

## Call of Duty: Mobile - The Plunge Season 3 Rulebook

### Communication:

- Most communication will be done on Discord as the primary communication platform. Team leaders/representatives are responsible to let their team know if there are any important announcements or updates regarding the league.
  - Discord channel: <https://discord.gg/MsNAdB2>

### General Conduct

- For an orderly and pleasant game, it is essential that all Players have a sporty and fair attitude. Breaches of this rule will lead to penalty points. The most important and most common offenses are listed below. However, the League administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).
- Players will refrain from the use of vulgar language during the entire competition. All rules of conduct also apply to chat through the game console.
- Players are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match penalties, forfeit, and disqualification from the tournament.
- Cheating doesn't need to be successful to qualify as a violation. Conspiring to cheat is already a violation and will lead to automatic disqualification for all conspirators. Examples of cheating include, but aren't limited to:
  - Ringer
  - Account Sharing

### Teams / Player Requirement

- All team players are expected to have Discord installed on their manager/leader mobile device or have access to it on other devices.
- Only players residing in Malaysia, Singapore and Philippines are allowed to participate in this tournament.
- A team must consist of the following members:
  - 4 main players and a sub player (Required)
- Players are not allowed to join more than 1 team.
- By registering, Teams acknowledge that all usage of photos, videos, and any form of recording during the tournament have been given legal consent by the players for media and marketing purposes.
- The act of registering for this tournament implies full acceptance of all terms, conditions, rules, and regulations stated, in its entirety.

### Tournament Format

**\*This cup is to be played in a BO2 and only limited to 100 participants in each qualifier.**

- National Qualifier - 20 Teams per group in 5 Group Best of 2 (Two)
- National Final - 20 Teams per group in 2 Group, Best of 4 (Four)
- MSP Grand Finals - 20 team in a group Best of 6 (Six)

Tournament Score System

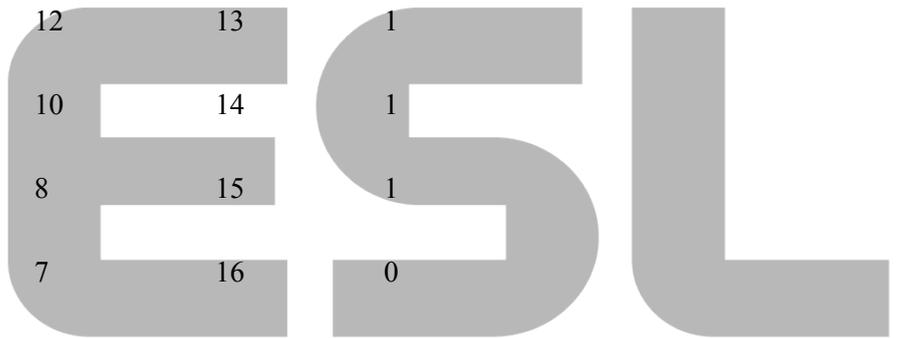
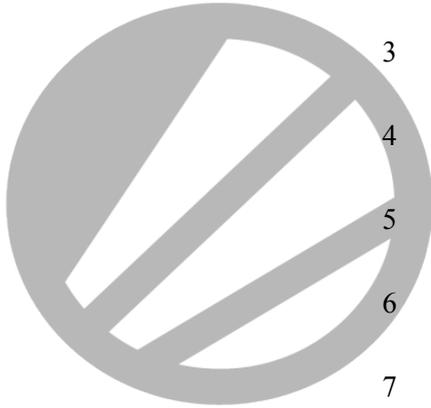
Scoring for each Tournament Game will be based on each Team's final kill count and in-game placement as set forth below.

**Scoring System\*\***

**1 Kill = 1 Point**

**Points at the end of the Match**

<u>Placement</u>	<u>Points</u>	<u>Placement</u>	<u>Points</u>
1	20	11	1
2	15	12	1
3	12	13	1
4	10	14	1
5	8	15	1
6	7	16	0
7	6	17	0
8	5	18	0
9	4	19	0
10	3	20	0



**Scoring System\*\***

### Tournament Schedules and Rules

- The tournament schedule will be available on the Discord and ESL Play tournament page.
- If a Team is not ready to play in 10 minutes after the official match starting time, the Team will be considered as no show for that round but will still be able to participate for the upcoming rounds of the tournament.
- If a team is not complete with four players in the lobby, 10 minutes after the official match start time they will be removed from the lobby for that round.
- Teams may not remake matches. Except for server problems and bug issues..
- Once a match has completed, teams must take a screenshot of the match result.

### Tournament Maps

Maps: Isolated

Game Mode: TPP

Team Size: 4 players

Roster Size: 4 players

Number of teams per Tournament Game: 20

In-game character costume: Follow tournament organizers' instruction

The Tournament Organizer reserves the right to make changes to the required game or player settings at any time in their sole discretion prior to the start of any Tournament Game.

### In-game Rules

- Application Version: Call of Duty: Mobile (CODM)
- Players are prohibited from using any kind of emulation software or Tablet device. If any players are caught using the item stated above will be banned from entering any tournament from Garena or ESL.
- Spectators are prohibited to be in the lobby, except for tournament admins.
- If any player disconnects during a match, the game continues. The disconnected players are required to reconnect as soon as possible.
- In the case of a server crash, the admin will rehost the lobby and restart the match.
- Make sure the team is fully ready and prepared throughout the whole Tournament.

Prize Money

- Prize award listing:

Placement	Prize (CP)
1st	30,000 CP
2nd	20,000 CP
3rd	12,000 CP
4th	6,000 CP
5th	3,000 CP
6th	3,000 CP
7th	2,000 CP
8th	2,000 CP
9th	1,000 CP
10th	1,000 CP

- The prizes are only for Top 10 players from Malaysia, Singapore & Philippines (MSP) Finals.
- All prizes will be paid out, at the latest 90 days after the Tournament 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.

Admin Rights

- Admin may overrule all rules based on the situation. The organizer's decision is final after the appeal process.