

MAGGI® COMMUNITY HOT CUP® Tournament 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/awUWPmH>

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.
- A team must consist of the following members:
 - 5 main players (Required)
- Players are not allowed to join more than 1 team.
- MPL players are allowed to participate in this open cup and are limited to 1 MPL player per team. MPL players are responsible for disclosing to the tournament organizer and Tencent Gaming upon joining this open cup.
- 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

- Start until Round of 16 - Best of 1 (One)
- Quarter and Semi-Final - Best of 3 (Three)
- Grand Final - Best of 3 (Three)

Tournament Schedules and Rules

- The tournament schedule will be available on Discord and ESL Play tournament page.
- 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.
- 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 and upload it into ESL Play.

In-game Rules

- Application Version: Mobile Legends: Bang Bang (Pemaju: Moonton)
- Mod Game: Custom - Draft Pick.
- 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, admin will rehost the lobby and restart the match.
- Each team will get 2 disconnects (DC) pause chances upon noticing the host. Each pause chance will last 3 minutes Max.
- Make sure the team is fully ready and prepared throughout the whole Tournament.

Prize Delivery

- Prize award listing:
 - First place - RM500 + 1000 Diamonds
 - 2nd ~ 4th place - 1500 Diamonds (500 Diamonds for each teams)
- All prize and prize money 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.

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