

# RULES

## MOBILE LEGENDS

### Format tournament

#### Qualification 1

The 512 teams registered are divided into 2 brackets

- a) Using the BO 1 system
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 2 and must send the final SS result on discord / whatsapp

#### Qualification 2

256 teams that qualify are divided into 2 brackets

- a) Using the BO 1 system
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 3 and must send the final SS result on discord / whatsapp

#### Qualification 3

128 teams that qualify are divided into 2 brackets

- a) Using the BO 1 system
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 3 and must send the final SS result on discord / whatsapp

#### Qualification 4

64 teams that qualify are divided into 2 brackets

- a) Using the BO 1 system
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 3 and must send the final SS result on discord / whatsapp

#### Qualification 5

32 teams that qualify are divided into 2 brackets

- a) Using the BO 1 system
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 3 and must send the final SS result on discord / whatsapp

#### Qualification 6

16 teams that qualify are divided into 2 brackets

- a) Using the BO 1 system
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 3 and must send the final SS result on discord / whatsapp

#### Qualification 7

8 teams that qualify are divided into 2 brackets

- a) Using the BO 1 system
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket

- d) Each winning team will qualify for qualification 3 and must send the final SS result on discord / whatsapp

### Semifinal

4 teams that qualify are divided into 2 brackets

- a) Using the BO 3 system
- b) Each winning team will qualify for the FINAL

### Final

2 teams that qualify are divided into 2 brackets

- a) Using the BO 5 system

### Match system

- Pause is allowed. Each team only has a maximum of 3 (three) minutes of pause per game
- If the game experiences a fatal bug during a match which causes changes to the game stats or game mechanics, then a repeat match is allowed. The committee must ensure that this bug is fatal and can be proven
- If a player experiences a fatal bug, they must immediately report it to the referee.
- Start the match on time
- If there is a team that is not ready during the specified time, then the opponent of that team is deemed to win WO
- It is not allowed to remake the team after the first creep wave has appeared
- All match results must be reported to each judge or committee at the location

### Device and Internet Settings

- Players must use their personal device for the match
- Internet connection is the responsibility of each player
- All kinds of internet problems that occur on each participant's device are not the responsibility of the organizing committee

### Behavior of Players and Teams During the Competition

- Playing Cheats: Lying, fraud and cheating in any form will be subject to direct sanctions from the committee
- Fair Play: All teams are required to show sportsmanship during competition events and avoid any action that would injure the basic principles of fair play.

# CALL OF DUTY MOBILE

## Format tournament

Game Type: Multiplayer

Number of Players: 5v5

Game Mode: Bomb Mission

### Qualification 1

512 teams registered are divided into 2 brackets

- a) Using the BO system 1
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 2 and must send the final SS result on discord / whatsapp

### Qualification 2

256 teams registered are divided into 2 brackets

- a) Using the BO system 1
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 2 and must send the final SS result on discord / whatsapp

### Qualification 3

128 teams registered are divided into 2 brackets

- a) Using the BO system 1
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 2 and must send the final SS result on discord / whatsapp

#### Qualification 4

64 teams registered are divided into 2 brackets

- a) Using the BO system 1
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 2 and must send the final SS result on discord / whatsapp

#### Qualification 5

32 teams registered are divided into 2 brackets

- a) Using the BO system 1
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 2 and must send the final SS result on discord / whatsapp

#### Qualification 6

16 teams registered are divided into 2 brackets

- a) Using the BO system 1
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 2 and must send the final SS result on discord / whatsapp

#### Qualification 7

8 teams registered are divided into 2 brackets

- a) Using the BO system 1
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for qualification 2 and must send the final SS result on discord / whatsapp

## Semifinal

4 teams registered are divided into 2 brackets

- a) Using the BO 3 system
- b) The team in the upper bracket will be in the Special Forces (Blue Side), and the team in the lower bracket will be in the Guerrilla Squad (Red Side).
- c) The team that is in the top bracket will make a room and invite the team who is in the same bracket
- d) Each winning team will qualify for the FINAL GOLD and the loser will qualify for the FINAL BRONZE
- e) Obligated to send Screenshot final result on discord / whatsapp

## Final Gold & Bronze

2 teams registered are divided into 2 brackets

- a) Using the BO system 5
- b) 1st & 2nd place will be picked

Map Pool Bomb Mission Random: Standoff, Raid, Crossfire, Crash, Summit, Firing Range & Tunisia..

## Match system

- Participants must have downloaded all the bomb map, if there is an error then it is not the responsibility of the committee
- The committee / one of the team captains will invite the captains or captains of the opposing team into the room that has been created.
- Team captains or representatives MUST be friends with Teams that are in the same bracket and are RESPONSIBLE for inviting their team members into the room  
(5 minutes are determined by the committee), if within the time limit and team members have not entered, then the match MUST start with a modest team member.
- You are given 3 minutes to adjust the loadout and adjust to the rules before the match starts.

## **Device and internet regulations**

- Not allowed to use the Emulator in any form, only allowed to use cellphones / tablets. If a team member is detected using the Emulator, that team will be disqualified from the tournament.
- Problematic connections are outside the responsibility of the committee and are the responsibility of each participant.
- If there are 3 or more players disconnected when entering the start of the match, the match **MUST** be repeated with the same score calculation.
- If there is a newly discovered bug, the match will continue with the condition that the player **CANNOT** exploit the bug again for any reason.
- If the player still exploits the bug that has been described then the team will be disqualified.

## **Weapon Regulations, Scorestreaks, Operators Skill and Perks**

- All items including weapons / scorestreaks / operator skills / perks and others released before 14 days when the tournament starts **MUST NOT BE USED**.
- **YOU CAN** use Scorestreaks
- **CAN** use Skill Operators

## **FREE FIRE**

### **FORMAT TOURNAMENT**

Total : 720 Slot (Squad)

Map : Bermuda (B) - Purgatory (P) - Kalahari (K)

#### **Qualification 1**

- a) it takes 2 Days (60 pot)
- b) will take 1 team / pot
- c) total entry (Qualification 2) 60 teams
- d) 1 match (rank system)
- e) Map: Bermuda

## Qualification 2

- a) it takes 1 Day (5 pot)
- b) will take 6 teams / pot
- c) total entry (Semifinal) 30 teams + 6 team invitations
- d) 3 match (point system)
- e) Map: Bermuda - Purgatory

## Semifinal

- a) it takes 1 Day (3 pot)
- b) Will take 4 teams / pot
- c) total entry (Final) 12 teams
- d) 3 match (point system)
- e) Map: Bermuda - Purgatory - Kalahari

## Grand Final

- a) it takes 1 day
- b) 1st, 2nd, & 3rd place winners will be pick
- c) 6 matches (point system)
- d) Map: B - P - K - B - P - K

Point score
Placement
1st = 15 point
2nd = 12 point
3rd = 10 point
4th = 8 point
5th = 6 point
6th = 2 point



7th = 1 point
8th = 1 point
9th = 1 point
10th = 1 point
11th = 1 point
12th = 1 point
13-16 = 0 point
1 Kill = 2 Point

### **Match system**

- All teams that successfully register will automatically get the main slot / enter the tournament registration list after being verified by the Free Fire team, either through Discord or Whatsapp.
- Must join the same guild.
- Applicants are at least level 20.
- Registered members may not be registered in any team.
- The registered nickname cannot be changed until the tournament ends.
- One team consists of 4 people plus 2 reserves.
- Make sure the active Captain's cellphone (Whatsapp) number and email so that the SDC Series team can contact you.
- The team must standby 30 minutes before the team's match starts.
- Teams are expected to be in the room 10 minutes before the match starts, a maximum of 5 minutes late.
- The election decision is the full / absolute authority of the committee and cannot be contested.
- Teams that are late / do not attend at the specified match time are considered void / WO.

- Match winners are required to send screenshots to their respective channel pots on discord.

### **Device and Internet Regulation**

- The room will be opened based on the Garena Indonesia server
- Using additional devices, such as the R1 - L1 buttons and the like is prohibited.
- Players who use Emulators are prohibited from participating in this tournament.
- Additional in-game items and features such as Load Out Items, Skins, Character Skill Slots and others are allowed to be used.
- It is forbidden to use a VPN so that unwanted things do not happen.
- If a team member disconnects, has an error, etc., the match will continue.

### **Behavior of Players and Teams During the Competition**

- Make sure you get a role from the committee to access information for the next round.
- If the team does not uphold Sportsmanship and Fairplay it will be disqualified from the tournament.
- The use of illegal programs in any form is subject to disqualification and permanent ban.
- Teams that violate the provisions that have been determined will be considered void / WO.

## **PUBG MOBILE**

### **Format tournament**

#### Qualification 1

800 Teams registered are divided into 40 groups

- a) Each group contains 20 teams
- b) The map will be play in Erangel (once)
- c) Point calculation system
- d) Top 4 from each group will qualify for qualification 2

#### Qualification 2

160 Teams registered are divided into 8 groups

- a) Each group contains 20 teams

- b) The map will be play in Miramar (once)
- c) Placement calculation system
- d) Top 6 from each group will qualify for semifinal

Semifinal

48 Team from Qualification 2

- a) The qualifying team is divided into 3 groups
- b) Each group contains 16 teams that will play 3 matches
- c) Maps that will be play is Erangel, Miramar, Vikendi
- d) Top 4 from each group will qualify for the Final
- e) The calculation system uses points

Final

14 teams who pass will join the team invited from the committee

- a) Each team will play 8 matches
- b) All maps will be play
- c) Point calculation system

Point score
Placement
1st = 15 point
2nd = 12 point
3rd = 10 point
4th = 8 point
5th = 6 point
6th = 2 point
7th = 1 point

8th = 1 point
9th = 1 point
10th = 1 point
11th = 1 point
12th = 1 point
13-16 = 0 point
1 Kill = 1 Point

## Match system

- Using a game account of at least level 30
- Using an unregistered game account will be punished by the disqualification of the relevant team
- If a participating team is absent from the match for any reason, that team is deemed void
- At least 3 players enter the specified room within the specified time, which is 10 minutes before the start of the match, otherwise we will remove them from the room.
- Teaming is prohibited when the game starts, if it is clearly seen by the committee then the two teams will be disqualified.
- Exploit bugs in the game is prohibited
- Using or cheating with Third-party software is prohibited.
- The room will be opened 10 minutes before the match starts. All teams oblige. Enter the ON TIME room. If it's time determined by the player committee or the team is not present yet, will be left.
- Each team is expected to enter the slot that has been distributed by the committee.
- It is prohibited to share the room id and password with anyone other than your team.
- Players are NOT allowed to shoot gun flares.

- All cheating, namely Cheating, Teaming, etc. will be investigated by the committee and if found guilty will be KICKED and DISQUALIFIED (the match will re-match)
- If there is the same number of points taken from the number of point kills, the team with the number of point kills will be more favored. If the point kills are still the same will be taken from the placement. The team with the highest total placement will be more favored
- For teams that qualify for the SCREENSHOOT semi finals Result results and initial zone if there is no SCREENSHOOT then there will be a reduction of 10 points (When Qualification is sufficient SS Final Result Result)

### **Device and Internet Regulations**

- Using the Emulator is prohibited
- Applications that run during the game are only PUBGM, GFX tools applications etc. are not allowed.
- Another thing that violates sportsmanship and damages the reputation of the competition
- This behavior is not tolerated, and the committee has the right to decide
- Players / teams who experience lags, go offline and crash due to non-server issues, then this is the consequence

### **Example Screenshot of The First Zone**



Example Screenshot of The Result



IF PARTICIPANTS BREACH THE ABOVE REGULATION, THEN THE COMMITTEE HAS THE RIGHT TO DISQUALIFY THE TEAM. DECISION OF AN ABSOLUTE COMMITTEE.

EACH CAPTAIN TEAM WILL REPORT EACH MATCH RESULT IN THE FORM OF THE END OF SCREENSHOT INTO GROUP DISCORD.

## CHESSE

### Format tournament

#### Qualification 1

2000 players will register.

- Point calculation system on the scoreboard
- Top 500 from the scoreboard will qualify for qualification 2

#### Qualification 2

500 that qualified from qualification 1

- Point calculation system on the scoreboard
- Top 250 from each scoreboard will qualify for qualification 3

#### Qualification 3

250 that qualified from qualification 2

- Point calculation system on the scoreboard

- b) Top 100 from each scoreboard will qualify for qualification 4

#### Qualification 4

100 that qualified from qualification 3

- a) Point calculation system on the scoreboard
- b) Top 20 from each scoreboard will qualify for Semifinal

#### Semifinal

20 that qualified from qualification 4

- a) Point calculation system on the scoreboard
- b) Top 10 from each scoreboard will qualify for Grand Final

#### Grand Final

10 that qualified from qualification 4

- a) Points calculation system
- b) Champion will be pick from Top 1, 2, & 3 from each scoreboard

### **Match system**

- Time Control for all categories is Quick Chess 20 minutes + 5 seconds (increment). Players do not need to record steps.
- Pairing determination uses the latest Swiss Manager System Program.
- Pairing for each round will be announced on discord / whatsapp
- Pairing issued are effective and valid after being approved by the committee
- Determination of the Champion in the lichess.com website scoreboard

### **Device and Internet Regulations**

- Each player is required to register an account in lichess.com
- Any form of cheating will be disqualified
- If there is a lost connection in the match it is the player's fault and is considered lost / lost