

电子竞技赛(决胜巅峰)规则与条规

Esports Competition (Mobile Legends: Bang Bang) Rules and Regulations

1. Introduction 简介

This is the official rulebook for the **14th SFCCA Youth Sports Festival – Esports Competition**. This document summarises the rules and regulations that govern the Competition, ensuring fair play and consistency throughout the competition.

本文件为第十四届宗乡青年体育节——电子竞技赛的官方规则手册。本文件总结了本届比赛的规则，以确保比赛的公平与一致性。

1.1. **Scope 范围**

1.1.1. These rules apply to all participants involved in the 14th SFCCA Youth Sports Festival – Esports Competition, including:

- Players
- Substitutes

本规则适用于所有参与第十四届宗乡青年体育节——电子竞技赛的参赛者，包括：

- 选手
- 替补选手

1.2. **Purpose 目的**

1.2.1. The purpose of these rules is to establish clear guidelines for gameplay, team conduct, and competition operations, thereby promoting fairness and integrity in the Competition.

本规则旨在规范游戏玩法、战队行为及赛事运营，从而维护赛事的公平性与公正性。

1.3. **Compliance 参赛义务**

1.3.1. It is the responsibility of all participants to familiarise themselves with and adhere to these rules. Ignorance of the rules will not be accepted as an excuse and may result in penalties for non-compliance.

所有参赛者均有义务充分了解并遵守规则。不得以不熟悉规则为由免责，违规者将视情节轻重受到相应处罚。

2. Entry Requirements and Eligibility 参赛条件与资格

2.1. **Player Eligibility 选手参赛资格**

2.1.1 **Participants must be aged between 16 to 45.** Priority of registration will be given to this age group.

参赛选手年龄须在 16 至 45 周岁之间。该年龄组将享有报名优先权。

2.1.2 All participating players must be Singapore Citizens, Permanent Residents, or non-citizens currently residing in Singapore.

所有参赛选手须为新加坡公民、新加坡永久居民，或目前居住于新加坡的非公民人士。

2.1.3 The competition is open to the public. However, due to limited team slots, priority will be given to member associations under the Singapore Federation of Chinese Clan Associations (SFCCA) and/or teams that fit the age criteria.

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本次赛事向公众开放。由于名额有限，新加坡宗乡会馆联合总会（SFCCA）下属会员团体，以及符合年龄要求的战队将享有报名优先权。

2.1.4 Each organization is allowed to send a maximum of 2 teams.

每个组织或团体最多允许派出 2 支战队参赛。

2.1.5 Players shall use no more than one in-game name for the entire duration of the competition. Such in-game name must be appropriate for a public audience and cannot contain any offensive, toxic, or harmful words or phrases in ANY language, or otherwise be in violation of the Code of Conduct.

选手在整个赛事期间仅可使用一个游戏昵称。游戏昵称需适合在公开场合展示，无论何种语言，不得包含冒犯性、恶意或具有伤害性的字词，亦不得违反行为准则。

2.1.6 Comply with all requests from Competition Officials for information to prove their eligibility. This includes but not limited to conducting student status and identity verification checks.

选手须配合赛事工作人员提出的要求，提供各类资格证明信息，包括但不限于学籍核验与身份核查。

2.2. Team Eligibility and Participating Conditions 战队资格及参赛要求

Each team must have and maintain the following member during the entirety of the Competition: 每支战队在整个赛事期间必须组建并维持以下成员架构：

2.2.1. Each team roster must have **five (5) registered Players**. Each team roster may also include a **maximum of two (2) substitute Players. (Optional)**. Each Player can only be part of **one (1) team roster**.

每支战队的参赛名单必须包含 **5 名注册正选选手**。每队可增设最多 **2 名替补选手（可选）**。每位选手仅能代表 **1 支战队**。

2.2.2. Before the Competition, the list of participating players can be changed, but once the Competition officially starts, players cannot be changed.

赛前参赛名单可进行修改；赛事正式开始后，名单不得变更。

2.2.3. If a player encounters an unexpected event during the Competition and cannot continue, please inform the organiser.

若选手在赛事期间遇到突发状况无法继续比赛，须及时告知主办方。

2.2.4. Each team roster must have an appointed team captain, who shall be responsible for all communication with Competition Officials, for and on behalf of the team.

每支战队须指定一名队长。队长作为全队代表，负责与赛事工作人员进行沟通，并处理与比赛相关的各项对接事宜。

2.2.5. **Current Esports national team players are not eligible to register for this Competition**. Each participating team can only have one former national Esports team player or one reserve national Esports team player.

现役电竞国家队选手不得报名参与本次赛事。每支参赛战队最多包含 1 名退役电竞国手，或 1 名电竞国家队替补选手。

3. Team and Individual Conduct 战队与个人行为准则

It is every Player's individual, as well as every team's collective, responsibility to ensure that each and every Player in the team adheres to the Code of Conduct throughout the

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Competition. Any violations of the Code of Conduct may result in action taken against any Player or team described in Section 3 of the Code of Conduct.

每位选手及所在战队均有共同责任，确保队内全体选手在赛事全程遵守行为准则。凡违反本准则，赛事方可按照准则第 3 章节，对涉事选手或战队予以处罚。

3.1. Permitted Expression 允许的行为

3.1.1. In-Game Hype: Screaming after a clutch, celebrating round wins, and cheering with teammates.

对局内欢呼庆祝：允许在逆风翻盘、单局胜利时与队友欢呼庆祝。

3.1.2. Game-Focused Trash Talk: Yelling lines like “keep fighting!” or egging on an opponent's playstyle from across the stage.

聚焦游戏内容的垃圾话：允许高喊诸如“加油！”之类口号、隔着舞台针对对手打法进行言语挑衅。

3.1.3. Crowd Interaction: Shouting to rile up the live audience.

现场观众互动：允许通过喊话带动现场气氛。

3.2. Prohibited Behaviour 禁止行为

3.2.1. Profanity & Vulgarity: Shouting explicit swear words caught directly on broadcast microphones

脏话与粗口：禁止大声喊出可被直播收音麦克风捕捉到的脏话或粗口。

3.2.2. Hate Speech: Any derogatory comments targeting race, gender, nationality, or identity

仇恨言论：禁止发表任何针对种族、性别、国籍或身份的贬低性言论。

3.2.3. Personal Abuse: Direct insults or threats aimed at an opposing player rather than standard in-game play.

人身攻击：禁止进行脱离正常游戏的对抗、直接辱骂，或威胁。

3.2.4. Accompanying Gestures: Shouting paired with obscene physical gestures (e.g. flashing the middle finger or explicit motions).

伴随言语的不雅肢体动作：禁止喊话时做出淫秽手势（如当众竖中指或其他不雅动作）。

4. Registration Fee 报名费用

No registration fee is required.

无需报名费。

5. Awards & Prizes 奖项与奖金

- Team Prize (Champion): Trophy + Medals + S\$800 Cash Vouchers
战队奖项（冠军）：奖杯 + 奖牌 + S\$800 现金券
- Team Prize (1st Runner-Up): Trophy + Medals + S\$500 Cash Vouchers
战队奖项（亚军）：奖杯 + 奖牌 + S\$500 现金券
- Team Prize (2nd Runner-Up): Trophy + Medals + S\$300 Cash Vouchers
战队奖项（季军）：奖杯 + 奖牌 + S\$300 现金券

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**** Winning teams are required to have at least one representative present at the 14th SFCCA Youth Sports Festival Closing Ceremony (26 September, 5:00pm to 6:00pm @ SFCCA) to collect their prizes. Failure to do so may result in the forfeiture of prizes and awards at the discretion of the organiser. ****

**** 获胜战队必须派至少一名代表出席第十四届宗乡总会青年体育节闭幕式（9月26日，下午5:00至6:00，新加坡宗乡会馆联合总会）领取奖项。如有获胜战队未能派代表出席，主办方有权视情况没收其奖项及奖品。 ****

6. Match Setup and Processes 比赛设置与流程

6.1. Game Client Version 游戏客户端版本

6.1.1. All matches are to be played using the latest version of the game client that is available.

所有比赛须使用当前最新可用的游戏客户端。

6.1.2. To avoid any undue delays, all Players should ensure that their game client is updated before the start of any match.

为避免不必要的赛事延误，所有选手应在比赛开始前完成游戏客户端更新。

6.2. Match Settings 比赛设置

6.2.1. Games will be played in a 5v5 Custom Draft Pick (5 Bans).

比赛使用 5v5 自定义房间征召模式（双方各禁用 5 名英雄）。

6.2.2. Players will be tasked with creating the in-game lobby.

创建游戏对局房间将由选手负责。

6.2.3. A coin toss will be administered by the Competition Official for side selection.

Teams must switch sides after each game.

赛事工作人员将通过抛硬币的方式确定阵营选择权。每局比赛结束后，双方战队必须互换阵营。

6.3. Coaches 教练

6.3.1. For all matches, coaches are only allowed to communicate with Players during Draft Phase and in between Games (if applicable).

在所有比赛中，教练仅可在英雄选用阶段以及局间休息时段（如有）与选手沟通。

6.4. Contactability 联络

6.4.1. Each team member must have a Discord account for communication with Competition Officials.

所有队员必须持有 Discord 账号以便与赛事工作人员沟通。

6.4.2. Each Player must also be readily contactable and responsive through Discord, their mobile device, and in-game throughout the entirety of the Competition. This is particularly important for Competition Officials to verify all Players participating in every Game. The failure of any Player to be contactable beyond a grace period of 10 (TEN) minutes will result in the Player being deemed ineligible to participate in

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any Game or Match, which may in turn lead to the team forfeiting such Game or Match, or be disqualified from the Competition altogether.

在整个赛事期间，选手必须保持 Discord、移动设备及游戏内联系畅通，以便于赛事工作人员核实各局参赛选手身份。若超过 10 分钟宽限期仍无法与选手取得联系，该选手将被取消本局参赛资格。此情况下，战队可能被判单局或整场比赛弃权，甚至被取消本次赛事参赛资格。

6.5. Match attendance 比赛签到

6.5.1. To confirm their team's attendance for any Match, each team captain must check in at the designated Registration booth on the Match day.

各队长必须在比赛当天前往指定报到处签到，确认战队到场参赛。

6.5.2. In addition, **the 5 (FIVE) team members participating in any Game must be ready from 30 minutes prior to its scheduled start time.** This is to allow Competition Officials to conduct any identity and/or eligibility verification checks (including presenting any relevant document as proof of eligibility) at any point prior to the start of any Game.

此外，参与对局的五名主力选手须于预定开赛时间 **30 分钟前完成参赛准备**。赛事工作人员可在对局开始前任意时间核验身份及参赛资格（选手需按要求出示相关资格证明材料）。

6.5.3. If there is a violation of Section 6.5.1 or 6.5.2, the Competition Officials reserve the rights to deny the participation of such Player(s) in violation, or to declare that their team has forfeited the relevant Game or Match.

若出现违反第 6.5.1 条或 6.5.2 条的情况，赛事工作人员有权禁止涉事选手参赛，或裁定该战队对应的单局或整场比赛弃权。

6.5.4. To ensure the smooth progress of each Match, and avoid any violation of Section 6.5.2, Players are advised to avoid going for breaks between Games during a Match. Competition Officials will only grant extended breaks between Games within a Match in exceptional circumstances.

为避免违反 6.5.2 条款，并确保赛事顺利进行，主办方建议选手避免在同场比赛的局间自行前去休息。仅在特殊情形下，赛事工作人员才会批准局间延长休息时间。

6.6. Game progress and interruptions 比赛进程与中断处理

6.6.1. Once a Game becomes a Game of Records (in accordance with the rules and regulations), it will be considered as officially in progress and scored. A Game of Record will not be paused or restarted, except in the event of a Terminal Situation, and only at the sole discretion of Competition Officials. The following to determine GOR:

（依据本赛事规章制度）单局一旦成为正式记录比赛，即视为正式开赛并开始计分。正式记录比赛仅在发生终止异常情形，且经赛事工作人员独立裁定的情况下，方可暂停或重新开启。正式记录比赛判定条件如下：

6.6.1.1. Any attack or ability landing on minions, jungle creeps, structures or opposing heroes.

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任何普通攻击或技能命中兵线、野怪、防御建筑或敌方英雄。

6.6.1.2.Line of sight established between Players of opposing teams.

双方玩家之间建立视野（互相看见）。

6.6.1.3.Setting foot and establishing vision or targeting skill shot ability in an opponent's jungle, by either team, which includes leaving the river or entering brush connected to enemy jungle.

任一战队的玩家进入敌方野区并建立视野，或向敌方野区施放技能；这包括离开河道区域或进入与敌方野区相连的草丛。

6.6.2. In the event where a Player suffers a disconnection due to an Unintentional Disconnection or a Terminal Situation, the team should not only pause the Game (if possible) but also promptly alert Competition Officials and explain the pause. In any case, any Player who experiences a disconnection, whether it is through a connection interruption, game client crash, computer or device crash or any other reason whatsoever, should use their best efforts to return to the game as soon as possible and continue playing.

若选手因网络异常或终止异常情形发生断网，该战队应尽可能暂停单局，并立即通知赛事工作人员，说明暂停缘由。发生断网的选手，无论因网络中断、客户端崩溃、设备故障或任何其他原因，均应尽最大努力尽快重连并继续参赛。

6.6.3. In the event of a Terminal Situation, Competition Officials shall first determine at their own discretion the severity of such Terminal Situation and may make such directions to rectify or mitigate the effects of such Terminal Situation, which includes restarting a Game or awarding a game victory (in accordance with the Section 6.8).

若发生终止异常情形，赛事工作人员须首先独立判定该终止异常情形的严重程度，并可下达处理指示，以纠正或减轻其影响，指示包括重新开启单局或直接判定单局胜负（依据第 6.8 条）。

Examples of such directions include: If a team has been significantly disadvantaged by a Terminal Situation, such team may be offered the opportunity to remake the Game with the same draft or conditions existing prior to the Terminal Situation (especially if the Game has not yet become a GOR). Rules governing Game processes, such as game settings, may be modified on a case-by-case basis to maintain fairness between the teams.

此类指令示例包括：若某支战队因终止异常情形陷入明显劣势，该队可获准重开该单局，重开后沿用终止异常情形发生前的阵容及对局条件（尤其适用于单局尚未成为正式记录比赛的情况）。为确保双方战队公平，单局进程的相关规则（例如游戏设置）可结合个别实际情况予以调整。

6.6.4. An Intentional Disconnection may be a violation of the Code of Conduct. If an Intentional Disconnection is found, Competition Officials reserve the right to take action against the Player(s) involved, as well as their team. Players may be subject to disciplinary action in accordance with the Code of Conduct, while the Game or Match in question may be deemed forfeited by their team.

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故意断线可视为违反行为准则。若经查实，存在故意断线行为，赛事工作人员有权对涉事选手及其战队作出处置。涉事选手将依据行为准则受到纪律处分，并可判定该战队涉事单局或整场比赛弃权。

- 6.6.5. All communications between Players are not allowed during a pause. Players may only communicate with the Competition Official appointed to them.
对局暂停期间，选手之间禁止一切交流，选手仅可与指派的赛事裁判沟通。

6.7. Results 比赛结果

- 6.7.1. Upon completion of every Game, both team captains must take a screenshot and report the Game results to the Competition Officials for score tabulation. Any failure to do so by a team captain may result in their team's forfeiture or disqualification.
每局结束后，双方战队队长须截取对局结算截图，并向赛事工作人员提交对局结果用于比分统计。若队长未执行上述要求，其战队可能被判弃权或取消参赛资格。
- 6.7.2. In the event that a Match is forfeited, such results will be reported by the minimum score it would take to win such a match (e.g. 2-0 for best-of-three).
若整场比赛判定弃权，该场结果按取胜该场比赛所需最低比分录入（例如：三局两胜制记作 2-0）。

6.8. Awarded Game Victory (Situational) 判定胜利（视情况而定）

- 6.8.1. In the event of a technical difficulty which may result in a game restart, Competition Officials may instead choose to award a game victory to a specific team. This is under the condition that Competition Officials determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria will be considered to determine the reasonable certainty:
若因技术故障可能导致比赛重开，赛事工作人员可在确认某支战队已无法挽回败局的情况下，直接裁定另一方获得该局胜利。工作人员在作出此裁定时，将参考以下标准：

- 6.8.1.1. If a game has been played for more than 5 minutes on the in-game timer (00:05:00).

对局内计时超过 5 分钟 (00:05:00) 。

- 6.8.1.2. The difference in gold between the teams is more than 33%.

双方战队金币差距大于 33%。

- 6.8.1.3. The difference in the number of remaining turrets between the teams is more than 7 (SEVEN).

双方剩余防御塔数量差值大于 7 座。

- 6.8.1.4. The difference in the number of base turrets between the teams is more than 2 (TWO).

双方高地塔剩余数量差值大于 2 座。

- 6.8.1.5. The difference in the number of remaining base turrets between the teams is more than 2 (TWO).

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双方剩余主基地防御塔数量差值大于 2 座。

6.9. Heroes 英雄

- 6.9.1.1. New heroes (Including heroes that undergo major reworks and balances) that are released during the Competition period, will be banned from usage, for a minimal period of 2 (TWO) weeks to avoid any potential bugs or abuse. No team is allowed to use the banned heroes, until the ban has been lifted by the Competition Organiser.

赛事期间上线的新英雄（包含进行过大规模修改及平衡性调整的英雄），将被禁用至少两（2）周，规避潜在游戏漏洞或机制滥用的情况。在赛事主办方正式解除禁用前，所有战队均不得使用该类被禁用英雄。

- 6.9.1.2. Teams must complete all hero trades within the in-game allocated timer, during the Trading Phase. Teams will not be allowed to restart the match if they fail to do so and will have to play with the heroes that they were holding on to.

各战队必须于相应阶段，在游戏给定的倒计时内完成所有英雄交换。如未能完成，各队不得要求重开单局，并须使用己方当时持有的英雄继续比赛。

7. Competition Format 比赛赛制

7.1. Single Elimination Format (Knockout Stage) 单淘汰赛制

- 7.1.1. Round of 16 to Quarterfinals: **Best of 1 (BO1)**

十六强至八强赛：一局定胜负

- 7.1.2. Semifinals to Finals: **Best of 3 (BO3)**

半决赛至决赛：三局两胜制

8. Documentation and Official Requests 证明文件与官方要求

Documentation or other reasonable requests may be made of any Player or team by Competition Officials at any time throughout the duration of the Competition. These may be made for purposes including (but not limited to) eligibility verification, or the investigation of any potential violation of the Code of Conduct or any rules or regulations pertaining to the Competition. Any Player or team that fails to cooperate with any such request may be penalised.

在整个赛事期间，赛事工作人员可随时要求选手或战队提交证明文件或满足其他合理要求。此类要求的目的是包括（但不限于）核实参赛资格，或调查涉嫌违反行为准则及本赛事相关规定的行为。若选手或战队未能配合上述要求，将可能受到处罚。

9. Contingencies 特殊情形处置

To keep these rules as concise as possible, it is impractical to make provision for every contingency that may arise in the course of the Competition.

为确保文字简洁，本规则无法针对赛事进行过程中可能发生的一切特殊情形逐一作出规定。

Accordingly, if in the course of the Competition, any gap in the Rules & Regulations is disclosed or anticipated, Competition Officials may act with the necessary authority and at

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their sole discretion consistent with the spirit of the other Competition rules or its Code of Conduct, including making such decisions or declarations or taking any other action against any Player or team, to defend the best interests of the Competition.

因此，在赛事进行期间，若发现或判断本赛事规章制度存在规则空白，赛事工作人员有权在遵循本赛事其他规则及行为准则精神的前提下，独立行使必要权力。这包括做出相关裁定、发布声明，或对任何选手及战队采取处置行动，以维护本赛事的最大利益。

10. Finality of decisions 裁决的最终性

Any decision made by Competition Officials with respect to these rules shall be final and cannot be appealed, and shall not give rise to any claim for refunds, monetary damages or any other legal or equitable remedy.

赛事工作人员针对本规则做出的任何决定均为最终裁决，概不接受申诉。该裁决也不得成为索求任何退款、经济赔偿或寻求任何其他法律或衡平法救济的依据。

11. Amendments 条款修订

The Rules and Regulations may be amended from time to time. These amendments shall take effect when they are posted on the Registration website, and any such amendment shall be deemed accepted by your continued participation in the **14th SFCCA Youth Sports Festival – Esports Competition**.

本赛事规章制度或不时进行修订。修订内容于报名网站公布之时即刻生效。继续参与第十四届新加坡宗乡总会青年体育节电子竞技赛，即视为已接受全部修订内容。

12. Interpretation 术语释义

In these Rule books, and unless the context requires otherwise:

本规则手册中的术语定义如下：

“Competition” means the scheduled competition consisting of qualifiers (if any), group stages, and finals in respect of a particular game title, which shall commence upon its official announcement and end upon the conclusion of its final scheduled match.

“赛事” 指针对某一款特定游戏所举办的完整赛事，包含预选赛（如有）、小组赛以及决赛阶段；自赛事正式公告发布起开启，至赛程内最后一场比赛结束为止。

“Game” means an individual instance of a game title that is played until a winner is determined in accordance with the specific rules of the game title or the relevant Competition.

“单局” 指该游戏中的一局独立对局，按照游戏本身或本赛事的专属规则进行，直至决出本局胜者。

“Game of Record” or **“GOR”** means a Game which has progressed to a point of meaningful interaction between the opposing teams, based on such conditions as are set out in Section 6.6.

“正式记录比赛” 指双方战队已产生实质交互的单局，判定标准详见第 6.6 条。

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“Intentional Disconnection” means a Player losing connection to a Game client due to the Player’s actions (e.g. quitting the game client or pulling the plug), regardless of the Player’s actual intent.

“故意断线” 指因选手主动行为导致与游戏客户端断开连接（例如退出客户端、拔掉网络设备等），该认定不以选手实际主观意图为依据。

“Match” means the set of Games that is played until one team wins the majority of the total Games (e.g. winning three Games in a Best of Five match).

“一场比赛” 指由多局游戏组成的系列赛，直至其中一方战队赢取多数局数（例如在五局中赢下三局）。

“Terminal Situation” means a situation where, at the sole discretion of the Competition Officials, either or both teams have been significantly disadvantaged due to a situation beyond the control of either team.

“终止异常情形” 指经赛事工作人员独立裁定，因非双方战队能力可控范围内的客观状况，造成单方或双方战队陷入重大劣势的情形。

“Unintentional Disconnection” means a Player losing connection to a Game due to problems or issues with the game client, network, or gaming device in a manner that does not fall within the definition of an Intentional Disconnection.

“非故意断线” 指因游戏客户端、网络或游戏设备出现故障或问题，导致选手失去游戏连接，且不属于“故意断线”定义的情形。

13. Important Notes 注意事项

- Participants are expected to:
参赛者须知：
 - Arrive at the venue no later than 30 minutes in advance for registration. Onsite registration starts from 8:00am.
至少提前 30 分钟抵达赛场完成签到，现场签到上午 8:00 开始。
 - Every team should have a unique team name. The terms used must not be offensive or discriminatory in nature.
各队名称不得重复，名称用词不得含有冒犯性或歧视性内容。
 - Due to the amicable nature of the Competition, players are not allowed to show disrespect or be engaged in direct conflict with other competitors or the referee.
为维护良好的体育精神，严禁选手对其他参赛者或裁判表现出不尊重，或与其发生任何直接冲突。
 - Be accountable for their own property and valuables (e.g. wallets, mobile phones).
自行妥善保管个人财产及贵重物品（如钱包、手机等）。
 - Bring their own mobile phones and have the mobile gaming app downloaded prior to the Competition. Wi-Fi network access will be provided at the venue. However, the stability, speed, and latency of this network are not guaranteed.
自带手机并提前下载好比赛游戏客户端。现场虽提供 Wi-Fi，但无法保证其网速与稳定性。
 - Players are highly encouraged to utilise their own mobile data (4G/5G) for network stability and security. If utilising the provided Wi-Fi network, players are still

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advised to ensure that their mobile data (4G/5G) is active and available on their devices as a secondary backup connection.

为保障网络稳定可靠，主办方强烈建议选手使用个人移动数据（4G/5G）。若使用赛场提供的 Wi-Fi，建议设备同时保持个人移动数据（4G/5G）处于可用状态，作为备用网络。

- Lunch bentos will be catered for registered participants. If lunch is not required, please inform the organiser.

主办方将为已报名的参赛者提供午餐便当。如不需要午餐，请提前通报主办方。

- Avoid wearing jewelry or any accessory which may pose as a hazard to others or the player himself/herself.

避免佩戴可能对自己或他人造成安全隐患的首饰或任何配件。

- Exercise due caution for their personal safety and health.

请务必留意自身人身安全与身体健康。

- Note: Registered players who are feeling unwell or possess a medical history deemed unsuitable for strenuous or stressful exercises/activities (e.g. heart diseases) are not allowed to participate in the game.

注：已报名选手如身体不适，或存有不适合高强度、高压力的既往病史（例如心脏病），不得参赛。

- Organisers:

主办方权责说明：

- Reserve the rights to disqualify latecomers from the Competition.

保留取消迟到者参赛资格的权利。

- Will not be responsible for the loss of personal items and belongings.

不对任何个人物品及财物的遗失承担责任。

- Will not be responsible for any physical injury sustained during the event.

不对活动期间发生的任何身体伤害承担责任。

- Will not be responsible for any in-game lag, high ping, disconnections, or losses caused by network instability, whether using the provided Wi-Fi or personal mobile data.

不对因网络不稳定（无论是使用现场 Wi-Fi 还是个人移动数据）所造成的游戏内卡顿、高延迟、断线或对局失利承担责任。

- Will have the final decision on the award and prize recipients.

拥有奖项及奖金归属的最终决定权。

- Reserve the rights to accept/reject participants that do not meet the above-mentioned requirements.

保留接受或拒绝不符合上述条件要求的参赛者的权利。

- Reserve the rights to modify the rules and regulations as deemed appropriate.

保留根据实际情况对赛事规则与条规进行适当修改的权利。

- The final interpretation right of this Competition belongs to SFCCA.

本赛事的最终解释权归新加坡宗乡会馆联合总会（SFCCA）所有。

14. Indemnity Clause 免责条款

- Participants must take all appropriate measures to ensure their personal safety and safeguard their health and lives. The organisers will not be responsible for injuries sustained due to any accident or mishap in the course of the event.

- 参赛者须采取一切合理措施，保障自身人身安全、维护自身生命与健康。对于活动期间因任何意外事故或不幸际遇所造成的伤害，主办方概不承担任何责任。

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15. Confirmation Page 确认页

- All non-professional sports competitors are eligible to participate in this Competition. Except for the judges, all competitors must be amateurs, i.e., do not make a living through competitive sports.
所有非专业体育竞技者都可以参与此次比赛。除了裁判之外，所有竞技者必须是业余选手，即非依靠竞技谋生者。
- Decisions of the judges are final and cannot be contested.
所有裁判团的决定都是最终决定，不得提出异议。
- The Judges' decisions on the results are final. No correspondence or appeal shall be entertained.
所有裁判的决定都是最终决定。任何关于结果的讨论或是申诉恕不予受理。
- The Organising Committee reserves the right to change any of the rules and regulations without prior notice.
委员会保留在不提前告知参赛者的情况下更改比赛规则条款的权利。
- The Organising Committee reserves the right to disqualify any contestant if he/she does not adhere to any of the above rules and regulations.
委员会保留免去违反任何比赛规则条款的运动员参赛资格的权利。
- All participants agree and automatically grant permission to the Organising Committee on the usage of their photographs and/or videos taken as well as printing of their names for advertising, promotional and publicity purposes.
所有参赛者都默认同意给予委员会使用他们的照片和视频的权利。同时参赛者也给予委员会因广告、推销、宣传为目的而使用参赛者名字的权利。

Network Usage: Participants shall use the Competition network and game servers solely for official Competition purposes. Any unauthorised access to Competition or venue network devices or systems, network tampering, interference with network operations, or activities that may disrupt the Competition or affect other participants are strictly prohibited. The organiser reserves the right to disqualify any participant found to be in breach of this rule.

网络使用规定：参赛者仅可将赛事网络及游戏服务器用于本赛事用途。严禁未经授权连接或存取赛事或场地网络设备或系统，以及进行任何篡改、干扰赛事网络运作或影响赛事正常进行及其他参赛者比赛体验的行为。主办方有权取消任何违反本规定者的参赛资格。

16. Indemnity Clause 免责条款

By participating in this event, you agree that the organiser(s) shall not be held liable for any injury, loss, or damage to person or property that may arise from your participation. 参加本次活动即表示您同意，主办方不对因参与活动而产生的任何人身或财产损失、伤害或损害承担责任。

We hereby acknowledge and agree that we understand the nature and risk of the event, and would not request for compensation from the event organiser(s). If you are under age of 18, you must have parental consent.

我们同意承担自己参与此活动的意外风险，不会要求主办方负责在活动中发生的意外赔偿。18 岁以下青年须得到家长的同意。

By submitting the event registration, the registering team acknowledge that we have read, understand and comply to agree with all terms & conditions stated above.

一旦提交报名表格，即表示报名者已阅读、理解并同意以上条款。

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17. 隐私政策 Data Protection Policy

a. By participating in this event, you hereby understand and agree that the organiser(s) will collect and use any information you provided for the purposes of participating in the activity. You expressly consent that organiser(s) may disclose your information to relevant third parties in order to fulfil these purposes, including receiving of promotional and publicity materials for organiser(s)' events.

参加本次活动即表示您同意并了解，主办方将收集且使用您所提供的资料及接收主办方所有活动的宣传资讯，并允许其向相关人士透露上述资料。

b. By registering, you also agree that the information you provide may be used by the organisers to assess the outcomes and impact of the programme in accordance with their reporting and funding requirements. You understand that your responses will be anonymised and combined with other participants' data for analysis, and that you will not be personally identified in any reports. 参加本次活动即表示您同意主办方使用您所提供的资料，以评估本活动的成果及影响，并用于相关经费报告。您了解您的资料将以匿名及汇总方式与其他参与者的数据一同进行分析，报告中不会识别您的个人身份。

c. If submitting a registration on behalf of multiple parties and/or participants, you acknowledge that you are authorised to collect and submit the given information on behalf of the individuals listed above for the purposes of participating in the activity. You declare that they are aware of the information the organiser(s) holds about them. You also expressly consent that organiser(s) may disclose their information to relevant third parties in order to fulfil these purposes, including receiving of promotional and publicity materials for all organiser(s)' events. 若代表会员（们）提交报名申请，您同意并了解，已征得对方同意授权主办方收集且使用您所提供的资料及接收主办方所有活动的宣传资讯，并允许其向相关人士透露上述资料。

d. Photography, sound recording, videotaping and filming may be conducted during the event. By participating in the event, you hereby consent to the use of your photograph, voice and image in any broadcasts of this event and in subsequent productions drawn from video or audio recordings of this event. The photographs and recordings may be published or broadcasted in public publications and in publicity materials, including organiser(s)' websites and social media. 主办方将在活动期间进行摄影和/或录影，参加本次活动即表示您同意并了解，所拍摄的影像将有可能充作宣传及推广用途。

e. By participating in this event, you agree that the organiser(s) shall not be held liable for any injury, loss, or damage to person or property that may arise from your participation. 参加本次活动即表示您同意，主办方不对因参与活动而产生的任何人身或财产损失、伤害或损害承担责任。

By submitting the event registration, the registering team acknowledge that we have read, understand and agree to the above.

一旦提交报名表，即表示报名者已确认阅读、理解并同意以上内容。