HACK THE SPRING '26

BATTLE OF KNOWHERE //
OFFICIAL RULEBOOK &
CODE OF CONDUCT

1. PURPOSE & SCOPE

The "Battle of Knowhere" is a competitive esports arena designed to test reflexes, strategy, and team coordination. We aim to uphold the highest standards of fair play and sportsmanship.

2. ELIGIBILITY (INTERNAL ONLY)

- **Open to All:** Students from any college or stream can participate.
- **ID Requirement:** Valid college ID and proof of registration must be presented at the check-in desk.

3. FAIR PLAY & ANTI-CHEAT (ZERO TOLERANCE)

- **Prohibited Software:** The use of aimbots, wallhacks, scripts, GFX tools, or any third-party modification to the game client is strictly prohibited.
- **Hardware Restrictions:**
- **No Emulators:** Playing on PC via emulators (BlueStacks, Gameloop, etc.) is banned. Mobile devices only.
- **No Triggers/Controllers:** Physical triggers, joysticks, or controller attachments are prohibited. "Thumbs/Claw" touch input only.
- **iPad/Tablet Rule:** (Specify this based on your specific game rules, usually: iPads/Tablets are NOT allowed for competitive equity in mobile shooters).

- **Teaming/Collusion:** Teams found collaborating with "enemy" teams in-game (teaming) to secure higher rankings will be immediately disqualified.

4. NETWORK & DEVICE PROTOCOL

- **BYOD (Bring Your Own Device):** Participants must bring their own smartphones and headphones/earphones.
- **Connectivity:** Players are strictly advised to use their own Mobile Data (4G/5G). **Venue Wi-Fi may be available but is not guaranteed for low-latency gaming.** Lag or ping spikes due to network issues are not grounds for a rematch.
- **Power:** Bring your own power banks. Charging points will be limited.

5. MATCH CONDUCT & DISCONNECTS

- **Punctuality:** Teams must be present in the lobby 10 minutes before the scheduled start. Failure to join on time will result in playing with a handicap or forfeiture.
- **Player Disconnect:** If a player disconnects due to their own device/network issue, the match continues. No restarts will be issued unless the game server itself crashes.

6. BEHAVIOR & SPORTSMANSHIP

- **Toxic Behavior:** Abusive language ("trash talk" crossing the line), slamming tables, or aggressive behavior towards referees is grounds for immediate removal.
- **The Referee's Word:** Decisions made by the Event Coordinators regarding scoring, glitches, or disputes are final and binding

BATTLE OF KNOWHERE // QUICK FACTS (THE "TL;DR")

- **Format:** Offline Esports Tournament (LAN/Lobby).
- **Device:** Mobile Only (No iPads/Emulators).
- **Connectivity:** Bring your own Mobile Data.
- **Key Rule:** No hacking, no teaming, no toxicity.
- **Gear:** Bring Phone + Charger + Headphones.

BATTLE OF KNOWHERE // FREQUENTLY ASKED QUESTIONS

Q: Which games are being played?

A: The specific titles (e.g., BGMI, FreeFire, etc.) are listed on the registration portal. Rules specific to those maps/modes will be briefed before the match starts.

Q: Can I play on an iPad or Emulator?

A: No. To ensure a level playing field, emulators and tablets/iPads are strictly prohibited. Only mobile phones are allowed.

Q: Do I need to bring my own headphones?

A: Yes. We highly recommend bringing your own earphones/headphones for in-game sound and team communication.

Q: What happens if my internet lags?

A: Network management is the player's responsibility. We recommend having a stable 5G/4G data plan. Matches will not be paused for individual lag issues.

Q: Can I use "Air Triggers" (built-in gaming phone buttons)?

A: Built-in features of gaming phones (like ROG AirTriggers) are allowed, but external attachable triggers are banned.

Q: Will participants receive certificates?

A: All verified participants who successfully complete the event requirements will receive a E-Certificate of Participation. Winner of each competition will receive E-Certificates of Merit along with their prizes.

BATTLE OF KNOWHERE // COMPTETION GUIDE

1. **Offline Round: Battle Arena**

- On-campus round.
- Time : 21 Feb 26, 02:00 PM IST - 21 Feb 26, 05:00 PM IST.
- Based on eSports rules, match-making, and the Free Fire / BGMI platforms, the top team from each game will be selected.
- Format :
  (i) Game-specific match rules apply.
  (ii) Separate brackets for Free Fire and BGMI.
  (iii) Final match format will be informed before the event duration.
- Evaluation Parameters :
  (i) Match performance.
  (ii) Team coordination and strategy.
  (iii) Compliance with eSports rules.
- Outcome : Winner announced (1 Each Game)