



MPL Singapore Season 7

Official Rules

MPL SG S7 Operating Committee

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1. Introduction and Purpose

These official rules of the MPL SG S7 apply to each of the Teams that have qualified to play in the MPL SG S7 2024. These rules also apply to the Teams' Team Coaches, Managers, Owners, Starting Line-up, Substitutions (collectively "Team Members") and other employees. MPL SG S7 consists of Qualifiers, Regular Season, and Playoffs.

These rules only apply to the official MPL SG S7. It does not apply to any other Mobile Legends: Bang Bang competitions, tournaments or any other activities organised by Moonton or other 3rd parties.

These rules have been enacted to ensure the maintained stability of a complete Mobile Legends: Bang Bang tournament system, and the fairness of competition between professional teams. Standardised rules benefit all parties who are involved in the professional play of Mobile Legends: Bang Bang, including the Teams, Players and Team Managers.

These rules shall not restrict the competitive performance of Players. The articles of any Player or Team's agreement will be determined by each Team and Player themselves.

This rulebook will be published and constantly updated on the official website of MPL SG S7 for all the players to view.

2. League Structure, Schedule and Prize

2.1. Definition of Terms

2.1.1. Game

An instance of competition on the map designated by MPL SG S7 that is played until a winner is determined by one of the following methods, whichever occurs first: (a) Completion of the Final Objective (destruction of a base), (b) Team Surrender, (c) Team Disqualified, or (d) Official Announced Win.

2.1.2. Match

A set of Games that is played until one Team wins a majority of the total Games (e.g., winning two Games out of three ("BO3"); winning three Games out of five ("BO5")). The winning Team will either receive a win tally in a league format or advance to the next round in a tournament format.

2.1.3. Split (a.k.a Seasons)

There will be [2] splits (i.e. seasons) every year. Each split will consist of three phases:

- Qualifier
- Regular Season
- Playoffs, played after Regular Season

2.2. Phase Details

2.2.1. Qualifier : 30th to 31st March 2024

Teams will be split into groups randomly and play a BO1 Round Robin. The top 14 teams will move on to the second phase of the Qualifiers.

At the second phase of the Qualifiers, the top 14 teams will play against each other to determine the top 7 teams that will move on to the final phase.

During the final phase of the Qualifiers, the top 7 teams alongside the invited team will play in a double elimination bracket. Upper bracket games will be BO3, lower bracket games will be BO1 with the exception of lower bracket final which will be BO3.

2.2.1.1. Singapore's qualifier teams to confirm official rosters latest by **27th March 2024**.

2.2.1.2. Qualifier teams who qualified for Regular Season are not allowed to change their roster after **27th March 2024**.

- 2.2.1.3. Qualifier teams who qualified for Regular Season are required to have their team uniform ready and a manager in their roster.
- 2.2.1.4. Top 8 teams playing in the Qualifier of MPL SG S7 must have their webcams on and active throughout the matches. All players must be visible in the webcams, whether individual or grouped in one frame.
- 2.2.1.5. Only participating players should be visible on camera.
- 2.2.1.6. Winning Teams are required to submit screenshot of match results without hiding their hero pick/draft



E.g. of what the screenshot should look like.

- 2.2.1.7. In the case of any dispute, submission of evidence should be prompt

2.2.2. Qualifier Group Stage Tiebreaker: In the event that multiple teams are tied in standings at the end of a Qualifier group stage,

- 2.2.2.1. If there is a two-way tie, teams will be ranked by head-to-head record.
- 2.2.2.2. If multiple teams are tied, teams will be ranked according to the average match length of their victories in the Matches with a shorter match length being ranked higher.
- 2.2.2.3. If this is inconclusive, teams will participate in an additional single cycle of BO1.
- 2.2.2.4. If no winner can be determined through the additional matches, they will be ranked according to the average match length of their victories in the additional Matches with a shorter match length being ranked higher.

2.2.3. Regular Season : 4th May 2024 to 25th May 2024

- 2.2.3.1. Tournament rankings will be determined through a points system.
 - 2.2.3.1.1. The Team will be given 3 points for winning a BO3 Match with a 2-0 score, 2 points for winning with a 2-1 score, 1 point for losing a BO3 Match with a 1-2 score and 0 point for losing a BO3 match with a 0-2 score.

Match Score	Points
2-0	3 Points
2-1	2 Points
1-2	1 Points
0-2	0 Points

2.2.3.2. All teams must use phones provided by the tournament organiser and are allowed to use only these phone models approved by MPL officials.

2.2.3.3. For complete dates and tournament schedules, please consult the official MPL website.

2.2.4. Regular Season Tiebreaker

In the event that multiple teams are tied in standings at the conclusion of Regular Season (as defined as having the same points),

2.2.4.1. Any teams tied in this manner will be ranked in accordance of the following conditions ordered by priority; (Game Difference, Head-to-head, Additional BO1, Game Duration of BO1)

2.2.4.2. GAME DIFFERENCE:

2.2.4.2.1. Game difference is calculated as the number of games won minus the number of games lost during the BO3 matches of the Regular Season.

Match Score	Game Difference
2-0	+2
2-1	+1
1-2	-1
0-2	-2

2.2.4.2.2. In the event of equal game difference, the tied Teams

will be ranked by head-to-head record;

2.2.4.3. HEAD-TO-HEAD:

- 2.2.4.3.1. Head-to-head record ranks teams by their win-loss against one another based on matches during the Regular Season.
- 2.2.4.3.2. In an event of a multiway-tie after considering game difference and head-to-head record (i.e. same points, same game difference, and tied head-to-head), an additional BO1 will be played amongst tied teams.

2.2.4.4. ADDITIONAL BO1 AND BO1 GAME DURATION

- 2.2.4.4.1. Additional BO1 will be played amongst tied teams (i.e. A vs B, B vs C and C vs A)
- 2.2.4.4.2. If no winner can be determined through the results of the additional games, they will be ranked according to the total match length of their victories in the additional Matches with a shorter match length being ranked higher;
- 2.2.4.5. In the event of exceptional cases or other unforeseeable circumstances, the Operating Committee will voice the final decision.

2.2.5. Playoffs

- 2.2.5.1. The **Top 6 teams** in the Regular Season point rankings will enter the Playoffs. It will be a double elimination tournament format where the top 4 teams in the Regular Season point rankings will be seeded into Upper Bracket, while the bottom 2 teams will be seeded into Lower Bracket.
- 2.2.5.2. All matches excluding Lower Bracket 2, Lower Bracket Final, Upper Bracket Final and Grand Final will be BO3. Lower Bracket 2, Lower Bracket Final and Upper Bracket Final will be BO5 and Grand Final will be BO7.
- 2.2.5.3. The Playoff competition order is set out below and the Operating Committee will notify of any adjustments made to this order ahead of time.
- 2.2.5.4. Teams will be matched up in the following order based on each team's ranking during Regular Season:

Upper Bracket:
Position 1 vs Position 4

Position 2 vs Position 3

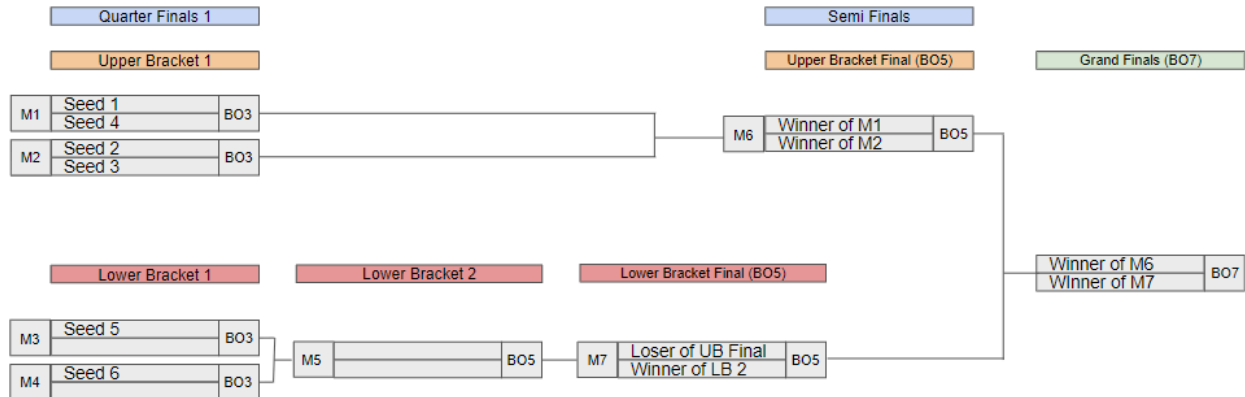
Lower Bracket:

Position 5 vs TBD

Position 6 vs TBD

PLAYOFFS

- Top 6 to play in a Double Elimination format
- Top 4 ranking seed in Upper Bracket, Bottom 2 seed in Lower Bracket
- Lower Bracket Final & Upper Bracket Final to play a BO5
- Grand Final to play a BO7



2.3. Prize

2.3.1. Regular Season Prize

2.3.1.1. Allowance:

2.3.1.1.1. During the Regular Season, every Team shall receive an allowance of \$525 each week over four weeks.

2.3.1.2. Additional Allowance:

2.3.1.2.1. Furthermore, Teams are entitled to receive additional allowance of up to \$650 per Match depending on the score line:

Match Score	Additional Allowance
2-0	\$650
2-1	\$450
1-2	\$200
0-2	\$0

2.3.2. Playoffs Prize

- 2.3.2.1. During the Playoffs at the end of the Split, teams shall have the opportunity to earn prize money based on their performance as outlined below:

Position:	Prize:
Champion	\$30,000 SGD
2nd Place	\$15,000 SGD
3rd Place	\$5,000 SGD
4th Place	\$4,000 SGD
5-6th Place	\$2,500 SGD/each
7-8th Place	\$1,500 SGD/each

2.3.3. Taxes:

- 2.3.3.1. Each Team shall respectively be responsible for its own applicable taxes that may be imposed with respect to the receipt of any rewards or prizes.

2.3.4. Payment

- 2.3.4.1. The prizes for Regular Season or Playoffs shall be paid to the teams via their respective designated receiving accounts within 90 days after the closure of Regular Season or Playoffs (whichever is later).

3. Team Member Eligibility

3.1. General Rules

3.1.1. Formation

Each Team is allowed to maintain one Team Manager, one Head Coach, one Analyst, five Players across their starting line-up ("Starter") and a minimum of 1 and up to a maximum of 3 substitute Players ("Substitute") during the entire MPL SG S7. Each Team is required to maintain five Starters and at least one Substitute, and any failure to maintain such numbers shall be subjected to penalties.

3.1.2. No Moonton Employees

Team Members shall not be employees of Moonton or any of its affiliates, agencies or other contractors at the start of or at any point during the MPL SG S7. "**Affiliate**" is defined as any person or entity which owns or controls, is under the ownership or control of, or is under common ownership or control of another party. "**Control**" shall mean the power, through any means, to determine the policies or management of an entity, whether through the power to elect, appoint or approve, directly or indirectly, the directors, officers, managers or trustees of such an entity or otherwise.

3.1.3. Player Eligibility Agreement

All teams participating in MPL must obey and sign the Player Eligibility Agreement.

3.1.4. Anti-poaching policy

Poaching Description: Any communications or negotiations regarding trades, movements, and etc., with players from other teams who have not completed their Player Services Agreement, will be in breach of anti-poaching policy.

3.1.5. National Service

All teams participating in MPL must declare if their players need to attend National Service during the competition period prior to roster lock. Teams must continue to maintain the required number of players of an Active Roster.

3.2. Player Eligibility

3.2.1. Player Age

No Player shall be considered eligible to participate in any MPL SG S7 competitions before having lived 16 full years. This shall not prevent the Teams from signing Free Agents who have not lived 16 full years, granted that they may not participate in an MPL SG S7 competition until they have lived 16 full years (in accordance to exact date of birth). Players must pass the age of 16, otherwise they will be banned from participating in MPL SG S7. The player's age will be counted according to the exact birthdate, not birth year. The Team should submit the original copy of the players' ID card or passport issued by Singapore to testify that the players have reached the age limit for participating in the competition. Any other certifications are invalid.

3.2.2. Regional Residency Requirement

3.2.2.1. Team Formation

Every Team is required to have at least four Singaporean Citizen or Singaporean PR players. This includes the substitute of the team. No more than two non-citizen or non-PR may be listed in the starting line-up of the Team.

3.2.2.2. Citizenship

Players who are Citizens or have a valid Permanent Resident Status can be considered as 1 of the 4 Singaporean Players in a team.

3.2.3. Non-Citizen Player Eligibility

3.2.3.1. Legal proof of the right to reside in the country or region where and when the MPL SG S7 competition is held (i.e., Singapore) in accordance with local laws

3.2.4. Head Coach

Each Team is allowed but not required to maintain a designated head coach who will be considered the official coach for the Team. If a team designates a Head Coach, they must undergo registration and approval from MPL SG S7 officials before being published on the official MPL SG S7 website.

3.2.5. Registration and Approval

The designation of Head Coach by the Team shall go through the registration and approval formalities with the Operating Committee before being published on the official website of MPL. Any publishing of such designation by any Team or Team Member before being approved by the Operating Committee is prohibited and will be subject to penalties.

3.2.6. Single Capacity

The Head Coach can only represent one Team in one region.

3.2.7. Presence

The Head Coach is allowed to be on-site for every Game that its Team participates in. Online coaches will no longer be allowed.

3.2.8. Coach Change

Changes to Head Coaches and coaches must be submitted to the Operating Committee for approval during the Transfer Window Period before the changes can be carried out.

- Period

Transfer Window Period (before Roster Lock date) and the period between Second to Third Week during Regular Season.

- **Frequency**
During the Second to Third Week in Regular Season, each team can only change the coach once.
- **Requirement**
New Coaches must meet all the requirements from the Moonton while they are moving to MPL.
- **Approval**
Transfer requests must be submitted to Moonton by the Teams in advance, in writing, and approved by Moonton, in writing, before becoming effective. The trade request approval process consists of Moonton confirming that the trades are occurring within the approved Transfer Window Period and must meet all qualifications and other rules.
- **Request Form**
Team needs to submit the new coach data (biography, achievement, background, contract, salary, visa if the coach is a foreigner, etc) using the form Moonton prepared.
- **Effective Date**
Upon the approval of Moonton, the transfer will instantly take effect.

For coach change during Regular Season, the process of approval would take 2 working days and the deadline for submission is before the end of Season Roster Transfer Period. After the process is approved, the coach can officially join the team on MPL - SG. In case of emergency, (please refer to Emergency in Substitution for more information), the chief coach could be temporarily registered as a substitute player.

3.3. Team Manager

Each Team is required to maintain, at all times, one designated Team staff member (the "Team Manager"), who is responsible for administering Team commitments associated with weekly League activities including, but not limited to, content requests, Game schedule, on-site studio coordination and weekly update calls. This same person is responsible for travelling with the Team to all events, domestic or international, to uphold the aforementioned duties.

- 3.3.1. **Single Capacity**
The team manager can only represent one Team in one region.
- 3.3.2. **Presence**
The Manager is required to be on-site for every Game that its Team participates in. In the case where the Manager cannot turn up for the Game, he/she should inform the Operating Committee and appoint another individual to take over the duties of the Manager.
- 3.3.3. **Attire**
The Manager is required to be properly dressed for every Game that its Team participates in e.g. smart casual with covered shoes.

4. Team Names, Team Logos and Players Names

4.1. Team Names and Team Logo

- 4.1.1. Teams are not allowed to have the same or similar names and Team logos cannot be similar-looking and must be unique in design. Moreover, Team names and logos must only contain English characters, numbers, space.
- 4.1.2. When applying to MPL SG S7 for the use of any Team names, the Team shall also provide a short name of the contemplated Team name that is between 2 to 4 characters including space, which must only contain English characters, numbers, space. Unless otherwise specified by the Team, MPL SG S7 is entitled to use, at its own discretion, the full Team name and/or the short Team name on any occasion.
- 4.1.3. Elements of images or the names of sponsors are allowed to be shown in Team Logos, Team Names, and abbreviations, but they cannot be the same as the trademark or the name of the sponsors. The above conditions can only be implemented after the sponsor has more than 50% of the team's total ownership.
- 4.1.4. The Operating Committee reserves the final right to approve Team names and logos.
- 4.1.5. Any applications regarding changes to Team names or logos must be submitted to the Operating Committee at least 10 days in advance of the roster lock date. The new name or logo can only be used after obtaining approval. Unless there is name duplication or a breach of naming rules, no Teams (except Qualified Teams) are allowed to change the Team's name after roster lock date.

- 4.1.6. Qualified Teams can only apply to change their name during the Transfer Window Period and can only apply to change their Name once within each Transfer Window Period.

4.2. Player Name and Profile Picture

- 4.2.1. Player in-game Names for Qualifier should not contain any wordplay or puns.
- 4.2.2. Player in-game Names for Regular Season and Playoff must only contain English characters, numbers, space. The length should be 4 to 12 characters. Player Names cannot contain a sponsor's name.
- 4.2.3. Player Names for Qualifiers can be of special font and contain game-permitted symbols.
- 4.2.4. In case of duplicated names, the player should change the name after consulting the Operating Committee.
- 4.2.5. Player profile and album pictures may not contain profanity, obscene, sensitive visuals, or any other person as their profile picture in the account. Player images cannot be the same as the trademark or logo of sponsors.
- 4.2.6. Players are required to maintain the exact same in-game Names used throughout the tournament.

4.3. Common Restrictions

- 4.3.1. No additional special characters will be allowed for Team names, Logos or Player Names (including exclamation marks, slashes, etc.). Team Names, Logos and Player Names may not contain vulgarities or obscenities; names related to the hero characters in MLBB or other similar characters; or other contents that may create confusion.

4.4. Review

- 4.4.1. Approval

All Team Names, Logos and Player Names must be approved by the Operating Committee before use in tournaments.

- 4.4.2. Changes

Changes to the Team Names, Logos and Player Names are not allowed except under certain extenuating circumstances and must be approved by the Operating Committee prior to use in an MPL SG S7 Game. Any cosmetic changes must be made before the designated date. The Operating Committee has the right to deny a Team name, logos and Player name if it does not reflect the professional standards sought by MPL SG S7. The Operating Committee reserves the final right to approve names and logos.

5. Roster Rules

5.1. Active Roster

5.1.1. Formation

Starters and Substitutes form the "Active Roster". An Active Roster must consist of 5 starters and 1 Substitute. No individual may simultaneously hold two or more of the roles listed above.

5.1.2. Single Team Exclusivity

A Player/Head Coach is only allowed to compete for the one Team that they have an agreement with. A Player/Head Coach will not be allowed to compete for more than one Team simultaneously and therefore cannot be listed on the Active Roster of more than one Team.

5.1.3. Disclosure

The Active Roster will be displayed on the official website of MPL SG S7 and be updated upon proper filing of documentation. Once a conclusion of the Player Services Agreement is confirmed, the updated Active Roster will be placed on the website. The Active Roster of the Teams on that website will be considered the most up-to-date information that could be applied within a reasonable time.

5.1.4. Coaching staff

Up to a maximum of 2 coaching staff are allowed on the team roster. Unauthorised players/members from the team's organisation will not be allowed to be on the stage at any point of time.

5.2. Submission of Active Roster

5.2.1. Time

By a date designated by the Operating Committee before the start of each Split, each Team must submit their Active Roster to the Operating

Committee, including five members of the Starters and up to three Substitutes only. In the event that a Team Manager elects to modify the Active Roster, the Team Manager must submit requests in compliance with the Official Rules. In the event that a Team Manager chooses to modify the starting line-up, the Team Manager must make a request to modify the starting line-up in compliance with the Official Rules. Any request to modify rosters shall be made in advance of any proposed effective date of any such change.

5.2.2. Late Request

If a request is submitted too late for the Operating Committee to make reasonable arrangements for a new Player to travel to an MPL SG S7 Match, the League may, at their discretion, hold the Team responsible for the incremental costs of such Player's travel, regardless of any other rules to the contrary.

5.2.3. Review

The Operating Committee reserves the right to approve or deny any request to modify Active Rosters, based upon the eligibility of the Players involved and the compliance with these Rules of such request. No roster changes will be allowed in the Mobile Legends Professional League SG Season 6 unless in extreme situations approved by the Operating Committee.

5.3. Substitutions

5.3.1. First Game

Finalised team line-ups may not be submitted any later than 2359H +8 GMT a day prior to the start of a broadcast day.

5.3.2. Substitutions during Match

A Team may substitute Players between Games of a Match. The Team must notify an MPL SG S7 referee and have the substitute approved no later than 5 minutes after the previous Game. For example, if a Team wishes to substitute a Player in for Game 2, then the Team Manager must notify and seek approval from an MPL SG S7 referee no later than 5 minutes following Game 1.

Substitution is not allowed in BO1. For BO3, substitution can be made once. For BO5, substitution can be made 2 times. For BO7, substitution can be made 3 times.

5.3.3. Emergency

- 5.3.3.1. In the event where players are unable to partake in the competition due to unforeseen circumstances including, but not limited to, COVID-19 infection, personal commitment, Teams need to be able to provide relevant documentation upon request.
- 5.3.3.2. Teams will be given certain time to find an immediate Substitute upon approval of the Operating Committee. In cases where a team is unable to find a substitute player within 2 hours of the competition commencement, the Team will forfeit. The Operating Committee will determine if an event qualifies as an emergency. A substitute player, who could be the Head Coach or any other player who has not participated in such events may be allowed to participate. A substitute player should satisfy the requirements stipulated in Player Eligibility of Team Member Eligibility.

5.4. COVID-19 Protocol

- 5.4.1. In the event where one or more players of a team contracted COVID-19, relevant documentation will have to be provided to the Operating Committee.
- 5.4.2. Team will have to play from home with the following provided to the Operating Committee:
 - IMEI of the phone
 - IP Address of the main line
 - IP Address of the backup line
- 5.4.3. Communication between the referee and the team will be through Discord and the Online Pause rule will be applied to the team. (Please refer to Online Pause for more information)

6. Active Roster Change

6.1. General Roster Change Rules

Teams are authorised to use two methods to make changes to its Active Roster: (1) trading Players with other Teams, and (2) signing (or releasing) Free Agents. All changes to Active Roster must be approved by the Operating Committee before they are considered effective.

6.1.1. No Effect on Contractual Obligations

Each Team shall be responsible for making any and all payments to its Players which are required by its Player Services Agreements. No voluntary change to the Active Roster shall relieve a Team of its

contractual obligation to pay its Players the minimum salary as prescribed in the Official Rules.

6.1.2. No Contract Violations

Any change to the Active Roster which violates any provision of a Player Services Agreement shall be ineffective, and the Team Manager of any Team that is seeking a Player trade shall have the responsibility to ensure that all proper approvals are sought and procured before the change would be considered to take effect.

6.1.3. Notification of Termination

Teams are not allowed to unilaterally terminate Player Service Agreements arbitrarily. If the Team has proper reasons to terminate the Player Services Agreement, it shall notify the Operating Committee at least two weeks before the termination.

6.1.4. Active Roster Requirement

No changes to the Active Roster shall relieve a Team of the requirement to maintain an Active Roster of five Starters and a minimum of only one Substitute during the Regular Season unless approved by the Organising Committee. At any point if a Team falls below one Substitute on its Active Roster, it will be subject to penalties, unless given permission to drop below the minimum at the discretion of the Operating Committee.

6.1.5. Applicable Scope

This Section is intended only to govern Active Roster changes voluntarily made by Teams and does not address mandatory Player substitutions which may be required by the Operating Committee as a result of the death or disability of a Player or the suspension or banning of a Player by the Operating Committee as a result of the violation of the Official Rules.

6.1.6. Recordable

All Player Services Agreements must be recorded with the Operating Committee. The Operating Committee will be unable to confirm validity of any Player Services Agreements that have not been recorded. If a Player Services Agreement has been recorded with the Operating Committee, Teams or Players can report the other party to the Operating Committee in the case of a violation thereof. The Operating

Committee will penalise the defaulting parties in light of the seriousness of the violation.

6.2. Player Trades

A Team may trade Players held on its Active Roster with another Team, provided that the details of the trade, including copies of all written agreements, are submitted to the Operating Committee for approval in written form. The trade between Teams must be completed before the end of the Transfer Window Period of a split through mail or written form. The Operating Committee will not approve any trades which exceed this period.

Definition:

6.2.1. Transfer Window Period

Transfer Window Period refers to the time window published by the Operating Committee, during which trades are allowed to be carried out by Teams.

6.2.2. Quantity

During the Season Roster Transfer Period, Each MPL Team can move maximum 2 new players to their own MPL Team. At all times, all MPL teams need to meet the roster quantity, with the minimum being 6 players and the maximum being 8 players.

6.2.3. Frequency

Each Player can only be traded once during a Transfer Window Period and can only play for two Teams during one split.

6.2.4. Trade Time

Trade can start on the start date of the Transfer Window Period at the earliest, they cannot be carried out after the deadline of the Transfer Window Period.

6.2.5. Global Anti-Poaching and Anti-Interference Policies

During the period when the Player has not completed its Player Services Agreements, Teams can only carry out transactions and negotiations through the Player's Team. Any private communication with Players regarding trades will be regarded as a violation of global anti-poaching and anti-interference policies. The Operating Committee reserves the right to carry out penalties to the appropriate extent in the event of the aforementioned situation.

6.2.6. Regional Player Trading

According to the requirements as provided in the Official Rules, Players can be traded across regions.

6.2.7. Transaction Requirement

Only the transaction involving Players on Active Roster shall seek the approval of the Operating Committee.

6.2.8. Approval

Trade requests must be submitted to the Operating Committee by the Teams in advance, in writing, and must be approved by the Operating Committee, in writing, before becoming effective. The trade request approval process consists of the Operating Committee confirming that the trades are occurring within the approved Transfer Window Period and must meet all qualifications and other rules.

6.2.9. Request Form

The request must be made using the Trade Approval Request Form as provided by the Operating Committee that must contain the following information:

- 6.2.9.1. Names of all Teams involved
- 6.2.9.2. Names of all Team Managers involved
- 6.2.9.3. Personal names and player names of all players involved and their status as Starter/Substitute
- 6.2.9.4. Description of trade
- 6.2.9.5. The amount of any compensation being paid by one Team to another as a part of any consideration
- 6.2.9.6. Requested effective date of the trade
- 6.2.9.7. Team Manager's Signature

6.2.10. Team Manager's Signature

The Team Manager of each Team involved in a trade or a series of trades must sign the Trade Approval Request Form. Unsigned Trade Approval Request Forms will not be processed by the Operating Committee.

6.2.11. Trading Relationship Restriction

During the valid period of the Player Services Agreement, trades will only be limited to a trading relationship between the Teams. The Team which the Player belongs to reserves the right to refuse another to have trade negotiations with the Players themselves or a third party.

6.2.12. Effective Date

Upon the approval of the Operating Committee, the trade will instantly take effect unless the Trade Approval Request Form clearly appoints a

later date of effectiveness. However, under any circumstance, the effective date of any trade that is specified during a tournament period must not be later than the deadline of the Transfer Window Period of the tournament.

6.3. Free Agent Signings

The provisions on free agency in these Rules are designed to promote team continuity, prevent last-minute roster changes which damage team identity and cohesion, protect MPL SG S7 tournament integrity, and enhance fan enjoyment of MPL SG S7 tournament play. To that end, MPL SG S7 has established limited periods of time or windows during which free agents can be signed. A Team may sign free agents as follows:

6.3.1. Free Agent

A Free Agent is any Player eligible to participate in the MPL SG S7 competitions and either: (a) has not yet signed a valid written Player Services Agreement with a Team or (b) has been released from a Team or has had a contract expiry without a renewal. Merely being "in negotiations" with a Team does not change a Free Agent's status. Free Agents are free to sign with any Team, so long as they continue to meet all Player eligibility requirements.

6.3.2. Free Agent Period

Teams can sign a Free Agent at any given time.

6.3.3. Active Roster Requirement

Free Agent signings do not relieve a Team of the requirement to maintain an Active Roster, including but not limited to five Starters and one Substitute during the Regular Season.

6.3.4. Approval

Free agent signing requests must be submitted by a Team in advance, in writing, and approved by the Operating Committee, in writing, before becoming effective. Free Agent signing procedures must comply with all other requirements and rules. The approval will include a behaviour check that can include in-game and out-of-game behaviour.

6.3.5. Announcement

The approval of the Operating Committee is required for Head Coaches as well as Players. Teams are restricted from announcing acquisitions of Head Coach or Players until the approval process is completed, and Players are restricted from announcing leaving the original Team

and/or joining a new Team in the same way. This includes acquisitions of Players or Head Coaches being re-signed to the same Team.

6.4. Player Retirement

If Players are unable to fulfil their contractual obligations, they can negotiate with the Teams to terminate the Player Services Agreements or choose to retire from the Teams. Retired Players may only participate in the MPL SG S7 competitions after the completion of an entire season (for instance, if a Player retired in the middle of Season 6, then the Player may only participate in Season 8 at the earliest). Retiring Players must carry out retirement procedures of which the types are divided into the following categories:

6.4.1. Negotiated Retirement

Players negotiate and carry out the retirement procedure through their Team, together with the Operating Committee.

6.4.2. Natural expiry of player Service Agreement

6.4.3. Unauthorised Retirement

If a Player has not carried out the retirement procedure through its Team with the Operating Committee and only verbally declares retirement or leaves the Team without authorization, this will be regarded as unauthorised retirement and thus be subject to penalties. The Player Services Agreement of the Player will still be regarded as being in effect, and as such, the Player will be unable to sign with another Team.

7. Direct Invitation

7.1. Conditions for Direct Invitation

- 7.1.1. The top 6 Singapore teams of MPL SG S6 will be invited to participate in the MPL SG S7 Regular Season.
- 7.1.2. The right of direct-invitation belongs to the organisation of the team; regardless of changes in team roster, the organisation in charge will have the status of being directly invited to MPL SG S7.

- 7.1.3. Teams qualified to be directly invited shall respond via email to the designated league official to confirm acceptance of the invitation to MPL SG S7 before **27th March 2024**. Should there be no response, the direct invitation will be rescinded and granted to the next highest placing team of the previous MPL season until six teams have accepted.
- 7.1.4. Roster Lock date is on **27th March 2024**. Teams qualified to be invited directly shall provide information and documents required by the official authority of MPL SG S7 before **27th March 2024, 1800H GMT +8**.

7.2. Disqualified from Direct Invitation

Teams may be subject to disqualification under the following circumstances:

- 7.2.1. The qualified Teams waive the direct invitation.
- 7.2.2. The Teams failed to submit the information or documents required by the official authority of MPL SG S7.
- 7.2.3. The Team failed to meet any of the requirements stipulated in the Chapters "Team Member Eligibility", "Team Names, Team Logos and Player Names", and "Roster Rules" before the designated times.

If there are Regular Season slots remaining after the direct invitations have been finalised, these will be given to the qualifying stages.

7.3. Invitation to Top 8 Qualifier

- 7.3.1. Zenway reserves the right to invite the 2 relegated teams from MPL SG Season 6 to participate in the Top 8 of MPL SG S7 Qualifier.
- 7.3.2. The right of direct-invitation belongs to the organisation of the team; regardless of changes in team roster, the organisation in charge will have the status of being directly invited to MPL SG S7.
- 7.3.3. Teams qualified to be directly invited shall respond via email to the designated league official to confirm acceptance of the invitation to MPL SG S7 before **27 March 2024**.
- 7.3.4. Roster Lock date is on **27 March 2024**. Teams qualified to be invited directly shall provide information and documents required by the official authority of MPL SG S7 before **27th March 2024, 1800H GMT +8**.

8. Match Process

8.1. Changes to Schedule

The Operating Committee may, at its sole discretion, re-order the schedule of Matches within a given day and/or change the date of MPL SG S7 Match to a different date or otherwise modify the schedule of Matches. In the event that the Operating Committee modifies a Match schedule, it will notify all Teams at the earliest convenience.

8.2. Ping Test

Members of a Team's Active Roster who are participating in MPL SG S7 must participate in the ping test for regular season and playoffs. In the event, where members of a Team's Active Roster are unable to attend the ping test, proofs or evidence must be provided to the Organising Committee. If one could not provide a relevant proof or evidence, they will be penalised accordingly to the penalty index.

8.3. Arrival at Studio (Offline)

Members of a Team's Active Roster who are participating in MPL SG S7 must arrive at the studio no later than the time specified by the Operating Committee. Late arrival caused by the Team or the Members will be subject to penalties.

8.4. Referees

8.4.1. Referee Comportment

At all times, Referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any Player, Team, Team Manager, Head Coach, Owner, or other individuals.

8.4.2. Appeal

Any appeal made to the Referee by Team Members during a Game must be communicated to and confirmed with the Operating Committee at first before commencing with arbitration; Referees are not allowed to consent to any demands made by Team Members of their own accord. The Operating Committee will judge appeals of errors of judgments made by Referees. If the Referee is deemed to

have made a mistake, the Operating Committee will penalise them in accordance with the nature of their error. The Operating Committee can assess any decisions made during or after a Game in order to affirm whether the correct procedures have been implemented. If the correct procedures were not followed, the Operating Committee reserves the right to overrule the Referee's decision. The Operating Committee maintains the right to make the final decision on all decisions throughout the duration of the Tournament.

8.4.3. Final Interpretation

The Operating Committee reserves the final right of interpretation of these operation standards and protocols, any unsettled matters will be settled according to the Operating Committee's interpretation of the matter.

8.4.4. Responsibilities

Referees designated by the Operating Committee are responsible for making judgments on every Match-related issue, question and situation which occurs before, during, and immediately following Match play. Their oversight includes, but is not limited to:

8.4.4.1. Before Match Start

- Checking whether the Team's starting line-up matches with the one that was submitted
- Checking and ensuring that all player peripherals are normal, items to be checked include:
 - That the 10 cell phones used for the competition are divided into two groups by the markers on their backs of Blue 01 - Blue 05 and Red 01 - Red 05, they cannot be switched without authorization.
 - Each cell phone used for the competition has over 50% of power remaining and is connected to a charging cable.
 - Each cell phone used for the competition has headphones connected to it and the headphones are functioning normally.
 - Each cell phone used for the competition is connected to the designated Match Wi-Fi or 4G and has a completely stable signal. Please ensure that all the phones have all forgotten any unrelated Wi-Fi network (any switching and usage of the network must be confirmed with an MPL SG S7 official)
 - If Discord must be used as the communication

software, the Referees must ensure that each phone's Discord software is open, and the five phones have all entered into a group together and are all functioning normally.

- After the phones have been set-up, launch the Game and direct each Player to check the Team logo, nickname, Team name, emblems etc. Once all steps have been completed, turn off the Game in the background and reset it in order to ensure that all operations are effective.
 - Invite all Team Members participating in the Match to enter the game room through an Observer Account and ensure that all members are in their correct teams, once each member has confirmed that they are ready, notify the Operating Committee upon starting the Match.
- Under the circumstances of substituting players in BO3, BO5 or BO7 Matches, the Team should inform the Operating Committee of the substitution within 5 minutes upon ending of previous match
- Confirming the Match Area does not have any unauthorised persons
- Checking and ensuring that Players have not brought any electric communications equipment (including personal mobile phones, smart watches)
- Checking and ensuring that there is no food and drinks (except for plain water) in the Match Area and all drinks conform to official requirements
- Check and confirm all the players and coaches wear team uniforms. Clothes or hats showing any other brands and that are not team uniforms are prohibited. Players are required to wear trousers of the same colour.
- Teams must prepare for the Match one hour prior to its start, enter the Game fifteen minutes prior to the start of the Match, and enter into the match room straight away upon invitation of the Observer Account. If one side is not ready once the pre-appointed Match time has been reached, then everyone will wait an extra ten minutes. After this extra ten minutes of waiting time has finished, if one Team has still not entered into the match room and prepared then the late Team will be considered to have lost the first Game of this Match. If the Team has still not entered into the match room and

prepared after twenty minutes then the late Team will be considered to have lost two Games of this Match and so on, up until one side has claimed victory.

- If both Teams are late, then the Match will use the BO3 Match as reference. If both Teams are ten minutes late, then they will both be considered to have lost the first Game of this Match and the BO3 Match will be converted to a BO1 Match.
- If both Teams are twenty minutes late, then both Teams will be considered to have lost two Games of this Match. This provision is not applicable to Playoffs, and the Operating Committee has the discretion.
- If there are unexpected circumstances that may cause a Team to be late, the Team must notify the Operating Committee thirty minutes before the start of the Match. The Operating Committee will decide whether or not to agree to delay the Match depending on the situation. If the Operating Committee has not been notified thirty minutes prior to the start of the Match but the Team is late nonetheless, the Operating Committee will administer extra penalties to the Team according to the Match result's importance.
- Decisions concerning late arrival due to force majeure will be made at the discretion of the Operating Committee.

8.4.4.2. During the Match

- Once the Players of both parties are ready and all equipment is working properly, announce the start of the Match.
- During the ban/pick phase, the Head Coach can communicate with the Team and participate in the Team's ban/pick. Upon the end of the ban/pick phase, the Head Coach must leave the Match Area straight away and cannot communicate with their Team in any way.
- During the Match, the Referees must observe and walk around the Match Area to check that all members are competing according to requirements.
- If it is an offline Match, Teams can raise their hand to motion to the Referee and request for a pause, the Referee must pause the Match as soon as a team calls for a Game pause and ask for the reason for pausing. There is no maximum pause time per Game for offline

Matches, but if no good reason for pausing the Game can be given, the Operating Committee has the right to penalise the Team which called for the pause according to severity. Acceptable reasons include, but are not limited to: Lag, software malfunction such as a glitch, phone hardware malfunction, the health of a Player. The Operating Committee has the final right of interpretation for what is deemed an acceptable reason. Once the problem has been resolved, the Referee must ask all Players whether they are ready or not and resume the Match once all the Players have agreed.

- If a Referee discovers a problem which greatly affects the Match, they can pause/resume the Match, but a detailed explanation must be given afterwards and attain the Operating Committee's approval, otherwise the Referee will be penalised. If a Referee discovers a large problem but doesn't pause the Match, they will also be penalised.
- During the Match, participating Team Members must ensure that their cell phone is connected to the charging cable throughout the entire course of the Match and are not allowed to turn on Speed Mode, the cell phone's internet settings are not allowed to be changed without a Referee's notice.
- During the Match, the Referees must observe all the actions of the participating Team Members and warn them of any violations to the Match rules. If the Referee has given out multiple warnings to no effect, the Referee can inform the Operating Committee at the end of the Match; if deemed necessary by the Operating Committee, the Player will incur a penalty.

8.4.4.3. After the Match

- Once the Match has finished, the Referee must first confirm the end of the Match, the result, and sign the Match result confirmation with the Team.
- Once the aforementioned work is finished, at the end of the Match, the Referee must give the order and tell members that they can proceed to the opponent's seating area and shake hands.

8.4.5. Finality of Judgement

If a Referee makes an incorrect judgement, the judgement can be subject to reversal. The Operating Committee at their discretion may

evaluate the decision during or after the Match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, the Operating Committee reserves the right to potentially invalidate the Referee's decision. The Operating Committee will always maintain final say in all decisions set forth throughout the MPL SG S7.

8.4.6. Gambling Prohibition

All rules prohibiting gambling on Mobile Legends: Bang Bang, as provided in this Official Rules, shall apply to Referees without limitation.

8.4.7. Players Pre-Match setup (Remote Measure)

- 8.4.7.1. All Teams/Players MUST conduct a video call with the MPL Officials through third-party video call software (discord) while the matches are live.
- 8.4.7.2. Players who fail to join the video call MUST provide a reasonable excuse to the MPL Officials at its sole discretion and must submit a video recording of the player playing each game to the MPL Officials right after the Match has ended. The video recording must be able to show the player's face clearly playing the matches.
- 8.4.7.3. Any dispute will have to be done within 3 hours after the conclusion of the Match. All decisions will be made by the MPL Officials and announced within 24 hours. Any dispute submitted after the aforementioned period will not be entertained.
- 8.4.7.4. Any video recordings submitted by Players/Teams will constitute as strong evidence and should be provided in the event of a dispute. Failing to provide the evidence will affect the decision made by the MPL Officials.

9. Competitive Patch and Match Server

The Operating Committee will determine the game version used for the Match and notify members ahead of time.

On the online servers, some remade Heroes, and Heroes that have newly been added will be prohibited from use within two weeks of being updated. The specific match prohibitions and usage times will be notified by the Operating Committee. As for Heroes that are known to cause glitches, members of the Operating Committee will prohibit their usage for Matches for a period of time according to the seriousness of the glitch.

Example: Hero A was released on Oct. 1 2018, so Hero A becomes eligible to be used in all Matches on Oct. 15 2018.

9.1. Pre-Match Setup

9.1.1. Match Accounts

During the Match, in tournament mode, all Heroes and skins can be used for free.

9.1.2. Setup Time

Players will have designated blocks of time prior to their Match time to ensure they are fully prepared. The Operating Committee will inform Players and Teams of their scheduled setup time and duration as part of their Match schedule. The Operating Committee may change the schedule at any time. Setup time is considered to have begun once Players enter the Match Area, at which point they are not allowed to leave without permission of the on-site Referee. Setup is comprised of the following:

- Ensuring the quality of all MPL SG S7-provided equipment.
- Connecting and calibrating devices.
- Ensuring proper function of voice chat system.
- Setting up Emblem and Battle Spells pages.
- Adjusting in-game settings.
- Limited in-game warm-up.

9.1.3. Seating Order

Players must sit in the seating order they submitted.

9.1.4. Technical Failure of Equipment

If a Player encounters any equipment problems during any phase of the setup process, Player must alert and notify an MPL SG S7 official immediately.

9.1.5. Technical Support

The MPL SG S7 officials will be available to assist with the setup process and troubleshoot any problems encountered during the pre-Match set up period.

9.1.6. Timeliness of Match Start

It is expected that Players will resolve any issues with the setup process within the allotted time and that the Match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of the Operating Committee. Penalties for tardiness may be assessed at the discretion of the Operating Committee.

9.1.7. Acknowledgement of Pre-Match Testing

Approximate 5 minutes before the Match is scheduled to begin, a Referee will confirm with each Player that their setup is complete.

9.1.8. Player Ready State

Once all ten Players in a Match have confirmed completion of setup, Players may not alter their emblem pages or enter a warm-up Game.

9.1.9. Game Lobby Creation

The Operating Committee will decide how the official game lobby will be created. Players will be directed by the Operating Committee to join a game lobby as soon as testing has been completed, in their seating order.

9.2. Game Setup

9.2.1. Start of Pick / Ban Process

Once all ten Players have reported to the official game lobby, a Referee will request confirmation that both Teams are ready for the pick/ban phase (as defined and described below). Once both Teams confirm readiness, a Referee will start the Game.

9.2.2. Recording of Pick/Ban Process

Picks/bans will proceed through the client's Tournament Mode feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of the Operating Committee, the Operating Committee will record the official picks/bans and manually abort the game start.

9.2.3. General/Game Settings

- Map designated by MPL SG S7
- Team Size:5
- Allow Spectators: Lobby Only
- Game Type: Draft Pick

9.3. Pick/Ban Phase & Side Selection

9.3.1. Draft Pick

The Referee will perform a coin-flip before the Game. The team that wins the coin-flip will choose side selection. After Draft has started, the starting Players of each Team cannot be substituted. Players can use

any Hero within the Team's Draft (Heroes prohibited by MPL SG S7 can't be used).

9.3.2. Personnel during Draft Pick

Registered Analyst and Coach from the team will be allowed on stage during the Draft Pick stage. Teams are not allowed to have online personnel to be a part of the Draft Pick

9.3.3. Restriction on Gameplay Elements

Restrictions may be added at any time before or during a Match, if there are known bugs with any items, Heroes, skins, emblems, or battle spells, or for any other reason as determined at the discretion of the Operating Committee.

9.3.4. Side Selection

9.3.4.1. During the Regular Season, Teams' sides for Game 1 in the BO3 Matches will be decided by coin flip. The Teams will then take turns to switch sides in subsequent Games. The team obtaining the privilege of choosing sides could independently decide whether to be the Red Side or the Blue Side.

9.3.4.2. In the Playoffs, the higher-ranked seed will have side selection for odd-numbered Games (e.g. Games 1, 3, and 5), while the lower seed will have side selection for even-numbered Games (Games 2 and 4). For example, the higher seed may choose to play Game 1, 3, and 5 on the Blue or Red side and the lower seed may choose to play Game 2 and 4 on the Red or Blue side. The higher seed will be required to submit their final decision for Game 1 by the deadline. If the Match is carried out over the course of a few consecutive days, the Team must submit their final decision one day before the start of the Match at 2200H GMT +8 at night (according to the local time where the Match is being held). If no decision is submitted, the Team with the higher seed will default as Blue.

9.3.5. Selection Error

In the event of an erroneously selected Hero pick or ban due to personal reasons, the erroneous selection shall be deemed irrevocable. If it is caused by a technical reason or malfunction of the Game, the Team in error must notify a Referee immediately, the Referee and the Operating Committee will then communicate and confirm with one another before deciding whether or not the Player can reselect.

If there are doubts regarding the Game that only arise during Draft Pick, Players are to continue Draft Pick as per normal and raise the issue to Referee and the Operating Committee immediately. Should the

issue be deemed to be valid after the Draft Pick Phase, the game may be remade. In the event the issue is deemed invalid by the Operating Committee, the game will proceed with the original Draft Pick.

9.3.6. No Request Pick

Teams must refrain from requesting to pick within the ban pick phase. If a team has decided to prioritise a certain pick and/or hero in the picking phase, the player the the current pick priority will choose the hero and swap prior to the end of the ban pick phase. Failure to refrain from requesting to pick will result in warnings followed by a penalty based on the penalty index.

9.3.7. Trading Heroes

Teams must complete all Heroes trades before the countdown ends during the Trading Phase, otherwise will be subject to any disadvantages or consequences arising therefrom.

9.3.8. Game Start After Pick/Ban

A Game will start immediately after the pick/ban process is complete, unless otherwise stated by an MPL SG S7 official. At this point, MPL SG S7 will remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and game launch, also known as "Free Time".

9.3.9. Controlled Game Start

In the event of an error in game start or a decision by MPL SG S7 to separate the pick/ban process from game start, an MPL SG S7 official may start the Game in a controlled manner and all Players will select Heroes in Custom - Classic Mode. All Players will select Heroes in accordance with the previous valid completed pick/ban process.

9.3.10. Slow client Load

If a Bug, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon game start, the Game must be immediately paused until all ten Players are connected to the Game.

10. Game Rules

10.1. Definition of Terms

10.1.1. Unintentional Disconnection

A Player losing connection to the Game due to problems or issues with the game client, cell phone, network or other devices.

10.1.2. Intentional DIscconnection

A Player losing connection to the Game due to Player's actions (i.e. quitting the Game). Any actions of a Player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the Player.

10.1.3. Server Crash

All Players losing connection to a Game due to an issue with a game server, Match Server, or venue internet instability.

10.1.4. Bug

Bugs could lead to incorrect or abnormal results of the game, or even cause faults, flaws, malfunction or defects of game data or hardware equipment.

10.2. Game of Record

A game of record ("GOR") refers to a Game where all ten Players have loaded, and which has progressed to a point of meaningful interaction between opposing Teams. Once a Game attains GOR status, the period in which incidental restarts may be permitted ends and a Game will be considered as "Official" from that point onward. After the establishment of GOR, Game restarts will be allowed only under limited conditions. Examples of conditions which establish GOR:

- 10.2.1. Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes.
- 10.2.2. Line-of-sight is established between Players on opposing Teams.
- 10.2.3. Setting foot, establishing vision or targeting skill shot ability in opponent jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.
- 10.2.4. Game timer reaches two minutes (00:02:00).

10.3. Stoppage of Play

If a Player intentionally disconnects without notifying an MPL SG S7 official, an MPL SG S7 official is not required to enforce a stoppage. During any pause or stoppage, Players may not leave the Match Area unless authorised by an MPL SG S7 official.

10.3.1. Directed Pause

The Operating Committee may order the pause of a Match or execute a pause command on any player station at the sole discretion of the Operating Committee, at any time.

10.3.2. Player Pause

Players may only pause a Match immediately following any of the events described below but must signal an MPL SG S7 official immediately after the pause and identify the reason. Acceptable reasons include:

- An Unintentional Disconnection or Sever Delay Caused by Network Fluctuation.
- A hardware or software malfunction (e.g. peripheral disability or game glitch).
- Physical interference with a Player (e.g., fan gank or broken chair or table).

Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the Team must alert an MPL SG S7 official, who may in his/her sole discretion, grant a pause in order to evaluate the identified Player to determine whether Player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the MPL SG S7 official, but not exceeding a few minutes. If the MPL SG S7 official determines that the identified Player is not able to continue playing within a reasonable period of time, then the identified Player's Team shall forfeit the Game unless an MPL SG S7 official, in his/her discretion, determines that the Game is subject to an Rematch or Postponement.

10.3.3. Unauthorised Pause

If a Player pauses or resumes a Game without permission from an MPL SG S7 official, it will be considered unfair play and penalties will be applied at the discretion of the Operating Committee.

10.3.4. Communication Between Players During Stoppage

During stoppage of play, to ensure fair competition, players shall never communicate with each other in any method or leave their seats. In the case where illegal communication between players takes place during stoppage of play, the Operating Committee may decide whether or not to apply penalties.

With the aim of preventing disputes, players are allowed to communicate with the judge, under the premise of finding out or solving the problems that cause stoppage of play. In case that the stoppage of play lasts for a long time, the judge could independently decide whether players are allowed to discuss content relevant to the game before the cancellation of stoppage of play.

10.3.5. Offline Pause

There is no limit or maximum pause time for any team.

If players wish to pause, at least one player must raise their hand to signify full commitment to the pause. Under no circumstances will a pause request be entertained in any other way. Additionally, only players are allowed to request a pause and no other staff member may do so.

Once the game has been paused, the initiating player must tell the referee the reason. If the pause is unreasonable or if a referee's report shows no indication of any real issue in the game despite player claims, MPL League Operations reserves the right to penalise the player and/or team according to the severity of the disruption caused by the pause.

There is no limit of maximum pause time for any team.

10.3.6. Online Pause

Teams are only allowed three (3) pauses per game. The Referee has the right to reject the request for a pause after 3 times, depending on the reasons for the pause.

Teams are limited to a total of fifteen (15) minutes collectively for each pause per game.

If players wish to pause, at least one member of the team must be able to speak on Discord to the referee in clear and concise language. Notably, they must say the phrase, "referee pause" to officially request a pause. No other phrase will be acceptable and others will simply be ignored by the referees.

Additionally, the players must also raise their hand and must be clearly visible in the team player feed. If only either the verbal or physical notifications for a pause request are done, the request will be ignored. Players must do both to signal the official pause request.

10.3.7. Acceptable Reason for Pause

10.3.7.1. Network Issues

- Full Disconnection
- Full or Partial Loss of Hero control due to lag
- Heavy lag that causes input delays
 - Lag must be truly felt by the players and will be observed by referees to determine its legitimacy.
 - The latency on the game interface simply increasing in number is not an accurate indication

that there are actual lag issues occurring for a player.

- Players are not allowed to pause with ping below 35ms. This is found to be more than sufficient to play at a professional level.
- Players may pause above 35 ms and be regarded as a reasonable pause provided that they are vouched for by a present referee. Otherwise this will be counted as an unreasonable pause and afflict a penalty on the player and/or team.

10.3.7.2. Phone input delays or FPS drops

10.3.7.3. Equipment issues

- Disconnection of the team communication system
- Disconnection of in-game sounds from player earphones or headset

10.3.7.4. MLBB in-games bugs

- Emblem bugs (only at the start of the game)
- Spell bugs (only at the start of the game)
- Match desyncs
- In-game sound bugs

Team Communications will be muted for the duration of the pause

10.3.8. Man-Down

Player illness, injury, or disability is not an acceptable reason for a player pause.

In line with the lineup submission rules, all players are presumed to be fully capable of playing their games every broadcast day. Should a pause arise from a pre-existing condition from a player without informing tournament officials beforehand, it will be counted as an unreasonable pause and the team will be penalised accordingly.

Should an illness, injury, or disability develop during the game, the team must immediately inform the referees as soon as possible. Referees may then, at their sole discretion, pause the game in order to evaluate the identified player suffering from an onset affliction. Should referees definitively find nothing wrong with said player, the game will resume and the player's team will be penalised according to the maximum penalty for unreasonable pauses.

Should referees find the affliction of the identified player to be legitimate, they will then attempt to determine if the player is ready, willing, and able to continue with the game within 5 minutes of the

pause. If it is found that the player is truly unable to continue playing, then the player's team shall forfeit the entire game. The match will continue provided that the team has a substitute at the ready. Should there be no substitute available, they will forfeit the entire match. However, at the discretion of MPL officials and given the facts of the situation at hand, said match may be subject to a rematch or postponement instead.

10.4. Resuming the Game

Players are not permitted to resume the Game after a pause. After clearance from an MPL official is issued and all Players are notified and ready at their stations, which will be contingent on the team captain confirming through in-game chat that both Teams are ready to resume play, the in-client spectators will resume the Game.

10.5. Remaking the Game

Under which conditions can a Game be reset is entirely decided by the Operating Committee. The following conditions are examples used to illustrate:

10.5.1. Remakes before GOR

The following are examples of situations in which a Game may be remade if GOR has not been established:

- If a Player notices that Player's emblems, battle spells or GUI settings have not applied correctly due to a bug between the game lobby and Match, Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.
- If the Operating Committee determines that technical difficulties will not allow for the Game to resume as normal (including a Team's ability to be in proper position for certain game events, such as minion spawn).

10.5.2. Remakes After GOR

The following are examples of situations in which a Game may be restarted after GOR has been established:

- If a game experiences a critical bug at any point during the Match which significantly alters game stats or gameplay mechanics.

- If an MPL SG S7 official determines that there are environmental conditions which are unfair (e.g. excessive noise, fan gank, hostile weather, unacceptable safety risks).

10.5.3. Remake Protocol

If a game experiences a critical bug at any point during the Match that significantly alters game stats or gameplay mechanics, or the external environmental conditions become untenable then a restart may occur.

Certain circumstances must be met before a restart may occur. The Operating Committee must determine that the bug is critical and verifiable. For the bug to be considered critical, the bug must significantly damage a Player's ability to compete in the game situation. The determination of whether the bug has damaged a Player's ability to compete is up to the sole discretion of the Operating Committee. In order for a bug to be considered verifiable, the bug must be conclusively present and not possibly attributable to Player's error. The spectator must then be able to replay the instance in question and verify the bug.

If a Player believes she/he has experienced a critical bug, she/he must pause the Game and alert a Referee in a timely fashion. If it is believed that a Player is attempting to delay reporting of a bug to wait for a possible restart at a more advantageous time, then a restart will no longer be granted.

If the Operating Committee determines that the bug is critical and verifiable and that the Player followed the pause protocol, then the Team experiencing the bug will be presented with the option for a restart. If the Team accepts, officials will attempt to utilise the rules set in Section 10.5 to remake the Game.

This section is applicable if the pause is directed as per Section 10.3 and does not limit the ability of an MPL SG S7 official to institute a restart.

10.5.4. Controlled Environment

Certain conditions may be preserved in the event of a restart of a Game that has not reached FOR, including, without limitation, picks/bans or battle spells. If, however, a Match has reached GOR then the Operating Committee shall not retain any settings.

10.5.5. Player Confirmation of Settings

Each team captain shall verify that every Player on his/her Team has finalised their intended game settings (including emblems, talents,

controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

10.5.6. Force Majeure

In case force majeure happens during Game, the game cannot be continued, and if the game has passed 00:07:00 time, the winner will be decided with points. The point will be counted with this number:

Objectives	Points
Turtle Kill	1
Lord Kill	2
Outer Turret	1
Inner Turret	2
Base Turret	3
Gold Difference	1 per 1k Gold Difference

The winner is identified when the point difference is over 15 points, or by the discretion of the Operating Committee to decide when the game is very clearly in a Team's favour (e.g., Team B is wiped out and Team A is capable of breaking Team B's base before their resurrection.)

If the Game Duration is under 7:00 minutes or the point difference is ≤15 Points, the game will be remade.

10.6. Postponement

In the event of a technical difficulty which leads to the Operating Committee declaring a restart, the Operating Committee, at its discretion, may request for a postponement of the Game.

10.7. Post-Game Process

10.7.1. Results

The Operating Committee will confirm and record game results.

10.7.2. Tech Notes

Players will identify any tech issues to the Operating Committee.

10.7.3. Break Time

The Operating Committee will inform Players of the remaining amount of time before the next Game's pick/ban phase begins. The pick/ban phase will start at the predetermined time whether all of the Team is in the Match Area or not. The Operating Committee can decide themselves whether or not to log in on a Player's account and enter into the game lobby. After pick/ban has started, any Player of a Team present in the Match Area can determine the Hero pick/ban for their Team. However, if there are no Players from a Team present in the Match Area when the pick/ban phase starts, this Team will be considered as abstaining from this Game's pick/ban.

10.7.4. Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for BO1 Matches, 2-0 for BO3 Matches, 3-0 for BO5 Matches). No other statistics will be recorded for forfeited Matches

10.8. Post-Match Process

10.8.1. Results

The Operating Committee will confirm and record the match result.

10.8.2. Next Match

Players will be informed of their current standing in the competition, including their next scheduled Match.

10.8.3. Obligation after Competition

10.8.3.1. Players will be informed of any post-match obligations, including, but not limited to, media appearances, interviews, or further discussion of any match matters.

10.8.3.2. Match participants must comply with the uniform arrangement of the MPL SG S7, no Players can act independently without consent (for example, not following others on the bus, night out, changing rooms, etc.).

10.8.3.3. Match participants can't bring unauthorised personnel into the Team Member Areas, into the hotel arranged by the MPL SG S7, ride in buses arranged by the MPL SG S7 or participate in other group events.

10.8.4. Selection of Most Valuable Player (MVP)

Regular Season MVP and Finals MVP shall be selected by the Operating Committee of MPL SG S7. The Active Roster will be displayed on the official website of MPL SG S7 and be updated upon proper filing of

documentation. Once a conclusion of the Player Services Agreement is confirmed, the updated Active Roster will be placed on the website. The Active Roster of the Teams on that website will be considered the most up-to-date information that could be applied within a reasonable time.

11. Player Equipment

11.1. MPL SG S7 Provided Equipment

- 11.1.1. If the tournament is Offline, MPL SG S7 officials will provide the following equipment to be used exclusively by all Players. No other personal devices will be allowed in the tournament area. The equipment includes, but not limited to:
 - Gaming Phone: iPhone 13 Pro
 - Headsets (noise cancelation) and/or Earbuds and/or Microphones
 - Table & Chair
- 11.1.2. If Playoffs are Online, all teams must declare their phone models to the Operating Committee no later than 10 days before the beginning of Playoffs and are allowed to use these phone models only after approval from MPL Officials.
- 11.1.3. Should the need arise for a change in phones, players are to inform an MPL official ahead of matches, subject to approval.
- 11.1.4. Players are strictly prohibited from bringing any headphones, earbuds, smart devices and/or microphones that have not been provided by the Operating Committee into the Match Area without prior approval by the Committee. All player-owned or team-owned equipment must be submitted to MPL SG S7 officials in advance for approval. Unapproved equipment or equipment that is suspected by MPL SG S7 officials of providing an unfair competitive advantage will not be permitted for use.
- 11.1.5. Only the Coach is permitted to bring notebooks or papers to the Match Area, and only during the drafting phase. After the drafting phase is over, the Coach must remove all items brought into the area. Players are not allowed to bring notebooks or papers to the Match Area.
- 11.1.6. MPL SG S7 officials may, at their own discretion, disallow the use of any individual piece of equipment for reasons relating to, but not limited by tournament security, safety, operational efficiency, or effectiveness.
- 11.1.7. No player-owned or team-owned hardware or equipment may be brought into the Match Area if it features or displays any name, likeness, or logo of a company or brand which is a competitor of MOONTON.

11.2. Replacement of Equipment

If equipment or technical problems are observed at any time, a Player or MPL SG S7 official may request a technical review of the situation. An MPL SG S7 technician will diagnose and troubleshoot problems, as needed. Technicians may request a replacement of any equipment, at their discretion. Decisions regarding the replacement of any equipment are solely at the discretion of the Operating Committee. If a Player wishes to use personal equipment as replacement, the Player must use equipment which has been pre-approved by MPL SG S7; otherwise they will be provided replacement equipment by MPL SG S7.

11.3. App & Usage

11.3.1. Voice Chat

Voice chat will be provided only via the native system used in the headsets provided by MPL SG S7. Use of third-party voice chat software (e.g. Skype, Discord) is not permitted, unless the Operating Committee has decided to change the method of audio communication under special circumstances. The Operating Committee may monitor a Team's audio communications.

11.3.2. Social Media and Communication

It is prohibited to use MPL SG S7 cell phones to view or post on any social media or communication sites. This includes, but is not limited to, Facebook, Twitter, Instagram, WhatsApp.

11.3.3. Non-Essential Equipment

It is prohibited to connect non-essential equipment to MPL SG S7 phones for any reason.

11.4. Client Accounts

Players will have Match server accounts provided for them by MPL SG S7. It is the Players' responsibility to configure their account to their preferences. The account's Gaming Name must be set only to the Player's official tournament handle.

11.5. Audio Controls

- 11.5.1. Players will be required to maintain volume levels above minimum settings, which will be clearly marked on the controls. MPL SG S7 officials may require players to adjust their volume levels higher if the

officials determine, at their sole discretion, that volume levels are too low.

- 11.5.2. Headphones must be placed directly on a player's ears and must remain there for the duration of the game. Players are not permitted to obstruct the placement of headphones by any method or place any item, including hats, scarves or other articles of clothing, between the headphones and the player's ears.

11.6. Equipment Tampering

Players may not touch or handle another teammate's owned or provided equipment after a Match has started. Players who require assistance with their equipment should ask assistance from an MPL official.

11.7. Player and Coach Apparel

- 11.7.1. Players must wear official team uniforms during all MPL SG S7 matches, and pre-match and post-match interviews. If no team requirement exists, players must wear pants and covered shoes, as well as visible team-branded apparel, on their upper body, during the entirety of any MPL SG S7 event or appearance. All Players from a Team must wear matching apparel during the game.

The matching apparel includes shirts, jerseys, and pants. For the avoidance of doubt, short pants, ripped jeans, sweatpants, athletic pants, and/or pyjama pants will generally not be considered appropriate attire. Jerseys and all other apparel worn during such times are subject to the restrictions set forth in this Section and are subject to the review of the Operating Committee.

The Operating Committee will have final approval over all apparel.

- 11.7.2. Coaches must wear business casual attire or team uniform while at the Match Area.
- 11.7.3. Players and Coaches must avoid chewing gum, hats, sunglasses, eye-catching necklaces and pendants while at the Match Area.
- 11.7.4. Players and Coaches should not wear any clothes or ornaments with brands that are not approved by the Operating Committee.
- 11.7.5. Team Members may wear apparel with multiple logos, patches or promotional language. The Operating Committee reserves the right at all times to impose a ban on objectionable or offensive apparel as defined below:
- Containing any false, unsubstantiated, or unwarranted claims for any product or service, or testimonials, that the Operating

Committee, in its sole and absolute discretion, considers unethical.

- Advertising any non-“over the counter” drug, tobacco product, firearm, handgun or ammunition.
- Containing any material constituting or relating to any activities which are illegal in any MPL SG S7 region, including but not limited to, a lottery or an enterprise, service or product that abets, assists or promotes gambling
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions or refers to matters which are not considered socially acceptable topics
- Advertising any pornographic website or pornographic products.
- Containing any trademark, copyrighted material or other element of intellectual property that is used without the owner's consent or that may give rise to, or subject MPL SG S7 or its affiliates to, any claim of infringement, misappropriation, or other form of unfair competition.
- Disparaging or libelling any opposing Team or Player or any other person, entity or product.

- 11.7.6. The Operating Committee reserves the right to refuse entry or continued participation in the Match to any Team Member who does not comply with the aforementioned apparel rules.

12. Venue and Competition Area Layout

12.1. Match Area

The “Match Area” comprises the area immediately surrounding the match platform. During match play, presence of Team Members in the Match Area is restricted solely to the Players of the Teams in play.

12.2. Wireless devices

Wireless devices, including mobile phones, smart watches, bluetooth headsets and tablets, are not allowed in the Match Area.

12.3. Food and Drink Protocol

No food including sweets and chewing gums are allowed in the Match Areas. Only drinks in MPL SG S7-provided sealable containers are permitted in the Match Area.

12.4. Holding Room

The holding room is reserved for Team Members (i.e. Team Manager, Coaches, Players and Substitutes only) only and access will be provided by the Operating Committee at their discretion.
Team Members are to help to keep the area clean.

12.5. Other Team Member Areas

Other Team Member Areas are areas within the venue, as defined by the Operating Committee from time to time, designed to allow Players to relax and socialise in locations separate from the Match Area. Access to these areas is limited to Team Members, (i.e. Team Manager, Coaches, Players and Substitutes only) unless specific permission is otherwise granted by the Operating Committee.

12.6. Punctuality

Team is obliged to cooperate with the Operating Committee to actively manage fans on site and guide fans to watch the Match in order. Arranging or assisting (whether intentional or not) fans to disturb the order is strictly prohibited. Team shall be held responsible for consequences caused by ill management of fans.

13. Sponsorship

13.1. Prohibited Sponsorship

13.2. Any Team/Team member, may not acquire sponsorships in the below listed categories:

- casino or gambling websites;
- cryptocurrencies
- websites displaying or related to pornographic imagery or products;
- firearms, handguns, or ammunition providers;
- alcohol;
- drugs;
- tobacco or cigarettes, including e-cigarette and vaping products;
- other products or services that Moonton determines are detrimental to the MPL SG S7 or in a competitive relationship with Mobile Legends: Bang Bang mobile game.

13.3. MPL Operating committee reserves the right to approve/deny any sponsorships that are deemed detrimental to the league.

13.4. Web3

- 13.4.1. Teams are allowed to have Crypto/NFT sponsors but are not allowed to showcase on official MPL platforms.
- 13.4.2. Teams can showcase NFT/Crypto sponsors on their own platforms (social media, livestream, etc) but jerseys worn during Media Day, Offline Events, etc must not show the crypto sponsors.
- 13.4.3. Jerseys with crypto sponsors sold as merchandise/worn outside of official MPL events are allowed.

13.5. Sponsorship Approval

- 13.5.1. All Teams are required to confirm and submit sponsors declaration form latest by **27 March 2024** for Moonton approval
- 13.5.2. The sponsor's information, such as its name, logo, sponsor category, etc.;
- 13.5.3. The Team/Team Member's way, manner, or pattern to advertise the sponsor (for instance, if the sponsor requires the display of the sponsor's logo on the Team Members' T-shirts in the MPL, the design of such T-shirt need to be provided in the request.); and
- 13.5.4. The sponsorship agreement between the Team/ Team Member and the sponsor.

13.6. Sponsorship Change Rules

Changes to Sponsor must be submitted to Moonton for approval during the whole season of MPL SG Season 7

Period: Whole MPL SG Season 7

Frequency: During the whole MPL SG Season 7, each team will not have any limitation to frequency of sponsorship changes.

Requirement: New sponsors must meet all the requirements in the rules while they become MPL teams sponsor

Approval: Sponsorship change requests (Sponsorship declaration form) must be submitted to Moonton by the Teams in advance, in writing, and approved by Moonton, in writing, before becoming effective. The sponsorship change or add request approval process consists of Moonton confirming that the change and add are occurring within the approved whole MPL SG Season 6 and must meet all qualifications and other rules.

If Team Jersey design changed, the Team also needs to submit the new Team Jersey Design to Moonton for approval.

*Declaration form is only for Moonton to ensure that all of MPL teams sponsors adhere to our sponsorship guidelines (i.e. no tobacco or gambling Brands)

Effective Date: upon the approval of Moonton, the change will instantly take effect.

13.7. Media Day

- 13.7.1. MPL SG Season 7 Media Days will be from **6th - 7th and 13th - 14th April 2024.**
- 13.7.2. Team Coach and the Team players should be present for the media days shoot.
- 13.7.3. All teams must wear team jerseys to Media Days.
- 13.7.4. Note there will not be another Media Day after the duration to shoot Team or Player photos, and photos provided by Teams or Players themselves will not be accepted.
- 13.7.5. Both photos and videos will be taken on Media Day. Sponsors that have been approved by Moonton can be featured in these shoots. As with 13.2, Cryptocurrencies are not allowed to be shown on the jerseys.
- 13.7.6. Teams are expected to comply with assigned Media Day timings and ensure they are available throughout the assigned day.

14. Code of Conduct

14.1. Competition Conduct

- 14.1.1. Unfair Play
 - The following actions will be considered unfair play and will be subject to penalties at the discretion of the Operating Committee:
 - 14.1.1.1. Collusion
 - Collusion is defined as any agreement among two (2) or more Players, Head Coaches, Teams, and/or confederates to disadvantage opposing Players. Collusion includes, but is not limited to, acts such as:
 - Soft play

Which is defined as any agreement among two (2) or more Players to not damage, impede or otherwise play to a reasonable standard of competition in a Game.

- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Player.
- Deliberately losing a Game for prize money, or for any other reason, or attempting to induce another Player to do so.

14.1.2. Competitive Integrity

Teams are expected to play at their best at all times within any MPL SG S7 Game, and to avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, or fair play. For the sake of clarity, team composition and the pick/ban phase will not be considered when determining whether this rule has been violated.

14.1.3. Hacking

Hacking is defined as any modification of the Mobile Legends: Bang Bang game client by any Player, Team or person acting on behalf of a Player or a Team.

14.1.4. Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as: glitches in buying items, glitches in neutral minion interactions, glitches in Heroes ability performance, or any other game function that, in the sole determination of the Operating Committee, is not functioning as intended.

14.1.5. Spectator Monitors

Players who are playing in a Game are not permitted to look at or attempt to look at any screen or device that is displaying an observer level view of that Game (i.e., that is or is capable of showing a neutral view of the map)

14.1.6. Ringing

Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

14.1.7. Cheating Methods

The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signalling devices, hand signals, etc.

- 14.1.8. **Intentional Disconnection**
An intentional disconnection without a proper and explicitly stated reason.
- 14.1.9. **Operating Committee Discretion**
Any other further act, failure to act, or behaviour which, in the sole judgement of the Operating Committee, violates these Rules and/or the standards of integrity established by MPL SG S7 for competitive game play.
- 14.1.10. **Profanity and Hate Speech**
A Team Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time. A Team Member may not use any facilities, services or equipment provided or made available by MPL SG S7 or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.
- 14.1.11. **Insulting Behaviour**
A Team Member may not take any action or perform any gesture directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
- 14.1.12. **Abusive Behaviour**
Abuse of the Operating Committee, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another Player's cell phone, body or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a Match with respect.
- 14.1.13. **Studio Interference**
No Team Member may touch or otherwise interfere with lights, cameras or other studio equipment. Team Members may not stand on chairs, tables or other studio equipment. Team Members must follow all instructions of MPL studio personnel.
- 14.1.14. **Unauthorised Communications**
All mobile phones, tablets and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the Game. Players may not text/email or use social media while in the

Match Area. During the Match, communication by a Starter shall be limited to the Players on the Starter's Team.

14.1.15. Identity

A Player may not cover his or her face or attempt to conceal his or her identity from the Operating Committee. The Operating Committee must be able to distinguish the identity of each Player at all times and may instruct Players to remove any material that inhibits the identification of Players or is a distraction to other Players or the Operating Committee.

14.2. Unprofessional Behaviour

14.2.1. Responsibility under Code

Unless expressly stated otherwise, offences and infringements of the Official Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offences or infringements are also punishable.

14.2.2. Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracise a person and/or affect the dignity of the person.

14.2.3. Sexual Harassment

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favours.

14.2.4. Discrimination and Denigration

Team Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin colour, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

14.2.5. Statements regarding MPL SG S7, Moonton, MLBB, MPL SG S7 Partners & Sponsors

Team Members may not give, make, issue, authorise or endorse any statement or action having, or designed to have, an effect prejudicial

or detrimental to the best interest of MPL SG S7, Moonton or its affiliates, Mobile Legends: Bang Bang, or MPL SG S7 partners and sponsors as determined in the sole and absolute discretion of the Operating Committee.

14.2.6. Releasing Information without Approval

Teams will be asked to submit paperwork for approval or visibility throughout the MPL SG S7. This paperwork is necessary for maintaining expectations throughout the MPL SG S7. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

14.2.7. Criminal Activity

A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

14.2.8. Behaviour contrary to morality

Team members can't participate in any actions considered by the Operating Committee to be immoral, disgraceful or contrary to traditional morals and ethics.

14.2.9. Confidentiality

A Team Member may not disclose any confidential information provided by the Operating Committee, Moonton or any affiliate of Moonton, by any method of communication, including all social media channels.

14.2.10. Bribery

No Team Member may offer any gift or reward to a Player, coach, manager, MPL SG S7 official, Moonton employee, or person connected with or employed by another MPL SG S7 Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

14.2.11. No Poaching or Tampering

No Team Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official coach or Player who is signed to any MPL SG S7 Team, nor encourage any such official coach or Player to breach or otherwise terminate a contract with said MPL SG S7

Team. An official coach or Player may not solicit a Team to violate this rule. An official coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their management (i.e. a general statement aimed at the entire marketplace) after obtaining the consent of the Team. But, to be clear, the Head Coach or Player may not entice a Team directly to reach out to their management or attempt to violate their contractual obligations (i.e. a Player cannot contact or callout a Team and suggest that they inquire about the Player). Violations of this rule shall be subject to penalties, at the discretion of the Operating Committee. To inquire about the status of an official coach or Player from another Team, managers must contact the management of the Team that the Player and/or official coach is currently contracted with. The inquiring Team must provide visibility to the Operating Committee before being able to discuss the contract with a Player.

14.2.12. Gifts

No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the Game, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Match or Game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a Team's official sponsor or owner.

14.2.13. Non-Compliance

No Team Member may refuse or fail to apply the reasonable instructions or decisions of the Operating Committee.

14.2.14. Match-Fixing

No Team Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

14.2.15. Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the MPL SG S7 as requested by the Operating Committee. If the documentation is not completed to the standards set by the MPL SG S7 the Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

14.2.16. No Smoking

It is not permitted to smoke inside non-smoking areas or other actions which violate venue rules when in the venues provided by the officials.

- 14.2.17. Selling of equipment
Players are prohibited from selling equipment indiscriminately before the end of any Game
- 14.2.18. Selling and Promotion of Services
Players are prohibited from taking part in the event or business which are related with booster, unofficial top-up platform, illegal hosting of tournament rooms, etc

14.3. Association with Gambling

No Team Member or MPL official may take part, either directly or indirectly, in betting or gambling on any results of any MPL SG S7 Game or Match.

15. Compliance with Penalty Rules

15.1. Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that the Operating Committee believes, in their sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the Operating Committee.

15.2. Penalties

Upon discovery of any Team Member committing any violations of these Rules, the Operating Committee may, without limitation of its authority, issue the following penalties:

- Verbal or Written Warning(s)
- Loss of Side Selection for Current or Future Game(s)
- Loss of Ban for Current or Future Game(s)
- Fine(s) and/or Revenue Sharing Confiscation
- Loss of Game
- Suspension(s)
- Disqualification(s)
- Any Other Punishment Deemed Fit by the Operating Committee

15.3. Penalties for Policy Breach

If the Operating Committee or Moonton determines that a Team or Team Member has violated the Official Rules, or other rules of MPL SG S7, the Operating Committee or Moonton may assign penalties at their sole discretion.

15.4. Player/Team Behaviour Investigation

If the Operating Committee determines that a Team or Team Member has violated the Code of Conduct, or other Official Rules, the Operating Committee may contact the Team or Team Member to discuss the investigation, the Team or Team Member is obligated to tell the truth. If a Team or Team Member withholds information or misleads the Operating Committee creating an obstruction of the investigation, then the Team and/or Team Member is subject to penalties.

15.5. Right to Publish

The Operating Committee shall have the right to publish a declaration stating that a Team and/ or a Team Member has been penalised. Any Team Members and/or Team which may be referenced in such declaration hereby waive any right of legal action against the MPL SG S7, Moonton, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

15.6. Appeal

In the event that a Team/Team Member who is subject to penalties has doubts about the Operating Committee's decisions for the penalties, the Team/Team Member may file an appeal against the decisions with Moonton through email. The appeal will be reviewed by Moonton.

16. Spirit of the Rules

16.1. Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the MPL SG S7, and penalties for misconduct, lie solely with MPL SG S7, the decisions of which are final. MPL SG S7 decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

16.2. Rules Changes

These Rules may be amended, modified or supplemented by MPL SG S7, from time to time, in order to ensure fair play and the integrity of MPL SG S7.

16.3. Best Interests of MPL SG S7

Moonton and the Operating Committee at all times may act with the necessary authority to preserve the best interests of the MPL SG S7. This power is not constrained by the lack of any specific language in this document. MPL SG S7 officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the MPL SG S7.

17. Appendix A

[MPL SG S7 Penalty Index](#)