MOBILE LEGENDS BANG BANG

1.0   RULES & REGULATIONS

This competition is conducted in accordance with the conditions and rules set by the Organizing Committee of Sukan Antara Fakulti 2022 Universiti Teknologi MARA.

2.0   ELIGIBILITY OF PLAYERS

2.1   All students are enrolled in full-time courses at Universiti Teknologi MARA Shah Alam during this competition.

2.2   All students who registered in the Academic session during the competition.

2.3   Refer to Perkara 4 Peraturan Am

3.0   TOURNAMENT FORMAT

3.1   Tournaments are held online.

3.2   Team event competition

3.3   Open categories for men and women (no limits).

3.4   Each team must register 6 participants.

3.5   Team members must be from the same faculty.

4.0   RESPONSIBILITY

All equipment and use of internet data is the responsibility of the participants / teams respectively.

5.0   MATCH REGULATION

5.1   All equipment and use of internet data is the responsibility of the participants /teams respectively.

5.2   Each team must check in 30 minutes earlier from their schedule

5.3   Team captain must accept the tournament schedule, and be sure all players are available during tournament progress .

5.4   Spectators/manager/coach are not allowed on this tournament. Only Admin,Official Caster and Player are allowed in the game.

5.5   The organizer reserves the rights to disqualify any teams or enforce a replacement of player(s) in a team.

5.6   The organizers are not liable for any losses, injuries or damages over the course of the tournament. No person or persons shall hold the event organizers liable.

5.7   The organizers reserve the rights to disqualify any teams to the organizer's sole discretion.

5.8   In the Group stage, each round of matches should be set up Custom Mode/DraftPick, as a 5v5 Match Up battle with 3 heroes ban.

6.0   MATCH START

6.1   At the arranged time, Match Up game under Custom Mode, and invites the other squad's leader to join;

6.2   After both side's leaders have joined, each leader should invite their squad members to join the battle. Please ensure that all player and account IDs are correct.

6.3   After the two sides have confirmed the identity of the opposing squad, then they can begin the match and start battling until the match ends.

6.4   Each squad is required to ban Three (3) heroes regardless of different types of heroes. Not banned, two (3) heroes for each squad will rematch the game.

MATCH END

6.5   After the end of the match, the winning team will need to screenshot the match result for the purpose of verification and as proof of the match.

6.6   After Two (2) matches, every squad can rest for Five (5) minutes and during rest, all members can restart their mobile phone and be ready for the next match /game. Squad Leader should take a role to meet the secretariat for the next match if the game has ended.

6.7   The results will be recorded by the Marshall in charge

7.0   ATTIRE

Athletes must follow suitable attire according to UiTM Students appearance.

8.0   PLAYER CHECK IN

Only 15 minutes given before the tournament begin

9.0   WITHDRAW AND SURRENDER

Each athlete must finish every game and must not intentionally give a free win to an opponent even if disconnected from the internet network. Otherwise the athlete may be eliminated from this competition.

10.0   MATTERS / RULES NOT STATED

All matters and rules that are not stated in this will be decided by the Organizer Committee of the Sukan Antara Fakulti 2022 Universiti Teknologi MARA and the decision is final and eligible.