

THE OFFICIAL RULES AND REGULATIONS OF

DIGITAL WARRIORS OF PLAYHUMBLE MOBILE LEGENDS BANG BANG SEASON 2



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1) Introduction

This is the official set of rules and regulations for the Digital Warriors of PLAYHUMBLE Mobile Legends Bang Bang Season 2 competitive play.

The official rules establish the guidelines of our tournament, including rules governing player eligibility, tournament structure, prize awards, player conduct, etc. If any player chooses to deny accepting the rules and regulations, then the team will not participate. Any rules unfollowed will be penalized and disqualified.

2) Players and team qualification of tournament entry

- 2.1) There is no rank limit, anyone may join the tournament.
- 2.2) Usage of inappropriate pictures as a team logo is prohibited.
- 2.3) Players must join the PLAYHUMBLE.GG discord server to participate here: <https://disboard.org/server/650172256013647872>
- 2.4) Players must provide their Mobile Legend Bang Bang ID number.
- 2.5) Must provide their real name.
- 2.6) Captain must provide their phone number.
- 2.7) Players must provide their in-game name.
- 2.8) Player must provide their ranking.
- 2.9) Player must provide their email.

3) Before check-in and after check-in

- 3.1) You must check-in an hour before the tournament. For example, if the tournament starts at 18:00, then the check-in time will start at 17:00. For an example of how to check-in, click here: https://www.youtube.com/watch?v=R_Xae5NhF1o&ab_channel=PLAYHUMBLE
- 3.2) Edit your own name to have your team's full name on your username to identify your team easier.
- 3.3) After check-in, a staff will be calling your team to instruct you further.
- 3.4) Any further question should ping the staff by typing "@staff".

4) Prize

- 4.2) Winners will be contacted by staff to agree with transfer of prize.
- 4.3) If the recipient does not reply to a PLAYHUMBLE staff within 14 days after the first contact, the prize will be cancelled.

5) Game structure

- 5.1) All game will be played in a best of 3 except the final match, where it will be a best of 5

6) Server hosting

- 6.1) The server will be hosted by PLAYHUMBLE.gg in Malaysia region.

7) During a game

- 7.1) Pauses are only available if a player disconnects or lagging issues.
- 7.2) In the case of player disconnections, the match must be paused for a maximum of 15 minutes until the disconnected player is reconnected.
- 7.3) If the problem appears frequently, then the match must continue without the player.
- 7.4) Players can take over the disconnected player until s(he) returns.
- 7.5) A forfeit can be announced by a team by typing "GGWP" or "GG".

8) Bugs

- 8.1) If any serious bugs occur, the game must be paused immediately, and the administration decides if the game shall continue or not. Knowingly abusing a bug is strictly against rules and regulations.

9) Sportsmanship

- 9.1) An individual will be disqualified if any personal attacks are directed towards an opposing player or teammate.
- 9.2) It is preferred to refrain from using all chat during the duration of the game.
- 9.3) Disrespectful towards opposing team are strictly not allow before and after game. If any player disrespected opposing team the particular player may be ban for the entire tournament or the whole team might be disqualified.

10) Cheating

- 10.1) If PLAYHUMBLE staff sees that an individual is cheating or acting suspicious, a one on one discussion will be allowed with the individual or individuals. Team that uses cheat might be disqualified.

E.g. Stream sniping, match-fixing, fog-of-war hack, and etc.

11) Tardiness

- 11.1) Players or teams are allowed a maximum 5 minutes for tardiness.
- 11.2) If a captain is present at a lobby, the team may be late for 10 minutes.
- 11.3) If the team or players still does not show up after rule 11.1 and 11.2, they will be disqualified immediately.
- 11.4) If a team does not show up, any extra teams from the limit of 16 teams will be selected to participate in the tournament.
- 11.5) Time will be following GMT+8 (Singapore, Hong Kong, Malaysia)

12) Submitting Results

- 12.1) Winner will take the screenshot and submit it on our “Result-page” on the PLAYHUMBLE.gg Discord server.
- 12.2) After the match, the team must wait for the staff for further instructions.

13) Spectators

- 13.1) There will be a 3-minute delay
- 13.2) This will be broadcasted through YouTube Live, Twitch.tv, and Facebook Live.
- 13.3) Day 1 (15th January 2021) will not be broadcasted. However, Day 2 and Day 3 (16th and 17th January 2021) will be casted.
- 13.4) All match will be caster

14) Substitution

- 14.1) Substitution may be allowed if you contact any admin before the date of tournament.