**LAN Gaming**

**LAN Gaming (Counter Strike)**

An event in which two teams (consisting of 5 members each) battle out on a map by which the winning team moves forward in the tournament. Matches will take place until a winner is decided.

**Rules and Regulations**:

1. Participants are allowed to bring their own equipment (Keyboard, mouse, mouse-pad, headphones).
2. Connection and working of equipment is participants’ responsibility.
3. Any participant caught cheating will be disqualified.
4. Person/Team caught infringing software or hardware will be fined.
5. Any team unregistered can be registered on the spot.

**Team Size:** 05 participants

**Maximum Teams from an Institute: 10**

**Participation Fee:** INR 250/Team

**Minimum Teams criteria for** **validation of cash prize**: 07

**LAN Gaming (Need for Speed)**

Need for Speed—An event in which two participants battle out in a race by which the winner moves forward in the tournament. Matches will take place until a winner is decided.

**Rules and Regulations**:

1. A maximum of 10 participants per college/university may take part in the competition.
2. Any participant caught cheating will be disqualified.
3. Person/Team caught infringing software or hardware will be fined.
4. Any team unregistered can be registered on the spot.

**Team Size**: 01

**Max. Teams from an Institute**: 10

**Participation Fee**: Rs. 100 /Team

**Minimum Teams criteria for** **validation of cash prize:** 10