

### **BGMI RULES**

- All games will be a Battle Royal. (Team size =5).
- All players must have the latest version of BGMI installed on their device and all the classic maps should be downloaded.
- Players must have a BGMI account eligible for competitive games in order to compete. This same account must be used for all matches during the competition.
- If a player receives a ban due to in-game behaviour or Terms of Services violation, that player is not eligible to participate further. This applies to all accounts owned by a player, not just their registered account. The judges have right to include or discount bans on a case-to-case basis.
- Teams are responsible for being aware of any player's loss of eligibility for any reason, and must take appropriate proactive action to change their roster or otherwise notify organising team of any such loss of eligibility

## ROSTER REQUIREMENTS

- Each Team must maintain, at all times during any Official Competition, exactly four players plus one optional substitute.
- Each Team must designate one player as its captain when completing the online registration process ("Team Captain").
- The Team Captain will be responsible for all Team communications with Tournament Officials.
- The Tournament Officials may rely upon any communications from the Team Captain as being made by all players on the Team.
- The Team Captain must at all times be a player on the Team's roster.

### **MATCH PROCESS**

- Tournament will be played in rooms. Room ID and password will be shared before the tournament. Max 20 teams allowed per room.
- All the registered teams will be allocated slots. The teams are required to join only those slots inside the room.
- Disconnects: In the event that someone disconnects during a round, their teammates will have the option to continue without them or forfeit the round. If the person can reconnect fast enough and re-join that game, they are welcome to continue.
- Players may participate in Events only on mobile phones or handheld Devices.
- Players may not use peripheral devices of any kind without the Approval of Tournament Officials (including adapters, controllers, Bluetooth keyboards and mice).

### **GAME FORMAT**

#### 1. PRELIMS:

- The prelims will be organized in an online format on 27<sup>th</sup> of October
- There will be 12 pools created of 20 teams each and the team captains will be added to the respective WhatsApp groups.
- Round 1: All teams will participate in an online BGMI event. The top 8 teams from each pool will qualify for the next round from each pool of 20 teams.
- Round 2: 96 teams will participate and 20 teams qualify for the finals.
- Scores will reset to 0 after each round.
- \*According to no. of participants organizer may vary the format.

#### 2. SEMI-FINALS AND FINALS:

- Semi-finals and Finals will be held in online mode on 28th October, 2023
- 20 teams will participate in the semi-finals and the top 16 will qualify for the finals.
- The finals will consist of 3 rounds on 3 different maps and the team with best cumulative score combined with the semifinal score will win.
- . For deciding the top 3 teams in the finals the following score system will be followed:

**1st:** +**15** points. **6th:** +**4** points

**2nd:** +12 points. **7th-9th:** +2 points

3rd: +10 points. 10th-15th: +1 point

4th: +8 points. 17th onwards: +0 point

5th: +6 points. Kill: +1 point

• Tiebreakers: Preference will be given to the team with the maximum kills

# **UNFAIR MEANS**

• All matches will be played under the Battle Royal game type with the map chosen by the organising team.

Players should not use an emulator to play on a PC or other device that is not a handheld device.

- Any modification of the BATTLEGROUNDS MOBILE INDIA game client by any player, team or other team member is strictly prohibited.
- The use of any kind of cheating device or cheat program, or any similar cheating method such as signaling devices and hand signals, etc., shall be deemed cheating.

# NOTE: -GAME WILL BE CONDUCTED IN ONLINE MODE COMPLETELY