



OFFICIAL RULEBOOK

DIYANDI ESPORTS CUP 2026: TRI-CULTURE DIGITAL SHOWDOWN

Mobile Legends: Bang Bang · An Official Event of Diyandi Festival 2026

1. GENERAL PROVISIONS

The Diyandi Esports Cup 2026 is organized by Iligan Esports as an official sanctioned event of the Diyandi Festival 2026, in coordination with the Iligan City Sports Office.

- By registering, all players and teams agree to be bound by this rulebook in full.
- The organizer reserves the right to amend these rules where necessary. Any amendment will be announced through the official Facebook page and the tournament Discord server.
- Where a situation is not covered by this rulebook, the Tournament Director's ruling applies.

All decisions by tournament marshals and the Tournament Director are FINAL and NOT SUBJECT TO APPEAL.

2. ELIGIBILITY

- Open to all Mobile Legends: Bang Bang players. Priority is given to residents of Iligan City and Lanao del Norte.
- Players aged 17 and below must submit a signed parental or guardian consent form before competing. No consent form, no participation.
- Each player may represent only ONE team for the duration of the tournament.
- Players must use the exact in-game name and numeric Game ID submitted during registration. Account sharing, smurfing, and the use of unregistered players are strictly prohibited.
- The organizer may request valid identification at any point to verify a player's identity or age.
- Members of the organizing team, marshals, and their immediate relatives may not compete.

3. REGISTRATION AND ROSTER

3.1 Team Composition

- Each team consists of five (5) starting players and up to two (2) substitutes.
- A team captain must be designated and serves as the sole point of contact with the organizer.

3.2 Registration Requirements

- Completed registration form with full player details, including in-game names and numeric Game IDs.

- Payment of the registration fee and submission of proof of payment.
- Team captain must join the official tournament Discord server. Registration is not considered complete until this is done.
- Parental consent forms uploaded for all players aged 17 and below.

3.3 Roster Lock

Rosters are locked at the close of registration on August 31, 2026. No additions, removals, or replacements are permitted after this date. Substitutes may only be drawn from players already listed on the registered roster.

4. TOURNAMENT FORMAT AND SCHEDULE

The tournament is conducted in two phases: online qualifying rounds, followed by live grand finals held at the Iligan City Public Plaza.

DATE	MILESTONE
August 14	Registration opens
August 21	Early bird registration ends
August 31	Registration closes; rosters locked
September 2	Mandatory team check-in and bracket release
September 4-14	Online qualifying rounds
September 19	LIVE GRAND FINALS — Iligan City Public Plaza

4.1 Online Qualifying Rounds

The qualifying format is determined by the number of confirmed teams and will be announced upon the close of registration. Depending on turnout, the tournament will run either a round-robin, a double-elimination bracket, or a group stage feeding into a double-elimination bracket. Qualifying matches are Best-of-1 in the early rounds and Best-of-3 from the quarterfinal stage onward.

4.2 Live Grand Finals

- The top four (4) teams from the qualifying rounds advance to the live finals.
- Semifinals are Best-of-3. The Grand Final is Best-of-5.
- Finalists must appear in person at the Iligan City Public Plaza on September 19, 2026.
- Player call time is 11:00 AM. Teams failing to appear by their scheduled match time forfeit.
- Finalists must bring their own mobile devices and charging cables. Charging stations will be provided.

5. MATCH RULES

5.1 Room Setup

- All matches are played in a custom room hosted by a tournament marshal.
- Game mode: Draft Pick.
- Teams must be present in the room within ten (10) minutes of the scheduled match time. Failure to do so results in forfeit of the first game; failure beyond fifteen (15) minutes forfeits the match.

5.2 Side Selection

- For the first game of a series, sides are determined by coin toss conducted by the marshal.
- For subsequent games, the losing team of the previous game selects its side.

5.3 Match Reporting

- Both team captains must submit a screenshot of the post-match result screen to the marshal via Discord immediately after each game.
- Results are considered official once confirmed by the marshal.

6. TECHNICAL ISSUES AND REMAKES

6.1 Remake Conditions

A remake may be granted only if ALL of the following conditions are met:

- A player disconnects within the first three (3) minutes of the match.
- No first blood has occurred.
- No turret has been destroyed.
- The affected team immediately notifies the marshal.

Outside of these conditions, the match continues regardless of disconnection. A remake will not be granted for a disconnection occurring later in the match.

6.2 Pauses

- Only marshals may authorize a pause.
- Each team is permitted a total pause time of ten (10) minutes across a single match.
- Pauses may only be called for genuine technical failure, not for strategic purposes.

6.3 Connection Responsibility

During the online qualifying phase, each player is solely responsible for their own internet connection and device. Personal connectivity failures are not grounds for a rematch.

During the live grand finals, connectivity is provided by the organizer. Should a technical failure occur that is attributable to organizer-provided equipment or network, the marshal may order a replay of the affected game.

7. CONDUCT AND PENALTIES

7.1 Code of Conduct

- All participants shall conduct themselves with sportsmanship and respect toward opponents, marshals, organizers, and spectators.
- Offensive team names, in-game names, or profile content are prohibited and must be changed upon request.
- Harassment, discriminatory language, and abusive behavior in any channel, including Discord and social media, will not be tolerated.
- Any form of cheating, including third-party software, exploits, or intentional game manipulation, results in immediate disqualification.
- As an official government-sanctioned festival event, participants represent Iligan City. Conduct reflecting poorly on the event, the organizer, or the City may result in removal.

7.2 Penalty Schedule

OFFENSE	PENALTY
Late arrival to scheduled match (within grace period)	Warning
Failure to check in / no-show beyond grace period	Match forfeit
Toxicity, harassment, or unsportsmanlike conduct	Warning, escalating to game loss
Intentional disconnection or match abandonment	Match forfeit
Unregistered player / account sharing / ringer	Immediate disqualification
Falsified identity, age, or roster information	Immediate disqualification, prize forfeited
Match fixing or collusion	Immediate disqualification, banned from future events

8. DISPUTES AND PROTESTS

- All disputes must be raised by the team captain to a marshal within fifteen (15) minutes of the conclusion of the match in question.
- Protests must be supported by evidence, such as screenshots or video recordings. Teams are strongly advised to record their matches.
- Claims submitted without supporting evidence will not be entertained.

The marshal's ruling on any dispute is final. Repeated frivolous protests may result in penalty.

9. PRIZES

PLACEMENT	PRIZE
Champion	₱8,000
1st Runner-Up	₱4,000
2nd Runner-Up	₱3,000
BASE PRIZE POOL	₱15,000

The prize pool grows by ₱200 for every team registered beyond twenty-four (24). The final prize pool will be announced upon the close of registration.

- Prizes are awarded per team. Distribution among team members is the responsibility of the team captain.
- Winning teams must present valid identification and sign an acknowledgment receipt to claim prizes.
- Prize disbursement follows the requirements and timeline of the Iligan City Sports Office as the funding authority.
- Teams disqualified for rule violations forfeit all prize entitlements.

10. MEDIA AND BROADCAST CONSENT

- All matches may be livestreamed, recorded, photographed, and rebroadcast by the organizer and its media partners.

- By participating, players consent to the use of their name, in-game name, likeness, and gameplay footage for promotional purposes related to the Diyandi Festival and Iligan Esports.
- Players may not stream their own matches during the tournament without written permission from the organizer.

11. CONTACT AND OFFICIAL CHANNELS

All official announcements, schedules, and rulings are issued through the following channels. Information from any other source is not official.

- Official Discord server — primary channel for scheduling, match coordination, and disputes
- Iligan Esports official Facebook page — announcements and results
- Tournament website — rules, schedule, and registration
- Tournament Director: Churchill Edd Ratunil — +63 936 726 2327 · chilliez.pro@gmail.com

Issued by Iligan Esports for the Diyandi Esports Cup 2026, an Official Event of the Diyandi Festival 2026, City Government of Iligan.