

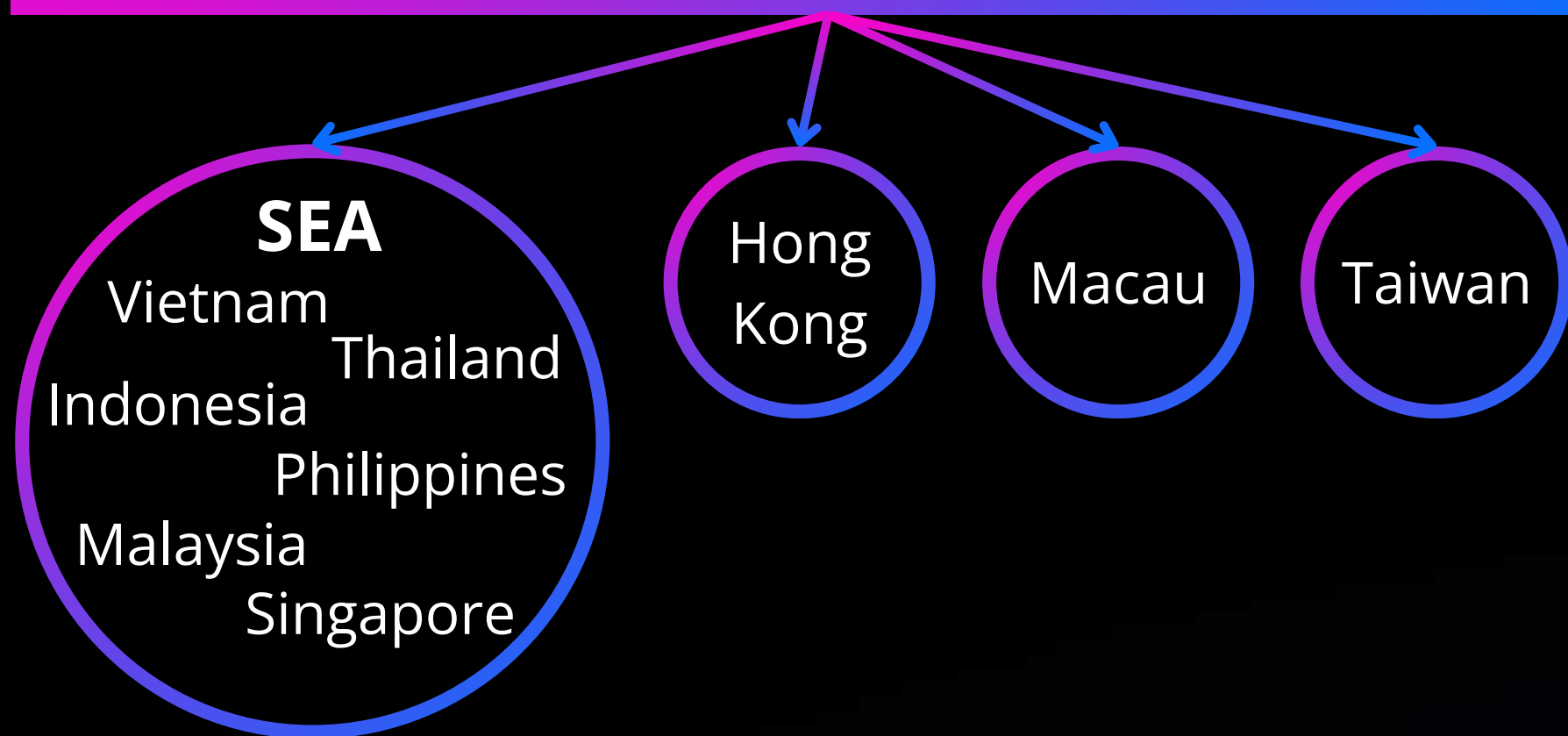
TOURNAMENT RULES & REGULATIONS



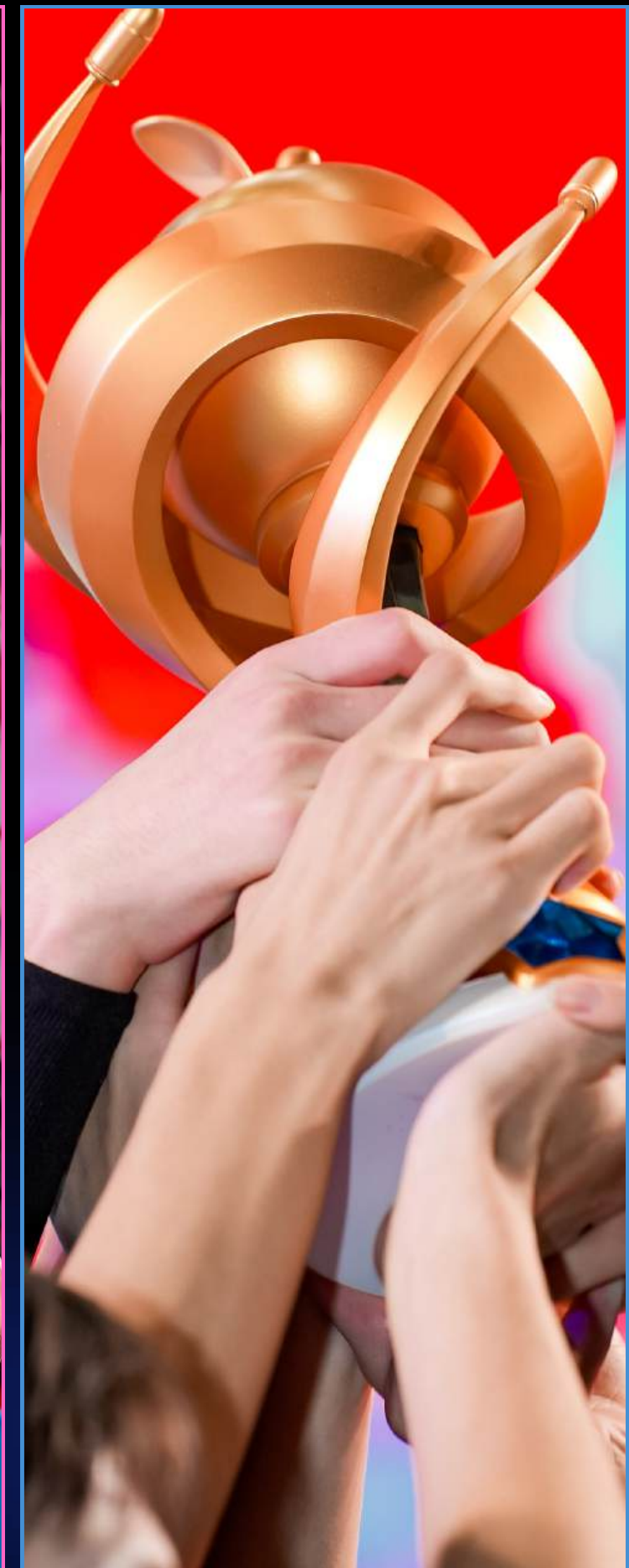
IRC
2025
International Royale Cup

INFORMATION

Mini World Royale's **first-ever multi-mode tournament** brings together top teams from:



It marks one of the first **pre-season milestones**, laying the foundation for both regional and **international competitions** in the future.



Tournament Named

International Royale Cup IRC2025

Slogan

**“Battle together,
Create forever”**

Time

14 Nov – 14 Dec, 2025

The tournament is divided into three stages:

Open Qualifier

Open registration for every players (Rank Silver IV ++). Players compete to **bring victory to their faction** and earn their spot on the National Representative List.

Group Stage

Qualified teams are divided into groups and compete in a Single Round Robin format. Top teams advance to the Playoffs.

Finals Stage

The top teams represent as **LINGYU & NONANA** will battle to determine the **Mini World Royale Champion Team**.

SUMMARY

TOURNAMENT NAME	IRC 2025
NUMBER OF TEAM TO GROUP STAGE	8
COMPETITIVE TYPE	Online
COMPETITIVE MODE OPEN QUALIFIER	Bomb Defusal Gunfight Showdown
COMPETITIVE MODE GROUP STAGE	Bomb Defusal (Main) Gunfight Showdown (Map decider) Point Capture (Map decider)
OPEN QUALIFIER	14-28 Nov
GROUP STAGE	5-6-7 Dec
FINAL	13 Dec
OTHER ACTIVITIES	KOLs, Pro Players showmatch, talkshow, interviews...



STAGE 1: OPEN QUALIFIER

Open registration available across all regions

REGISTRATION & QUALIFIER

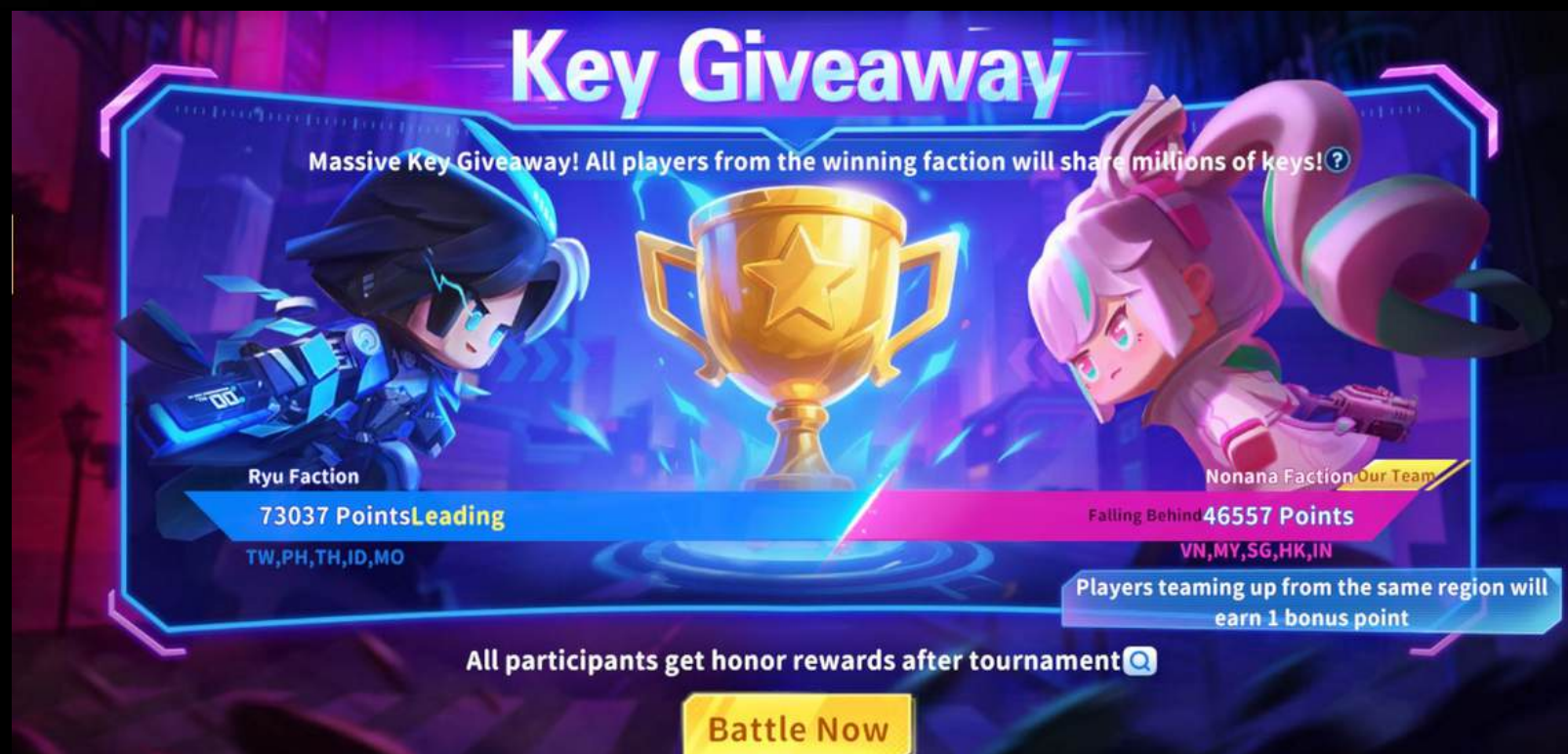
- Participants can register directly through the **in-game button**.
- Registration time from: **14th November 2025**
- Open Qualifier: Players will compete in ranked modes (Gunfight Showdown/ Bomb Defusal) to earn personal points, which will contribute to the total points of their region and faction. A real-time leaderboard will be available for players to easily track their progress.
- Players will be divided into two factions based on their nationality, corresponding to the two MWR IP characters - Lingyu and Nonana - with the goal of battling to secure victory for their respective sides.




	Regional Ranking	Faction Ranking	Ranking	Player Info	Score	Rank Rewards
Tournament Points			1	Tuyết LV 148	1043	
Faction Showdown			2	One • ca ♡ Baby LV 135	635	
Tournament Ranking			3	TS ♡ Long Lê LV 82	610	
			4	"Anie" ♡ LV 200	573	
			5	DuyHiếu	547	
My Rank			Unranked	NonanaMWR LV 39	0	

Team Nonana ~
Burn with glory, shape your legacy

WINNING FACTION DETERMINATION



WINNING FACTION REWARDS



LOSING FACTION REWARDS



- The winning faction will be **determined based on the total points accumulated by both factions.**
- These points will be contributed by players from each participating country or region belonging to that faction during their matches in the tournament.
- All players from the winning faction will receive the Winning Faction title, exclusive chat box and 200 Purple Stones, while players from the losing faction will receive their own Faction title, chat box and 100 Purple Stones.

STAGE 2: GROUP STAGE

Double Elimination (livestream)

- Qualified players will compete on a special tournament version of the game, which includes exclusive weapon skins and character skins provided specifically for the event.
- **In Groupstage (Double Elimination) - Players can use Gun & Character skins freely.**
- Name & Skin format in the Group Stage and Finals Stage will be announced after the Open Qualifier finished.

- 8 teams will be divided into 2 groups — **GROUP LINGYU** & **GROUP NONANA** (4 teams each).
- Each group will compete in Double Eliminate Format
- The TOP 1 from each group advance directly to the Finals Stage (Battle of LINGYU and NONANA).

LINGYU	NONANA
Team 1	Team 5
Team 2	Team 6
Team 3	Team 7
Team 4	Team 8



STAGE 2: GROUP STAGE

Double Elimination (livestream)

- During the Group Stage, all matches will be played in the BO3 - **Bomb Defusal mode**.
- Before each match, both teams will compete in a **Gunfight Showdown** mode to determine map selection priority (except GROUP FINAL from each GROUP will be **Weapon Master**)
- The losing team of each map will have the right to choose the next map.



STAGE 3: FINAL STAGE

Double Elimination (livestream)

Lingyu vs Nonana The Ultimate Showdown

- TOP #1 From Group LINGYU will faceoff TOP #1 from Group NONANA in the FINAL BATTLE
- Main Mode will be **BOMB DEFUSAL - Best of 7**
- Teams compete in **POINT CAPTURE mode** to determine first map pick priority.
- The losing team of each map gains the next map pick.
- Each team will have **LINGYU & NONANA Skin** as team outfit.

PRIZE



CHAMPION TEAM

Cash Rewards

**5000
USD**



In-game rewards
Championship Trophy
T-shirts
Commemorative medals

RUNNER-UP TEAM

Cash Rewards

**2000
USD**



In-game rewards
T-shirts
Commemorative
medals

All players joining the tournament, Top 100 players, and the champion team will receive **Golden Apples, Keys & Purple Stone** corresponding to their rank, **and special titles:**

Winning Faction: "This Is True Strength"

Losing Faction: "Next Time For Sure"

Top 1-100: "Top 1-100 IRC2025"

Champion Team: "IRC2025 Champion"

The winning team will decide how to divide the cash prize and the physical trophy (only 1 Champion Trophy).
Prizes will be transferred via PayPal (within 60 days) or equivalent in local currency rate at payment date.

ROADMAP

NOVEMBER

14 – 28, Nov 2025

OPEN QUALIFIER

DECEMBER

5, Dec 2025

GROUP STAGE DAY 1

- LINGYU GROUP ROUND 1-2
- NONANA GROUP ROUND 1-2

6 Dec 2025

GROUP STAGE DAY 2

- LINGYU GROUP ROUND 2-3
- NONANA GROUP ROUND 2-3

7, Dec 2025

GROUP STAGE DAY 3

- GROUP LINGYU FINAL
- GROUP NONANA FINAL

13, Dec 2025

FINALS DAY

- GRAND FINAL **LINGYU** vs **NONANA**

14, Dec 2025

ALLSTARS SHOWDOWN

- SHOWMATCH
- KOLs / Pro- Player Activities
- Celebrate Champion
- IRC Champion vs MAINLAND CHINA's Champion



BOMB DEFUSAL – BASIC RULEBOOK

OVERVIEW

- Main Game Mode: Bomb Defusal (5v5)
- Team Structure: 5 players per team (no substitutes during a match).
- **Substitues applied when 1 player cannot continue to play the match.**
- **Substitues applied maximum 1 time per game.**
- Objective: One team attacks by planting the bomb; the other defends and prevents detonation.

MATCH FORMAT

- Each match is played in Best of 3 (BO3), Best of 5 (BO5) and Best of 7 (BO7) format (depending on tournament stage).
- Each map consists of multiple rounds — teams switch sides (Attack/Defense) after half the rounds.
- The team that wins the majority of rounds wins the map.

ROUND RULES

- Round Win Conditions:
 - Attackers win if the bomb is successfully planted and detonates.
 - Defenders win if they eliminate all attackers before the plant or defuse the bomb after it's planted.
- Round Duration: As defined by the official game settings.
- Bomb Timer: As per in-game default rules.

SIDE SELECTION

- Side selection (Attack or Defense) is determined by:
 - RANDOM, based on game mechanic.
- Teams switch sides at halftime.

MAP SELECTION

- The map pool is determined by the Tournament Organizer (TO).
- Before each match:
 - Teams compete in Gunfight Showdown mode (Group Stage) or Weapon Master (Group Final) or Point Capture (Final) to determine first map pick priority. The losing team of each map gains the next map pick.

EQUIPMENT & RESTRICTIONS

- Players force to use weapon, item, and skin that is officially available and approved by the organizer.
- No third-party software, macros, or scripts are allowed. (Detail items will be provided.

CONDUCT & FAIR PLAY

- All players must maintain professional behavior and sportsmanship.
- Toxicity, harassment, or cheating of any kind will result in penalties or disqualification.
- The Tournament Organizer's decision is final.

TECHNICAL RULES

MATCH START & LOBBY SETUP

- All matches will be hosted on **official tournament servers**.
- Players are required to join the tournament's Discord server, where they must present their personal ID to verify their identity, equipments scanning.
- Players must join the match lobby at least 10 minutes before the scheduled start time.
- Players must show their ID via webcam on the Discord server before each match to verify their identity.
- The Match Referee or Tournament Operator (TO) will confirm player readiness before starting.
- Late arrival exceeding 10 minutes may result in warning at the discretion of the TO.
- The Tournament Organizer (TO) will collect each participant's UID and conduct a system scan to detect the use of OTG devices or unauthorized software. If any abnormal activity is detected, the player will be required to switch to another device. Failure to comply will result in forfeiture or disqualification from the tournament.
- After each match, the TO will perform an additional scan of all participants' UIDs. If any player is found using OTG or prohibited software listed in the ban list, their entire team will be deemed to have lost the match or be disqualified, based on the TO's final decision.

CONNECTION & RECONNECTION RULES

- In case of connection loss, the affected player must reconnect immediately.
- If a disconnection occurs before the first kill, the round may be restarted once (admin decision).
- If disconnection happens after the round starts, the round continues unless the issue affects multiple players.
- Persistent connection problems may lead to match delay or forfeit, depending on TO decision.

SERVER & PING POLICY

- Matches are played on designated official servers chosen for optimal regional stability.
- Players are responsible for ensuring stable network conditions before each match.

MATCH REPLAY & EVIDENCE REVIEW

- The Tournament Organizer reserves the right to review match replays, server logs, and player recordings for dispute resolution.
- Teams are encouraged to record their own POV footage for verification if required.
- All evidents will be held for 30 days after tournament's end.
- Organizer decisions based on replay or log analysis are final and binding.

EQUIPMENT & SOFTWARE

- Players must compete using approved devices and peripherals (Mobiles, Phones, Tablets...)
- Third-party overlays, macros, or software that provide gameplay advantage are strictly prohibited.
- Any modification to game files or external visual enhancement tools (e.g. reshade, crosshair injector) is not allowed.
- Violations will result in round forfeits, match loss, or disqualification.

MATCH DISPUTES

- Any protest or dispute must be filed within 10 minutes after match completion.
- Teams must provide clear evidence (screenshots, recordings, or logs).
- The Tournament Organizer will review the case, and their decision will be final.

GENERAL PRINCIPLES

- All players must compete fairly and honestly throughout the tournament.
- Any form of **cheating, exploiting, or unfair advantage** is strictly prohibited.
- The Tournament Organizer (TO) reserves the right to **investigate, penalize, or disqualify** any player or team found **violating these rules**.

INVESTIGATION & PENALTIES

- **The Tournament Organizer has full authority to:**
 - Conduct investigations, including log reviews and replay analysis.
 - Request evidence or clarification from players and teams.
 - Apply disciplinary actions where necessary.
- **Penalties may include:**
 - Warning
 - Point deduction
 - Match forfeit
 - Suspension from current or future tournaments
 - Permanent ban from official Mini World Royale events

ORGANIZER'S DECISION

- **All decisions made by the Tournament Organizer and Referee Committee are final and binding.**
- **Players and teams are required to respect and comply with all rulings to maintain tournament integrity.**
- **In the event of any dispute or difference in the interpretation of these rules, the English version of the tournament rules shall be considered the official standard and will take absolute priority.**

PROHIBITED ACTIONS



Use of unauthorized software or tools

- Including but not limited to: aimbots, wallhacks, speed hacks, trigger bots, or any third-party modification that alters game data or performance.



Account sharing or multi-account participation

- Each player must compete using their official registered account only.



Match-fixing or collusion

- Any attempt to manipulate match outcomes, share information, or intentionally lose a match will result in immediate disqualification for all involved parties.



Exploiting bugs or glitches

- Using in-game bugs, map exploits, or unintended mechanics to gain advantage is not allowed.



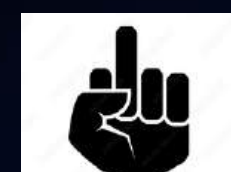
Use of macros or external devices

- Any hardware or software that automates actions or provides an unintended advantage is prohibited.



Ghosting or unauthorized communication

- Receiving live information from spectators, teammates, or external sources while a match is ongoing is not allowed.



Offensive or unsportsmanlike behavior

- Includes verbal abuse, taunting, harassment, hate speech, or disrespect toward players, staff, or audience.