



THE RULE BOOK

TAP. SHOOT. CONQUER. THE ARENA IS YOURS!

BGMI

Player Guidelines:

- It is a 4(+1) player team tournament. A 4 man-starter roster and up to 1 substitute.
- Emulators are not allowed in any gamemode organized. The player will be disqualified if found using any kind of emulator.
- Any game modifying tools except 'GFX tool' is not allowed.
- Players can play on android/ios tablets/phones only.
- Only in-game voice chat should be used after the game is started till its completion.
- Any use of unfair means such as aimbot, trigger bot, ESP will be disqualified. Should a team/player fail to join the room in time, their squad/they will be given 0 points for it.
- Waiting time is at most 10 minutes between games.
- Exiting a game without good reason will disqualify the team.
- The exploitation of bugs that hinders fair play will result in disqualification.
- For the tiebreaker of the points, total team/solo kills will be considered for breaking the tie.
- For the further tiebreaker, number of chicken dinners will be considered.
- Organizers would not be held responsible for connectivity issues on the participant's side.
- Organizers reserve the right to accept or reject any entry without stating a reason thereof.
- Participants are requested to remain ready at least 15 minutes prior to the start of any match. Late entries would not be allowed.

Tournament Guidelines:

- Players will participate as a 4 man-squad.
- Up to 64 players will be playing in a lobby.
- Maps selected will be notified to the participants before the match.
- The group stage is a 3-map series.

Point system:

- Kill -1 point.
- 1st -15 points.
- 2nd -12 points.
- 3rd -10 points.
- 4th -8 points.
- 5th -6 points.
- 6th -4 points.
- 7th -2 points.
- 8th -12th -1 point.
- 13th -16th -0 point.



FREE FIRE MAX

Player Guidelines:

- It is a 4(+1) player team tournament. A 4 man-starter roster and up to 1 substitute.
- Emulators are not allowed in any game mode organized. The player will be disqualified if found using any kind of emulator.
- Any game modifying tools except 'GFX tool' is not allowed.
- Players can play on android/ ios tablets/phones only.
- Only in-game voice chat should be used after the game is started till its completion.
- Any use of unfair means such as aimbot, trigger bot, ESP will be disqualified.
- Should a team/player fail to join the room in time, their squad/they will be given 0 points for it.
- Waiting time is at most 10 minutes between games.
- Exiting a game without good reason will disqualify the team.
- The exploitation of bugs that hinders fair play will result in disqualification.
- For the tiebreaker of the points, total team/solo kills will be considered for breaking the tie.
- For the further tiebreaker, number of Booyah will be considered.
- Organizers would not be held responsible for connectivity issues on the participant's side.
- Organizers reserve the right to accept or reject any entry without stating a reason thereof.
- Participants are requested to remain ready at least 15 minutes prior to the start of any match. Late entries would not be allowed.

Tournament Guidelines:

- Players will participate as a 4 man-squad.
- Up to 50 players will be playing in a lobby.
- Maps selected will be notified to the participants before the match.
- The group stage is a 3-map series.

Point system:

- Kill -1 point.
- 1st -12 points.
- 2nd -9 points.
- 3rd -8 points.
- 4th -7 points.
- 5th -6 points.
- 6th -5 points.
- 7th -4 points.
- 8th -3 points.
- 9th - 2 points.
- 10th -1 point.
- 11th -0 point.
- 12th -0 point.

