

Campus Legends® Singapore Season 8: Mobile Legends: Bang Bang

1. Introduction

1.1. This is the official rulebook for **Campus Legends® Singapore Season 8: Mobile Legends Bang Bang**. This document summarises the rules and regulations that govern the Tournament, ensuring fair play and consistency throughout the competition. This rulebook shall be read in conjunction with the **Campus Legends® Singapore - Code of Conduct**.

1.2. Scope

1.2.1. These rules apply to all participants involved in Campus Legends® Singapore Season 8, including:

- Players
- Substitutes

1.3. Purpose

1.3.1. The purpose of these rules is to establish clear guidelines for gameplay, team conduct, and tournament operations, thereby promoting fairness and integrity in the tournament.

1.4. Compliance

1.4.1. It is the responsibility of all participants to familiarise themselves with and adhere to these rules. Ignorance of the rules will not be accepted as an excuse and may result in penalties for non-compliance.

2. Eligibility

2.1. Player Eligibility:

2.1.1. Be a Singaporean Citizen, Permanent Resident, Student's Pass or Long-Term Pass Holder (as evidenced by a valid and official document issued by the Singapore Immigration & Checkpoints Authority).

2.1.2. Be residing in Singapore throughout the duration of the Campus Legends® Tournament.

2.1.3. Be enrolled in a local Institute of Higher Learning (IHL), being an institute of Technical Education College, a Local Polytechnic, or a Local University (as evidenced by a valid and official document issued by such IHL)

- 2.1.4. Note: An IHL student awaiting graduation shall be permitted to participate in a Campus Legends® tournament, provided that their official transcript certifying their graduation has not yet been issued by the team's registration date for the respective Campus Legends® tournament.
- 2.1.5. Use no more than one in-game name for the entire duration of a Campus Legends® tournament. Such in-game names must be appropriate for a public audience and cannot contain any offensive, toxic, or harmful words or phrases in ANY language, or otherwise be in violation of the Campus Legends® Code of Conduct.
- 2.1.6. Comply with all requests from tournament officials for information to prove their eligibility. This includes but not limited to conducting student status and identity verification checks.

2.2. Team Eligibility:

Each team must have and maintain the following member during the entirety of the Tournament:

- 2.2.1. **Minimum of five (5) and a maximum of seven (7) registered players(2 Substitutes).** Each registered player can only be part of **one (1) team roster** in each Campus Legends® Tournament.
- 2.2.2. Every registered player in a team roster must be from the same IHL.
- 2.2.3. Team roster shall be final at the point of registration, and cannot be changed without the permission of Campus Legends® officials.
- 2.2.4. (For intra-IHL qualifiers) Use no more than 1 (ONE) team name for the entirety of Campus Legends® tournament. Such team name must be appropriate for a public audience and cannot contain any offensive, toxic, or harmful words or phrases in ANY language, or otherwise be in violation of the Campus Legends® Code of Conduct.
- 2.2.5. Each team roster must have a team captain and a vice-captain, who shall be responsible for all communication with Campus Legends® officials, for and on behalf of the team.
- 2.2.6. Note: For the avoidance of doubt, a registered player can be part of another team roster in a different Campus Legends® tournament, even if both Tournaments are taking place over the same period (e.g. Campus Legends® for different game titles). However, such players shall be solely responsible to ensure their availability for all matches they are scheduled to participate in, and each team shall bear the consequences if such player is unable to play for them due to any scheduling conflict.

3. Team and Individual Conduct

- 3.1. It is every player's individual, as well as every team's collective, responsibility to ensure that each and every player in the team adheres to the Code of Conduct throughout the entirety of the Campus Legends® Tournament. Any violations of the Code of Conduct may result in actions taken against any player or team described in Section 5 of the Code of Conduct.

4. Prize

- 4.1. Prize details will be announced at a later stage by the Tournament Organisers.
- 4.2. Terms & Conditions
 - 4.2.1. Monetary prizes shall be given to the teams respectively within 90 days after the end of the tournament and the designated receiving accounts are to be provided by the teams after the conclusion of the tournament.
 - 4.2.2. Product prizes should be sent and collected by the teams within 90 days after the end of the tournament. Failed collection of product prizes by the team 30 days after delivery will be considered as forfeiture.

5. Match Setup and processes

- 5.1. Game Client Version
 - 5.1.1. All matches are to be played using the latest version of the game client that is available.
 - 5.1.2. To avoid any undue delays, all players should ensure that their game client is updated before the start of any match.
- 5.2. Match Settings
 - 5.2.1. Games will be played in a 5v5 Custom Draft Pick (3 Bans) for the Institutional Qualifiers and Tournament mode (5 Bans) for the Groups and Playoffs Stage thereafter.
 - 5.2.2. Players will be tasked with creating the Custom Draft Pick in-game lobbies.
 - 5.2.3. A "Coin Toss" will be administered by a Campus Legends® official for the side selections. Team captains are to select the sides and first pick or second pick. Teams must switch sides after each game.
- 5.3. Champions

- 5.3.1. New Champions (Including champions that undergo major reworks and balances) that are released during the Tournament period, will be banned from usage, for a minimal period of 2 (TWO) weeks to avoid any potential bugs or abuse. No team is allowed to use the banned champions, until the ban has been lifted by SCOGA.
 - 5.3.2. Teams must complete all champion trades within the in-game allocated timer, during the in-game Trading Phase. Teams will not be allowed to restart the match if they fail to do so and will have to play with the champions that they are holding on to.
- 5.4. Contactability
- 5.4.1. Each team member must have a Discord account for communication with Campus Legends® officials. This Discord account must be set up by such time as directed by Campus Legends® officials.
 - 5.4.2. Each player must also be readily contactable and responsive through Discord, their mobile device, and in-game throughout the entirety of the Campus Legends® Tournament. This is particularly important for Campus Legends® officials to verify all players participating in every Game. The failure of any player to be contactable beyond a grace period of 10 (TEN) minutes may result in the player being deemed ineligible to participate in any game, match, or the Campus Legends® tournament, which may in turn lead to the team forfeiting such game or match, or be disqualified from the Campus Legends® tournament altogether.
- 5.5. Match attendance
- 5.5.1. To confirm their team's attendance for any match, each team captain or vice-captain must check in on the Campus Legends® Discord channel 1 (ONE) hour prior to the scheduled start time for the Match Day.
 - 5.5.2. In addition, the 5 (FIVE) team members participating in any game must be ready from 30 minutes prior to its scheduled start time. This is to allow Campus Legends® officials to conduct any identity and /or eligibility verification checks (including presenting any relevant document as proof of eligibility) at any point prior to the start of any Game.
 - 5.5.3. If there is a violation of Section 5.5.1 or 5.5.2, Campus Legends® officials reserve the rights to deny the participation of such player(s) in violation, or to declare that their team has forfeited the relevant game or match.
 - 5.5.4. To ensure the smooth progress of each Match, and avoid any violation of Section 5.5.2, players are advised to avoid going for breaks between games during a match. Campus Legends® officials will only grant extended breaks between games within a match in exceptional circumstances.

5.6. Game progress and interruptions

5.6.1. Once a game becomes a “Game of Records”(GOR) in accordance with the rules and regulations, it will be considered as officially in progress and scored. A GOR will not be paused or restarted, except in the event of a “Terminal Situation”, and only at the sole discretion of Campus Legends® officials. The following to determine GOR:

5.6.1.1. Any attack or ability landing on minions, jungle creeps, structures or opposing champions.

5.6.1.2. Line of sight established between players of opposing teams.

5.6.1.3. Setting foot and establishing vision or targeting skill shot ability in an opponent’s jungle, by either team, which includes leaving the river or entering brush connected to enemy jungle.

5.6.2. In the event where a player suffers a disconnection due to an Unintentional Connection or a Terminal Situation, the Team Captain or Vice-Captain should not only pause the Game (if possible), but also promptly alert a Campus Legends® Official and explain the pause. In any case, any player who experiences a disconnection, whether it is through a connection interruption, game client crash, computer or device crash or any other reason whatsoever, should use their best efforts to return to the game as soon as possible and continue playing.

5.6.3. In the event of a “Terminal Situation”, Campus Legends® officials shall first determine at their own discretion the severity of such Terminal Situation, and may make such directions to rectify or mitigate the effects of such Terminal Situation, which includes restarting a Game or awarding a game victory (in accordance with the Section 5.8).

Examples of such directions include: If a team has been significantly disadvantaged by a “Terminal Situation”, such team may be offered the opportunity to remake the Game with the same draft or conditions existing prior to the “Terminal Situation” (especially if the game has not yet become a GOR). Rules governing game processes, such as game settings, may be modified on a case-by-case basis to maintain fairness between the teams.

5.6.4. An “Intentional Disconnection” may be a violation of the Code of Conduct. If an intentional disconnection is found, Campus Legends® officials reserve the right to take action against the player(s) involved, as well as their team. Players may be subject to disciplinary actions in accordance with the Code of Conduct, while the game or match in question may be deemed forfeited by their team.

5.7. Results

5.7.1. Upon completion of every game, both Team Captains must send a screenshot of the game results to Campus Legends® officials via Discord. Any failure to do so by a Team Captain may result in their team's forfeiture or disqualification.

5.7.2. In the event that a match is forfeited, such results will be reported by the minimum score it would take to win such a match (e.g. 2-0 for best-of-three).

5.8. Awarded Game Victory (Situational)

5.8.1. In the event of a technical difficulty which may result in a game restart, Campus Legends® officials may instead choose to award a game victory to a specific team. This is under the condition that Campus Legends® officials determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria will be considered to determine the reasonable certainty:

5.8.1.1. If a game has been played for more than 5 minutes on the in-game timer (00:05:00).

5.8.1.2. The difference in gold between the teams is more than 33%.

5.8.1.3. The difference in the number of remaining Turrets between the teams is more than 7 (SEVEN).

5.8.1.4. The difference in the number of Inhibitors between the teams is more than 2 (TWO).

5.8.1.5. The difference in the number of remaining Nexus Turrets between the teams is more than 2 (TWO).

6. Campus Legends® Tournament Format

6.1. Institutional Qualifiers: 6th - 7th June

6.1.1. Teams will face off in a Single Elimination, Best of 3 (BO3) online format, where the winner will proceed to the Group Stages as representative of their institutions.

Example of Campus Legends® Qualifiers Bracket Format, (the organiser reserves the right to change the format).

6.2. Group Stage & Playoffs: June - July Period

6.2.1. The representatives of each IHL institute will be placed into 2 groups (as evenly as possible) to compete in a Best of 3 (BO3) Double Eliminations Format. The Top 2 teams of each group will proceed to the Playoffs.

6.3. Grand Finals: 1st - 2nd August CL Grand Finals @ *SCAPE

6.3.1. The Top 8 teams will proceed to compete in a Double Elimination, Best of 3 (BO3) format to determine the Champion.

7. Documentation and Official Requests

7.1. Documentation or other reasonable requests may be made of any player or team by Campus Legends® officials at any time throughout the duration of a Campus Legends® Tournament. These could be made for purposes including (but not limited to) eligibility verification, or the investigation of any potential violation of the Code of Conduct or any rules or regulations pertaining to the Campus Legends® tournament. Any player or team that fails to cooperate with any such request may be penalised.

8. Contingencies

8.1. To keep these Rules as concise as possible, it is impractical to make provision for every contingency that may arise in the course of Campus Legends®.

Accordingly, if in the course of Campus Legends® any gap in the Rules & Regulations is disclosed or anticipated, Campus Legends® officials may act with the necessary authority and at their sole discretion consistent with the spirit of other Campus Legends® Rules or its Code of Conduct, including making such decisions or declarations or taking any other action against any player or team, to defend the best interests of Campus Legends®.

9. Finality of decisions

9.1. Any decision made by Campus Legends® officials with respect to these rules shall be final and cannot be appealed, and shall not give rise to any claim for refunds, monetary damages or any other legal or equitable remedy.

10. Amendments

10.1. The Rules and Regulations may be amended from time to time. These amendments shall take effect when they are posted on the Campus Legends® website, and any such amendment shall be deemed accepted by your continued participation in Campus Legends®.

11. Interpretation

11.1. In these Rule books, and unless the context requires otherwise:

11.1.1. **“Campus Legends® Tournament”** means the scheduled Tournament consisting of qualifiers (if any), group stages, and finals in respect of a particular game title, which shall commence upon its official announcement and end upon the conclusion of its

final scheduled match.

- 11.1.2. **“Game”** means an individual instance of a game title that is played until a winner is determined in accordance with the specific rules of the game title or the relevant Campus Legends® Tournament.
- 11.1.3. **“Match”** means the set of Games that is played until one team wins the majority of the total Games (e.g. winning three Games in a Best of Five match).
- 11.1.4. **“Game of Record”** or **“GOR”** means a Game which has progressed to a point of meaningful interaction between the opposing teams, based on such conditions as are set out in the Section 5.6.
- 11.1.5. **“Terminal Situation”** means a situation where, at the sole discretion of Campus Legends® officials, either or both teams has been significantly disadvantaged due to a situation beyond the control of either team.
- 11.1.6. **“Intentional Disconnection”** means a player losing connection to a Game client due to the player’s actions (e.g. quitting the game client or pulling the plug), regardless of the player’s actual intent.
- 11.1.7. **“Unintentional Disconnection”** means a player losing connection to a Game due to problems or issues with the game client, network, or gaming device in a manner that does not fall within the definition of an Intentional Disconnection.

12. **Reservation of Rights for Rules And Regulations**

- 12.1. Campus Legends® reserves the right to change the Rules And Regulations.