

## **BGMI (Battlegrounds Mobile India)**

### **Player Guidelines:**

- It is a 4(+1) player team tournament. A 4 man-starter roster and up to 1 substitute.
- Emulators are not allowed in any gamemode organized. The player will be disqualified if found using any kind of emulator.
- Any game modifying tools except 'GFX tool' is not allowed.
- Players can play on android/ios tablets/phones only.
- Only in-game voice chat should be used after the game is started till its completion.
- Any use of unfair means such as aimbot, trigger bot, ESP will be disqualified.
- Should a team/player fail to join the room in time, their squad/they will be given 0 points for it.
- Waiting time is at most 10 minutes between games.
- Exiting a game without good reason will disqualify the team.
- The exploitation of bugs that hinders fair play will result in disqualification.
- For the tiebreaker of the points, total team/solo kills will be considered for breaking the tie.
- For the further tiebreaker, number of chicken dinners will be considered.
- Organizers would not be held responsible for connectivity issues on the participant's side.
- The entry fee would not be refunded under any circumstances.
- Organizers reserve the right to accept or reject any entry without stating a reason thereof.
- Participants are requested to remain ready at least 15 minutes prior to the start of any match. Late entries would not be allowed.

### **Tournament Guidelines:**

- Players will participate as a 4 man-squad.
- Up to 64 players will be playing in a lobby.
- Maps selected will be notified to the participants before the match.
- The group stage is a 3-map series.

**Point system:**

- Kill - 1 point.
- 1st - 15 points.
- 2nd - 12 points.
- 3rd - 10 points.
- 4th - 8 points.
- 5th - 6 points.
- 6th - 4 points.
- 7th - 2 points.
- 8th - 12th - 1 point.
- 13th - 16th - 0 point.