SNAPDRAGON PRO SERIES

MOBILE LEGENDS: BANG BANG

SEASON 6 REGION SPECIFIC RULES LATAM

Foreword

This document outlines the rules that should be followed at all times when participating in a Snapdragon Pro Series competition. Failure to adhere to these rules may be penalized as outlined.

It is imperative to acknowledge that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in. We are committed to ensuring that we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,

ESL

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1. INTRODUCTION

This document ("Game Specific Rules") is part of the Competition Ruleset.

For all rules that are similar or conflict from the General Rules, Game Specific Rules, ESL Global Rules, FACEIT Terms and Conditions this Game Specific Rules would supersede said rules.

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2. ELIGIBILITY AND REGISTRATION

2.1. Eligibility requirements

Only eligible individuals can participate in the Competition. Individuals who wish to participate must meet the eligibility requirements set out in Section 2 of the General Rules.

2.2. Open Qualifier Restriction

Teams that qualify for the Open Finals won't be able to participate in future Open Qualifiers.

2.3. Registration Procedure

This Competition is operated on FACEIT and managed on both FACEIT and Discord. All participants must register an account on FACEIT, connect their Mobile Legends: Bang Bang User ID to their FACEIT account, create a team on FACEIT and register for the Competition on FACEIT, additionally, join the Competition's Discord server, in order to participate in the Competition.

3. COMPETITION DATES

The administration reserves the right to change the dates established in this rulebook. To stay up to date, please check the Snapdragon Pro Series Mobile Legends: Bang Bang FACEIT Organizer page and join the competition's Discord server.

3.1. Open Qualifiers

LATAM South (LAS):

- **LAS Open Qualifier 1:** October 6th, 2024

- **LAS Open Qualifier 2:** October 7th, 2024

- **LAS Open Qualifier 3:** October 8th, 2024

- **LAS Open Qualifier 4:** October 9th, 2024

Brazil (BR):

- **BR Open Qualifier 1:** October 10th, 2024

- **BR Open Qualifier 2:** October 11th, 2024

- **BR Open Qualifier 3:** October 14th, 2024

- **BR Open Qualifier 4:** October 15th, 2024

LATAM North (LAN):

- **LAN Open Qualifier 1:** October 16th, 2024

- **LAN Open Qualifier 2:** October 17th, 2024

- **LAN Open Qualifier 3:** October 18th, 2024

- **LAN Open Qualifier 4:** October 19th, 2024

3.2. Open Finals

Open Finals will be split into two (2) Days of competition, off-stream day and on-stream day.

Off-Stream Dates:

- **LAN Open Final:** October 25th, 2024

- **LAS Open Final:** October 26th, 2024

- **BR Open Final:** October 27th, 2024

On-Stream Dates:

- **LAN Open Final:** October 29th, 2024

- **LAS Open Final:** October 30th, 2024

- **BR Open Final:** October 31st, 2024

3.3. Challenge Season

- **Week 1:** January 24th and 25th, 2025

- **Week 2:** January 31st and February 1st, 2025

3.4. Challenge Finals

- March 1st and 2nd, 2025

4. COMPETITION STRUCTURE

4.1. Regions

The Competition will be splitand in the following regions:

- **LATAM North ("LAN"):** Belize, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Honduras, Mexico, Nicaragua, Panama, Suriname, Venezuela.

- **LATAM South ("LAS")**: Argentina, Bolivia, Chile, French Guiana, Paraguay, Peru, Uruguay.

- **BRAZIL ("BR")**: Brazil

The full list of countries, its regions and sub-regions is available in Appendix A in the General Rules.

4.2. Open Qualifiers Stage

Registration

All Eligible Teams can participate in the Open Qualifiers.

Competition Format Details

- Online

- Mode: 5v5, Draft Pick

- Team seeding:

  - Qualifier 1: Random.

  - Qualifier 2 – 4: The performance of each team will be used to create a ranking and determine the order of the seeding.

- Stage structure:

  - Single Elimination

  - Best of 3

  - The higher seed decides whether to be the host or choose the side they would like to be for game 1. After the 1st game, the host and sides will alternate.

- LAN Qualifiers:

  - Qualifiers 1 – 4: 1st and 2nd place will qualify for the Open Finals.

- LAS & BR Qualifiers:

  - Qualifiers 1 & 2: 1st place will qualify for the Open Finals.

  - Qualifier 3 & 4: 1st and 2nd place will qualify for the Open Finals.

Hosting

Teams are only able to host games in the region of the tournament, based on **Section 4.1.** If a team hosts a game in a different region than the one of the Competition, the team will be awarded a default loss for that game.

Skin usage

Skins are not allowed to be used during this stage of the Competition. The usage of skins will result in a default loss for that game to the team that used the skin.

4.3. Open Finals

Qualification

- LAN:

  - Eight teams (8) who qualified through the Open Qualifiers Stage will proceed to the Open Finals Stage.

- LAS & BR:

  - Six teams (6) who qualified through the Open Qualifiers Stage will proceed to the Open Finals Stage.

  - Two (2) invited Teams will join the Six teams (6) Teams from Open Qualifiers Stage to compete in the Open Finals Stage.

Competition Format Details

- Online

- Mode: 5v5, Tournament Mode

- Team Seeding:

  - LAN:

- ■ Qualifier 1: #1 & #8 Seed

- ■ Qualifier 2: #4 & #5 Seed

- ■ Qualifier 3: #2 & #7 Seed

- ■ Qualifier 4: #3 & #6 Seed

- ○ LAS & BR:

- ■ Invited teams will have #1 & #2 Seed

- ■ Qualifiers 1 & 2: #3-4 Seed

- ■ Qualifiers 3 & 4: #5-8 Seed

- Double Elimination bracket

- Series: Best of 3 (LAS & BR regions)

  - ○ **LAN Region only:** *Grand Finals Best of 5*

- Host/Side Priority: The priority for choosing host and sides will be decided via a coin flip. The winner of the coin flip will choose if they would like to host or to choose sides for game 1. After game 1, the host and sides will alternate.

- Top 4 Teams from LAS & BR regions will qualify to the Challenge Season.

4.4. Challenge Season: Group Stage

Qualification

Top 4 teams from LATAM America South (LAS) Open Finals, and the Top 4 teams from Brazil (BR) Open Finals.

Competition Format Details

- Online

- Mode: 5v5, Tournament Mode

- Stage structure:

- ○ 2 GSL Groups
- Team Seeding:
  - ○ Seeding Group 1:
    - ■ 1st & 3rd Place BR Region
    - ■ 2nd & 4th Place LAS Region
  - ○ Seeding Group 2:
    - ■ 1st & 3rd Place LAS Region
    - ■ 2nd & 4th Place BR Region
- Hosting: Higher seed will choose between game 1 or game 2, that game will be hosted using the higher seed's server of choice, the unchosen game will be hosted using the other team's server of choice. In case of a game 3, the server will be chosen randomly.
- Progression:
  - ○ Top 2 from each group will qualify for the Challenge Finals

4.5. Challenge Finals

Qualification

The top 2 teams from each group of the Challenge Season Group Stage will qualify to the Challenge Finals Stage.

Competition Format Details

- Online
- Mode: 5v5, Tournament Mode
- Team Seeding:
  - ○ Seed 1 - 2: Rank 1 from each group

- Seed 3 - 4: Rank 2 from each group

- Hosting: Higher seed will choose between game 1 or game 2, that game will be hosted using the higher seed's server of choice, the unchosen game will be hosted using the other team's server of choice. In case of a game 3, the server will be chosen randomly.

- Stage structure:

  - Double Elimination Bracket With Reset

  - Best of 3 games

5. BREAK TIMES

For no show rules, please refer to the **3.15 Punctuality** section of the General Rules.

Open Qualifiers

- All games must begin within 5 (five) minutes after the end of the previous game in the Match . Any Team caught deliberately delaying the start of a game will incur penalties.

Open Finals, Challenge Season

- Teams will have a up to five (5) minutes of break between games and any Team that is not ready to start after the break will incur penalties for the Team.

Challenge Finals

- Teams will have up to ten (10) minutes of break between games. Any Team who is not ready to begin the draft after the ten (10) minutes have expired will incur penalties.

6. ROSTER CHANGES & TRANSFER WINDOW

Teams who are participating in the Competition will have their Rosters locked during the Competition during this time, no changes to the Roster can be made (referred to as "**Roster Locks**"). During certain defined periods, the Roster Locks will cease to be in effect (referred to as the "**Transfer Window**"). During Transfer Windows, Teams will be able to modify their Rosters (referred to as a "**Roster Change**"), provided they remain within specifications stated in this Ruleset.

There are two (2) Transfer Windows during the Competition. Teams that wish to make a Roster Change may only do so during this time. The first Transfer Window opens at 12PM GMT-3 on the 8th of November 2024 and closes at 12PM GMT-3 on the 10th of January 2025. The second Transfer Window opens at 12PM GMT-3 on the 2nd of February 2025 and closes at 12PM GMT-3 on the 15th of February 2025.

The eligibility requirements for Roster Changes are as follows:

- Teams can only have a maximum of 7 players.

- At no point during the Competition, a Player, Substitute or Manager can be part of two different teams.

- Any and all transfer requests that are outside of the aforementioned period and/or do not meet the eligibility requirements mentioned above will not be allowed unless permission has been provided by ESL.

7. ROSTER LOCKS

7.1. Open Qualifier Roster Locks

- Teams that qualify to the **Open Finals** will be locked, this means its roster can't be changed from this point on.

- In the event of a Roster being disbanded from its registered organization during this time, the majority of the players (3 or more) will retain their spot in the tournament.

- Any and all Roster Changes must first be reviewed and approved by Tournament Administration. Roster Changes made during this period may be declined.

7.2. Invited Teams Roster Locks

Invited Teams to any Stage of the Competition will have their Roster locked at 9PM GMT-3 October 19th, 2024.

Any changes to Rosters after this period and/or outside of the Transfer Window will not be taken into consideration.

In the event of a Roster separating from their organization, the side that has the majority of the players from the original Roster will retain the spot on the tournament.

Any and all Roster Changes must be sent and approved by Tournament Administration, Tournament Administration reserves the right to approve or reject any Roster Change at its sole discretion and for any reason.

7.3. Emergency Substitutes

If a Team needs to make an Emergency Roster Change outside of the Transfer Window, it will be subject to Tournament Administration's approval, and will incur five (5) penalty points for each additional change.

The Tournament Administration may at its sole discretion, and on a case by case basis, make exceptions to these roster change regulations.

8. PRIZE POOL DISTRIBUTION

8.1. Open Stage

Open Finals LAN	
Placing	Prize
1	3.000 USD
2	1.500 USD
3 - 4	750 USD
5 - 6	450 USD
7 - 8	300 USD

Open Finals LAS & BR	
Placing	Prize
1	1.400 USD
2	1.000 USD
3 - 4	650 USD
5 - 6	400 USD
7 - 8	250 USD

8.2. Challenge Stage

Challenge Season	
Placing	**Prize**
1 - 2	2.750 USD
3 - 4	1.750 USD
5 - 6	1.000 USD
7 - 8	750 USD

Challenge Finals	
Placing	**Prize**
1	15.000 USD + Qualifying for MLBB Masters
2	7.500 USD + Qualifying for MLBB Masters
3 - 4	3.750 USD