

DDX PRO LEAGUE S3

MOBILE LEGENDS: BANG BANG OFFICIAL TOURNAMENT RULEBOOK

Online Qualifiers | LAN Grand Finals

This rulebook governs all stages of the DDX Pro League S3 MLBB Tournament.
Players are required to read and understand all rules before participating

TEAM ELIGIBILITY s ROSTER

Rule	Details
Team size	Exactly 5 players per team.
Substitutes	Up to 3 substitutes. Cannot be registered with any other team in this tournament.
Eligibility	Any Sri Lankan citizen, or anyone currently residing in Sri Lanka.
IGN (In-Game Name)	Do NOT change your in-game name at any point during the tournament.

PART A: ONLINE QUALIFIERS

The Online Group Bracket determine which 16 teams advance to the Online SWISS Round. The Online SWISS round determines which 8 teams advance to the LAN EVENT.

All matches in these phases are played online. Players are expected to have a stable internet connection, meet eligibility requirements, and follow this rulebook at all times.

A1. ONLINE GROUP BRACKET

The Online Qualifiers use a Best-of-2 (BO2) format to determine the Top 2 Teams from Each Bracket

Stage Detail	Info
Total Rounds	Sufficient rounds to determine the Top 2 Teams.
Top 16 advance	The 16 teams with the Most points at the end of the Group Bracket qualify for the Online Swiss Stage.
Format	Best-of-2 (BO2) 2–0 Win: 2 Points 1- 1 Draw: 1 Point (Both Teams)
Group Tiebreakers	Best-of-1 (BO1) Winner.

Hero draft follows standard ban/pick rules.

Redraft & Rematch follows standard rules.

Disconnections in-game follow standard rules.

Pauses: each team gets 2 pauses per game, max 3 minutes each.

A2. ONLINE SWISS STAGE

The Online Swiss stage determine the Top 8 Teams out of the 16 Teams for the LAN Event.

Stage Detail	Info
Total Rounds	5 - 6 rounds to determine the Top 8 Teams
Top 8 advance	The last 8 teams qualify for the LAN Event
Format	1 st & 2 nd Rounds – Best-of-1 (BO1) Round 3 onwards – Best-of-3 (BO3)

Hero draft follows standard ban/pick rules.

Redraft & Rematch follows standard rules.

Disconnections in-game follow standard rules.

Pauses: each team gets 2 pauses per game, max 3 minutes each.

A3. INGAME RULES

Standard MLBB rules apply for all online matches.

Any changes to map, item pools, or game settings will be announced before that round begins.

No all-chat messages during games. Recalls and emotes are allowed.

You must use a mobile device. PC emulators are strictly prohibited.

Use the latest stable version of MLBB. Beta or test builds are not permitted

A4. HERO DRAFT — BANS PICKS

Both teams take turns banning and picking heroes. Any hero restrictions will be announced before each round begins. It is your responsibility to check the ban list before your match.

Playing a hero that has been officially banned for the stage = automatic game forfeit

A5. DISCONNECTION DURING DRAFT (Online)

Each team receives **1 Redraft Token per series**. It is consumed when a redraft is granted.

Situation	Reconnect Window	If Reconnected	If Not Reconnected
Disconnect during Bans (1 or 2 P)	3 minutes	Draft continues from that ban	Restart with same bans
Hero ban missed After Reported Disconnection	Redraft From that Ban for Both Teams (uses token)		
Disconnect during picks (1 or 2 P)	3 minutes	Draft continues from that pick	Restart with same bans C picks
All 5 players disconnect	3 minutes	Full redraft (uses token)	Match forfeited (Referee's Call)
Wrong hero Auto selected After Reported Disconnection	Redraft From that Pick for Both Teams (uses token)		

The moment a disconnect occurs during draft, the Team Leader must IMMEDIATELY report it in the Discord Match Group.

Do NOT continue with picks or bans until the referee confirms.

No redraft request will be accepted after 30 seconds of silence.

A6. IN GAME DISCONNECTION (Online)

If a player disconnects during a live game, the Team Captain must:

- Send "Pause – [Player Name]" in the Discord Match Group immediately.
- State whether a pause is also being called at the same time.
- Send a screenshot of the disconnection screen within 2 minutes if requested by the referee.

Do not use fake disconnection reports to stall the game. This is treated as pause abuse and will be penalized

Format	Allowance	Max Duration
BO1	2 pauses per team	Up to 3 minutes each
BO2	2 pauses per team	Up to 3 minutes each
BO3	2 pauses per team, per game	Up to 3 minutes each
Referee pause	Unlimited (referee's discretion)	Referee decides

Format	Allowance
BO1	1 Rematch per team
BO2	1 Rematch per team
BO3	2 Rematches per team

Game Time	Grace Period	Pause Granted?	Player Reconnects	Player Does Not Reconnect
0:00 – 0:45	3 minutes	Yes - approved immediately	Game continues	Rematch possible (Before first blood only)
0:46 Beyond	3 minutes	Yes - approved immediately	Game continues	4v5 rule. No rematch.

The 4v5 Rule

- If the disconnected player does not reconnect within the grace period, the game continues 4 vs 5.
- The disconnected player's hero remains in-game under AI control.
- If they reconnect later, they may rejoin — but kills, gold, and objectives are NOT reversed.
- The opposing team is not required to wait once the grace period ends.

Valid Reasons to Pause

- A player disconnects.
- An unplayable lag (Evidence Needed)
- Your device crashes or a peripheral stop working.
- A game-breaking visual bug affecting your ability to play.
- A medical emergency.

Pausing for an invalid reason: the pause is forfeited, the game clock keeps running, and your team receives a formal warning.

To call a pause: Team Captain sends "PAUSE – [Reason]" in the Discord Match Group. The referee will respond within 30 seconds.

At expiry of a pause, the referee will post a 1-minute warning. If the issue is still unresolved, the referee may grant one additional extension of up to 2 minutes, or escalate to a rematch assessment.

A7. REMATCH REDRAFT RULES (Online)

Situation	Rematch?	Redraft?
Moonton server crash	Yes — mandatory	Yes
Lobby crash before first blood	Yes	No — same draft
Game-breaking bug confirmed by referee	Yes — mandatory	Referee decides
Referee failed to grant a valid pause	Yes — mandatory	Based on Rules
Intentional disconnect (proven)	No — game forfeit	—

A rematch is never granted simply because a team requests one. The referee must verify the cause using game logs, screenshots, or platform status.

Rematch procedure:

- Referee announces the rematch in the Discord Match Group with a stated reason.
- Both teams are told whether the draft carries over or is redone.
- A new lobby must be created within 10 minutes.
- If the same draft is carried over, both teams must recreate exact same picks and bans. Any change is a Code of Conduct violation.

A8. PLAYER SUBSTITUTION (Online)

Rules	Details
Registered substitutes	Up to 3 per team. Cannot be registered with any other team.
Max substitutions per series	2 substitutions per BO1, BO2 or BO3 series.
When to notify	Inform the referee in the Discord Match Group BEFORE the next game's draft starts.
Late notification	Sub denied for that game. Original player must play.
Emergency sub	Allowed at any time with referee approval and evidence (medical or device failure). Counts toward the 2-sub limit.
Sub during a Redraft or Rematch	Allowed. Must continue with the same draft.
Can a subbed-out player return?	Yes, if a substitution slot is still available.

To request a sub: Team Captain sends "SUB REQUEST – [Player OUT] → [Player IN] – Before Game [X]" in the Discord Match Group.

A9. SCHEDULING PUNCTUALITY (Online)

Situation	What Happens
Toss / check-in	Team Leader must be present and responsive at least 15 - 10 minutes before the match.
Ready up	All 5 players must be in the Tournament Lobby within 5 minutes of the notified start time.
Late — 10 minutes	Game 1 is forfeited.
Reschedule	Not granted

Before the match:

- All players must join the Tournament Lobby at least 15 minutes before match time if connection check (Test Lobby) needed. If not only presented team will be granted.
- If your ping is unstable, notify the referee immediately and attempt to resolve it before the match begins.
- Entering a match with known high ping and causing repeated disconnections may result in reduced pause and reconnect privileges.

A10. BEHAVIOURS CONDUCT (Online)

All players, substitutes, and team representatives are expected to conduct themselves with respect and sportsmanship throughout the online qualifiers.

Violation	First Offence	Repeat Offence
Poor sportsmanship	Formal warning	Game forfeit
Disrespecting a referee/official	Formal warning	Match forfeit
Cheating / banned tools / emulators	Immediate disqualification	Permanent ban
Intentional disconnect (proven)	Game forfeit	Match forfeit
Match-fixing or collusion	Tournament disqualification	Permanent ban
Pause abuse	Formal warning + pause forfeited	Match forfeit

A11. BEHAVIOUR CONDUCT (Online)

- All match communication (pauses, disconnections, protests, substitutions) must go through the Discord Match Group for your match.
- Only the Team Leader may contact referees during a live match.
- Follow all instructions from tournament officials through official channels only.

PART B: LAN EVENT

The LAN Event is the concluding phase of the Hyper Cup MLBB Tournament. The Top 8 teams from the Qualifiers compete in-person in a Single Elimination bracket. All rules from Part A apply unless explicitly overridden by the LAN-specific rules below.

B1. LAN EVENT STRUCTURE

DETAIL	INFO
Participants	Top 8 teams from the Online Swiss Stage Qualifiers.
Format	Single Elimination bracket.
Match format	Organizers will announce BO3 or BO5 per stage before each stage begins.
Venue check-in	All team members must check in at least 30 minutes before their scheduled match time.

B2. PLAYER ELIGIBILITY ROSTER

Rosters are locked to those registered during the Online Qualifiers phase, subject to the following:

- Up to 3 substitutes remain eligible, provided they were registered before the LAN event begins.
- No new players may be added to a roster after the qualifier phase has concluded.
- All players must present valid identification at venue check-in matching their registered details.
- Do NOT change your in-game name between the qualifiers and the LAN event.

B3. DEVICE EQUIPMENTS

Rule	Details
Mobile only	You must use a mobile device. PC emulators are strictly not allowed.
App version	Use the latest stable version of MLBB. No beta or test builds.
Personal devices	Players may use their own personal mobile devices. Devices are subject to inspection by referees.
Charging s peripherals	Players are responsible for ensuring their devices are adequately charged. Device crashes due to low battery do not qualify for mandatory rematches.
Venue equipment	If the organizer provides devices, players must use those devices unless otherwise approved.

B4. INGAME RULES

- Standard MLBB rules apply.
- No all-chat messages during games. Recalls and emotes are allowed.
- Players must remain seated at their designated station for the duration of each game.
- Coaching Approved
- Communication with spectators, or external assistance during live games prohibited.
- Phones, earphones, and other personal devices not used for gameplay must be kept away from the station.
- Any changes to map, items, or settings will be announced by the organizer before each stage.

B5. LAN MATCH FORMAT

The organizer will confirm the match format (BO3 or BO5) before each stage of the LAN event

Format	Allowance	Max
BO3 — pauses	2 pauses per team, per game	Up to 3 minutes each
BO5 — pauses	2 pauses per team, per game	Up to 3 minutes each
Referee pause (LAN)	Unlimited (referee's call)	Referee decides

B6. HERO DRAFT – BANS PICKS

The same draft rules as **Section A4** apply at the LAN event, with the following additions:

- All drafts at the LAN event are visible on stream/projection. Players must not interact with any streaming equipment.
- Draft picks and bans must be finalized without external input (no coaching from non-players during the draft).
- If a device fails during the draft at the LAN venue, the referee will pause the draft timer and assist.

B7. INGAME DISCONNECTION

At the LAN venue, the referee is physically present. The following process applies:

- Team Captain must immediately call out to the referee at the venue
- The referee will pause the game and assess the situation on-site.
- The same reconnect timers and grace periods from **Section A6** apply.
- If the disconnection is caused by a venue network failure, the referee will call a mandatory pause and assess whether a rematch is warranted.

B8. REMATCH REDRAFT RULES

All rematch rules from **Section A7** apply. Additional LAN-specific situations:

Situation	Rematch?	Redraft?
Venue network/power failure	Yes — mandatory	Referee decides
Player device crash/overheat	Referee's decision	No — same draft (usually)
Organizer equipment failure	Yes — mandatory	Referee decides
Intentional disconnect at LAN (proven)	No — game forfeit	—

B9. PLAYER SUBSTITUTION

All substitution rules from **Section A8** apply at the LAN event with the following additions:

- Substitutes must be physically present at the venue to be eligible.
- Emergency substitutions due to medical emergencies must be accompanied by evidence provided to the Head Referee on-site.
- Substituted-out players must leave the active playing area immediately.

B10. SCHEDULING PUNCTUALITY

Situation	What Happens
Venue check-in	All team members must check in at least 30 minutes before their scheduled match.
Ready up at station	All 5 players must be seated at their designated stations within 10 minutes of the notified match start.
Late — 10 minutes	Game 1 is forfeited.
Reschedule at LAN	Not permitted except under extraordinary circumstances approved by the Head Referee.

B11. BEHAVIOUR CONDUCT

All conduct rules from **Section A11** apply at the LAN event. Additional LAN-specific expectations:

- Players must behave professionally at all times in the venue, including outside of matches.
- No disruptive behavior, excessive noise, or taunting of other players at the venue.
- Spectators and team members not currently playing must remain in designated areas.
- Players may not communicate with spectators or non-playing team members during a live game.
- Media and photography at the venue are subject to organizer guidelines. Players may be asked to participate in promotional content.

Violation	First Offence	Repeat Offence
Poor sportsmanship / unsportsmanlike conduct	Formal warning	Game forfeit
Disrespecting a referee or official	Formal warning	Match forfeit
Cheating / banned tools / emulators	Immediate disqualification	Permanent ban
Coaching during mid game	Formal warning	Game forfeit
Intentional disconnect (proven)	Game forfeit	Match forfeit
Match-fixing or collusion	Tournament disqualification	Permanent ban

GENERAL RULES

Official Communication Channels

- All official communications regarding scheduling, rulings, and updates are issued through the designated Discord Match Group and official tournament channels.
- Players are responsible for monitoring these channels at all times during the tournament.
- Failure to act on official communications in time does not exempt a team from penalties.

Integrity s Fair Play

- Match-fixing, collusion, or any form of intentional loss is strictly prohibited and will result in immediate disqualification from the tournament and a permanent ban.
- Use of hacks, cheat tools, emulators (for the LAN stage), modified APKs, or any software that provides an unfair advantage will result in immediate disqualification.
- Teams found to be providing false information to referees will be subject to penalties up to and including disqualification.

Disputes s Protests

How to file a protest:

- Immediately notify the referee in the Discord Match Group or Verbally (LAN).
- Follow up with a written protest in the Discord Match Group within 15 minutes of the incident.
- Include: a description of what happened, the game time, and supporting evidence (screenshots or video).
- The referee committee will review and issue a ruling. At LAN, rulings may be expedited.
- The match continues as directed until a ruling is issued. The committee's decision is final.

Grounds for Protest	Examples
Valid	Referee error that materially affected the game outcome. Opponent played a banned hero. Confirmed technical anomaly. Venue equipment failure affecting gameplay.
Invalid	Disagreeing with a referee's judgment call. Failing to report the incident when it happened. Unverified claims or hearsay.

Rule Amendments

The tournament organizers reserve the right to amend, clarify, or add rules at any time. Any amendments will be communicated to all teams through official channels with reasonable notice. Continued participation constitutes acceptance of any updated rules.

Final Authority

The Head Referee and tournament organizers have final authority over all decisions relating to the conduct and outcome of matches. Their decisions are final and binding. By registering for this tournament, all players and team representatives agree to abide by this rulebook in its entirety.