SAFRA Esports Fiesta 2025

Mobile Legends: Bang Bang

5 July 2025 – 20 July 2025

Registration Requirements

- Level 8 MLBB accounts with a minimum of 5 heroes.
- Each team should consist of 5 players, with a maximum of 2 reserve players. The minimum age of a participant is 14 years old.
- Only open to Singapore Residents only. (Singaporeans or Permanent Residents, or on a work-pass residing in Singapore during the time of the tournament)
- Existing MPL players/teams are not allowed to register and compete in the club qualifiers for SAFRA Esports Fiesta 2025.
- The definition of MPL players are as such:
  o Partaked in the most recent MPL season (regardless of region) as part of a team, substitutes included.
  o Coaches and analysts are not included.
  o MPL SG player(s)/team(s) consists of this list:
    ▪ Absolute Zero
    ▪ Everlasting Luv
    ▪ EVIL
    ▪ Kingdom Esports
    ▪ RSG Singapore
    ▪ Team Flash

1. Tournament Information

1.1 Key Dates

1st Qualifier - 5 July 2025 (Saturday) at SAFRA Tampines

2nd Qualifier - 6 July 2025 (Sunday) at SAFRA Yishun

3rd Qualifier - 12 July 2025 (Saturday) at SAFRA Toa Payoh & SAFRA Jurong

4th Qualifier - 13 July 2025 (Sunday) at SAFRA Choa Chua Kang

5th Qualifier - 19 July 2025 (Saturday) at SAFRA Punggol

Grand Final - 20 July 2025 (Sunday) at SAFRA Mount Faber

1.2 Tournament Rules and Format

Qualifier

- Single/Double Elimination Best of 3. (depending on final signups)

- Top 4 from each SAFRA clubhouse will make it to the Grand Finale at SAFRA Mount Faber.

Finals

- Group Stage
    - ❖ Teams will be seeded according to their placements in their respective qualifiers.
    - ❖ Round Robin Best of 1
    - ❖ The top team of each group will proceed to the knockout stage
- Knockout Stage
    - ❖ Single Elimination Best of 3

1.3 Tournament Platform & Equipment

This tournament will be played offline.

No emulators or third-party programs/peripherals are allowed, failure to adhere will result in a disqualification.

Tablets are allowed to be used in the tournament.

1.4 Network

Players are to **use their own 4G/5G/Hotspot** to play in the tournament.

The organizing committee are not responsible for any network interference issues/lag during the tournament.

The organizing committee will not provide any form of network replacement during the tournament.

1.4 Tournament Schedule

<u>**Qualifier**</u>

- 9:30 AM – Reporting time
- 10:30 AM – Round of 16 (Set 1)
- 11:00 AM – Round of 16 (Set 2)
- 12:00 PM – Top 8
- 1:00 PM – Upper Bracket Top 4 and Lower Bracket Round 1
- 2:00 PM – Upper Bracket Semi-Finals and Lower Bracket Round 2
- 3:00 PM – Lower Bracket Loser Round 3
- 4:00 PM – Lower Bracket Semi Finals
- 5:00 PM – Finals

<u>**Finals (20 July 2025)**</u>

- 9:30 AM – Reporting time
- 10:00 AM – Group A/B/C/D (Bo1)
- 11:30 AM – Group E/F/G/H (Bo1)
- 1:00 PM – Break
- 2:00 PM – Quarter Finals
- 3:30 PM – Semi Finals
- 5:00 PM – Grand Finals
- 6.30 PM – Prize Presentation

1.5 Substitutions

Substitutions are allowed at any point of time in the tournament (e.g. during a best of 3 as well).

Substitution will be allowed before each game in a match and tournament admins need to be informed.

Teams are only allowed to use substitutes which they have submitted during registration.

Emergency Substitutions:

In the event of an emergency, a team will be given a certain time to find an immediate substitute upon approval of the organizing committee

If a team is unable to find a substitute player before the competition commences, the team will forfeit its matches and participation in the tournament.

The organizing committee will determine if an event qualifies as an emergency

1.6 Prize Pool

The prize pool breakdown is as of such:

- 1st: $1000
- 2nd: $600
- 3rd: $400

Top Winner of each SAFRA Clubhouse: $300

2. Reporting and Tournament Proceedings

2.1 Tournament Settings

Any hero released within **2 weeks prior to the tournament** will be **banned from the tournament**.

The game client and version used for this tournament will be the in-game live client.

The organiser can choose to exclude specific heroes and skins to be picked if there are any known bugs that will affect/alter gameplay.

Players will be required to set up their own matches after tournament admins have briefed them.

Match Settings:

- Custom Draft

Pick: Emotes:

- Emoting in-game is allowed unless specified to teams.

2.2 Player Account

Participating players will have to use their own MLBB account to participate in the tournament.

Players are allowed to adjust their account settings as they prefer.

2.5 Player Reporting

2.5.1 Pre-Game Reporting

Players should report at the venue **at least 15 minutes** before the event start time for each day.

Players/Teams who are late will be **subjected to disqualification.**

2.5.2 Post-Match Reporting

All players are required to report their score to the tournament marshals.

The marshal will confirm and record the Game results and submit to the organizing committee once the match has ended.

Subsequently, the marshal will also inform the proceeding team the schedule of the next match timing.

Any players who have failed to report matches will be subjected to confirmation from both players and disputes will be resolved accordingly, with the final decision to be made by the tournament organisers.

2.5.3 Results of Forfeiture

Matches won by forfeit will be reported by the maximum margin it would take for one team to win the Match (e.g., 2-0 for best-of-three matches). No other statistics will be recorded for forfeited matches.

SAFRA & Zenway Productions retains the right to modify the tournament, including its structure, timing, and content, as circumstances may require.