

ENDGAME X LSM MOBA TOURNAMENT

OFFICIAL RULES & REGULATIONS

1. TEAM COMPOSITION

- Each participating team must register 7 Players — 5 Active Players + up to 2 Substitute Players, and 1 Coach.
- Each team must have a minimum of 5 players present and eligible to compete.
- Only registered players and the registered coach may participate in official tournament activities.
- A player may represent only one team throughout the tournament.
- Once the registration deadline has passed, no player transfers or roster changes will be permitted unless approved by the Tournament Organizers.
- The team captain must be clearly identified during registration and will be the primary point of contact with the organizers.
- The coach may not play in an official match unless the tournament organizers specifically permit a roster change under exceptional circumstances.

2. PLAYER REGISTRATION & ID VERIFICATION

- Every player and coach must complete the official registration form.
- All players must submit a valid government-issued ID proof during registration.
- Accepted identification may include Aadhaar Card, Voter ID, Passport, Driving Licence, or other government-issued identification approved by the organizers.
- The name submitted during registration must correspond with the player's identification document.
- Players may be required to present the same ID at check-in before matches.
- The organizers reserve the right to verify a player's age, identity and eligibility.
- Providing false, forged, altered or misleading identification will result in immediate disqualification.
- A player found competing under another person's identity will be permanently removed from the tournament.
- Personal information collected during registration will be used only for tournament administration, verification and related event requirements, subject to applicable privacy laws.

3. PLAYER ELIGIBILITY

- Players must satisfy the age requirement(i.e 18yrs) specified by the tournament organizers.
- Players must have an active and valid Mobile Legends: Bang Bang account.
- Players must use their own registered game account.
- Account sharing is strictly prohibited.
- Players must use the same registered account throughout the tournament unless otherwise approved.
- Any player found using another person's account may cause the entire team to be disqualified.
- Players suspended or banned by the game publisher may be deemed ineligible to participate.

4. REGISTRATION DEADLINE

- All teams must complete registration before the official registration deadline.
- Incomplete registrations may be rejected.
- Registration is considered complete only after team details, full roster, ID verification and any required registration fee have been submitted.
- The organizers may reject registrations that fail to meet tournament requirements.
- Once the roster-lock deadline has passed, changes will only be permitted in exceptional circumstances and at the organizers' discretion.

5. TOURNAMENT FORMAT

- Stage 1 — Group/Qualifying Stage: 64 teams divided into groups and compete in a league or round-robin format. Standings are determined by match results and applicable tournament tiebreakers.
- Stage 2 — Playoffs: Qualified teams advance to the knockout/playoff stage. Matches may be BO3 or another format announced before the tournament.
- Stage 3 — Grand Final: The final teams compete for the championship. The Grand Final may be conducted as a BO5 or BO7 series.
- The exact format, number of qualifying teams and match structure will be announced before the tournament begins.

6. MATCH & GAME RULES

- All matches for the grand finale will be played using the official tournament lobby while normal lobby will be used for the group stages.
- Players must join the lobby within the designated time.
- All matches will use the tournament-approved game settings.
- Game settings must not be changed without permission from a tournament official.
- Once a match begins, players may not leave the match without authorization.
- Intentional disconnection, intentional feeding, match throwing or deliberate disruption is prohibited.
- Teams must follow the instructions of referees and tournament administrators.

7. DRAFT & HERO SELECTION

- Drafting will follow the tournament's officially announced draft system.
- Teams must follow the instructions of the referee or draft administrator.
- Deliberately delaying the draft may result in penalties.
- Players may not intentionally manipulate draft procedures to disrupt the opposing team.
- Any draft-related technical issue must immediately be reported to the referee.

8. PAUSE & TECHNICAL ISSUES

- Players may not pause a game without an approved reason.
- A pause may be requested for device malfunction, network failure, game-related technical issues, or other legitimate emergencies approved by the referee.
- Excessive or intentional misuse of the pause function may result in penalties.
- Teams must immediately notify the referee when a technical problem occurs.
- Referees have the final authority regarding whether a game should be paused, resumed, replayed or continued.
- Players must not exploit technical issues to gain an unfair advantage.

9. DISCONNECTIONS

- If a player disconnects during a game, the team must immediately notify the referee.
- The referee will determine whether the game can continue, be paused or be restarted.
- A team may not intentionally disconnect to force a restart.
- Repeated disconnections caused by a team's own equipment or internet connection may not qualify for a remake.
- The final decision regarding remakes rests with the tournament officials.

10. DEVICE & EQUIPMENT RULES

- Players are responsible for bringing their required personal equipment unless equipment is provided by the organizers.
- Players may not install unauthorized applications, scripts, modifications or software.
- Any device suspected of containing prohibited software may be inspected by tournament officials.
- Unauthorized external devices, macros, automation tools or peripherals are prohibited.
- Players must follow all venue-specific equipment rules.

11. CHEATING & UNFAIR PLAY

- The following are strictly prohibited: hacks, cheats, scripts, game modifications, map hacks, exploits, unauthorized third-party software, macros or automation, account sharing, match fixing, intentional throwing, collusion, exploiting game-breaking bugs, and receiving unauthorized outside assistance during a match.
- Any team or player found guilty may face immediate disqualification, suspension from the tournament or additional penalties.

12. BUGS & EXPLOITS

- Players must immediately report serious game-breaking bugs to tournament officials.
- Intentionally exploiting a known bug to gain an unfair advantage is prohibited.
- Tournament officials will determine whether a bug affected the outcome of a match.
- Depending on the circumstances, officials may allow the result to stand, issue a warning, apply a penalty, order a remake, forfeit the affected game, or disqualify a team.

13. COMMUNICATION & OUTSIDE ASSISTANCE

- During official matches, communication must be limited to registered team members and permitted tournament personnel.
- Coaches may communicate with their team only during officially designated periods.
- Players may not receive tactical information from spectators, friends, staff or other teams during a game.
- Spectators are prohibited from intentionally communicating match information to competing teams.
- Unauthorized communication may be treated as an unfair-play violation.

14. COACHING RULES

- Each team must register one official coach.
- The coach must follow the tournament's designated coaching windows.
- Coaches may not interfere with the opposing team.
- Coaches must remain in their designated area during matches unless authorized otherwise.
- Coaching communication outside permitted periods is prohibited.

15. MATCH SCHEDULE & CHECK-IN

- Teams must report to the designated check-in area before their scheduled match.
- Teams should arrive at least 30–60 minutes before their scheduled match.
- Players must complete device and identity checks when requested.
- Failure to appear on time may result in a warning, game loss, match forfeit or disqualification.
- The tournament schedule may be modified due to technical, logistical or emergency circumstances.

16. NO-SHOW & FORFEIT

- A team that fails to appear within the specified grace period may be declared to have forfeited the match.
- Repeated no-shows may result in removal from the tournament.
- Once a forfeit has been officially declared, the decision may not be reversed except in exceptional circumstances determined by the organizers.

17. PLAYER CONDUCT

- All players, coaches and team representatives must maintain professional conduct.
- Prohibited conduct includes abusive language toward officials, threats, harassment, discrimination, physical intimidation, violence, deliberate property damage, excessive verbal abuse, unsportsmanlike behavior, and harassment of opposing players or spectators.
- Penalties may include warnings, fines, game penalties, match forfeits, suspension or disqualification.

18. TEAM RESPONSIBILITY

- The team captain is responsible for ensuring that all registered players understand the tournament rules.
- Teams may be held responsible for misconduct committed by their registered players, coach or team representatives.
- Every player is personally responsible for complying with tournament regulations.

19. EMERGENCY & UNFORESEEN EVENTS

- The organizers reserve the right to postpone, relocate, reschedule or modify matches in situations including natural disasters, power failures, internet infrastructure failures, server outages, venue emergencies, security concerns, government restrictions, or other circumstances beyond reasonable control.
- The organizers will communicate changes to teams as soon as reasonably possible.

20. RULE CHANGES

- The organizers reserve the right to clarify or amend rules when necessary to maintain fair competition.
- Any major rule changes will be communicated to participating teams.
- The latest officially communicated version of the tournament rules will take precedence over previous versions.

21. FINAL AUTHORITY

- The Tournament Administration Committee has the final authority to interpret and enforce these rules.
- In circumstances not specifically covered by this rulebook, tournament officials may make a decision based on the principles of fair competition, competitive integrity, player safety, sportsmanship and tournament consistency.
- All participating teams agree to respect the final decisions of the tournament administration.

TEAM REGISTRATION CHECKLIST

- ☐ Team Name
- ☐ Team Logo
- ☐ Team Captain Details
- ☐ 7 Player Details
- ☐ Coach Details
- ☐ Player ID Proofs
- ☐ Coach ID Proof
- ☐ Mobile Legends Player IDs
- ☐ In-Game Names
- ☐ Contact Numbers
- ☐ Team Representative Contact
- ☐ Emergency Contact
- ☐ Required Registration Fee
- ☐ Signed Team Agreement/Declaration

PLAYER DECLARATION

By registering for the tournament, each player and coach confirms that the information submitted is accurate and agrees to follow the official tournament rules, maintain fair play, respect tournament officials and accept disciplinary action for violations.

The goal of the tournament is to provide a competitive, fair, safe and professional esports environment for every participating team.