

BATTLE OF CHAMPIONS 2025

Rules Book



Department of Computer Science & Engineering
Premier University
Chattogram-4000, Bangladesh

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CHAPTER 1: EVENT OVERVIEW



THE BATTLE OF CHAMPIONS

2025, organized by the Department of Computer Science & Engineering at Premier University, is a batch-based sports and gaming festival held on 12–13 August 2025. This event unites students from all semesters to compete, fostering teamwork and sportsmanship.

MAIN GOALS

EVENT GOALS

- Build stronger bonds between batches.
- Encourage activities beyond academics.
- Promote a fair and competitive environment.

BASIC RULES & LIMITATIONS

BASIC RULES

- Maximum 3 games per student.
- Late arrival or absence may lead to disqualification.
- Players represent only their batch.
- Participants manage their schedules.

FAIR PLAY

Organizers may disqualify participants for unsportsmanlike behavior, cheating, or rule violations. Referee and organizer decisions are final.

CHAPTER 2: GAME CATEGORIES AND POINTS SYSTEM

GAME CATEGORIES

GAME CATEGORIES

Category	Games
Esports	eFootball, Free Fire, PUBG, FIFA (Special Segment)
Indoor Games	Ludo, Carrom, Chess, Chair Game, Kickoff, Rubik's Cube
Outdoor Game	Football

POINTS SYSTEM

PLACEMENT POINTS (ALL GAMES EXCEPT FOOTBALL)

Placement	Points
1st Place	3 Points
2nd Place	2 Points
3rd Place	1 Point

PLACEMENT POINTS (FOOTBALL)

Placement	Points
1st Place	10 Points
2nd Place	7 Points
3rd Place	5 Points

PARTICIPATION POINTS

Game Type	Points
Individual Game	2 Points
Team Game (2 players)	3 Points
Squad Game (4+ players)	5 Points
Football	10 Points

GAME REGISTRATION DETAILS

ESPORTS

Game	Who Can Join	Team Size(per batch)	Format	Fee
eFootball	Open to all	5 players	1 vs 1 matches	100 TK/player
Free Fire	Open to all	8 players (2 Squads)	Squad vs Squad	400 TK/squad
PUBG	Open to all	8 players (2 Squads)	Squad vs Squad	400 TK/squad
FIFA	Open to all	1 vs 1	1 vs 1	1000 TK (Teachers)

POINTS NOTE

Batches not sending participants lose participation points. All points from multiple positions contribute to the batch's total score.

INDOOR GAMES

Game	Who Can Join	Team/Player Limit(per batch)	Format	Fee
Ludo	Girls only	4 (2 vs 2 Team)	Team vs Team	200 TK/team
Carrom	Open to all	4 (2 vs 2 Team)	Batch vs Batch	200 TK/team
Chess	Open to all	5 players	1 vs 1 matches	100 TK/player
Chair Game	Girls only	5 players	Individual	100 TK/player
Kickoff	Girls only	5 players	Individual	100 TK/player
Rubik's Cube	Open to all	3 players	Individual	100 TK/player

OUTDOOR GAME

Game	Who Can Join	Team Format	Team Size	Fee
Football	Boys only	7 vs 7 Match	10 players	3000 TK/team

CHAPTER 3: AWARDS AND RECOGNITION

AWARDS OVERVIEW

Category	Awards
Football	Medals, Certificates, Trophies (1st, 2nd, 3rd), Prize Money (1st), Special Awards (Man of the Match, Tournament, Top Scorer, Best Goalkeeper)
Esports	Medals, Certificates (Top 3), Participation Certificates
Indoor Games	Medals, Certificates (Top 3), Participation Certificates
Special	Batch of the Session Trophy (Highest Total Score)

The "Batch of the Session" trophy is awarded to the batch with the highest total score, with no runner-up.

CHAPTER 4: ESPORTS RULES

EFootball

EFootball Rules

Category: Esports

OVERVIEW

Format	1 vs 1 (5 individual matches per team)
Team Size	5 players
Fee	100 TK per player

0A. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

40 teams in knockout format.
Initial round eliminates 20 teams; 4 more based on goal difference and cards.
Top 16 advance to Round of 16, Quarterfinals, Semifinals, Final.
Match outcome based on total goals across 5 matches.

0B. MATCH SETTINGS

SETTINGS

Setting	Value
Match Time	12 minutes
Extra Time & Penalties	ON
Substitutions	5 per match
Pausing	Only when ball is out of play

0C. RULES & CONDUCT

RULES

Arrive 10 minutes early.
No glitches, bugs, or exploits (disqualification risk).
Unsportsmanlike behavior may lead to warnings or disqualification.
Disconnection within 3 minutes: Rematch; after 3 minutes: Score stands.

FREE FIRE

FREE FIRE RULES

Category: Esports

OVERVIEW

Format	Squad vs Squad
Team Size	8 players (2 squads of 4)
Fee	400 TK per squad

0D. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

16 teams in 2 groups; each group plays 3 matches (6 total in Knockout Stage).

Top 12 teams advance to Grand Final (5 matches).

Champion determined by highest total points in Grand Final.

0E. GAME SETTINGS

GAME SETTINGS

Setting	Value
Maps	Bermuda, Purgatory, Kalahari, Alpine, NexTerra, Solara
Game Mode	Esports
Weapon Stats	Off
Revival	On
Hide Nickname & Kill Feed	On
High-tier Loot Zone	Off
In-Game Quests & Missions	On
Safe Zone Moving	On
Loadouts	Allowed
Death Cam	On

0F. SCORING SYSTEM

SCORING

Type	Points
Kill	1 point per kill
Placement	1st: 12, 2nd: 9, 3rd: 8, ..., 11th-12th: 0

0G. UNIQUE ACTIVE SKILL RULE

SKILL RULE

Each squad member must use a unique active skill (2-point deduction per violation).

PUBG

PUBG RULES

Category: Esports

OVERVIEW

Format	Squad vs Squad
Team Size	8 players (2 squads of 4)
Fee	400 TK per squad

0H. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

16 teams play 6 matches (Erangel, Miramar, Sanhok).

Points-based leaderboard; highest total points wins.

Tiebreakers: Number of Chicken Dinners, total kills, head-to-head in final match.

0I. GAME SETTINGS

GAME SETTINGS

Setting	Value
Maps	Erangel, Miramar, Sanhok
Perspective	TPP (Third Person Perspective)
Red Zone	Off
Flare Gun	Off
Revive	On
Auto Pickup	On
Weather	Clear

0J. SCORING SYSTEM

SCORING

Type	Points
Kill	1 point per kill
Placement	1st: 10, 2nd: 6, 3rd: 5, 4th: 4, 5th: 3, 6th: 2, 7th-8th: 1, 9th-16th: 0

FIFA

FIFA RULES

Category: Esports

OVERVIEW

Format	1 vs 1
Team Size	1 player
Fee	1000 TK (Teachers)

RULES PENDING

FIFA rules will be published separately. Check with organizers for updates.

CHAPTER 5: INDOOR GAME RULES

LUDO

LUDO RULES

Category: Indoor

OVERVIEW

Eligibility	Girls only
Format	2 vs 2 Team Game
Team Size	4 players (2 vs 2)
Fee	200 TK per team

OK. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

Knockout format: Round of 16 → Quarterfinals → Semifinals → Final.

3rd place match between losing semifinalists.

Winner: First team to finish all 4 tokens for one player.

OL. MATCH SETTINGS

SETTINGS

Setting	Value
Platform	Ludo King App (Classic Team Up mode)
Move Time Limit	15 seconds
Snake & Ladder	OFF
Voice Chat	OFF
Classic Rules	ON
Token Unlock	Roll a 6
Safe Zones	Star-marked tiles

TECHNICAL FAILURE

If a match crashes: Team with more tokens finished wins; if tied, replay the match.

CARROM

CARROM RULES

Category: Indoor

OVERVIEW

Eligibility	Open to all
Format	2 vs 2 Team Game
Team Size	4 players (2 vs 2)
Fee	200 TK per team

OM. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

Knockout format: Round of 16 → Quarterfinals → Semifinals → Final.

3rd place match for semifinal losers.

Each match is one board; highest score wins.

ON. GAME RULES

RULES

Standard International Carrom Federation rules apply.
Match time: 15 minutes or 8 boards (whichever comes first).
Queen cover: 3 points; must pocket a striker after queen.
10-minute delay results in forfeiture.
No coaching or interference during play.

CHESS

CHESS RULES

Category: Indoor

OVERVIEW

Eligibility	Open to all
Format	1 vs 1
Team Size	5 players per batch
Fee	100 TK per player

OO. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

Swiss System or Round Robin (based on player count).
Scoring: Win = 1, Draw = 0.5, Loss = 0.
Tiebreakers: Buchholz, head-to-head, number of wins.

OP. GAME SETTINGS

SETTINGS

Setting	Value
Time Control	Blitz (5 min + 3 sec increment or 10 min no increment)
Rules	FIDE Laws of Chess (Blitz adjustments)
Touch-Move	Must move touched piece if legal
Illegal Moves	Two illegal moves result in loss if claimed

CONDUCT

Maintain silence. No coaching or electronic devices allowed during play.

CHAIR GAME

CHAIR GAME RULES

Category: Indoor

OVERVIEW

Eligibility	Girls only
Format	Individual
Team Size	5 players per batch
Fee	100 TK per player

09. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

Musical chairs format; one chair less than players per round.
Knockout rounds until one player remains.
3rd place match for semifinal losers.

0R. GAME RULES

RULES

Players circle chairs while music plays; sit when music stops.
No pushing, shoving, or reserving chairs (disqualification risk).
10-minute delay results in forfeiture.
Referee decides disputes; decisions are final.

KICKOFF

KICKOFF RULES

Category: Indoor

OVERVIEW

Eligibility	Girls only
Format	Individual
Team Size	5 players per batch
Fee	100 TK per player

0S. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

Knockout format: Players compete in rounds.
Top performers advance based on referee scoring.
Final round determines 1st, 2nd, 3rd.

0T. GAME RULES

RULES

Players kick a ball to a target (e.g., goalpost or mark).
Scoring based on accuracy and distance (referee discretion).
3 attempts per player per round.
No interference; 10-minute delay results in forfeiture.

RUBIK’S CUBE

RUBIK’S CUBE RULES

Category: Indoor

OVERVIEW

Eligibility	Open to all
Format	Individual
Team Size	3 players per batch
Fee	100 TK per player

OU. TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

Players solve a 3x3 Rubik's Cube; fastest time wins.

Knockout rounds: Top times advance.

Final round determines 1st, 2nd, 3rd.

OV. GAME RULES

RULES

Official WCA (World Cube Association) rules apply.

Cube scrambled by referee; 15-second inspection time.

Time limit: 2 minutes per solve.

DNF (Did Not Finish) for unsolved cubes or violations.

CHAPTER 6: OUTDOOR GAME RULES

FOOTBALL

FOOTBALL RULES

Category: Outdoor

OVERVIEW

Format	7 vs 7
Team Size	10 players (7 on field, 3 substitutes)
Fee	3000 TK per team

OW. TOURNAMENT RULES

TOURNAMENT RULES

- Only CSE Department students participate.
- Valid university ID required before entering field.
- Non-CSE or mixed-batch teams disqualified.
- Player lists (max 10) submitted before draw; no changes post-draw.
- Entry fees non-refundable on withdrawal.

OX. TURF RULES

TURF RULES

- No smoking or disruptive behavior.
- Dispose of litter in designated bins.
- No intentional turf damage.
- No chewing gum on field.
- Respect turf staff.

OY. GAME RULES

GAME RULES

- Matches: 20 minutes (10 min/half) + 2 min extra time.
- Arrive 20 min early; report 10 min before match.
- Late teams concede 1 goal per 5 min; after 15 min, opponents win 3-0.
- Matching jerseys required; non-compliance incurs fine.
- No sliding tackles (yellow card; red for severe fouls).
- Barefoot play; no turf shoes/boots.
- Points: Win = 3, Draw = 1, Loss = 0.
- Tiebreakers: Goal difference, fair play (fewer cards), head-to-head.

REFeree AUTHORITY

Referee decisions are final. No appeals allowed.

CHAPTER 7: QUICK REFERENCE

GAME SUMMARY

Game	Category	Format	Eligibility	Fee
Football	Outdoor	7 vs 7	Boys only	3000 TK/team
eFootball	Esports	1 vs 1	Open to all	100 TK/player
Free Fire	Esports	Squad	Open to all	400 TK/squad
PUBG	Esports	Squad	Open to all	400 TK/squad
FIFA	Esports	1 vs 1	Open to all	1000 TK (Teachers)
Ludo	Indoor	2 vs 2	Girls only	200 TK/team
Carrom	Indoor	2 vs 2	Open to all	200 TK/team
Chess	Indoor	1 vs 1	Open to all	100 TK/player
Chair Game	Indoor	Individual	Girls only	100 TK/player
Kickoff	Indoor	Individual	Girls only	100 TK/player
Rubik's Cube	Indoor	Individual	Open to all	100 TK/player

CHAPTER 8: ORGANIZER RIGHTS AND CONTACT

Organizers reserve the right to modify rules for fair gameplay or event management. Network issues are not valid excuses for match interruptions; opponents may be declared winners.

CONTACT INFORMATION

For updates or disputes, contact the Batch representatives of Department of Computer Science & Engineering, Premier University, via official event channel.