

1. Introduction

1.1. This is the official rulebook for Campus Legends SEA: Mobile Legends – Bang Bang. This document summarises the rules and regulations that govern the Tournament, ensuring fair play and consistency throughout the competition. These rules shall be read in conjunction with the Campus Legends Code of Conduct (**Code of Conduct**)

1.2. Scope

1.2.1. These rules apply to all Participants involved in Campus Legends SEA, including:

- Players
- Substitutes

1.3. Purpose

1.3.1. The purpose of these rules is to establish clear guidelines for gameplay, Team conduct, and Tournament operations, thereby promoting fairness and integrity in the Tournament.

1.4. Compliance

1.4.1. It is the responsibility of all Participants to familiarise themselves with and adhere to these rules. Ignorance of the rules will not be accepted as an excuse and may result in penalties for non-compliance.

2. Eligibility & Registration info

2.1. Player Eligibility

2.1.1. Be a Citizen of any participating Southeast Asia Region country.

2.1.2. Be enrolled in any Institute of Higher Learning (IHL), Institute of Technical Education College, Polytechnics, or Universities (as evidenced by a valid and official document issued by such IHL)

Note: An IHL student awaiting graduation shall be permitted to participate in a Campus Legends Tournament, provided that their official transcript certifying their graduation has not yet been issued by the Team's registration date for the respective Campus Legends Tournament.

2.1.3. Use no more than one in-game name for the entire duration of a Campus Legends Tournament. Such in-game names must be appropriate for a public audience. They cannot contain any offensive, toxic, or harmful words or phrases in ANY language, or otherwise violate the Campus Legends Code of Conduct.

2.1.4. Comply with all requests from Tournament Officials for information to prove their eligibility. This includes, but is not limited to, conducting student status and identity verification checks.

2.2. Team Eligibility

2.2.1. Each Team must have and maintain the following members during the entirety of the Tournament:

- Each Team roster must have a ***minimum of five (5) and a maximum of seven (7) registered Players***. Each registered Player can only be part of ***one (1) Team roster*** in each Campus Legends Tournament.

Note: For the avoidance of doubt, a registered Player can be part of another Team roster in a different Campus Legends Tournament, even if both Tournaments are taking place over the same period (e.g. Campus Legends for other game titles). However, such Players shall be solely responsible for ensuring their availability for all matches they are scheduled to participate in, and each Team shall bear the consequences if such Player is unable to play for them due to any scheduling conflict.

- Every registered Player in a Team roster must be from the same IHL.
- The team roster shall be final at the point of registration and cannot be changed without the permission of Campus Legends Officials.
- (For intra-IHL qualifiers) Use no more than 1 (ONE) Team name for the entirety of Campus Legends Tournament. Such a Team name must be appropriate for a public audience. It cannot contain any offensive, toxic, or harmful words or phrases in ANY language, or otherwise violate the Campus Legends Code of Conduct.
- Each Team roster must have a Team Captain and a Vice-Captain, who shall be responsible for all communication with Campus Legends Officials, for and on behalf of the Team.

3. Team and Individual Conduct

- 3.1. It is every Player's individual, as well as every Team's collective, responsibility to ensure that every Player in the Team adheres to the Legends Code of Conduct throughout the entirety of the Campus Legends Tournament. Any violations of the Code of Conduct may result in action taken against any Player or Team described in Section 5 of the Code of Conduct.

4. Prize

4.1. Table of Prize Pool

Campus Legends SEA - Mobile Legends (SG\$7,000 worth of cash & product)	
1st Prize	SG\$1,500 + 5x ARION Superlight Wireless Gaming Mouse + Ingame Products
2nd Prize	SG\$1,000 + 5x ARION Superlight Wireless Gaming Mouse + Ingame Products
3rd Prize	SG\$500 + 5x BALIOS Ultralight Wired Gaming Mouse + Ingame Products
4th Prize	5x BALIOS Ultralight Wired Gaming Mouse
5th-6th Prize	10x Canter XXL1 Hard Speed Deskmats (5x Each)

4.2. Terms & Conditions

- 4.2.1. Monetary prizes shall be awarded to the teams within 90 days after the Tournament concludes, and the teams must provide the designated receiving accounts at that time.
- 4.2.2. Product prizes should be sent and collected by the Teams within 90 days after the end of the Tournament. Failed collection of product prizes by the Team 30 days after delivery will be considered as forfeiture.

5. Match Setup and Process

5.1. Game Client Version

- 5.1.1. All matches are to be played using the latest version of the game client that is available.
- 5.1.2. To avoid any undue delays, all Players should ensure that their game client is updated before the start of any match.

5.2. Match Settings

- 5.2.1. Games will be played in a 5v5 Custom Draft Pick (6 Bans, 3 per Team) for the Playoffs stage by default. For livestreamed matches, 5v5 Custom Draft Pick Tournament mode (10 Bans, 5 per Team) will be played onstage.

5.2.2. Players will be tasked with creating the in-game lobby by default. For livestreamed matches, Tournament Officials will host the in-game lobby instead. Players will be instructed to join the in-game lobby.

5.2.3. Setting up the Match

1. Team leaders will be instructed to report to the Tournament Official.
2. A coin flip will be administered for side selection. Please choose "heads" or "tails" and inform the Tournament Official.
3. The Tournament Official will perform and disclose the coin flip result.
4. The winner of the coin flip chooses the side [(First pick/Second pick or Blue(Left) / Red(Right) side].
5. Team leaders are to create the lobby and inform any Tournament Official to start the match.
6. Teams are to swap sides after each game(livestreamed matches).

5.3. Champions

5.3.1. New Champions (including those undergoing major reworks and balances) released during the Tournament period will be temporarily banned for a minimum of 2 (two) weeks to prevent potential bugs or abuse. No Team is allowed to use the prohibited champions until SCOGA has lifted the ban.

5.3.2. Teams must complete all champion trades within the in-game allocated timer during the Trading Phase. Teams that fail to do so will not be allowed to restart the match and must play with the champions they are holding onto.

5.4. Contactability

5.4.1. Each Team member must have a Discord account for communication with Campus Legends Officials and join the Campus Legends SEA Discord Server: <https://discord.gg/ehA663c4>.

5.4.2. Each Player must also be readily contactable and responsive through Discord, their mobile device, and in-game throughout the entirety of the Campus Legends Tournament. This is particularly important for Campus Legends Officials to verify all Players participating in every Game. The failure of any Player to be contactable beyond a grace period of 10 (TEN) minutes may result in the Player being deemed ineligible to participate in any Game, Match, or the Campus Legends Tournament, which may in turn lead to the Team forfeiting such Game or Match, or being disqualified from the Campus Legends Tournament.

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5.5. Match attendance

5.5.1. The 5 (FIVE) Team members participating in any Game must be ready from 30 minutes before its scheduled start time. This is to allow Campus Legends Officials to conduct any identity and /or eligibility verification checks (including presenting any relevant document as proof of eligibility) at any point before the start of any Game.

5.5.2. Suppose there is a violation of Section 5.5.1 or 5.5.2. In that case, Campus Legends Officials reserve the right to deny the participation of such Player(s) in violation, or to declare that their Team has forfeited the relevant Game or Match.

5.5.3. To ensure the smooth progress of each Match and avoid any violation of Section 5.5.2, Players are advised to avoid going for breaks between Games during a Match. Campus Legends Officials will only grant extended breaks between Games within a Match in exceptional circumstances.

5.6. Game progress and interruptions

5.6.1. Once a Game becomes a Game of Records (in accordance with the rules and regulations), it will be considered officially in progress and scored. A Game of Record will not be paused or restarted, except in the event of a Terminal Situation, and only at the sole discretion of Campus Legends Officials. The following is used to determine GOR:

- Any attack or ability landing on minions, jungle creeps, structures or opposing champions.
- Line of sight established between Players of opposing Teams.
- Setting foot and establishing vision or targeting skill shot ability in an opponent's jungle, by either Team, which includes leaving the river or entering brush connected to the enemy jungle.

5.6.2. In the event that a Player suffers a disconnection due to an Unintentional Connection or a Terminal Situation, the Team captain or vice-captain should not only pause the Game (if possible), but also promptly alert a Campus Legends official and explain the pause. In any case, any Player who experiences a disconnection, whether it is through a connection interruption, game client crash, computer or device crash or any other reason whatsoever, should use their best efforts to return to the Game as soon as possible and continue playing.

- 5.6.3. In the event of a Terminal Situation, Campus Legends Officials shall first determine at their own discretion the severity of such Terminal Situation, and may make such directions to rectify or mitigate the effects of such Terminal Situation, which includes restarting a Game or awarding a game victory (in accordance with Section 5.8).

Examples of such directions include: If a Terminal Situation has significantly disadvantaged a Team, such Team may be offered the opportunity to remake the Game with the same draft or conditions existing before the Terminal Situation (especially if the Game has not yet become a GOR). Rules governing Game processes, such as game settings, may be modified on a case-by-case basis to maintain fairness between the Teams.

- 5.6.4. An Intentional Disconnection may be a violation of the Code of Conduct. If an Intentional Disconnection is found, Campus Legends Officials reserve the right to take action against the Player(s) involved, as well as their Team. Players may be subject to disciplinary action in accordance with the Code of Conduct, while the Game or Match in question may be deemed forfeited by their Team.

5.7. Results

- 5.7.1. Upon completion of every Game, both Team captains must send a screenshot of the Game result to Campus Legends Officials via Discord. Any failure to do so by a Team captain may result in their Team's forfeiture or disqualification.

- 5.7.2. If a Match is forfeited, the results will be reported as the minimum score required to win the match (e.g., 2-0 for best-of-three).

5.8. Awarded Game Victory (Situational)

- 5.8.1. In the event of a technical difficulty which may result in a game restart, Campus Legends Officials may instead choose to award a game victory to a specific Team. This is under the condition that Campus Legends Officials determine that a Team cannot avoid defeat to a degree of reasonable certainty. The following criteria will be considered to determine the reasonable certainty:

- If a game has been played for more than 5 minutes on the in-game timer (00:05:00)
- The difference in gold between the Teams is more than 33%
- The difference in the number of remaining turrets between the Teams is more than 7 (SEVEN)
- The difference in the number of inhibitors between the Teams is more than 2 (TWO)

- The difference in the number of remaining nexus turrets between the Teams is more than 2 (TWO)

6. Campus Legends Tournament Format

6.1. Playoffs and Grand Finals

6.1.1. 8 Teams that have qualified to Campus Legends SEA through their respective Campus Legends Country Qualifiers will compete in a Double Eliminations Group Stage (Group A/B) Qualifiers, followed by the Playoffs Stage (Semi-Finals, 3rd Place Decider and Grand Finals).

- All Matches in the Group Stage Qualifiers are Best-Of-1 Series.
- Teams will play for their Playoffs Stage seeding in the Group Stage Qualifier Round.
- All Matches in the Playoffs Stage are livestreamed Best-Of-3 Series Matches, which include the Semi-Finals, 3rd Place Decider and Grand Finals.
- The Winner of the Grand Finals Match will be determined the Champion of Campus Legends SEA MLBB.
- The Winner of the 3rd-Place Decider Match will be determined the 2nd runner-up of Campus Legends SEA MLBB.
- The 5th-place and 6th-place Decider Matches will be played after Round 1 to determine the 5th and 6th Prize Winners.

6.1.2. Live Challenge Bracket Link:

<https://challonge.com/mb6m23yk>

7. Documentation and Official Requests

Documentation or other reasonable requests may be made of any Player or Team by Campus Legends Officials at any time throughout the duration of a Campus Legends Tournament. These could be made for purposes including (but not limited to) eligibility verification, or the investigation of any potential violation of the Code of Conduct or any rules or regulations of the Campus Legends Tournament. Any Player or Team that fails to cooperate with any such request may be penalised.

8. Contingencies

To keep these Rules as concise as possible, it is impractical to make provision for every contingency that may arise in the course of Campus Legends.

Accordingly, if in the course of Campus Legends any gap in the Rules & Regulations is disclosed or anticipated, Campus Legends Officials may act with the necessary authority and at their sole discretion consistent with the spirit of other Campus Legends rules or its code of conduct, including making such decisions or declarations or taking any other action against any Player or Team, to defend the best interests of Campus Legends.

9. Finality of decisions

Any decision made by Campus Legends Officials with respect to these rules shall be final and cannot be appealed, and shall not give rise to any claim for refunds, monetary damages or any other legal or equitable remedy.

10. Amendments

The Rules and Regulations may be amended from time to time. These amendments shall take effect when they are posted on the Campus Legends website, and any such amendment shall be deemed accepted by your continued participation in Campus Legends.

11. Interpretation

In these Rule books, and unless the context requires otherwise:

"Campus Legends Tournament" means the scheduled Tournament consisting of qualifiers (if any), group stages, and finals in respect of a particular game title, which shall commence upon its official announcement and end upon the conclusion of its final scheduled match.

"Game" means an individual instance of a game title that is played until a winner is determined in accordance with the specific rules of the game title or the relevant Campus Legends Tournament.

"Game of Record" or "GOR" means a Game which has progressed to a point of meaningful interaction between the opposing Teams, based on such conditions as are set out in Section 5.6.

"Intentional Disconnection" means a Player losing connection to a Game client due to the Player's actions (e.g. quitting the game client or pulling the plug), regardless of the Player's actual intent.

"Match" means the set of Games that is played until one Team wins the majority of the total Games (e.g. winning three Games in a Best of Five match).

"Terminal Situation" means a situation where, at the sole discretion of Campus Legends Officials, either or both Teams have been significantly disadvantaged due to a situation beyond the control of either Team.

"Unintentional Disconnection" means a Player losing connection to a Game due to problems or issues with the game client, network, or gaming device in a manner that does not fall within the definition of an Intentional Disconnection.

Campus Legends reserves the right to change the Rules and Regulations.