MPL-PH Season 6
Open Qualifier Tournament Rules

THERE WILL ONLY BE ONE OPEN QUALIFIER FOR MPL-PH Season 6
TOP 8 teams of the Open Qualifiers will proceed to the Main Qualifiers

1. Schedule

1.1. Registration Period: July 13, 2020 - July 21, 2020.
1.2. MPL-PH S6 Qualifier: July 23, 2020 - July 26, 2020.
1.3. Transfer Window Period: July 27, 2020 - August 6, 2020. The team may change the sponsor, team name and team logo during the Transfer Window Period.
1.4. Media Day: August 8, 2020 - August 9, 2020.

2. Player Requirement

2.1. Players below the age of 18 are required to acquire parent's consent to participate in the Main Qualifiers. A form will be given to teams reaching the top 8. No player under the age of 12 is permitted to join MPL.
2.2. Players are not allowed to join more than 1 team for each qualifier.
2.3. Players must be available for all tournament dates, including potential post-tournament interviews or other tournament events of MPL-PH Season 6.
2.4. The act of registering for this tournament implies full acceptance of all terms, conditions, rules and regulations stated, in its entirety.
2.5. All teams must have at least 3 local citizens and all team members must be physically in the Philippines for the whole duration of the tournament.

3. Team Requirement

3.1. Team captains are expected to have Discord installed on their mobile device.
3.2. A team must consist of the following members:
  3.2.1. 5 main players (necessary);
  3.2.2. 1 substitute player (necessary);
  3.2.3. At least 1 manager or 1 coach;
3.3. If a team is qualified for the MPL-PH S6 Regular Season, the aforementioned optional team members will become required members. The team must fill the member vacancies during the transfer window, but existing members may not be changed.
3.4. Team ownership is determined by 51% of the team members during registration.
Teams are prohibited to replace any of the registered players including the reserved player throughout the event.
3.5. Teams are required to submit a team logo upon reaching the streamed matches (top 8) of a qualifier.
3.6. Teams are required to produce a team shirt/jersey and jacket for their players upon successfully qualifying for the regular season of the league. Players are required to wear said shirts during official MPL-PH Season 6 events at all times.
3.7. Teams are allowed to get their own sponsors throughout the season. However, the following categories of sponsors are strictly prohibited which include but not limited to:
  3.7.1. casino or gambling websites;

3.7.2. websites displaying or related to pornographic imagery or products;

3.7.3. firearms, handguns, or ammunition providers;

3.7.4. alcohol;

3.7.5. drugs;

3.7.6. tobacco or cigarettes, including e-cigarette and vaping products;

3.7.7. account sharing/skin selling websites

3.7.8. other product or service that Moonton determines are detrimental to the MPL or in a competitive relationship with Mobile Legends: Bang Bang mobile game.

3.8. 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.

3.9. An organization may have a maximum of one team representing them in MPL Season 6. If an organization is caught having more than one team representing them, they will be disqualified from the tournament. Leniency will be given in the open qualifiers, but this rule will be strictly enforced from the main qualifiers onward.

4. Team Names, Team Logos, and Player Names

4.1. Team Names and Team Logos

4.1.1. Team names and logos must only contain English characters, numbers, single space between words only, plus sign (+), minus sign (-), underline (_) and single quotes (‘’).

4.1.2. When applying with the MPL 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 MPL official is entitled to use, at its own discretion, the full Team name and/or the short Team name on any occasion.

4.1.3. 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.

4.1.4. The MPL official reserves the final right to approve Team names and logos.

4.1.5. Any applications regarding changes to Team names or logos must be submitted to the MPL official in advance, the new name or logo can only be used after obtaining approval. Teams can only apply to change their name during the Transfer Window Period and can only apply to change their Name once within each Transfer Window Period.

4.2. Player Names

4.2.1. Player names must only contain English characters, numbers or single space between words only. The length should be 4 to 12 characters. Player Names cannot contain a sponsor's name.

4.2.2. In case of duplicated names, the player should change the name after consulting the authority.

4.3. 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.

4.4. Leniency will be given to rules regarding names up until the streamed matches (Main Qualifiers). Players that reach the main qualifiers with IGNs that do not conform to the rules will be given a name change card to correct their IGNs. This does not excuse names that are vulgar or offensive, those names will not be accepted even at the open qualifiers.

5. Communication

5.1. DISCORD shall be used as the communication tool for the MPL-PH Qualifiers between team representatives and the MPL-PH tournament marshalls.
5.2. For questions or feedback you may contact the MET League Ops. team at bit.ly/METMLDiscord.
5.3. Each team must have a representative present at the MPL-PH Discord Channel. Your team's Discord channel will be sent to your captain's email/mobile number at the end of the registration period.
5.4. Use a username the same as your team so as to make it easier for opposing captains to find one another.

6. Reporting Match Wins and Disputes

6.1. Match wins must be reported using the match results form: http://bit.ly/MPLPHResult.
6.2. A screenshot of the victory screen is required.
6.3. Match wins are to be submitted as soon as the match ends. Failing to submit the result of the match within 10 minutes after the match ended may result in a loss for both teams.
6.4. Disputes must be reported using the disputes form: http://bit.ly/MPLPHDispute.
6.5. Screenshots as evidence of claims are recommended to quicken the process.
6.6. Any disputes regarding the matches should be reported within 10 minutes of the matches finishing. Any disputes after the 10-minute mark will be subject to the decision of the marshal whether to pursue or not. As always, the marshal holds the final say regarding tournament details.

7. Ping Test

7.1. Before every match begins, teams must conduct a ping test. This is to check the connection of each player before an official match starts.
7.2. 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.
7.3. If the connection of each player is agreeable to both teams, then the teams are to start the official match.
7.4. 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.
7.5. 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.

8. Tournament mode and format

8.1. The matches before the top 8 will be Custom Draft Pick Mode, the matches after Top 8 will be Tournament Mode.
8.2. Matches will be played with a best-of-one series. Matches from the top 16 (semi-finals of each group) onwards will be played as a best-of-three series.
8.3. All players must only use their own game account to take part in matches.
8.4. The team on the top of the bracket will have the choice for which side they play. For best-of-three series, a coin toss will be made. 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. The other team will choose sides in the second game, another coin toss will determine who has the choice of sides they play for the third game.
8.5. Top 8 Teams will move to the main qualifiers.

9. Match-ups, Tardiness and No Shows

9.1. Teams are expected to be in the in-game lobby and at the studio. Maximum 10 minutes waiting time.
9.2. The designated time during the main 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.
9.3. The broadcast schedule will be communicated to the teams by the league admin at least a day ahead of the scheduled match.
9.4. 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.
9.5. 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 an admin and have him checking the lobby.
9.6. In order to keep the League on schedule, teams may not wait more than 10 minutes, or both teams may get disqualified.
9.7. If the previous match has been cancelled because of a disqualification, the next teams are expected to be ready.
9.8. Teams may not remake after the 1st creep wave has spawned.
9.9. All results must be reported to the respective admins right after the match within 30 minutes.

10. Cheating and Unsportsmanlike Conduct

10.1. Players proven to have been cheating, conspiring to cheat, or acting in an unsportsmanlike conduct will receive consequences upon the review of their action.

10.2. 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 MPL official.

10.2.1. 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:

10.2.1.1. 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.

10.2.1.2. Pre-arranging to split prize money and/or any other form of compensation.

10.2.1.3. Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.

10.2.1.4. Deliberately losing a Game for prize money, or for any other reason, or attempting to induce another Player to do so.

10.2.2. Competitive Integrity. Teams are expected to play at their best at all times within any MPL 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.

10.2.3. 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.

10.2.4. 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 MPL official, is not functioning as intended.

10.2.5. 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).

10.2.6. Ringing. Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account. Your team may need to perform a video call during your game to ensure fairness of games.

10.2.7. 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.

10.2.8. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

10.2.9. MPL official Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of the MPL official, violates these Rules and/or the standards of integrity established by MPL for competitive game play.

11. Main Qualifier Format

11.1. 8 teams will be divided into two groups of 4.
11.2. Each team will compete in a double elimination bracket.
11.3. All matches are Best of 3.
11.4. Winner of each group will qualify for the regular season.

12. Changes to the Rules Above

12.1. The Tournament Admin has the right to overrule any of the rules above. This is to avoid players trying to use a loophole in the rules to gain an unfair advantage.
12.2. Moonton, at their discretion, may change any of the rules. They have the final decision with regards to anything about the tournament.