



# INFINITO 2025

## BGMI RULEBOOK



**BATTLEGROUNDS  
MOBILE INDIA**

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**Date :** 7 October - 9 October, 2025

**Venue :** Online

- It will be a 4(+1) players team tournament, each team can have 1 player for backup
- Waiting time is atmost 10 minutes between matches
- Exiting a game without a proper reason will lead to disqualification of team
- If there's any tie breaker, total team kills will be considered for breaking the tie
- Participants MUST join with the same accounts, as mentioned in the registration forms
- The total number of teams will be announced after registration

### QUALIFIERS

A total of 32 teams will be divided into 2 groups: A, B

- Each group contains 16 teams and will compete against each other, and each team will play 3 games.

- The top 8 teams from both the groups will go to the Finals.

- 3 matches on 3 different maps i.e. Erangel, Miramar and Sanhok.

Map 1: Erangel

Map 2: Miramar

Map 3: Sanhok

- Maps selected will be notified to the participants before the match (32 teams is used for illustration purpose only)

### HOW GROUPS WILL BE MADE

For unbiased and balanced groups, 16 Team Deathmatches will be held, starting 2 days before the **qualifiers**, considering the outcomes of these matches, the groups A and B will be made.

(16 TDMs are used for illustration purpose only)

### FINALS

The top 16 teams from the Qualifier will fight in finals.

3 matches on 3 different maps i.e. Erangel, Miramar and Sanhok.

Map 1: Erangel

Map 2: Miramar

Map 3: Sanhok

(Kill points during finals will be calculated separately and have no relation with kill points in qualifiers)

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### **Points System:(bgis)**

#### **PLACEMENT POINTS**

|        |    |
|--------|----|
| #1.    | 10 |
| #2.    | 6  |
| #3.    | 5  |
| #4.    | 4  |
| #5.    | 3  |
| #6.    | 2  |
| #7.    | 1  |
| #8.    | 1  |
| #9-16. | 0  |

Per Kill = 1 point

#### **EVENT RULES**

##### **BEHAVIOR AND ETIQUETTE:**

- All participants are expected to maintain sportsmanship and respectful behavior during matches.
- Offensive language, bullying, or any form of harassment will not be tolerated.

##### **Communication:**

Players may only communicate within their own team during matches. Communication with spectators or players from other teams during a match is prohibited.

##### **STREAMING AND RECORDING:**

- Players may not stream the gameplay
- Players must record the gameplay, If they are accused of using hacks then their recording will be used as a proof, otherwise there will be direct disqualification
- Organizers may have an official streaming channel for the event.

##### **MATCH RESULTS AND SCORING:**

- The score will be based on the in-game ranking and number of kills.
- The final standings will determine advancement in the tournament.

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### EQUIPMENT:

Only mobile phones are allowed. The use of iPads, tablets, emulators, or any external devices providing an unfair advantage is prohibited.

(Though finger sleeves are allowed)

### VIOLATIONS AND CONSEQUENCES:

#### USE OF CHEATING SOFTWARE:

- Violation: Using third-party software for cheating.
- Consequence: Immediate disqualification from the event, possible further action by the institute.

#### UNSPORTSMANLIKE CONDUCT:

- Violation: Engaging in offensive language, harassment, or bullying.
- Consequence: Warning for the first offense, disqualification for repeated violations.

#### MATCH DISRUPTION:

- Violation: Intentional match disruption or refusal to follow the event schedule.
- Consequence: Forfeit of the match in question or disqualification from the event.

#### COMMUNICATION VIOLATION:

- Violation: Communicating with spectators or players from other teams during a match.
- Consequence: Warning for the first offense, match forfeiture for repeated violations.

#### VIOLATION OF ELIGIBILITY:

- Violation: Participating without being a currently enrolled IIT Patna student.
- Consequence: Immediate disqualification from the event.

The organizers reserve the right to make final decisions in the event of any disputes or violations not explicitly covered in this rulebook.

Remember, the primary objective of this event is to promote healthy competition and a fun gaming experience within the IIT Patna and the INFINITO community.

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### **PAUSES:**

No pauses will be permitted during Tournament play for any reason. The Tournament Operator is not responsible for players or team disconnections from the match due to personal conditions, force major issues, or other conditions that may result in the forfeiture of the match.

Players and teams bear the responsibility for corresponding consequences and risks.

### **TECHNICAL MALFUNCTIONS OR EMERGENCIES:**

Tournament operators and officials should be immediately notified of any technical malfunctions or emergencies. Players should only remake the Tournament Game according to the request of the Tournament Organizer. The Tournament Organizer may remake a Tournament Game under the following circumstances, but not limited to:

- Technical malfunction or a player disconnects (excluding malfunctions and disconnects because of a player's mistake or fault) within 60 seconds after a player land on the battlefield A problem occurs during the loading screen and the game cannot be loaded. A player is unable to move on the battlefield within 60 seconds after such player lands on the battlefield.
- A player does not enter the Tournament Game before the departure of the starting plane. Some players can join a Tournament Game without flying on the starting plane and without parachuting, but instead start on the battlefield.

The decision to remake the game lobby is at the sole discretion of the Tournament Operator.

IITP Esports will have control over the results of the tournament.

### **Contact Us:**

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