Operating Committee deems a team has won.
   ii. Split (a.k.a. Season). There will be [2] splits (i.e. seasons) every year. Each split will consist of three major phases: Qualifier, Regular Season & Playoff
b. Schedule
   i. NACT Spring Season Qualifier Stage 1 Registration Period: 02/04/2024~02/13/2024
   ii. NACT Spring Season Qualifier Stage 1: 02/17/2024~02/18/2024
   iii. NACT Spring Season Qualifier Stage 2 Registration Period: 02/18/2024~02/21/2024
   iv. NACT Spring Season Qualifier Stage 2: 02/24/2024~02/25/2024
   v. NACT Spring Season Qualifier Stage 3: 03/02/2024~03/03/2024
   vi. NACT Spring Season Regular Season: 03/16/2024~04/06/2024
   vii. NACT Spring Season Playoff: 04/13/2024~04/28/2024
   viii. NACT Spring Season Grand Final: 05/12/2024

Qualifier（Non-Stream）					
No.	**Date**	**Time**	**Schedule**	**Detail**	**Format**
1	2024/2/17	5:30pm EST	64 to 8	Open Qualifier:	BO1

2	2024/2/24	5:30pm EST	64 to 8	Double Elimination	
3	2024/3/2	5:30pm EST	16 to 8	Closed Qualifier: Round Robin	

Regular Season (Livestream)

8 Teams Round Robin in Stage 1, each team will play the entire group once, BO3. The ranking of the competition will be determined by points.
Winning the BO3 game by 2:0 grants 3 points; Winning the BO3 game by 2:1 grants 2 points; Losing the BO3 game by 1:2 grants 1 point; Losing the BO3 game by 0:2 grants 0 points.

No.	Date	Time	Schedule	Detail	Format
1	2024/3/16	5:30pm EST	Round 1 All Matches	Round Robin	BO3 Every Match
2	2024/3/17	5:30pm EST	Round 2 All Matches		
3	2024/3/23	5:30pm EST	Round 3 All Matches		
4	2024/3/24	5:30pm EST	Round 4 All Matches		
5	2024/3/30	5:30pm EST	Round 5 All Matches		
6	2024/3/31	5:30pm EST	Round 6 All Matches		
7	2024/4/6	5:30pm EST	Round 7 All Matches		

Playoff (Livestream)(Online)

8 Teams Double Elimination in the Playoff, a team is only eliminated from the tournament if they lose twice. The team that loses once will enter the losers' bracket and continue to compete against others who have lost once.
Double Elimination including BO5 & BO3

8	2024/4/13	5:30pm EST	(M1) Team A vs Team B (M2) Team C vs Team D	Double Elimination	BO5
9	2024/4/14	5:30pm EST	(M3) Team E vs Team F (M4) Team G vs Team H		BO5
10	2024/4/20	5:30pm EST	(M7) Winner of M1 vs Winner of M2 (M8) Winner of M3 vs Winner of M4		BO5
11	2024/4/21	5:30pm EST	(M5) Loser of M1 vs Loser of M2 (M6) Loser of M3 vs Loser of M4 (M9) Loser of M7 vs Winner of M6 (M10) Loser of M8 vs Winner of M5		BO3
12	2024/4/27	5:30pm EST	(M11) Winner of M9 vs Winner of M10 (M12) Winner of M7 vs Winner of M8		BO5
13	2024/4/28	5:30pm EST	(M13) Loser of M12 vs Winner of M11		BO5
Grand final (Livestream)(Offline)					

Grand final, single-game elimination, BO7					
No.	**Date**	**Time**	**Schedule**	**Detail**	**Format**
1	2024/5/12	5:30pm EST	Grand Final	Single Elimination	BO7

3. Match Format

a. 2024 NACT Spring Season will start with an Open-to-All Qualifier for all North American MLBB players and teams.
b. Qualifier will be separated into 3 stages:
    i. Stage 1: Qualifying Stage.
    ii. Stage 2: Qualifying Stage.
    iii. Stage 3: Elimination Stage.
c. There are a total of 64 teams allowed into Qualifier Stage 1 and Qualifier Stage 2 respectively.
d. If a team loses in the Qualifier Stage 1, they are allowed to participate in Qualifier Stage 2.
e. Qualifier Stage 1 and Stage 2 employs Double Elimination Best of 1 format until 8 teams remain respectively, accumulating to a total of 16 teams.
f. Qualifier Stage 3 employs a Round Robin Best of 1 format. Top 8 teams with the most wins will proceed to the 2024 NACT Spring Season Regular Season.
g. 2024 NACT Spring Season Regular Season initial seeding will be based on Qualifier Ranking set above.
h. 2024 NACT Spring Season Top 2 teams are automatically enrolled into 2024 NACT Fall Season Regular Season. If NACT Spring Top 2 teams had any roster change, NACT Committee will recognize the new team with majority ex-roster members; Secondly, NACT Committee will recognize the new team with previously recognized team Captain.
i. Regular Season Stage employs a Single Round Robin format with BO3 matches. Team will earn points based on the result of each match.
    i. If a team's match result is 2-0, a team earns 3pts.
    ii. If a team's match result is 2-1, a team earns 2pts.
    iii. If a team's match result is 1-2, a team earns 1pts.
    iv. If a team's match result is 0-2, a team earns 0-pts.
j. In the event of Tie, Tie Breaker will be employed with priority listed below:
    i. Match win loss relationship (e.g. Team Alpha vs. Team Beta have same points by end of regular season. If Alpha and Beta had total of 5 matches during the regular season and the final result is 3:2 to the favor of Team Alpha, then Team Alpha will acquire the higher seeding.)

ii. Total In Game Kills for each team. (e.g. if Alpha has 50 kills combining all the matches vs. Team Beta, and Team Beta has 45 kills, then Team Alpha will acquire the higher seeding.)

k. All 8 teams from 2024 NACT Spring Season Regular Season will proceed to the Playoff stage.
l. 2024 NACT Spring Season Playoff will employ a Double Elimination format with Best of 5 matches. Some specific matches might be adjusted to BO3 with prior notification to participating teams.
m. Grand Final employs Single Elimination Best of 7 format.

4. Player Requirement

a. The **act of registering** for this tournament **implies full acceptance** of **all terms, conditions, rules, and regulations stated, in its entirety**.
b. Players below the age of 14 by required Grand Final Date (05/12/2024) are not allowed to join this tournament.
c. Players must reach a minimum of **Legend Rank** to participate in 2024 NACT Spring.
d. Players below the age of 18 yrs old must have **notarized consent** from a legal guardian for all required travel plans that might take place for NACT Spring Season (Domestic Travel) and Mobile Legends: Bang Bang Mid Season Cup 2024. Please contact NACT Staff in official Discord and submit a notarized and signed copy of Legal Guardian Consent Letter(Appendix B - NACT young participant guardian consent letter LINK: 2024 NACT Appendix B - Guardian Document). If any player forges their guardian's signature for any reason, the NACT Committee reserves the right to issue appropriate punishment the Committee best sees fit.
e. Each team is allowed 2 international players who do not currently reside in the United States or Canada. Please refer to Team Requirement for more details.
f. All players are ONLY allowed to serve on 1 team at a time throughout the tournament duration despite his/her role (including substitute player, coach, analyst, team manager)
g. Players must be available for all tournament dates, including potential post-tournament interviews or other tournament events associated with 2024 NACT Spring Season. Failure to comply with official tournament related appearances might result in penalty detailed in section 21.
h. **At least 5 Qualifying players* on a team must either be standing US/Canadian Citizen with valid passports expiring no earlier than Jan, 2025 or have valid United States VISA that allows them to travel to the United States during required offline Grand Final.** Upon entering the Regular Season, Qualifying players must demonstrate valid documentation for entering or staying in the United States, failure to do so might result in Disqualification and more.
i. Qualifying Players* participating in the 2024 NACT Spring Season grand final must be located within the United States or Canada during the grand final required travel schedule.

j. Grand Final Teams must have sufficient Qualifying players* **available** for all **global event dates** upon winning the season championship with only exception being force majeure (failure to attend global event upon winning NACT grand final might result in permanent official tournament ban or any appropriate punishment the NACT Committee sees fit)
k. Top 8 teams who qualified for 2024 NACT Spring Season must sign Appendix A - NACT Spring Season Player Eligibility Agreement and submit to NACT committee (2024 NACT Appendix A - Player Eligibility Agreement)
l. Players entering in the Regular Season must submit 2x clean photo with following requirements by 07/31/2024:
    i. Front face (e.g. https://ibb.co/r5WGPbt; https://ibb.co/6X7HHxZ)
    ii. Side face (https://ibb.co/7bfxLkc)
    iii. Clean shirt and pants
    iv. Esports posture
    v. Bright lighting
m. **Only mobile phone devices** are allowed in any offline tournament stage.
n. Players from Regular Season teams who are not playing in the NACT regular season are not allowed to receive Diamond Prize.

*Qualifying Players refers to players within the team that Qualifies the team for 2024 NACT Spring Season and international titles like MSC respectively. Qualifying standards might vary for various purposes. For example, each team needs at least 5 active players who have all travel documents needed for the 2024 NACT Spring Season Grand Final event. These 5 players are referred to as Qualifying Players for the team for NACT Grand Final event. For the same team, a different 6-player roster might have the necessary documents for MSC, then the updated 6 players roster will be defined as Qualifying Players for MSC, etc.

5. Team Requirement

1. Top 8 teams who qualified for NACT Spring Season must sign Appendix C - NACT Spring Season Team Eligibility Agreement and submit to NACT committee (2024 NACT Appendix C - Team Eligibility Agreement)
2. Team captains are expected to have Discord installed on their mobile devices.
3. All registered teams must have a roster of players and personnel of 6 minimum and 10 maximum. **This is subject to change for Championship Teams due to comply with global tournament rules.**
    - 5 main players (required)
    - 1 substitute player (required)
    - 1 manager/coach (required)
    - 1 additional substitute (optional)
    - 1 analyst/assistant coach (optional)
    - 1 additional staff (optional)

4. **Upon reaching the Regular Season, teams are required to have 1 designated manager per team,** this person is allowed to be a substitute player or coach on the team. Any team manager is only allowed to serve under 1 team at a time.Team manager is responsible for working with the NACT Committee throughout the duration of 2024 NACT Spring Season.
5. Each team must maintain at least 5 Qualifying Players with standing travel documents necessary for NACT offline Final.
6. Each team must maintain at least 6 out of 7 active players with standing travel documents necessary to travel internationally for qualified international events including 5 starting players and 1 substitute.
7. Each team is allowed up to 2 international players who do not currently reside in the United States or Canada. All players must be compliant with NACT Player Requirement in Section 3.
8. The 2024 NACT Spring offline grand final only covers 6 members of any team's travel expenses including airfare, accommodation, safety, etc (international imports' travel expense will not be covered).
9. Teams are prohibited to replace any of the registered members, including the substitute player once Registration ends outside of the *designated permitted roster adjustment period**(Section 18). Please stay tuned in the Official Discord server for more information. https://discord.gg/mlbbna
10. Teams will be granted two grace period to add or replace roster members throughout 2024 NACT Spring Season per Section 18. **Team roster is not allowed to be altered after 2nd roster change for 2024 NACT Spring Grand Final and MLBB Mid-Season Cup 2024.** Check section 18 for more details.
11. Teams are required to submit a team logo upon entering the tournament. If you need to update your team logo, please contact our tournament administrator on official discord. https://discord.gg/mlbbna
12. Teams are required to produce a team shirt/jersey for their players upon successfully qualifying for any offline event including 2024 NACT Spring Playoff, MLBB Mid-Season Cup. Players are required to wear said shirts during media day and official tournament days of said events. (The design of the team's shirt/jersey needs to be approved by the NACT committee.)
13. Teams are allowed to get their own sponsors throughout the tournament. Team sponsors need to receive approval from the NACT Committee. The following categories of sponsors are strictly prohibited which include but not limited to:
    a. casino or gambling websites;
    b. websites displaying or related to pornographic imagery or products;
    c. firearms, handguns, or ammunition providers;
    d. Alcohol;
    e. Drugs;
    f. virtual currency;
    g. tobacco or cigarettes, including e-cigarette and vaping products;
    h. account sharing/skin selling websites

    i. another product or service that Moonton determines is detrimental to the NACT or in a competitive relationship with Mobile Legends: Bang Bang mobile game.
14. **Teams entering in the Regular Season must have a minimum 3 members who have active webcams during match time**. Webcams will be sent to teams who do not already possess them. Please contact Event Organizer Foreign Famous Staff for more details.
15. By registering, teams acknowledge that all usage of photos, videos, and any form of recording during the tournament has been given legal consent by the players for media and marketing purposes.
16. An organization may have a maximum of one team representing them in NACT. If an organization is caught having more than one team representing them, one team will be disqualified from the tournament.
17. **The Grand Champion and the Runner-Up of the 2024 NACT Spring Season will receive a direct pass into the 2024 NACT Fall Regular Season!**

6. Team Names, Team Logos

1. Team names and logos must only contain English characters, numbers. **Single space between words and symbols including underline (_) and dash (-) ARE NOT ALLOWED**.
2. Team shall also provide a short name of the contemplated Team name, length is 2-4 characters, which must only contain English characters and numbers. Unless otherwise specified by the Team, the NACT committee is entitled to use, at its own discretion, the full Team name and/or the short Team name on any occasion.
3. The verification of the images or the names of sponsors are allowed to be shown in Team Logos and Team Names but they cannot be the same as the trademark and the name of the sponsors. Team Logos and Team names cannot use any logo with which there exists any copyright issues.
4. The NACT officials reserve the final right to approve team names and logos.
5. Any applications regarding changes to team names or logos must be submitted to the NACT at least 3 days in advance, the new name or logo can only be used after obtaining approval.

7. Player Names

1) Player names must only contain English characters, numbers. **Single space between words and special characters are NOT ALLOWED.** The length should be 4 to 12 characters. Player Names cannot contain a sponsor's name, and cannot be similar to any brand. Also, any player's names that may cause misunderstanding are not allowed.

2) In case of duplicated names, the player should change the name after consulting the Event Organizer.
3) No additional special characters will be allowed for Team names, Logos, or Player Names (including underscores, slashes, etc.). Team Names, Logos, players' names may not contain vulgarities or obscenities; names related to the hero characters in the Mobile Legends: Bang Bang or other similar characters; or other contents that may create confusion.

8.Communication

1) DISCORD shall be used as the communication tool for the NACT Spring Season between team representatives and NACT officials.
2) For questions or feedback you may contact the NACT League Ops. team at discord https://discord.gg/mlbbna
3) Each team must have all members present at the official NACT discord channel: https://discord.gg/mlbbna. And all active players must be present in Voice Channels during their effective game time with no exception (this is to prevent piloting and other potential unfair practices.)
4) Use a username the same as your team so as to make it easier for opposing captains to find one another. NACT officials reserve the right to do server name change for you in case of need.

9.Reporting Match Wins and Disputes

1) Match wins will be recorded on official channels including: https://www.start.gg/tournament/2024-nact-spring-season website and official NACT discord.
2) Disputes must be reported directly to our Tournament Moderators within 1 week of the event. Disputes that happen outside of the 1 week window will not be accepted.
3) Screenshots as evidence of claims are recommended to quicken to process.
4) Any disputes regarding the match results should be reported within 5 minutes of the matches' finishing. Any disputes after the 5 minute mark will be subject to the decision of the Match Moderator whether to pursue them or not. As always, the Match Moderator holds the final say regarding tournament details.

10.Ping Test (Regular Season)

1) **We will conduct Ping Test throughout the NACT Spring Season 2 hours ahead of match time.** If any team refuses to conduct a Ping Test, the Event Organizer will not accommodate any complaints related to respective matches.
2) If a large number of players are experiencing unbearable ping jumps or lags, a remake might be issued for the benefit of the match. (>3 players)
3) Match Moderator will use the most appropriate server for each game based on teams' player location. Tournament Default is Central Server (server 124).
4) After the official match starts, no rematches will be allowed if any of the teams have connection issues. Players are responsible for their own Internet connection.
5) If there is a sudden network problem after the official match starts, team members can type the letter "P" into the game chat and the organizers will pause the match on your behalf. Each team has only 2 chances per match.

11.Must know during a Match

1) All the matches will be in Tournament Mode within the Tournament server.
2) All players must only use their assigned tournament account to take part in matches.
3) Teams with higher seeding will have priority in any series when it comes to the respective first game ban pick sequence.
4) All players are required to have their Audio check on throughout all the entire broadcasted and then the livestream starting 2024 NACT Spring Regular Season.
5) Every team can request up to 2 Pauses per game, with up to 2 minutes per Pause. After each pause, the team is required to inform the Match Mod immediately about the reasons for the pause. We are not responsible for additional pauses players might need due to connectivity issues.
6) Player substitution rule:
    a) All substitution changes must be informed no later than respective match check in time (2 hours ahead of game time)
    b) Each team is allowed to swap in substitute player(s) listed on its respective roster before the start of each series, mid series adjustment is NOT allowed. Player substitution must be communicated with NACT moderators and only proceed with moderators' permission.

12. Match-ups, Tardiness, and No-Shows

1) Teams are expected to be responsible for locating their own match time. The broadcast schedule can be found in the announcement channel in the Official Mobile Legends: Bang Bang North America Discord channel or https://www.start.gg/tournament/2024-nact-spring-season.
2) Teams are expected to check in on official NACT League Operation Discord 1hr before designated game time and be ready in voice channel 15 minutes before scheduled game time.
3) If any team is still not ready at the designated match time, their opponent can take a default match win by contacting the match admin.
4) If both teams agree, they can delay for a maximum of 10 minutes. After 10 minutes, whoever has the most players in their team will take a default win and must report to a tournament admin.
5) For the Open Qualifier Stage, If both teams agree, they can also start their match earlier under the supervision of match moderator.
6) Match start time might vary a bit from scheduled time due to the nature of game progression. Nonetheless, teams should be ready in voice channel no later than 15 minutes before scheduled game time.
7) If the previous match has been canceled because of a disqualification, the next teams can start early if both participating teams are ready.
8) Rematch is possible only if probable cause is found and justified by the match admin.
9) All match results are final and cannot be disputed once approved by the match admin. If you disagree with the match result, you can report a dispute to your match admin within 5 minutes of the match conclusion.

13. Code of Conduct

a) Players proven to have been cheating, conspiring to cheat, or acting in unsportsmanlike conduct will receive consequences upon the review of their action (20. Penalty Appendix).
b) Cheating is defined as any practice that gives an unfair advantage to a team or player. The following actions will be considered unfair play and will be subject to penalties at the discretion of the NACT officials.
    i) Collusion. Collusion is defined as any agreement among two (2) or more Players, Head Coaches, Teams, and/or confederates to disadvantage opposing Players. Collusion includes, but is not limited to, acts such as:
        1) Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
        2) Pre-arranging to split prize money and/or any other form of compensation.

3) Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
4) Deliberately losing a Game for prize money, or for any other reason, or attempting to induce another Player to do so.

c) Hacking. Hacking is defined as any modification of the Mobile Legends: Bang Bang game client by any Player, Team or person acting on behalf of a Player or a Team.
d) Exploiting. Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Heroes ability performance, or any other game function that, in the sole determination of the NACT committee, is not functioning as intended.
    i) Spectator Monitors. Players who are playing in a Game are not permitted to look at or attempt to look at any screen or device that is displaying an observer level view of that Game (i.e., that is or is capable of showing a neutral view of the map).
    ii) Piloting. Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.
    iii) Cheating Methods. The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.
    iv) Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.
    v) NACT official discretion. Any other further act, failure to act, or behavior which, in the sole judgment of the NACT committee, violates these Rules and/or the standards of integrity established by NACT for competitive game play.
e) All piloting behaviors are strictly forbidden and players who are confirmed with such actions will be punished to the fullest extent that event organizer sees fit. Piloting includes but is not limited to:
    i) Playing more than 1 account during a tournament
    ii) Using an unmatch real person ID in Registration
    iii) Playing someone else's account throughout the tournament

    Players directly involved in piloting will receive a minimum 365-day ban from participating in all official MLBB Esports events. Players who are indirectly involved in piloting, such as assisting any piloting behavior, will receive a minimum of 180-day ban from participating in all official MLBB Esports events.

f) All other violations that might prevent the normal proceeding of NACT. (Examples include a player’s personal decision to withdraw from an ongoing tournament, a player bad-mouthing an official tournament or related parties with malicious intent, etc.) The NACT committee reserves the right to issue all appropriate punishment it sees fit.
g) Player Conduct:
    i) Players must NOT engage in any sexist, racist comments period. Failure to do so will face punishment ranging from a Prize Penalty, depending on the severity of the event, up to Indefinite Suspension on all official Mobile Legends Esports.

ii) Players must be able to commit to the time/schedule listed in the Handbook as well as any additional media requirements by Moonton and Event Organizers.
iii) Manipulating match results such as agreeing on losing on purpose, engaging or imposing violent threats or activities will be considered as disqualification, and players and associated teams will be banned indefinitely upon further notice.
iv) Players must remain respectful to all staff involved in the tournament. Behaviors including but not limited to, sexual harassment, verbal assault, and physical violence, are strictly forbidden. **Players may file complaints, disputes to Event Organizers in respectful and direct ways**. We treat customer service very seriously.

14. Livestreams & Rebroadcast

1. Upon approval from the NACT Committee, Influencers are allowed to rebroadcast all tournaments using official tournament feed.
2. Streamers who rebroadcast NACT official tournaments must follow recommendations put forward by the NACT Committee.
3. Streamers who rebroadcast NACT official tournaments must share broadcast data with the NACT Committee.
4. Rebroadcast streamers must add the following # in their livestream description or title:

   #MobileLegendsBangBang #2024NACTSpringSeason #NACT

15. 2024 NACT Spring Grand Final

1. The NACT Grand Final will take place on the weekend, May 11, 2024 ~ May 12, 2024.
2. The day prior to the 2024 NACT Spring offline event (Friday, May 10th 2024), equipment will be set up, followed by game rehearsal for further testing and potential media day for all broadcast materials.
3. Admins will be on standby to assist in set up and troubleshooting.
4. In the event a device has an issue that cannot be solved, it is the player's responsibility to find a replacement device or equipment.
5. It is the player's responsibility to ensure all hardware and software is working to their standard during this day.
6. Players' devices will be screened for cheating softwares on Media Day.
7. The two grand final teams will receive travel information and a Player Handbook upon entering into 2024 NACT Spring Grand Final.
8. The Player Handbook will include all relevant details and schedules for the 2024 NACT Spring offline event.

9. All players must bring their own devices and use their own devices to play Mobile Legends in the Offline Event.
    a. Allowed devices include mobile phone devices using IOS or Android systems.
    b. Bluestacks or similar software used to emulate Mobile Legends is not allowed in any circumstance. The Tournament Organizers reserve the right to inspect all equipment and deny the use of any equipment or device suspected of providing an unfair competitive advantage.
    c. During play players are not permitted to use any applications other than Mobile Legends: Bang Bang.
    d. All notifications must be turned off during match time.
10. Players may NOT bring their own Bluetooth wireless earbuds to hear game sounds. If players elect not to bring their own earbuds, a default pair will be provided by the Tournament Operator.
11. Players are required to wear noise-canceling headsets provided by the Tournament Operator.
12. During the course of the game, if a Player experiences a hardware failure that causes them to disconnect from the game, experience a game crash or a freeze, experience a game stopping bug in the Game Client, or otherwise renders the player unable to continue playing the game, they will be subject to game or match disconnection regulations at the discretion of the Tournament Organizers.
13. Players who experience any client-side graphical freeze which renders the player unable to continue playing the game may attempt to reconnect to the game. No consideration will be provided for any time skipped within such game. Games experiencing client-side graphical freezes are not subject to a restart. Winners will be decided at the consideration of the Tournament Director.
14. If applicable, all players must remain seated until the end of each game. Each player must wait for the Tournament Director to indicate when they are permitted to leave their seat after a game is complete. The winning team should remain in their pod and await instruction from Tournament Administrators for post-game interviews or photography.
15. Apparel: All Players and Guests must wear appropriate attire at all times if shown on the broadcast. While on camera, all Players are required to wear either their Player jersey or team t-shirt pants and closed-toe shoes. All attire may be reviewed at the discretion of Tournament Organizers and Players or Guests may be asked to change their attire prior to the start of the Tournament. Failure to meet any attire requests from Tournament Organizers may result in Tournament penalties.
16. Punctuality: Players must be ready to play at least twenty (20) minutes before the scheduled start time of each match. If the matches run behind or ahead of the scheduled time, Tournament Administrators will inform affected players of the new start times. If a player fails to arrive at their match within 10 minutes of the scheduled start time, the Player will forfeit the Tournament series. In the case of technical difficulties, players must inform Tournament Administrators immediately and a game may be delayed or forfeited as a result.
17. Players must respect any rules and guidelines Offline Venue have in place. Following items are strictly prohibited in NACT Grand Final venue:

a. Club-like Items or Striking Devices
b. Lasers or light pointers
c. Air horns or whistles
d. Destructive Devices, Explosives, or Combustible Chemical Compounds or Mixtures including any flammable liquid or aerosol cans
e. Disabling Chemicals or Other Dangerous items including mace, pepper spray, or other chemical spray designed for self-defense
f. Illegal Drugs, Substances, or Drug Paraphernalia
g. Prescription Medications unless legally prescribed by a qualified medical professional
h. Alcohol or Flasks
i. Animals

16. NACT Grand Final Match Procedures

1) Pauses
    a) Pauses were initiated by players raising their hand and getting the attention of the tournament admin. Once a pause is initiated the team must give the reason for initiating a pause.
    b) Pauses initiated during teams engaging with each other are allowed but are discouraged and will be scrutinized to a higher degree.
    c) Given an issue is unsolvable during a pause, the player may be required to finish the current game.
2) Coach/Analyst Communication
    a) Coaches are allowed on stage during the Ban Pick Phase of a match.
    b) Once the draft is finished, the coach must not communicate with their team in any way and is required to step off the stage.
3) Match Ending
    a) Players are required to participate in post game interviews if scheduled.
    b) Players are required to behave in a respectful manner during the interview. Failure to behave in a professional and respectful manner will result in Prize Pool penalties.

17. Prize Pool Breakdown

1. The below are payouts per placement for each Team.

    Total Prize Pool: USD 25,600 & 732,000 Diamonds

Note: The top 8 teams who directly advance into **Qualifier Stage 3** through **Qualifier Stage 1** will receive **4,000 Bonus Diamond** each.

2024 NACT Spring Season Stage I & 2					
Place	**Rewards**	**Cash Rewards**	**Diamonds Rewards**	**Diamond to Cash**	**Total**
1st~8th Place	N/A				
9th-16th Place	In-game rewards: 4,000 Diamonds Per Team		32000	$640	8
17th-32nd Place	In-game rewards: 3,000 Diamonds Per Team		48000	$960	16
33rd-64th Place	In-game rewards: 2,500 Diamonds Per Team		80000	$1,600	32
Per Stage Total			160000	$3,200	
Total			320000	$6,400	

2024 NACT Spring Season Prize Pool (including Qualifier Stage 3)					
Place	**Rewards**	**Cash Rewards**	**Diamonds Rewards**	**Diamond to Cash**	**Total**
1st Place	In-game rewards: 100,000 Diamonds		100,000	$2,000	1
	Cash Rewards: $10,000 USD	$10,000			
2nd Place	In-game rewards: 75,000 Diamonds		75,000	$1,500	1
	Cash Rewards: $5,000 USD	$5,000			
3rd Place	In-game rewards: 50,000 Diamonds		50,000	$1,000	1
	Cash Rewards: 2,500 USD	$2,500			
4th Place	In-game rewards:25,000 Diamonds		25,000	$500	1
	Cash Rewards: $1,500 USD	$1,500			
5th-6th Place	In-game rewards: 20,000 Diamonds Per Team		40,000	$800	2
	Cash Rewards: $1,000 USD Per Team	$2,000			
7th-8th Place	In-game rewards: 15,000 Diamonds Per Team		30,000	$600	2
	Cash Rewards: $500 USD Per Team	$1,000			
9th-16th Place	In-game rewards: 7,500 Diamonds Per Team		60000	$1,200	8
Total		$22,000	380,000	$7,600	

Prize Pool Bonus	
Regular Season Bonus	$100 per Series Win
Total Series	28

Regular Season Bonus total	$2,800
FMVP Prize	$800
Total Prize Money (including Bonus)	$25,600
Total Prize Value (USD)	$40,240

2. All prize money will be awarded solely to each Team Payee designated by the Team based on their respective final placement in the Tournament. Prize money will be paid within sixty (60) days of the conclusion of the Tournament if all legal waivers, affidavits and tax forms as requested by the Tournament Organizer have been submitted and filled out accurately.

3. Prizing Distribution Restrictions

   Each Team or Player that has been declared the winner (each, a “Winner”) of a Prize in the Tournament will not be an official Winner unless and until the Team and all Players execute any and all documents reasonably required by the Tournament Organizers, including affidavits of eligibility, team tournament entry agreements, individual participation agreements and releases, etc., and any required payment information and tax forms in order to receive payment (“Winner Forms”). If a Team or a Player fails or refuses to sign and return all the Winner Forms within ten (10) days (or a shorter time if required by exigencies) after receiving them, the Player and the Player’s Team may be disqualified. In the event a Player or a Team is disqualified, the Tournament Organizers reserve the right, but not the obligation, to award the applicable prize to the Player or Team that last lost to the disqualified Player or Team.

   Failure of any Player or Team to take delivery of any Prize may result in forfeiture, and such Prize awarded to an alternate Player or Team. Prizes may not be transferred or assigned until after a Winner has complied with all his, her or its obligations under the Tournament Rules. No substitutions may be made for Prize(s), except by the Tournament Organizers, who reserve the right to substitute any non-cash prizes in whole or in part with another prize of comparable or greater value if the intended prize is not available for any reason as determined by the Tournament Organizers in their sole discretion. By participating in the Tournament, Winner acknowledges that Tournament Entities have not and will not obtain or provide insurance of any kind relating to the prizes. Winner will be responsible for all taxes and similar fees (including but not limited to federal, state, local and/or income) on any Prize won and on the value of any non-cash items or value transferred to the Team or Player by the Tournament

Organizers, and will be required to provide, as applicable: his/her/its Social Security Number and/or Tax Identification Number, IRS Form W8BEN, IRS Form W9, or equivalent information for tax reporting purposes (at a time to be determined in the sole discretion of the Tournament Organizers, and which may be prior to participation in a particular round or prior to receipt of any prize by a Player or Team). The Tournament Organizers will file an IRS Form 1099 or equivalent tax withholding documentation for the cash (or retail value of any Prize or other non-cash items of value) transferred to the Team or Player by the Tournament Organizers in accordance with IRS requirements, and the Tournament Organizers may also share such documentation with a federal, state or local government agency as required by law. Refusal or failure of a Winner to satisfy the requirements of all necessary and appropriate tax, withholding or other required compliance terms, as determined by the Tournament Organizers in their sole discretion, will result in the Winner forfeiting the Prize(s) and an alternate Winner being selected in accordance herewith. The Tournament Organizers will award Prizes subject to any applicable withholding taxes, and the amount of the Prize transferred, as reduced by any applicable withholding taxes, will constitute full payment of the Prize. Tournament Organizers may withhold and deduct taxes and similar liabilities from the prize value required by law and remit the same to applicable tax authorities.

Prizes for Winners who do not claim the Prize or satisfy the information or documentation requirements within three (3) months of the close of the Tournament or such earlier time as designated by the Tournament Organizers are void, and the Tournament Organizers shall have no further liability or responsibility to such Teams or Players in connection with the Prize.

4. **Teams who do not complete their entire NACT run voluntarily or involuntarily will not receive their earnings including cash prize and in-game diamond rewards.**

18. Roster Adjustment Period

To ensure maximum level of competition while serving the unique needs of the North America community, 2024 NACT Spring Season will allow 2 grace periods where active participating teams can make appropriate roster adjustments. Respective roster adjustment periods are as follow:

After Regular Season: 12:00am ET 04/07/2024 ~ 11:59pm ET 04/08/2024
After Playoff: 12:00am ET 04/29/2024~11:59pm ET 04/30/2024

Roster Adjustment Rules

1. Each team is allowed maximum 2 member adjustment per round respectively.

2. Players voluntarily leaving any team must receive approval from the team managers and 60% of active roster consent.
3. Teams can only remove players upon receiving 60% consent from the active roster.
4. Roster adjustment must be a team decision and should serve the benefit of the team and individual players simultaneously. Any action taken by any players with malicious intent will be fully evaluated and punished accordingly.

Please note that any respective team's standing roster after playoff adjustment will be its final roster attending any qualified international events should the team wins the 2024 NACT Spring Championship, and further roster adjustments will not be permitted.

2024 NACT Spring Season Champion agrees to submit all necessary documentation requested by Moonton specified at a later date.

19. Team Replacement

In the following scenarios, the NACT Committee may find a replacement team to protect the integrity of our competition and ensure NACT's normal proceeding :

1. Team disqualification due to team or player eligibility
2. Team disqualification due to violation of NACT rulebook
3. Any other factors that might disturb the normal proceedings of NACT

Team replacement will follow the logic listed here:

1. Immediate runner-up of the replaced team in the adjacent bracket
2. If there are multiple runner-up teams, a placement match shall be conducted to determine the winner
3. If such placement match cannot be conducted with probable cause, the NACT Committee shall use any means it deems appropriate to decide the final replacement team

20. Team Absence

To give further flexibility to NACT participants, each NACT participant will be granted one chance of absence during the 2024 NACT Spring Season Regular Season.

Teams using their eligible absence privilege during 2024 NACT Spring Season Regular Season will not receive any penalty, however, the absent match will be considered an automatic loss for the corresponding team.

Teams who need to use the absence privilege must submit an absent request no later than Friday, 10:00 pm ET of the requested absent show weekend; later requests will not be accepted.

Teams should submit absent requests with legitimate reasons related to active players in the team for the NACT Committee's review. The NACT Committee has the right to refusal upon proper investigation.

21. Penalty Appendix

1. Upon discovery of any active NACT players committing any violations of Official Rules above, the NACT Committee may, without limitation of its authority, issue the following penalties:

1. Verbal or Written Warning(s)
2. Fine(s) or Confiscation of Prize
3. Suspension(s) for attending MLBB official tournaments.
4. Disqualification for NACT
5. Restricted access to NACT offline events
6. Restricted participation in activities related to NACT
7. Disqualification for any personal rewards selection
8. Any other punishment deemed fit by the NACT committee.

2. Upon discovery of any NACT Team or Organization committing any violations of 2024 NACT Spring Rulebook, the NACT Committee may, without limitation of its authority, issue the following penalties:

1. Verbal or Written Warning(s)
2. Loss of Side Selection for current or future game(s)
3. Loss of Ban for Current or Future Game(s)
4. Fine(s)
5. Loss of Games
6. Loss of Match(es)
7. Suspension(s) for attending MLBB official tournaments
8. Any other punishment deemed fit by the NACT committee.

3. Failure to cooperate with Tournament Organizers on scheduling required media appearances and scheduled tournament time will result in Penalties ranging from Prize Penalty, and depending on severity of the event, up to Indefinite Suspension on all official Mobile Legends Esports.

Prize Penalty Details:

1. 10 minutes late to schedule - 10% Prize Pool Deduction Per Occasion
2. 20 minutes late to schedule - 20% Prize Pool Deduction Per Occasion
3. 30 minutes late to schedule - 40% Prize Pool Deduction Per Occasion
4. 40 minutes late to schedule - 100% Prize Pool Deduction.

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in any MLBB official events.

Depending on the severity of offense, the NACT Committee reserves the right to issue any other punishment deemed fit by the NACT Committee.

22. Changes to the Rules Above

Moonton, at their discretion, may initiate necessary changes to any of the rules above. All updates and changes to the 2024 NACT Spring Rulebook will be updated and discussed with participating teams thoroughly before final decisions are made. Moonton has the final decision with regards to anything about the tournament.

23. Mobile Legends: Bang Bang International Events Adjustment Appendix

The 2024 NACT Spring Championship team might be subject to a different rulebook upon entering into other official or 3rd party Mobile Legends: Bang Bang international events. Any NACT team, no matter the circumstances, agrees to abide by and respect respectful official rules and regulations specific to such events.