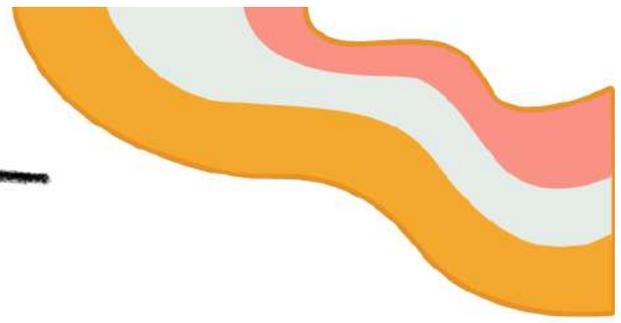


# TECHNICAL EVENTS

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## \* MOBILE LEGENDS:

### **RULES AND REGULATIONS:**

#### **Registration Policy:**

- A participant is allowed to represent only one team during the entire event.
- Multiple registrations can be done from one particular college.
- The tournament will accept a total of 6 team registrations on a first-come, first-serve basis.

#### **Player Account Rules:**

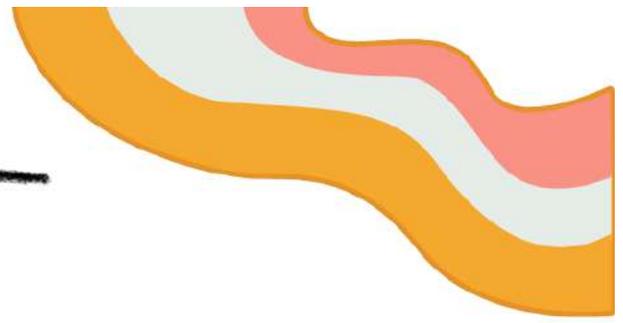
- Every player must compete using their personal Mobile Legends account.
- Using another player's account, shared accounts, or temporary/guest accounts is strictly prohibited and may lead to disqualification.

#### **Tournament Format & Schedule:**

- Qualifier Round: Single Elimination – Best of 1 (Bo1).
- Playoff Stage: Structure may vary depending on the number of registered teams.
- Final Round: Best of 3 (Bo3) series to determine the champion.

# TECHNICAL EVENTS

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## **Check-in Procedure:**

- Teams are required to report for their match at least 10 minutes before the scheduled start time.
- If a team fails to appear within 5 minutes after the official match start time, the match may be awarded to the opposing team.

## **Match Policy:**

- Delays caused by teams may result in warnings, penalties, or forfeiture.
- Matches will take place in Custom Mode using Draft Pick settings.

## **Disconnection & Remake Policy:**

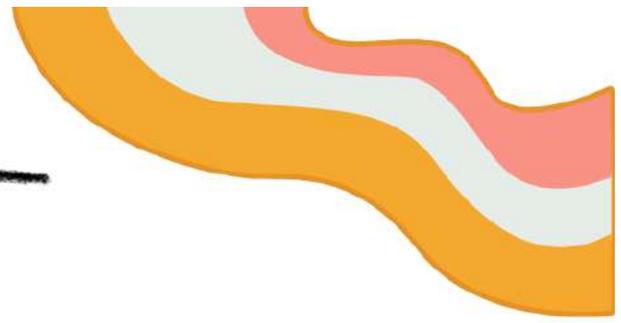
### 1. Early Game Disconnection (0–2 Minutes)

A match may be eligible for a remake only if all of the following conditions are met:

- A player disconnects within the first 2 minutes of game time.
- No First Blood has occurred.
- No turret has been destroyed.
- If all conditions are satisfied, the match may be restarted (remake allowed).
- The decision will be made by the tournament referee after verifying the match situation.
- If approved, the match will be restarted with the same teams.

# TECHNICAL EVENTS

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## 2. Disconnection After 2 Minutes

- If a player disconnects after 2 minutes, the match will continue.
- No remake will be granted after the 2-minute mark.

Each team is allowed:

- One official pause per match.
- Maximum total pause duration: 5 minutes.

During the pause period:

- If the disconnected player reconnects within 5 minutes → the match continues normally.
- If the player does not reconnect within 5 minutes → the team must continue the match 4v5.

## 3. Full Team Disconnection

If an entire team disconnects due to:

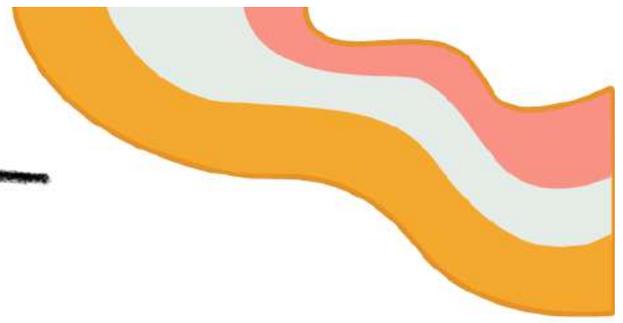
- Internet failure
- Power outage
- Device malfunction
- Then the affected team will be given a maximum of 5 minutes to restore connection.
- If the team fails to reconnect within 5 minutes → the match will be awarded to the opposing team.

Exception:

- If the issue is confirmed to be a server-wide problem affecting multiple players, tournament officials may decide to restart the match.

# TECHNICAL EVENTS

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## 4. Intentional Disconnection

Any deliberate disconnection to gain an unfair competitive advantage will result in:

- Immediate match loss.
- Possible disqualification from the tournament.

### **Final Authority:**

- All decisions regarding remakes, pauses, and disconnections will be made by the tournament referee.
- The referee's decision will be final and binding.

### **Server or Connection Problems:**

- If players experience unusual lag or unstable server performance, they must inform the tournament referee immediately.
- Officials will determine whether the match should continue or be replayed.

### **Hero Selection:**

- Any hero available in the current version of the game can be used.
- In later stages of the tournament, organizers may introduce a hero banning phase (for example, three bans per team).

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**Natasha Pradhan: 859748893 & Leher Dangal: 9679370867**

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