**BASKETEER**

(BASKETBALL)

**ABOUT:** Do you think you’re the next Kobe Bryant or Lebron James? Then this is your chance. Prove to the world that you’re the next star of one of the most exciting games in the world. It’s time to tie up those Jordans and step on to the court, flaunt those skills and dribble your way to victory!

**DETAILS:**

**VENUE:**  **BASKETBALL COURT**

**TIME LIMIT: 10 minutes per half (running time)**

**NO. OF PARTICIPANTS: A maximum of 12 players per team and one team per college.**

**STRUCTURE:**

Knockout format

**RULES:**

* The BFI rules shall be applicable and strictly followed during each game.
* Two timeouts allowed per half by a team.
* Entry forms should have authorized signature/stamp of the sports authority of the college/ university.
* Each participant must carry their college/university ID card; else he /she shall not be allowed to participate in the games.
* Every college should register their jersey color and number and turn out in the required gear of their respective sport.

**COLLOSAL FORCES**

(TUG OF WAR)

**ABOUT:** “United we stand, divided we fall” That’s the only motto which can get you and your friends to victory. Time to show how good you guys are as a team! Show the world that you and your friends are the strongest when you stand together. Put in every amount of strength you’ll have and get ready to win this war.

**DETAILS:**

**VENUE:**  **MAIN FIELD**

**TIME LIMIT: NA**

**NO. OF PARTICIPANTS: A maximum of 13 players per team (INCLUDING 3 RESERVES) and one team per college.**

**STRUCTURE:**

Knockout format

**RULES:**

* Best of three pulls will be taken into consideration.
* Entry forms should have authorized signature/stamp of the sports authority of the college/ university.
* Each participant must carry their college/university ID card; else he /she shall not be allowed to participate in the games.
* Every college should register their jersey color and number and turn out in the required gear of their respective sport.

**THE RUN**

(RELAY RACE)

**ABOUT:**

**DETAILS:**

**VENUE:**  **BACKFIELD**

**TIME LIMIT: NA**

**NO. OF PARTICIPANTS: 6 players per team**

**STRUCTURE:**

Knockout format

**RULES:**

* Each team should not have more than 6 players.
* In any case the decision of the sports authority of the college shall be final.
* The participants should wear proper sports shoes and shorts. Participants wearing any other type of shoes shall not be allowed to take part.
* Other specific rules shall be informed on spot.

**AROUND THE WORLD**

(FREESTYLE FOOTBALL)

**ABOUT:**

**DETAILS:**

**VENUE:**  **BASKETBALL COURT**

**TIME LIMIT:**

**NO. OF PARTICIPANTS: A maximum of 12 players per team and one team per college.**

**STRUCTURE:**

Knockout format

**RULES:**

* The participants will have to show their skills with the football within the time limit.
* The participants shall not use their hands during showing their skills. Violating the rule shall lead to immediate disqualification of the participant.
* The participants must wear proper sports shoes and shorts

**FIRST BLOOD**

(COUNTER STRIKE)

**ABOUT:** Are you the ultimate fan of video games and cannot live without them? We give you the chance to have the ultimate gaming experience with one of the best games developed ever.

**DETAILS:**

**VENUE:**  **LARGE PARLOUR**

**TIME LIMIT: NA**

**NO. OF PARTICIPANTS: 5 PARTICIPANTS PER TEAM**

**STRUCTURE:**

Knockout format

**RULES:**

* A game will consist of 2 periods; each period consists of two Structures; a round consists of 2 minutes. One period as terrorists and another period as counter terrorists for each team.
* In the incident of a tie there will be a tie breaker round.
* In the tournament, maps are to be chosen by dropping unwanted maps.
* A knife round is used to decide which team plays counter terrorist and which team plays terrorist. The winner of the knife round picks their role before the first half of the match. Roles switch in the second half of the match.
* If the team is not present on the tournament server, at the scheduled time of the match, the other team gets to choose the map and their role (CT or T).
* Team members may not communicate when he/she is “dead” in the game. The only exception is when all the team members are eliminated in the game.
* Only the team captains are allowed to send public messages (messagemode1 or “Y”) during the game. The rest of the players are not allowed to use message mode 1; failure to meet this rule would lead to team penalties. The players can send only team messages (messagemode2 or “u”) during the match.

**SHATRANJ KE KHILADI**

(CHESS)

**ABOUT:**

**DETAILS:**

**VENUE:**  **ROOM 11**

**TIME LIMIT: NA**

**NO. OF PARTICIPANTS: A maximum of 12 players per team and one team per college.**

**STRUCTURE:**

Knockout format

**RULES:**

* Each participant will have to compete will his/her competitor to qualify the next round.
* Chess board shall be provided by the organizers.

**ART OF WAR**

(DOTA)

**ABOUT:**

**DETAILS:**

**VENUE:** **LARGE PARLOUR**

**TIME LIMIT: NA**

**NO. OF PARTICIPANTS: 5 PARTICIPANTS PER TEAM**

**STRUCTURE:**

Knockout format

**RULES:**

* Mode: Captain's Mode
* Map: Tournament Version
* Spectating: Disabled
* Single Elimination Bracket
* Teams may request a pause via chat.  The opposing Team has the right to deny a pause or not respond.  If a Player pauses the Game without receiving approval, their Team will forfeit the Game.
* Any sign of cheating may result in a Forfeit of the Game, disqualification from the tournament, and a Temporary Ban from MLG’s Network of Websites (including majorleaguegaming.com and gamebattles.com).
* Players who quit or disconnect from a Game before it has ended will be allowed to rejoin the Game.  A Team will forfeit the Game if all of their Players quit or disconnect.
* Verbal and/or written abuse of a Staff member will not be tolerated. This includes, but is not limited to: Forum Posts, Game Battles Private Messages, Tickets, Hip Chat Messages, AIM Messages, League of Legends Messages, and Skype Messages. The individual user and/or team violating this rule will be subject to penalties. All team leaders are responsible for the conduct of the players on the team while interacting with Staff and are subject to penalties if a team member becomes abusive towards Staff.
* Warm-up or practice Games are permitted once the Match’s first Game has begun. We recommend that all users use a capture card or digital camera depending on the situation to provide proof. See more details in the Proof Section.
* If a match is played before the scheduled time, it will not be considered a warm-up and will count as the official scores. No warm-ups, or practices between teams are allowed during Online Tournament play.
* If by 15 minutes past the scheduled Match start time a team doesn’t have enough players to play, the incomplete team forfeits the Maps they cannot play