



INFINITO 2024

GARENA FREE FIRE RULEBOOK



FREE FIRE

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Date : 30 August - 01 September, 2024

Venue : Online

Team Formation

- Squad Size: Teams must consist of exactly four (4) players.
- Team Registration: Team names and rosters must be submitted during the registration period. A unique and non - offensive team name is required.

Tournament structure:

● **Group Stage**

1. Total teams will be divided into two brackets : Group A and Group B.
2. Three matches (Battle Royale) will be played within each group. Map will be Nexterra, Kalahari, Bermuda.
3. Total matches count - 6 matches.
4. Top 5 teams from each group will qualify for the league stages.

● **League Stage**

1. A total of 10 teams will participate in it, 5 teams from each group.
2. There will be 3 matches in Battle Royale mode (Map - Bermuda, Purgatory, Kalahari).
3. Top 4 teams will qualify for the Playoffs.
4. In case of equal points for the teams in league stage , points from the group stage will be considered for the respective teams.
5. Total matches count - 3 matches

● **Playoffs**

Playoffs will be have the following structure :

1. All matches will be played in one team vs one team 13 round Clash Squad Bermuda mode.

2. Qualifier - 1 : The 1st team and 2nd team of the league stage will have a clash squad match. Winner will directly go to the finals. Loser will get one more opportunity in Qualifier - 2.

3. Eliminator : The 3rd and 4th team of the league stage will have a clash squad match. Winner team will go to the Qualifier - 2 whereas losing team will get eliminated from the playoffs.

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4. Qualifier - 2 : Loser team from Qualifier - 1 and Winner team of eliminator will have a clash squad match. Team which wins the Qualifier - 2 will be sent to the finals.

5. Finals : Become the champion after winning the finals in a clash squad match.

Sportsmanship and Conduct

● **Unsportsmanlike Conduct:**

Players from every team have to play with their registered free fire IDs only. Any behavior deemed unfair, abusive, or disrespectful towards fellow competitors, organizers, or the Free Fire community will result in disciplinary action. This includes but is not limited to cheating, hacking, exploiting bugs, using offensive language, and teaming (collusion with other teams).

- Players have to join the room on time. No further time will be given to any player for joining the match if the match is going to begin.

- **Decision Making:** Tournament officials will hold the sole discretion to resolve disputes and enforce penalties, including disqualification.

- **Screen Recording:** Every person should enable the screen recording feature from the start of the match, and the team should save all the recordings of the matches they have played.

If any team/player is getting eliminated by any type of hack, player should provide the screen recording as a proof. Furthermore if it's genuine, team will get a rematch or will get compensation points as per the circumstances.

If any allegations are made on any team regarding any type of misconduct of tournament, they have to provide their screen recordings of match otherwise strict action will be taken against them.

- **Timing:** Within the matches going on in group stage in a single group, there will be a time break for 5 minutes to join the next match. For the next stage, additionally 10 minutes will be provided after the last match of the first stage, after that 5 minutes break will be followed to join the next match

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Communication and Updates

● **Official Platform:** All official announcements and communication will be made through a designated platform, such as Discord. Participants are responsible for staying informed.

● **Discord link:** <https://discord.com/invite/epHJavezXW>

Points Distribution (Only for group stage and league stage)

● Placement Basis

1. 1st team - 20 points.
2. 2nd team - 18 points.
3. 3rd team - 16 points.
4. 4th team - 14 points.
5. 5th team- 12 points.
6. 6th team - 10 points.
7. 7th team - 10 points.
8. 8th team - 8 points.
9. 9th team- 8 points.
10. 10th team- 6 points.
11. 11th and 12th team - 2 points.

● Kill Basis

Each kill will give 2 points to the team.

Tie Breaker Situation

If two teams have the same points , the teams with the highest number of wins will be the winner, if both teams have the same number of wins, the teams having the higher number of kills will be the winner.

If both the teams are having the same number of wins and kills, there will be a 7 round clash squad Bermuda match between the two teams to find the winner.

Contact Us :
Saksham Srivastava
9555899043