**CS GO**

**Rules and Regulations**

Each team must have 5 players and 1 stand-in player (optional) but cannot be an existing player in the tournament.

Friendly fire will be on by default.

The players will be given 10 minutes to warmup and adjust and configure the sensitivity and other necessary settings in the game

A knife round will be played to determine the side. The winner of this knife round will choose the side.

A casual match will be played by the teams and the first team to win 15 rounds will win.

If the server crashes, the server must be restarted and the game will be continued with the same score. The start money given to all the players will be 2000 instead of 800.

If a player drops the server will be paused at the end of the current round.

**Map pool**

de\_dust2

de\_mirage

de\_inferno

**Illegal scripts (Hacks)**

In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal scripts:

* Jumpthrow
* Stop shoot scripts (Use or AWP scripts)
* Center view scripts
* Turn scripts (180° or similar)
* No recoil scripts
* Burst fire scripts
* Rate changers (Lag scripts)
* FPS scripts
* Anti-flash scripts or binding (snd\_\* bindings)
* Bunny hop scripts
* Stop sound scripts

**Violations of this rule will lead to permanent ban, the team will be kicked from the lobby!**

**PUBG Mobile**

**Rules and Regulations**

**WINNER WINNER CHICKEN DINNER**

* A custom room will be created and the players will be invited by a code.
* All the participants will play solo.
* Map to be played will be randomized.
* Use of emulator is strictly prohibited.
* Kindly carry powerbanks with you if possible and keep your device charged.
* Use of gfx tool is allowed.
* Use of mobile gaming controller and trigger controllers are prohibited.
* If you disconnect from the game, bad luck!
* The last one standing will win.
* The intentional use of any bug, glitches or error in the game is strictly prohibited.
* All participants must obey the coordinator and follow the rules.

**BLUR**

**Rules and Regulations**

A total of six players will play the game at a time. The player that wins the match will advance to the next round.

The game will be of 3 laps.

The damaged will be high.

Any class of cars can be selected by the participants.

All power-ups can be used.

Mods will be disabled by default.

Maps will be randomized.

**FIFA 18**

**Rules and Regulations**

* The half time will be of 5 minutes.
* The difficulty will be set to legendary.
* Camera settings will be set to tele broadcast.
* In case of a draw there will be direct penalties.
* Choosing Same teams are allowed.
* Defending can be of your choice.
* You can customize your own controls as per your need.
* If you want to play with a controller, you should bring up your own.