

FREE FIRE TOURNAMENT

Game Mode:

- **Clash Squad (CS) Mode**

Team Composition:

- Teams must consist of **4 players**.
 - Only **1 substitute player** is allowed during the tournament.
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Eligibility:

- All participants must be **registered before the tournament**.
 - Players must present **valid identification** (in-game ID and offline credentials).
 - **Teams** must have 4 players.
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Equipment:

- Players must bring their **own devices** (smartphones or tablets).
 - **Fully charged devices** are recommended before matches.
 - **Headphones** are recommended but **not mandatory**.
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Network:

- A **stable internet connection** should be ensured by the participants. In case of emergency, network facility will be provided by the organisation.
 - If a player **disconnects**, the match will continue unless a **significant portion** of the lobby is affected.
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Match Rules:

Game Settings:

- **Map:** Bermuda
- **Rounds:** 13 rounds per match.

- **Coin System:** Unlimited **Clash Squad** coin system.

Match Start:

- The tournament will **start at 9:00 AM**.
 - Players must be present at the venue at least **30 minutes before** the match start time.
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Conduct:

- **Fair Play:** Any form of **cheating or unsportsmanlike behavior** will result in **disqualification**.
 - **Communication:** Team members can communicate only with each other during the match. **External communication** is not allowed.
 - **Disputes:** Any disputes will be resolved by the **tournament officials**. Their decision will be **final**.
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Spectators:

- **Only organizers** will be allowed to spectate the match. **Others are not allowed**.