

M3 NA Qualifier Rulebook



1. Schedule

1. **Registration Period:** August 31, 2021 - September 8, 2021.
2. **M3 NA Qualifier:** September 11, 2021 - September 19, 2021.
3. **M3 NA Qualifier Day 1 & 2:** September 11, 2021 - September 12, 2021.
4. **M3 NA Qualifier Day 3 & 4 (Top 8):** September 18, 2021-September 19, 2021.

M3 NA Qualifier Schedule:

Dates			Time	Details
Day 1	Sunday	12 September	9:00am - 11.00am	Check-In
			11:00am - 12:30pm	Round of 128 (Bo3)
			12:30pm - 2:00 pm	Round of 64 (Bo3)
			2:00pm - 3:30 pm	Round of 32 (Bo3)
			3:30pm - 5:00 pm	Round of 16 (Bo3)
Qualifier Top 8 - Broadcast (Day 1)				
Day 2	Saturday	18 September	9:00am - 11.00am	Check-In
			11:00am - 12:30pm	Top 8 (Match 1)
			12:30pm - 2:00pm	Top 8 (Match 2)
			2:00pm - 3:30pm	Top 8 (match 3)

			3:30pm - 5.00pm	Top 8 (match 4)
Qualifier Top 8 - Broadcast (Day 2)				
Day 3	Sunday	18 September	9:00am - 11.00am	Check-In
			11:00am - 12:30pm	Top 4 (Match 1)
			12:30pm - 2:00pm	Top 4 (match 2)
			2:00pm - 3:30pm	Third Place (Match 3)
			3:30pm to 6:30 pm	Final (Match 4)

2. Qualifier Format

Tournament Information

This will be the only NA qualifier tournament for the entirety of M3, we encourage teams to sign up for a chance to compete amongst the best at the World Championship! The first place team from this tournament will qualify to compete in the international M3 event.

An unlimited number of teams will compete in a single-elimination bracket with Bo3 Series and a Bo5 Final on September 11 & 12.

The Top 8 teams from the bracket will complete the remainder of the single elimination bracket on September 18 & 19.

Format

An unlimited number of teams will compete in a single-elimination bracket with Bo3 Series, a Bo5 Final, and a third-place match.

- Unlimited Teams
- Single Stage Tournament
- Single Elimination Bracket
 - With a third place match
- Bo3 Series
 - All matches are Bo3, or first to two game wins (FT2)
 - Final is Bo5
- Format is subject to change due to team registration numbers

3. Player Requirement

1. Players must be 16 years or older by September 11 to participate in the Qualifier Tournament.
2. Players may only play on one team for the duration of the qualifier.
3. Players must be available for all tournament dates
 1. September 11, 12, 18, & 19
 2. This includes potential post-tournament interviews and/or other tournament events of M3 NA qualifier and M3.
4. Players must complete the Team Verification form to submit their ID for residency verification upon registration
5. The act of registering for this tournament implies full acceptance of all terms, conditions, rules and regulations stated, in its entirety.
 1. All participants will have read and accepted the official M3 NA Qualifier rules upon registration.
6. All registered teams must have a minimum of 5 players, and a maximum of 6.
7. Teams who qualified to M3 must sign Appendix A - M3 Player Eligibility Agreement with M3 officials.
 1. M3 Official Rules Link: TBC
 2. Appendix A - M3 Player Eligibility Agreement LINK: TBC
8. All teams must have 60% of players with permanent residence in the United States of America or Canada.
 1. Rosters of 5 players must include 3 NA players
 2. Rosters of 6 players must include 4 NA players
 3. Must have legal residency status
 4. Must be able to provide Identification Paperwork
 1. Drivers License, School ID, Green card, Visa, etc

4. Team Requirement

1. Each team must have two members join the tournament discord for event communication.
 1. Each team must designate these two contacts with the tournament administrator.
 2. A team must consist of a minimum of 5 players.
2. Teams are prohibited from changing their roster throughout the duration of the event.
3. Teams are required to submit a team logo to the broadcast team, upon reaching the Top 8 of a qualifier.
4. Teams are required to produce a team shirt (jersey) and jacket for their player roster upon successfully qualifying for the M3.
 1. Players are required to wear the shirts (jersey) during the media day and official M3 events at all times.
 2. The design of the team's shirt (jersey) must pass review from the official Moonton team
5. Teams are allowed to get their own sponsors throughout the tournament. However, the following categories of sponsors are strictly prohibited which include but not limited to:
 1. casino or gambling websites;
 2. websites displaying or related to pornographic imagery or products;
 3. firearms, handguns, or ammunition providers;
 4. alcohol;
 5. drugs;
 6. virtual currency;
 7. tobacco or cigarettes, including e-cigarette and vaping products;
 8. account sharing/skin selling websites
 9. another product or service that Moonton determines are detrimental to the M3 or in a competitive relationship with Mobile Legends: Bang Bang mobile game.
6. By registering, Teams acknowledge that all 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.
7. An organization may have a maximum of one team representing them in M3. If an organization is caught having more than one team representing them, they will be disqualified from the tournament.

8. **Team Names, Team Logos, and Player Names**

1. Team Names and Team Logos
 1. Team names and logos must only contain English characters, numbers, single space between words only, plus sign (+), minus sign (-), underline (_) and single quotes (").
 2. When applying with the M3 official for the use of any Team names, the Team shall also provide a short name of the contemplated Team name, length is 2-4 characters, which must only contain English characters, numbers, plus sign (+), minus sign (-), underline (_) and single quotes ("). Unless otherwise specified by the Team, the M3 official 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 exists any copyright issues. or any logo with which exists any copyright issues.
4. The M3 official reserves the final right to approve Team names and logos.
5. Any applications regarding changes to Team names or logos must be submitted to the M3 official at least 3 days in advance, the new name or logo can only be used after obtaining approval.

2. **Player Names**

1. Player names must follow the below rules:
 1. English characters only
 2. umbers or single space between words only
 3. Between 4 to 12 characters.
 4. Cannot contain a sponsor's name, cannot be similar with any brand, also any players names that may cause misunderstanding is not allowed.
 5. In case of duplicated names, the player should change the name after consulting the Tournament Admin.
2. Players are required to use their own game account throughout the duration of the entire Tournament.
3. Players are not allowed to change their Game account name once the Tournament has started . Player names on MLBB must match the account name on Battlefy

3. **Common Restrictions**

No additional special characters will be allowed for Team names, Logos or Player Names (including underscores, slashes, etc.). Team Names, Logos and Player 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.

6. **Communication**

1. Discord shall be used as the communication tool for the M3 NA Qualifiers between team representatives and tournament marshalls.

2. For questions or feedback you may contact the M3 Official League Ops. team on the official tournament discord
 - i. Discord Link: <https://discord.gg/pFWwWkHGwa>
3. Each team must have at least two representatives present at the M3 NA Discord Channel. Your team's Discord channel will be sent to your captain's email and/or mobile number at the end of the registration period.
4. Participants are requested to change their nickname in the tournament discord server to include their In-Game-Name (IGN) and team name, to make it easier to identify you.
 - i. Example: Roger | Moonton

7. Reporting Match Wins and Disputes

1. Match wins must be reported using the match results form provided in the discord channel.
 - i. A screenshot of the victory screen is required for all submissions
 1. Screenshots as evidence of claims are recommended to quicken the process.
 - ii. Match wins may also be reported on Battlefy to assist with bracket advancement.
2. Match wins are to be submitted as soon as the match ends.
 - i. Failing to submit the result of the match within 10 minutes after the match ended may result in a loss for both teams.
3. Any disputes regarding the matches must be reported within 10 minutes of the matches finishing.
 - i. Any disputes after the 10-minute mark will be subject to the decision of the marshal whether to pursue or not.
 - ii. During any dispute, the marshal holds the final say regarding tournament details.

8. Ping Test

1. Teams may be asked to conduct ping tests throughout the tournament. This is to check the connection of each player before an official match starts.
 - i. All teams must comply with any Tournament Organizer request to complete a Ping Test.
2. Procedure
 - i. To conduct a ping test, the team at the bottom of the bracket creates a custom game. Both teams play until 2 minutes have passed, or if both teams are satisfied or have issues with their ping.
 - ii. If the connection of each player is agreeable to both teams, then the teams are to start the official match.
 - iii. If no ping test is done when the official match is conducted, no remakes may be requested due to internet connection issues.
 - iv. If there is still a disagreement between both teams on who should create the custom game for the official match, they must reach out to a

tournament admin and provide evidence to support each of their arguments.

- v. 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.

3. **Top X to 16 - Procedures**

- i. No ping test will be performed during all rounds of the tournament up to Round 16.
- ii. The tournament will have a designated Marshal to report connection issues to.
 - 1. The Marshal will issue rulings regarding ping and lobby hosting at their discretion.

4. **Top 8 - Procedures**

- i. During Team Check-In, the Tournament Staff will perform a ping test of all Top 8 qualified teams.
 - 1. It is mandatory that all teams complete the ping test during check in.

9. **Tournament mode and format**

1. **Registration**

- i. Mobile Device only
- ii. Open registration
- iii. Free Entry
- iv. 16 years or older as of September 11
- v. Must register as full teams only
- vi. Unlimited Signups
 - 1. 60% of team must be USA or CAN residency
 - 2. All participants must register with ID

2. **Tournament Format**

- i. Format is subject to change due to team registration numbers
 - 1. If less than 128 teams, the tournament will start on Sunday, September 12
- ii. Single Stage Tournament
- iii. Unlimited Teams
- iv. Single Elimination Bracket
 - 1. With a third place match
- v. Bo3 Series
 - 1. All matches are Bo3, or first to two game wins (FT2)
 - 2. Final is Bo5

3. **Tournament Ruleset**

- i. **Game Mode:**
 - 1. All matches before the Top 8 will be played in the Custom Draft Pick Mode
 - a. High Seed gets first pick

2. Upon reaching the Top 8, the game mode will change to Tournament Mode

ii. **Bracket Format**

1. Rounds will be removed or added due to signup numbers.
 - a. Round of 64 - Bo3
 - b. Round of 32 - Bo3
 - c. Round of 16 - Bo3
 - d. Round of 8 (Quarterfinals) - Bo3
 - e. Round of 4 (Semifinals) - Bo3
 - f. Third Place Match - Bo3
 - g. Final - Bo5

4. **Tournament Schedule**

- i. Qualifier Day1
- ii. Sunday, September 12
 1. Start Time: 9:00 AM PDT
 2. End Time: 5:00 PM PDT
 - a. Round of 128
 - b. Round of 64
 - c. Round of 32
 - d. Round of 16
- iii. Qualifier Day 2
- iv. Saturday, September 18
 1. Start Time: 9:00 AM PDT
 2. End Time: 5:00 PM PDT
 - a. Quarterfinal 1
 - b. Quarterfinal 2
 - c. Quarterfinal 3
 - d. Quarterfinal 4
- v. Qualifier Day 3
- vi. Sunday, September 19
 1. Start Time: 9:00 AM PDT
 2. End Time: 6:00 PM PDT
 - a. Semifinal 1
 - b. Semifinal 2
 - c. Third Place Match
 - d. Grand Final

5. **Bans:**

- i. Top 64 to Top 16
 1. All matches in these rounds will be using 6 bans, or 3 per team
- ii. Top 8
 1. All matches in these rounds will be using 10 bans, or 5 per team

6. **Lobby Hosting:**

- i. Custom Lobbies will be hosted by the players for all rounds before the Top 8

- ii. If teams cannot agree upon who will host, they must bring it up to Tournament Staff to decide
- iii. For Rounds 64
- iv. Upon reaching the Top 8, the game lobbies will then be hosted by Tournament Staff.

7. **Game Procedures**

- i. All players must only use their own game account to take part in matches.
- ii. Side Selection
 - 1. Bo3
 - a. For the best-of-three series, the Marshal will perform a coin-toss between the teams..
 - b. The high seed, or the team on the top of the bracket, will choose heads or tails and the Marshal will perform an online coin toss.
 - c. The winner of the coin toss will have the choice for which side they play on the first game of the best-of-three series.
 - d. Teams will swap sides for each subsequent game after the Coin Toss

iii. **Broadcast Matches (Top 8)**

- 1. All players in the Top 8 are required to have a face-camera on throughout all the entire broadcast.
 - a. This will be done by each player streaming their face-camera in the Discord
 - b. All 5 playing members must be connected to the designated voice channel
 - c. A Game Marshal will be present in the Discord Voice Channel of each team at all times to handle disputes.
- 2. Tournament Staff will host all tournament lobbies in the Top 8 matches.
- 3. Players must stay connected to the voice channel at all times during the tournament.
- 4. During Check-In all teams must perform the following
 - a. Join the Voice Channel
 - i. Each team must have all members connected to the VC for their team
 - b. Ping Test
 - i. We will perform a Ping Test with your opponent for the day to determine the best server for the games
 - c. ID Verification
 - i. A Game Marshal will ask all players to share their provided ID over video camera
 - ii. Teams who refuse to take part of this must inform the Tournament Organizer as soon as possible to bring it up to Moonton.

10. Match-ups, Tardiness and No Shows

1. Broadcast Matches

1. Teams are expected to be in the in-game lobby a minimum of 5 minutes before the scheduled start time of a game..
 1. Teams will have a maximum of 10 minutes after the scheduled start time to join the match lobby before disqualification
2. The designated start time during the qualifiers is 30 minutes before the broadcast schedule of the match, or by the start of the second match of the previous round, whichever comes first.
 1. Teams are expected to make themselves available during the full allotted time period of the broadcast, and follow all Tournament staff instructions on when to be ready for a game.
3. The broadcast schedule will be communicated to the teams by the league admin at least a day ahead of the scheduled match.
4. If the previous match has been cancelled because of a disqualification, the next teams are expected to be ready.

2. Offstream Matches

1. If any team is not ready during the designated time, their opponent can take a default win by contacting an admin and having him check the lobby.
2. If both teams agree, the start time can be delayed for a maximum of 10 minutes.
 1. After 10 minutes, the team with the most players in the lobby will take a default win and must report to an admin and have them check the lobby.
3. Matches may not be started without a minimum of 5 players in the lobby.

11. Cheating and Unsportsmanlike Conduct

1. Players proven to have been cheating, conspiring to cheat, or acting in an unsportsmanlike conduct will receive consequences upon the review of their action.
2. 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 M3 official.
 1. 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.
2. Competitive Integrity. Teams are expected to play at their best at all times within any M3 Game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. For the sake of clarity, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.
3. 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.
4. 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 M3 official, is not functioning as intended.
5. 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).
6. Ringing. Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.
7. 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.
8. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.
9. M3 official Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of the M3 official, violates these Rules and/or the standards of integrity established by M3 for competitive game play.

12. Pauses

1. During a Top 8 match, each team may pause for 5 minutes per game.

13. Disconnects

1. Unintentional Disconnects
 1. In the event a Player is unintentionally disconnected from the game, the current game will be paused with the player is allocated 5 minutes of time to reconnect to the game
 2. The player or team must immediately notify the marshal of the reason for the disconnect
 3. Upon conclusion of the 5 minute reconnect period, a team must continue playing the match.

2. Intentional Disconnects
 1. Players may not disconnect from the game during his or her individual or Team's ongoing match except for in the case of technical difficulties.
 2. Any intentional disconnects caught by Tournament Administration will be subject to penalties including, but not limited to, forfeiture of the round and/or disqualification from the Tournament.

14. Streaming & Content Creation

1. Participants may make personalized content from their gameplay or recording of tournament footage
2. Participants may not livestream the tournament under any circumstances.
 1. Players found streaming during the tournament will suffer punishments from the Tournament Organizers.

15. Substitutions

1. Teams are granted one (1) substitute player spot for their team.
2. If teams come across any issues and need emergency substitutions, they may contact the Marshal.
3. Players may not be substituted during a game, but may be substituted between games in a Best of 3 series.
 1. This substitution must occur within 5 minutes before the scheduled start of the series.

16. Reporting Score

1. All teams must report their match results in the designated channels on the official M3 NA Qualifier Discord server.
 1. Teams may also report their scores in the Battlefy match chats.
2. All teams must take screenshots of their matches to report their results to the Marshal.

17. Emulators & Devices

1. Players may not compete on an Emulator program during the tournament.
2. Players and teams found to be using an Emulator program will be disqualified from the tournament.
3. Players must play on a Mobile device and any player or team found to be competing on a Tablet will be disqualified from the tournament.

18. Concession

1. Players are not allowed to concede a match and must play in all assigned games throughout the Tournament.

19. Spectators

1. Players may not allow others to spectate their match using the game client during Tournament play, and must actively kick all unauthorized spectators from the game.

2. Official Tournament organizer accounts, typically used for broadcasting tournament matches or to observe a certain category of games are exceptions to this rule.
 1. Organizers will provide a list of official spectator accounts to players at the start of a Tournament.

20. **Changes to the Rules Above**

1. The Tournament Admin has the right to overrule any of the rules above. This is to avoid players using a loophole to gain an unfair advantage.
2. Moonton and the Tournament Staff at their discretion, may change any of the rules. They have the final decision with regards to anything about the tournament.