



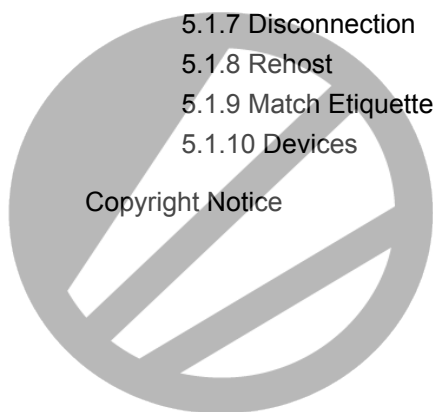
MSP Major - Call of Duty: Mobile Rulebook

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1. Definitions

1.1 Range of Validity

The MSP Major 2020 - Call of Duty: Mobile (hereinafter "League") is operated by ESL SEA Pte Ltd (hereinafter "ESL SEA"). This League is a part of the ESL tournament operations.

The Call of Duty®: Mobile - Garena is published by Garena Mobile Private (hereinafter "Call of Duty: Mobile").

This is the only rulebook which is valid for the League, its participants (for the purpose of this Rulebook hereinafter "Team(s)") and all matches played within the scope of the League. With his participation, the Team and its players (hereinafter "Player(s)") state that they understand and accept all the rules specified in this Rulebook.

Should there be differences between translations of the same rulebook the English version will be the one the rulings will be based on.

1.2 Participants

A League participant is a Team or Player that is participating in the League. Any member of a Team is a participant of that Team. No Team or Player can be part of more than one organization taking part in seasons of Intel Extreme Masters, ESL One, ESL Pro League, ESL National Championships or any of those leagues' qualifiers.

1.3 Time Zone

The ESL website will display the times of matches according to the time-zone assigned to them from their Geo-IP location. Where there is not a Geo-IP location available then any official time will be given in GMT.

1.4 League Officials

Each Team can contact the League administration via support ticket on the ESL website, via email.

League Administration:

Amir Safwan - a.safwan@ext.eslgaming.com

Megat Danish - d.imran@ext.eslgaming.com

2 General

2.1 Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League Administration also reserves the right to make judgements on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

2.2 Validity of the Rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

2.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the League Administration.

2.4 ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all our tournaments, including The ESL MSP Championship - Call of Duty: Mobile. You can look them up on their website at <http://www.esportsintegrity.com/>.

The following sub-paragraphs are meant to give you an impression about what things are forbidden. For complete and more detailed information, please visit the ESIC website.

2.4.1 Code of Conduct

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, League officials, and League administration. Being a role model is an occupational hazard of being a Player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed League administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion.

Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention.

Similar restrictions apply not only to the Teams and Players, but every single person involved with or present at a stage of the League. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

2.4.2 Prohibited Substances and Methods

2.4.2.1 Doping

2.4.2.1.1 Refusing to be tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

2.4.2.1.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the League. The list can be found here: <http://esl.pm/prohibitedlist>

2.4.2.1.3 Prescribed medication

If Players have an active prescription for a substance on the WADA list, they must send proof to the League administration before the first day of the League (31st August 23:59 GMT+8). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

2.4.2.1.4 Categories of Doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant.

Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with penalty points, a ban for the Player and (a) default loss(es), as well as possibly disqualification of the Team.

Repeated cases of doping by the same Player will be punished harder, up to a lifetime ban for the Player.

Repeated cases of doping on the same Team (but by a different Player) will also be punished harder for the Team.

Repeated cases of doping by the same Player on the same Team will be punished harder for both the Team and the Player.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament results will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

2.4.2.2 Alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to

severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

2.5 Publisher or ESIC Bans

The League administration reserves the right to refuse players who have standing bans from the game publisher to take part in the League. Also, ESIC bans will be honoured and translated into ESL bans.

2.6 Additional Agreements

The League administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual Players or Teams. The League administration highly discourages such agreements taking place, and such agreements that are contradicting the League Rulebook are under no circumstances allowed.

2.7 Match Broadcasting

2.7.1 Rights

All broadcasting rights of the League are owned by ESL SEA. This includes but is not limited to: Video streams, TV broadcasts, shoutcast streams, replays, demos or live score bots.

2.7.1.1 Waiving These Rights

ESL SEA has the right to grant a licence for the broadcast of one or multiple matches to a third party or the Teams themselves. In such cases the broadcasts must have been arranged with the league administration 24 hours before the start of the match.

2.7.2 Teams Responsibility

Teams cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the league administration. The Teams agree to make sufficient accommodation so that broadcasting of matches can take place.

2.8 Communication

2.8.1 Email, WhatsApp and Discord

The main official communication method of the League is Email and Discord. Once a team has successfully qualified for the league the team leader will need to provide their Email address and Discord ID to the admin. Most communication will be done on Discord as the primary communication platform while email will be used to provide necessary tournament information. Team leaders/representatives are responsible to let their team know if there are any important announcements or updates regarding the league.

Discord Channel Link: <https://discord.gg/AP7pNPD>

2.9 Conditions of Participation in the League

The following conditions must be met to participate in the League.

2.9.1 Age Restriction

All Players participating in the League must be at least 16 years of age. If the player is under 16 years old, and is considered a minor at the time and date of his/her participation in the League, he/she must have his/her parent or legal guardian consent and agree to the additional rulebook on his/her behalf. Consent letter can be emailed to League Administration via 1.4 League Officials.

2.9.2 Number of Players in a Team

The Team roster can hold a maximum of five (5) Starters and one (1) Substitute.

2.9.3 Home Country/Region

A Player's home country is the nation in which they reside for the majority of the period in which the League is contested. Throughout this League, a team must have five Starters players and a substitute whose home country is Malaysia, Singapore, Philippines. A team must field 6 players whose home country is Malaysia, Singapore, Philippines. However only a Wildcard team is allowed to have a team that is a mixture of at least four out of six players whose home country is Malaysia, Singapore, Philippines. This is not compulsory and purely optional for Wildcard teams. A team can field 6 players whose home country is Malaysia, Singapore, Philippines. if they wish not to add any foreigners into the roster.

2.9.3 Number of Players in a Team

The Team roster can hold a maximum of five (5) Starters and one (1) Substitute.

2.9.4 Nicknames

No sponsor tags are allowed in the nickname on the ESL website under any circumstances and the general ESL rules for the choice of nicknames apply.

2.9.5 Game Accounts

Every Player must have their game account entered on their ESL member profile. This is including but not limited to: Call of Duty: Mobile.

2.9.6 Team Names

The League Team name may not have any extensions such as "CS team". The League Team name may also not include any sponsor names of any kind. Any Team name found to be untoward will be changed, if not via request it will be done for you, without warning.

2.9.7 Changes on the Team Accounts

Any changes in the Team account should be approved by the League Administration before the changes can take place. This includes but is not limited to:

- Adding or removing Players
- Changing the Team name
- Changing the Team logo

2.10 Licences in the League

2.10.1 Definition

Before each season, the organizer awards the League Licence to the participating teams, or individuals. In this tournament, these are participants that fulfills:

- MSP Major National Qualifiers
- MSP Major Group Stage
- MSP Major Playoff

2.10.2 Duration

A League Licence is valid for a season only, anyone who was entitled to a licence in season one is not automatically granted a licence in season two onward. Each licence will be known to the team from the administration team prior to the start of the new season.

2.10.3 Team Licence

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd company, and so on). Any legal entity is only allowed to hold one license in the same competition. No other legal entity controlled by the same person/people is allowed to hold another license. If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the MSP Majors administration, a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order, and holding the MSP Majors team account on ESL website, but in a such case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the MSP Majors or its qualifiers stay together as a team. The license holder or representative is responsible for all actions and commitments of the team. Any changes in the team license must be reported to and accepted by the MSP Majors administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions. The License Holder is the entity that decides the recipient of the prize money won under its license.

2.10.4 Withdrawal of Licence

The organizer reserves the right to withdraw a league licence from any Team, if the League Administration feels that the participants in question have not behaved within the guidelines set out by the league and its governing organization. This includes but is not limited to:

- Players or team members have committed a material breach of the provisions outlined in this Rulebook
- A majority of the licence holding players leave the roster

2.10.5 Multiple Team Ownership

The License rules of MSP Majors are clear on the fact that each organisation and its legal entity can only acquire one license per tournament which involves its qualifiers. Therefore it is not allowed that an organisation's academy team will participate in an the organizer tournament or qualifier if;

- a) Another team of the organization has been invited to the main event.
- b) Another team of the organization has been invited to the closed qualifier.
- c) Another team of the organization has signed up for the same qualifier.

A special exception to this can only be made if the organization in question provides a written confirmation that at least four weeks ahead of the part of the competition including the main team, the academy team will either be sold or their contracts will be terminated in order for them to participate with a new organization and under a new name.

The restriction for the academy team falls away if the invitation for the main team gets declined or is otherwise voided.

2.10.6 Review of License

If a license holder loses over 67% of their starting lineup, the organizer can review the license and possibly withdraw it, if the license-holder cannot convince the organizer about his ability to continue in MSP Majors on a similar level of play.

2.10.7 Changing the Team License Holder

A license-holder can request a transfer of the MSP Majors license to another entity during a season, if there is an adequate reason for doing so. It is at the MSP Majors administrators' discretion whether or not the reason is deemed adequate. After the change of the license holder, the majority lineup restriction will apply for the team in question for a time span indicated by the league direction (no shorter than one MSP Majors event and no longer than ½ season) from the moment a new legal entity takes over the license from the old one. This restriction is meant as a protection of the players joining a new clan and to prevent clans getting a license for their own, not qualified team.

2.11 Player changes and Team line-ups

It is required for teams to email the administration team their starting rosters 24 hours prior to the start of their match. If any changes happen after this time then they should be communicated as soon as possible, failure to do so could lead to penalties.

2.11.1 Roster Lock

72 hours prior to the first match day of the tournament, the team sheets for each team will lock. Now, the roster must be complete with (5) five starters and up to (1) one substitute. The sub must not be registered to any other team in the MSP Majors as a player.

2.11.2 Match Lineup

The lineup for each match must always fulfill the criteria of the 2.9.3 Number of Players in a Team. Lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden. Exceeding 5 minutes might result in penalty or disqualification based on the final decision of League Administration.

2.12 Multiple Contracts

All Players in the League are strictly forbidden from having contract or agreement with two (2) or more League Teams, may it be written or oral. If such a contract or agreement is found to be in existence, the organizer reserves the right to ban the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, the the organizer has the right to remove the Player or Team(s) in question.

2.13 Prize Money

All prize money will be paid out, at least 90 days after the League finals have been completed. If a Team or Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

2.13.1 Prize Money Distribution

2.13.1.1 MSP Major Call of Duty: Mobile

Place	Prize
1st	USD 2500 + 50,000 CP
2nd	USD 1500 + 40,000 CP
3rd	USD 1000 + 30,000 CP
4th	25,000 CP
5th	20,000 CP
6th	15,000 CP
7th	10,000 CP
8th	10,000 CP

2.13.4 Withdrawal of Prize Money

If the prize money for the League has not been paid out, the League Administration reserves the right to cancel any pending payment if any infringement of the provisions set out in this Rulebook has been discovered.

2.13.5 Transfer of Prize Money

The prize money will be sent as a bank transfer. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a Team has not collected their winnings within one year of the initial payment date the prizes are forfeited.

2.13.6 Eligible of Prize Money

Only Teams that complete 85% of matches are eligible to receive prize money at the end of a season.

2.14 Replacements

If a Team is for any reason unable to compete further in the League, and is removed before the replacement deadline, a replacement will be called up. Replacement Teams will be considered and invited at the discretion of the League Administration.

2.14.1 Replacement Deadline

Replacements will only be invited if the withdrawal of a team occurs prior to the third matchday of the League during the Second Stage.

2.15 Penalties and consequences for leaving the League

2.15.1 Leaving during any stage

If a Team leaves or gets disqualified from the League during an ongoing stage, the Team forfeits all prize money accumulated for the whole season.

2.15.2 Deletion of Matches

All matches involving Teams that have left a season of the League before it ended will be deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the Team will be considered a default win for his opponent.

2.15.3 Ban for Players

If a Team gets disqualified from the League during an ongoing season, all its Players get banned until the end of the season.

2.16 Match Start

2.16.1 Punctuality

All matches in the League should start as stated on the website, no changes to the time can be requested. All Teams and Players in a match should be on the server or in the game lobby and ready to go at the latest 10 minutes before the match is to start. Each team should be ready to start the game 30 minutes prior to their official start time. If any team is not ready at this time then they are subject to penalties being applied.

2.16.2 Delaying the Match

Match starts are absolute unless changes have been confirmed by the League Administration. Not starting a match as scheduled will result as a warning first. After 10 minutes, the team is considered a no show and will be given a default loss/disqualified .

2.16.3 No show

If a Team is not ready to play 10 minutes after the official match starting time, the Team will be considered as no show and will receive a default loss/disqualification.

2.16.3.1 Disqualification due to no shows

If a Team receives three forfeit losses during one season due to no shows, the Team will be disqualified from the League with all its consequences.

2.17 Match Procedures

2.17.1 Storage and keeping of Match Media

All match media (screenshots / demos / replays / etc.) must be stored by the Team for a minimum of two (2) weeks after the match has ended. If there is a protest on the match, the records need to be stored by the Team for a minimum of two (2) weeks after the protest has been closed and resolved.

2.17.2 Rescheduling of Matches

A request for rescheduling must come in at least one (1) week prior to the match in questions via email to League Administration. The email should include the reason why rescheduling is requested. It is then up to the League Administration to grant the request or deny it.

2.18 Match Protests

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the Teams and the League Administration.

2.18.1 Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the Teams and the League Administration.

2.18.2 Match Protest Rules

2.18.2.1 Deadline for Match Protests

The latest time that Teams can issue a match protest is the earliest of the following:

- 72 hours after the scheduled starting time of the match

2.18.2.2 Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple “they are cheaters” is not appropriate.

2.18.2.3 Behaviour in Match Protests

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.



3. League System

3.1 Stages

- MSP Major National Qualifiers
- MSP Major Group Stage
- MSP Major Playoff

3.1.1 MSP Major National Qualifiers

The stage will be held in a format of Single Elimination in a Best-of-Three format (BO3) and the Top 4 team will proceed to Double Elimination in a Best-of-Three. A team of each qualifier will qualify for the MSP Major Group Stage of the tournament. However Philippines will have an extra slot for the National qualifier.

3.1.2 MSP Major Group Stage

With a total of 8 teams from the Invited team, National Qualifier, Wild Card the Second Stage will be a Double Round Robin format. All matches in Group Stage will be Best-of-three (BO3) format. The champion of this phase will qualify as the representative of the country for the MSP Major Playoff. Teams need to play a full 3 round in this stage and points will be given according to the round win for each match.

If a tiebreaker occurred during the MSP Major Group Stage, the tiebreaker rule will be implemented according to the ruleset below:

1. Map differences between tied teams (Win - Loss)
2. The head to head between the tied teams.
3. Points amassed for each game modes

3.1.3 MSP Major Playoff

The top 6 from the MSP Major Group Stage will play in a Double Elimination Format of Best-of-Three(BO3) in the lower bracket and Best-of-Five(BO5) for the Upper Bracket and Grand Final.

3.2 Tournament Dates

First Stage:

- CODM: MSP Major Philippines National Qualifier - October 12th & 19th 2020
- CODM: MSP Major Singapore National Qualifier - October 13th & 20 2020
- CODM:MSP Major Malaysia National Qualifier - October 14th & 21 2020
- CODM:MSP Major Wildcard National Qualifier - October 26th & 31th 2020

Second Stage:

- CODM: MSP Major Group Stage First Round Robin - November 14th & 15th 2020
- CODM: MSP Major Group Stage Second Round Robin - November 21th & 22th 2020

Third Stage:

- MSP Major Playoff - December 5th & 6th 2020

4 Sanctions

4.1 General

Unless otherwise stipulated in the provisions of this Rulebook, when a Player or Team has broken one or several rules set forth by the League, it will be referred towards this section for the appropriate punishments, where all general punishments are listed and catalogued.

4.2 Breach of Etiquette

For an orderly and pleasant game, it is essential that all Players have a sporting and fair attitude. The most important and most common offences are listed below. However, the League administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.2.1 Insults

All insults occurring relating to the League will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, Player guest books, support and protest tickets, etc.). Insults on IRC, IM programs, Social Media, email or other means of communication will be punished if the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or the ban of the Player from the League.

Depending on the nature and severity of the insult the penalty will be assigned to the Team. In Team competitions Players may also be barred from playing for one or more match days.

4.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the League. Spamming on the website (forums, match comments, Player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity.

4.2.3 Spamming In-game

A warning will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. All-Chat functions are there to communicate efficiently with the opponent and the match admins.

4.3 Unsportsmanlike Behaviour

For an orderly and pleasant game, it is essential that all Players have a sporty and fair attitude. Breaches of this rule will be punished or may result in disqualification. The most important and most common offences are listed below. However, the League administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.3.1 Misconduct

The attempt to mislead admins or other Players, using false information, or in any other way deceive other Players or Teams will be punished as follows.

4.3.1.1 Faking Match media

Faking match media may result in two warnings or Disqualification.

4.3.1.2 Extraordinary Circumstances

When cheating is suspected, and the match media in question has been faked, the respective team will be disqualified from the tournament. However, the admin hold the rights to amend or change the punishment based on the severity of the issue.

4.3.2 Ringer/Faker

Any Players involved in faking or ringing a Player will be barred for two (2) matches, also, the team will not be allowed to continue with the tournament.

4.3.3 Playing with Disallowed Player

Using a disallowed Player (i.e. a Player that is banned from the League or a Player who has been transferred to a Team under violation of the Rulebook) results in the Player will be barred for two (2) more matches before he is eligible to compete or will be disqualified.

4.3.4 Misleading admins or players

Any attempts to deceive opposing Players, admins, or anyone else related to the League may be penalized with a warning first or and may lead to disqualification.

4.3.5 Cheating

When cheating is uncovered the team will not be able to continue the tournament. The Team will be disqualified from the current season of the League and the Player will be banned from all competitions for two (2) years.

These are only examples, using ipad or exploiting bugs or other programs or methods may be considered cheats as well.

4.3.6 Betting or gambling

No Players, Team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the League matches or the League in general. Any betting or gambling against your own organization's matches will lead to an immediate disqualification of the organization and a minimal ban of one (1) year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the League administration.

5 Game Specific Rules - Call of Duty: Mobile

5.1 Match Procedure

5.1.1 Match Start Time

Each Match Start Time listed on a Competition website, email or official document, should be considered an estimate. All Participants during a Match night are expected to be online and available thirty (30) minutes prior to the start of the first scheduled Series. Whilst a succeeding Match may be scheduled at a specific time, all Match Start Times are subject to the conclusion of the Match that precedes it.

5.1.2 Joining Game Lobby

The Spectator's name will be provided prior to the beginning of Stage 1 through 2.8 Communication Method. The team is responsible for adding Spectator as a friend in Call of Duty: Mobile. Failure to do so might result in disqualification.

All Participants are expected to join the lobby allocated by League Administration no later than 10 minutes before the informed time by League Administration. If a team does not have all five (5) players in the lobby by the scheduled time, then the following drafting limitations will be set:

- Up to 5 minutes - A warning
- 10 minutes over - Default loss for the match.

5.1.3 Lobby Settings

- Server: MSP
- Game Mode: Search & Destroy, Domination, Hardpoint
 - Search & Destroy
 - Round Win Limit: 6
 - Round Time Limit: 120 seconds
 - Domination
 - Round Score Limit: 75
 - Round Time Limit: 300 seconds
 - Hardpoint
 - Round Score Limit: 150
 - Round Time Limit: 300 seconds
- Map Pool: Crossfire, Standoff, Crash, Firing Range, Summit, Meltdown
- Scorestreak: Care Package is not allowed to be used
- Operator Skills: All allowed
- Banned list:
 - a. SMRS (bazooka)
 - b. Molotov
 - c. NA-45
 - d. All emotes

5.1.4 Map and Side Selection Process

The map and side selection process must be started prior to the match starting time, at a specific time arranged by League Administration via the main official communication method.

Each Team has 5 Minutes per step, during that time they are allowed to speak and talk about the next pick or ban.

Please refer to *5.1.5 Map and Side Selection* for the specific steps.

5.1.4 Mode and Map for Stage 1: Group Round Robin

On Stage 1, In a Best-Of-Three (BO3) matches, the mode and map to be played are fixed as below:

Game 1	Game 2	Game 3
Hardpoint	Search & Destroy	Domination
Crossfire	Standoff	Summit

5.1.5 Map and Side Selection

Map and side selection are only applicable to Stage 2 & 3.

5.1.5.1 Best-Of-Three (BO3) matches

Coin toss will be done, the winner gets to choose to act as Team A or Team B.

Match 1:

Team A vetoes one Hardpoint Map.

Team B vetoes one Hardpoint Map.

Team A chooses which remaining Hardpoint Map will be played Game 1.

Team B chooses which side they will start on Game 1.

Match 2:

Team B vetoes one Search & Destroy Map.

Team A vetoes one Search & Destroy Map.

Team B chooses which remaining Search & Destroy Map will be played Game 2.

Team A chooses which side they will start on Game 2.

Match 3:

Team A vetoes one Domination Map.

Team B vetoes one Domination Map.

Team A chooses which remaining Domination Map will be played Game 3.

Team B chooses which side they will start on Game 3.

5.1.5.2 Best-Of-Five (BO5) matches

Coin toss will be done, the winner gets to choose to act as Team A or Team B.

Match 1 & 4:

Team A vetoes one Hardpoint Map.

Team B vetoes one Hardpoint Map.

Team A chooses which remaining Hardpoint Map will be played Game 1.

Team B chooses which side they will start on Game 1.

Team B chooses which remaining Hardpoint Map will be played Game 4.

Team A chooses which side they will start on Game 4.

Match 2 & 5:

Team B vetoes one Search & Destroy Map.

Team A vetoes one Search & Destroy Map.

Team B chooses which remaining Search & Destroy Map will be played Game 2.

Team A chooses which sides they will start on Game 2.

Team A chooses which remaining Search & Destroy Map will be played Game 5.

Team B chooses which side they will start on Game 5.

Match 3:

Team A vetoes one Domination Map.

Team B vetoes one Domination Map.

Team A chooses which remaining Domination Map will be played Game 3.

Team B chooses which side they will start on Game 3.

5.1.6 Display Names – Player/Team Tag

All Participants are responsible for setting up and displaying the correct team name for the in-game client. Player in-game alias and team tag must be set as per registered and applied for all matches. Failure to adhere to this rule will result in withdrawal from the MSP Major

5.1.7 Disconnection

Players will be responsible for their own internet connection during Stage 1 and Stage 2. The League Administration will not hold any responsibility towards the connection issues of players.

5.1.8 Rehost

Each team can receive up to 1 rehost per match maximum.

Rehost rules are specified below, including the conditions in which they will be allowed:

- One or more players are not connected during pre-match
- Game mechanics are not working as intended (shooting, reloading, moving, equipment, etc) up to the first 30 seconds of the action phase, no damage taken by anyone.
- Spectator issue - rehost up to the first 30 seconds of the action phase, no damage taken by anyone.

5.1.9 Match Etiquette

Matches are to be started in a timely manner. Administration reserves the right to forfeit teams responsible for intentionally delaying the start of a match by more than ten (10) minutes after the scheduled start time.

The in-game chat (all chat) must only be used for Game related discussion. Any form of harassment via the in-game chat is heavily restricted. Disconnection during the pre-match can be informed to the opponent if necessary.

5.1.10 Devices

Players must use their own mobile devices (Android/iOS) throughout the tournament. Tablets and other similar devices or emulators are forbidden from stage 1 of the MSP Major towards the Grand Finals of the tournament and will result in disqualification.



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