



TESL 2025

MLBB

Rules & Regulations

- GAME OF RECORD (GoR)

A game of record ("GoR") refers to a game where all ten players have loaded, and which has progressed to the point of meaningful interaction between opposing teams. Once a game attains GoR status, the period ends in which remakes may be permitted, and a game will be considered on record from that point onward. Exceptions will be made upon referee intervention. A game becomes a GoR when the following conditions are met:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing a vision, or targeting a skill shot ability into the opponent's half of the map.
- The game timer reaches two minutes (00:02:00).

- REMAKING THE GAME

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

A. Before GoR

- If a Player notices that the Player's emblems, battle spells, or GUI settings have not been applied correctly due to a bug between the game lobby and the Match, the player must inform the referee standing behind the team. If the settings are not correctly adjusted, the Game may be restarted.
- If the Tournament Administration determines that technical difficulties will not allow the Game to resume as normal (including a Team's ability to be in the proper position for certain game events, such as minion spawn).
- Should any remakes happen because of the above-mentioned situations, the gold and XP lanes will not be counted towards keeping the same settings. In whatever way these two lanes randomize in the next game will be taken as is and the game must be played to completion.

B. After GoR

- If a game experiences a critical bug at any point during the Match which significantly alters game stats or gameplay mechanics.
- Should a remake happen in this way, the game will start with no settings retained and with new picks and bans entirely. Teams will be given extra time of five (5) minutes to recoup and recount their strategy for the remake.
- Technical issues on the organizer's side (Decision to be made by the Tournament Administration).

- PAUSE/BREAK/TIMEOUT

Team Captain can request a pause from the host and have the option to pause the game. There are different types of breaks: A. Tournament Administration Pause: Tournament officials may pause a game at any time at their sole discretion. B. Team Timeout: Each team shall be allowed to call a pause for the following reasons:

- Accidental disconnection and connectivity issues.
- A malfunction of the hardware or software (e.g. monitor failures, problems with peripheral devices, errors in the game itself, ...).
- Physical impairment of a player (e.g. broken chair). Teams are required to inform the tournament referee assigned to their team/match of the reason for the pause and actively work together with the tournament official to resolve the issue as soon as possible.

- DISCONNECT

A. When disconnected, the player's teammates shall request a pause in the game immediately, and the referee shall be notified by the team about the situation.

B. In the situations listed below, relevant matches shall become void upon confirmation and final decision by the referee, and a re-match shall be conducted.

- In the case of unidentified bugs or unintentional occurrences of bugs.
- When the decision of a win/loss is impossible to decide by the progress of the match.
- In the situations listed above, if the win/loss is decided by the TESL2024 or the Referee's decision, the result is announced after the match.

C. In the event of either the referee or observer's PC (mobile) malfunctioning, the match shall continue if it's considered to not influence the match. Time will be given for players to refocus and reorganize their strategies. The [Organizer Name] and the referee may operate the matches flexibly, changing depending on the situation.

D. In case a player disconnects during the draft, the draft will be reset and restarted with all previous picks and bans until the selection error.

Matches are not replayed due to disconnection, delay, etc., unless all players in the match are Affected.

Cheating is prohibited and you will be disqualified at any time during the tournament if cheating is Proven.

The team must be ready 10 minutes prior to check-in.

Late check-in leads to the disqualification of the team and the announcement of the other team as a winner within 10 — 15 minutes.

It is strictly forbidden to write in the public chat except to request for Pause Except for team to Leader only for necessity.

Each team has the right to request stopping the match twice in the same match only.

Listen to the organizers and treat them with respect.

The rules can be changed and adapted at any time.

Round robin tournament , first round each team meets all other teams in turn then round 2

Top 4 teams will go for semi final and final .

- TIEBREAKER IN CASE OF GROUP STAGE

If several participants are tied by win-loss difference at the end of a group stage, their ranking order will be decided as described below. Only the matches between the tied teams will be taken into consideration.

- The head-to-head result, if not applicable;
- Won/lost game difference between the tied participants, if not applicable;
- Shortest match victory duration, if not applicable;
- Extra Best of 1 match between tied participants. In the case of a three-way tie or five-way tie, after each resolved tie, the process is repeated for the remaining tied participants. In special cases, the Referee can rule in a different way to determine the order of an unsolved tie (i.e. coin toss).

. CONFIGURATION OF THE MATCHES

1. Side Selection 1. A coin toss will be executed by the referee to determine the team to choose between 1st / 2nd pick or side selection. Alternates for game two. 2. A coin toss is used again if there is a third or fifth game. - For the third or fifth game, the first pick & second pick are determined, and the team that wins the toss is allowed to choose the first or second pick or side selection.

2. Settings for the match 1. Game Mode: Draft picks 5v5 match BAN 5. 2. Game lobby: Room Tournament (LIVE).

3. All matches are played on the LIVE patch.

. WRONG PICK

If a team has picked/banned a hero by mistake, the game will still be continued. There will be no remakes due to wrong pick/ban.

. SWAPPING HEROES

If there is a mistake due to player negligence when swapping heroes, the match will continue.

FORBIDDEN BEHAVIOUR

- A. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion.
- B. Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.
- C. Every team and participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.
- D. When a player of a team is found manipulating the client to customize the game beyond the range of settings provided in-game, the team's participation may be forfeited upon the referee's decision.

Players Misconduct:

- 1st Warning of Player Misconduct: Team will lose pick priority for the whole tournament/Default Loss.
- 2nd Warning of Player Misconduct: Disqualified from the match.
- 3rd Warning of Player Misconduct: Disqualified from the match. Depending on the severity of the Player misconduct, penalties may be changed accordingly. The examples of player misconduct: Being Rude/inappropriate/using vulgar words when dealing about tournaments. Submitting false match Results. Providing no proof of opponents forfeiting their matches. Certain issues can be discussed with the admin in case of relevant cases that we may dismiss based on discussion and proof of said Issue.

NUMBER OF PLAYERS:

Each match can start only with five players per team (5v5). In case a team fails to show up with Enough players, the match will be counted as a no-show.

DETERMINING A WINNER

The first team to destroy the opponent's Base. If "Surrender" is called by either team, it will be a concession to the other team. In the case of a dispute, the referee shall decide.

Online Rules

- The participating team must be present 20 minutes before the start of the match.
- If the team is late more than fifteen (15) minutes for the official start time of the match, the team will be considered forfeited from the match.
- If a match started without approval from the Administration Team, the match may be restarted from the beginning at the discretion of the Administration Team.
- Participants are not allowed to use name tags which violate the code of conduct on in-game items.

LAN Rules :

- During Finals, All team members must wear the club's kit with black pants, including closed shoes.
- The participating club must be present one (1) hour before the start of the match.
- If the team is more than ten (10) minutes late for the official start time of the match, the team will be considered forfeited from the match.
- If a match started without approval from the Administration Team, the match may be restarted from the beginning at the discretion of the Administration Team.
- If a player of a team commits misconduct or any inappropriate act, the referee may take disciplinary actions against the team which can include a caution, warning, forfeit, or expulsion.

Absence/ Forfeits :

Forfeiting in two matches at any stage of the tournament (Without any legitimate excuse) means that the team will be Disqualified from the current event and the player will be banned the next season.

Method Of Communication :

The official communication method is the TESL2024 official Discord server.

Discord SERVER link : <https://discord.com/invite/BDGgrMN9cD>

League Matches Schedule :

The Administration Team can reformulate the match schedule for any day, change the date of one of the matches for another day, or amend the matches that will take place on one of the league days.

Camera Usage (Facecam or Webcam) :

The Organiser Team can request from a participating player to open his camera at any stage of the League.

Roster Changes :

- It is not allowed to change the roster after the conclusion of the registration period and before the start of the Open Qualifiers.
- Change is allowed only in the period between Home and Away.
- Team Can only Change Maximum 2 Players.

Personal Stream :

Players may stream to their personal twitch or YouTube channel if they are participating in the match. The match may only be streamed from the player's in-game point of view and should have at least a 3 minute delay set to prevent possible incidents of stream sniping.

Players may not at any time stream another player or roster's match on their personal channel.

Complaints :

- Reservations and appeals must be recorded on the designated form and accompanied by evidence and documents; these cannot be submitted separately after the reservation form has been submitted.
- An amount of 100 Dinars must be deposited in favor of the Federation in order to submit a written reservation, and this must be done within 24 hours of submitting the reservation. A deposit receipt must be sent via email to the federation.
- Appeals are submitted by individuals with legal capacity within the associations, namely administrative officials and team leaders. Players do not have the right to submit an appeal.
- Complaints or reservations must be submitted verbally to the referee or the organization

supervisor authorized by the federation to make the appropriate decision in accordance with the competition system prepared for this purpose.

Change Of Rules :

A - This regulation applies to TESL 2025 , and may be altered in the following cases:

1. Rules are subject to change after the release of new patches.
2. Upon discovery of other reasonable factors.
3. Official head referee decision.

B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes are communicated to the participants.