



Snapdragon

PRO SERIES



Snapdragon Pro Series

Mobile Legends: Bang Bang

Region Specific Rules

Europe & MENA

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1. Introduction

This document (“**Region Specific Rules**”) is part of the Competition Ruleset.

For all rules that are similar or conflict with the [General Rules](#), [Game Specific Rules](#), [ESL Global Rules](#), and [FACEIT Terms and Conditions](#), then these Region Specific Rules would supersede said rules.

2. Eligibility & Registration

2.1. Eligibility Requirements

Only eligible individuals can participate in the Competition.

Individuals who wish to participate must meet the eligibility requirements in **Section 2** of the General Rules.

2.2. Open Qualifier Restriction

Teams that secured first (1st) place in Open Qualifier 1 or 2, or first (1st) or second (2nd) place in Qualifier 3 within a region are ineligible to participate in subsequent Open Qualifier stages in the same region.

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](#), to participate in the Competition.

3. Competition Dates

3.1. Open Qualifiers Europe & MENA

- Open Qualifier 1: Tuesday, 3rd September, 2024
- Open Qualifier 2: Tuesday, 10th September, 2024
- Open Qualifier 3: Tuesday, 17th September, 2024
- Open Qualifier 4: Tuesday, 24th September, 2024

3.2. Open Qualifiers Turkey

- Open Qualifier 1: Thursday, 19th September, 2024
- Open Qualifier 2: Thursday, 26th September, 2024
- Open Qualifier 3: Thursday, 3rd October, 2024
- Open Qualifier 4: Thursday, 10th October, 2024

3.3. Open Finals Europe & MENA

- Day 1: Sunday, 13th October, 2024
- Day 2: Monday, 14th October, 2024

3.4. Open Finals Turkey

- Day 1: Saturday, 26th October, 2024
- Day 2: Sunday, 27th October, 2024

3.5. Challenge Season

- Day 1: Saturday, 11 January, 2024
- Day 2: Sunday, 12 January, 2024
- Day 3: Friday, 17 January, 2024
- Day 4: Saturday, 18 January, 2024
- Day 5: Sunday, 19 January, 2024

3.6. Challenge Final

- Day 1: Saturday, 8 February, 2025
- Day 2: Sunday, 9 February, 2025

4. Competition Structure

4.1. Regions

The Competition will be grouped and run in the following regions:

- Europe, Middle East, and Northern Africa ("**EU & MENA Region**")
- Turkey ("**Turkey Region**")

The full list of countries, their 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 - Mythic Battlefield
- Team seeding: Randomized
- Stage structure:
 - Single Elimination
 - Best-of-3 matches
 - The Team higher up on the match bracket will host a lobby and start as the blue side (first pick), lobby host and side selection will alternate between the Teams after that for each subsequent game in the Match. Refer to Game Specific Rules, Section 2.21.2 for more information
- Progression:
 - Open Qualifier 1 and 2 will qualify 1 team for the Open Final
 - Open Qualifier 3 and 4 will qualify 2 teams for the Open Final

4.3. Open Finals

Qualification

The six (6) Teams who qualified through the Open Qualifiers Stage will proceed to the Open Finals Stage.

Invitations

Two (2) invited Teams will join the six (6) qualified Teams from the Open Qualifiers Stage to compete in the Open Finals Stage.

Competition Format Details

- Online
- Mode: 5v5, Tournament Mode
- Team seeding: Seeding will be determined solely at the discretion of the Tournament Administration and shared with the Participants before the start of the Open Finals.
- Stage structure:
 - Double elimination
 - Best-of-3 matches
 - Ban/Pick Priority: The coinflip winner has priority for the first (1st) or second (2nd) Ban/Pick and the Ban/Pick priority will alternate between the Teams after that for each subsequent game in the Match.
- Progression: The Teams placed First (1st) to Fourth (4th) per region will proceed to the Challenge.

4.4. Challenge

Qualification

The four (4) Teams who qualified through the Open Final Stage per region (eight (8) in total) will proceed to the Challenge.

Competition Format Details

- Online
- Mode: 5v5, Tournament Mode
- Team seeding: Seeding will be determined solely at the discretion of the Tournament Administration and shared with the Participants before the start of the Challenge.
- Single elimination
 - Best-of-5 matches
 - Ban/Pick Priority: The coinflip winner has priority for the first (1st) or second (2nd) Ban/Pick and the Ban/Pick priority will alternate between the Teams after that for each subsequent game in the Match.

5. Break Times

Open Qualifiers

- All games must begin less than five (5) 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 and Challenge

- Teams will have a five (5) minute break between games and any Team that is not ready to start after the break will incur penalties for the Team.
- Prayer break timings will be communicated to Participants by the Tournament Administration.

6. Roster Locks & Roster Changes

Teams who are participating in the Competition will have their Rosters locked during the Competition and while their Roster is locked, no changes to the Roster may be made (Herein referred to as “**Roster Locks**”). Roster locks are applied upon the start of each Open Qualifier and removed after for teams that did not qualify for the Open Final.

Teams are allowed to have two (2) **Substitute** players upon registration.

Teams are allowed to make roster changes between the Open Qualifiers in case they did not qualify for the Open Final.

Once a team qualifies for the Open Final, their roster is permanently locked until the end of the season and no further changes will be authorized.

6.1. Invited Teams Roster Locks

6.1.1. Europe & MENA

Invited Teams will have their Roster locked on TBD.

Any changes to Rosters after this date will not be authorized.

In the event of the Roster being separated from its registered organization during a Roster Lock period, the Players (who hold the majority) will retain their spot in the tournament.

6.1.2. Turkey

Invited Teams will have their Roster locked on TBD.

Any changes to Rosters after this date will not be authorized.

In the event of the Roster being separated from its registered organization during a Roster Lock period, the Players (who hold the majority) will retain their spot in the tournament.