

BGDC Rulebook

1. Introduction

Gear up for the ultimate gaming showdown – the **BGMI Tournament at Damru Fest**, hosted by **Rishihood University!** Featuring intense **online qualifiers** and an electrifying **LAN Grand Finale**, this event brings together the fiercest squads to battle for glory.

Form your team, sharpen your reflexes, and prepare for the most awaited battleground – **BGDC 2025!**

2. Eligibility

- **Open to:** Players aged **16 years or above** at the time of registration
- **Participation Type:** Team (4 Players + 1 Substitute allowed)
- **Eligibility Proof:** Valid **College ID card** and a **Government identity proof** (Aadhaar, PAN, or Passport) must be presented at the time of reporting
- **Player Names (Gamer Tags)**
 - **Format:** Gamer Tags must follow the format "TEAMNAMEPLAYERNAME" (e.g., "ASLucky" for player "Lucky" from team "All Stars")
- **Prohibited Content:** Gamer Tags must not contain:
 - Offensive, toxic, or hurtful words/phrases in any language
 - Corporate names or trademarks without proper licensing documentation

3. Competition Format

- **Prelims (Online) Pool Division:** A total of 8 pools will be created (128 teams), each consisting of 16 teams (Groups A to H).
- **Round 1: Qualifiers**
 - All 16 teams in each pool will compete against each other
 - At the end of the round, the top 8 teams from every pool will move forward with 8 pools in play, a total of 64 teams will qualify for Round 2
- **Round 2: Quarter Finals**
 - The 64 qualified teams will be divided into 4 groups of 16 teams each. From each QF group, the top 5 teams will directly qualify (20 teams total)
 - **Total advancing:** 20 teams
 - **Addition:** 3 teams from College LAN + 1 invited team
- **Round 3: Semi Finals (LAN – Day 1):**
 - 24 teams divided into 3 groups each with 8 teams
 - Total of 16 teams will qualify for Finals
- **Grand Finals (LAN – Day 2):** **Top 16 teams** compete live before an audience.
- **Match Order:** Decided and announced by organisers prior to the event.

4. Rules of the Competition

4.1 Basic Rules

- Teams must report **1 hour before** their scheduled match.
- Only registered players can participate. Substituting unauthorized players will result in **immediate disqualification**.
- **Cheating, hacks, or third-party tools** (e.g., wallhacks, aim hacks) are strictly prohibited.
- If any player is found **using hacks or cheats**, the **entire team** will be immediately **disqualified** from the competition.
- **Glitch exploits or bug abuse** for unfair advantage are forbidden.
- **Teaming** or collaboration between squads is not allowed.
- **Match recording:** At least 2 players (and up to 4) from your squad should screen-record the match.
- **Allegations:** If any allegation is made, teams must submit match recordings for verification.
- **Screenshots:** Capture the final scoreboard after every match to prevent disputes.
- Only **mobile devices** are permitted — **iPads and emulators are strictly prohibited**
- **Conduct Policy:** Verbal or physical altercations are strictly prohibited. First offense will result in point deductions as a penalty. If the offense is deemed severe, the team will be immediately disqualified.
- **Organizer's Decision:** The decision of the event organizer is **final and binding**. Attempts to manipulate or influence officials will not be tolerated.

4.2 Grounds for Disqualification

- Inclusion of **unauthorised players**
- Use of **cheats, hacks, or external tools**
- **Bug or glitch exploitation**
- **Teaming or match-fixing**
- **Unsportsmanlike behaviour:** harassment or intentional disconnection
- **Verbal or physical altercations** — point deduction for first offense, immediate disqualification for severe offense

4.3 Tie-Breakers

- Total times of winning the **first placement** across all the Tournament games.
- **Total accumulated placement** points across all Tournament Games.
- **Total accumulated finishes** across all Tournament Games.
- **Placement in the most recent match of the Tournament.**

4.4 Logistics

- Participants are required to bring in their own devices (Tablets/mobile phones/headphones/chargers)
- Wi-Fi provided on site
- Charging Ports provided on Site

5. Judging Criteria / Points System

Placement Points:

- 1st Place – 10 pts
- 2nd Place – 6 pts
- 3rd Place – 5 pts
- 4th Place – 4 pts
- 5th Place – 3 pts
- 6th Place – 2 pts
- 7th-8th Place – 1 pt
- 9th-16th Place – 0 pts

Kill Points:

1 point per kill

6. Prize Pool & Recognition

- **Prize Pool:** Worth ₹1 Lakh to be distributed among top-performing teams.
- **Awards:** Certificates and trophies will be presented to winners.
- Special mentions for **MVP**, **Most Finishes**, and **Best Strategic**

7. Logistics & Facilities

- **Equipment:** Power outlets, Wi-Fi, tables, and chairs provided.
- **Medical Support:** First aid & emergency assistance available on campus
- **Security & Assistance:** Volunteers and security staff assigned for crowd and stage management

8. Liability & Consent

- Participants take part in the competition at their own risk.
- **Organisers will not be held responsible** for any injuries, damages, or loss of personal property during the event.
- By registering, participants provide consent for the following:
 - **Emergency medical assistance** to be administered if required.
 - Use of **images, videos, and recorded performances** for event-related promotions and publicity purposes.

9. Contact for Queries

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