



Snapdragon

PRO SERIES



SNAPDRAGON PRO SERIES

MOBILE LEGENDS: BANG BANG

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.

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 North (LAN):

- **LAN Open Qualifier 1:** 19th April 2024
- **LAN Open Qualifier 2:** 20th April 2024
- **LAN Open Qualifier 3:** 21st April 2024
- **LAN Open Qualifier 4:** 22nd April 2024

LATAM South (LAS):

- **LAS Open Qualifier 1:** 23rd April 2024
- **LAS Open Qualifier 2:** 24th April 2024
- **LAS Open Qualifier 3:** 25th April 2024
- **LAS Open Qualifier 4:** 26th April 2024

Brazil (BR):

- **BR Open Qualifier 1:** 27th April, 2024
- **BR Open Qualifier 2:** 28th April 2024
- **BR Open Qualifier 3:** 29th April 2024
- **BR Open Qualifier 4:** 30th April 2024

3.2. Open Finals

Open Finals will be split into two (2) Days of competition, off-stream day and on-stream day, dates for the off-stream day will be communicated to teams at a later date by the administration.

On-Stream Dates:

- **LAS Open Final:** May 10th, 2024
- **LAN Open Final:** May 11th, 2024
- **BR Open Final:** May 12th, 2024

3.3. Challenge Season

- **Week 1:** May 18th to 19th 2024
- **Week 2:** May 25th to 26th 2024

3.4. Challenge Finals

- June 22nd to 23rd 2024

4. COMPETITION STRUCTURE

4.1. Regions

The Competition will be split and in the following regions:

- **LATAM North ("LAN"):** Mexico, Belize, Costa Rica, El Salvador, Guatemala, Honduras, Nicaragua, Panama, Colombia, Suriname, Venezuela, Ecuador.
- **LATAM South ("LAS"):** Argentina, Chile, Uruguay, Bolivia, Paraguay, French Guiana, Peru.
- **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: Random
- 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.
- Qualifiers #1 & #2: 1st place will qualify for the Open Finals.
- Qualifier #3 & #4: 1st and 2nd place will qualify for the Open Finals.

4.3. Open Finals

Qualification

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

Invitations

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:
 - 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
- 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
- Stage structure:
 - Double Elimination Bracket
 - Best of 3 games
 - Grand Finals: Best of 5 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 is one (1) Transfer Window during the Competition. Teams that wish to make a Roster Change may only do so during this time. The Transfer Window opens at 12PM GMT-3 on the 13th of May 2024 and closes at 12PM GMT-3 on the 16th of May 2024.

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 April 30th, 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
2	7.500 USD
3 - 4	3.750 USD