

IITRAM

INTER E- SPORTS CUP RULEBOOK

GENERAL RULES

Game Updates

- All participants **must ensure their game is kept up to date at all times.**
- Registration for multiple games is allowed but it is advised to confirm time slots with the coordinators, no requests may be entertained if you have not done so.

Punctuality

- Each team **must join the designated room at least 10 minutes before** the scheduled start of the match.

Match Start Time

Matches will begin **at the specified time, regardless of missing players.**

Coordinator Authority

The **final decision in all cases rests with the coordinators.**

Rule Modifications

- Rules and formats **may be modified at the discretion of coordinators** depending on the circumstances.

Substitutions

- **Substitution** can be done within the **registered players only**.

Monitoring and Integrity

- Volunteers will **monitor games for unusual behavior or hacking**.
- Any player/team found guilty will be **immediately banned**.

WhatsApp Group Communication

- All participants **must join the WhatsApp group** of their respective games.
- **All announcements and updates** will be delivered via these groups.
- At least **one member of each team**, and all **solo participants**, must join their group.

Match Results

- Players **must take a screenshot of game results** for verification.

Code of Conduct

- **Respectful behavior** toward players, volunteers, and coordinators is mandatory.

- Any harassment, offensive behavior, or unsportsmanlike conduct = disqualification.

Technical Requirements

- Players are responsible for ensuring their devices & internet connection work properly.
- Matches will not be delayed due to personal technical issues.
- Wi-Fi will not be provided for on-site players (ensure devices are charged).
- Remote play is allowed unless specifically restricted.

Dispute Resolution

- Any disputes will be settled solely by coordinators, and their decision is final.
- All players must record their POV. If we find anything suspicious about a player, we may request the recording. If the recording is not available, the game result may be discarded and could lead to the disqualification of the team. Note: After match recording is not allowed.

Privacy and Security

- **Account sharing or revealing personal details is prohibited.**
- Any **attempt to hack, cheat, or exploit = immediate disqualification.**

Penalties for Non-Compliance

- Depending on severity, punishments may include:
 - **Warning**
 - **Match disqualification**
 - **Permanent ban**



Main Contacts

- Raval Parth – 6352657224
- Shrey Choudhary - 82382 29541

GUIDELINES

- **WhatsApp Communication** → Used for all general updates.
- **Game-Specific Groups** → Dedicated groups for each game.
- **Schedule Notifications** → Time slots & schedules shared with team leaders.
- **Single-Player Games** → Must be played independently; screenshots required.
- **In-Game Support** → Coordinators/volunteers will address queries during play.
- **POV recording requirement** → If you are not playing at the LAN arena than you need to record your whole games from your pov as it will be asked at any time if you are accused or suspected.

- **Accusation query** → if at any point of time you want to accuse any other team of unfair play than you must need to pay an accusation fees of 1000₹ which will only be given back if accusation is proven true.
- **Game Cancellation:** Games may stand cancelled for insufficient participation. In such cases registration fees are to be refunded.

GAMES & REGISTRATION

PFB the respective games, their registration fees, and coordinator contact details:



Note: Point distribution details for all games will be provided before the Matches via Whatsapp.

Game	Registration Fee	PrizePool*	Person of Contact
Free Fire Max	200/- per Team(BR) 120/- per Team(CS) (Team Size: 6)	Min(4000, 50% Of total registration) + trophy	Harshit Paramar – 6354 657 057 Dev Vasanka - 878 044 8890
BGMI	200/- Team (Team Size: 6)	Min(4000, 50% Of total registration) + trophy	Raval Parth – 6352657224 Bhatt Hemit - 93278 65080

CODM	250/- Team (Team Size: 7)	Min(Br-2000 or 50% Cs-2000 or 50%)	Dhuvin Choudhari - 93166 80993 Raval Parth - 6352657224
Clash Royale	100/- Team (Team Size: 1)	Min(2000, 50% Of total registration) + trophy	Raval Parth – 6352657224 Bhatt Hemit - 93278 65080
Valorant	250/- Team (Team Size: 7)	Min(4000, 50% Of total registration) + trophy	Raval Parth – 6352657224 Bhatt Hemit - 93278 65080
Mini Militia	200/- Team (Team Size: 6)	Min(4000, 50% Of total registration) + trophy	Raval Parth – 6352657224 Bhatt Hemit - 93278 65080
EA FC Mobile	50/- Team (Team Size: 1)	Min(1000, 50% Of total registration)	Shivam Dahiya – 70580 38272 Shrey Choudhary - 82382 29541

PrizePool Distribution:  **① 60%+Trophy**

 **② 40%**

*Tentative

FREE FIRE MAX

Battle Royale (BR)

- **Format:** Limited ammo, eSports mode (no gun attributes, generic outfits), Follows international points System and Rule.
- **Maps:** Players must download all 6 maps → Bermuda, Purgatory, Kalahari, Alpine, Nexterra, Solara. **Missing maps = removal.**
- **Flow:** Matches start within 5 minutes, played back-to-back.
- **Structure:** 4 maps in Qualifiers, 6 maps in Finale.
- **Conduct:** Misbehavior = disqualification.

Clash Squad (CS)

- **Format:** Limited ammo, Knockout system.
- **Rules:** Throwables items, height usage & Goo Wall breaks allowed.
- **Mode:** eSports settings (no gun attributes, generic outfits).
- **Supervision:** Spectated by coordinators/volunteers.
- **Cheating:** Scripts (wall hacks, aimbots, etc.) = disqualification.
- **Conduct:** Misbehavior = disqualification.

**NOTE: CS and BR time slots are not the same.
So, you can register for both.**

BGMI

- **Format:** Standard Classic Mode with Room Cards, Follows international points System and Rule..
- **Requirements:** Game updated; maps required → Erangel, Miramar, Rondo.
- **Room Info:** ID & password shared before allotted time. Teams must join 10 mins early.
- **Structure:** 3 maps in Qualifiers, 4 maps in Finale Map.
- **Supervision:** Matches spectated by coordinators.

Fair Play: Scripts/cheats = instant disqualification. Misconduct = disqualification.

CODM

Match Structure

- Finals & Semi-Finals → Best of 5 (SnD → Hardpoint → Control → SnD → Hardpoint).
- Other Rounds → Best of 3 (SnD → Hardpoint → Control).
- Direct knockout (lose = eliminated).

Restrictions

RESTRICTED WEAPONS	ALLOWED OPERATOR SKILLS (ALL OTHERS THAN THIS LIST ARE RESTRICTED)	RESTRICTED PERKS
<ul style="list-style-type: none"> ◦ Snipers <ul style="list-style-type: none"> ▪ NA-45 ▪ SVD ▪ XPR ◦ Shotguns <ul style="list-style-type: none"> ▪ Argus ◦ Pistols <ul style="list-style-type: none"> ▪ Shorty ◦ Launchers <ul style="list-style-type: none"> ▪ D13 Sector ▪ FHJ-18 ▪ SMRS ▪ Thumper 	<ul style="list-style-type: none"> • Annihilator • Claw • Death Machine • Equalizer • Gravity Spikes • Gravity Vortex Gun • Purifier • Sparrow • Tempest • War Machine 	<ul style="list-style-type: none"> • Red <ul style="list-style-type: none"> ◦ Martyrdom ◦ Overclock ◦ Pinpoint ◦ Restock ◦ Tactician • Green <ul style="list-style-type: none"> ◦ Quick Fix ◦ Recon ◦ Tracker ◦ Vulture • Blue <ul style="list-style-type: none"> ◦ Alert ◦ Assassin ◦ Engineer ◦ Hardline ◦ High Alert ◦ Persistence ◦ Unit Support
RESTRICTED WEAPON ATTACHMENTS	WILDCARDS	RESTRICTED LETHAL UTILITY
<ul style="list-style-type: none"> ◦ Weapon Perks for All Guns <ul style="list-style-type: none"> ▪ Akimbo ▪ Disable ◦ All Guns <ul style="list-style-type: none"> ▪ All Thermite, Dragon's Breath, Explosive, and Incendiary Ammo ◦ All Shotguns <ul style="list-style-type: none"> ▪ Slug Ammo ◦ 3-Line Rifle <ul style="list-style-type: none"> ▪ EMPRESS 514MM F01 Barrel ▪ Bipod ▪ KOVALEVSKAYA S01 Stock ◦ AS VAL <ul style="list-style-type: none"> ▪ 15 Round FMG Mag ◦ BP-50 <ul style="list-style-type: none"> ▪ Leroy 438mm ▪ Recoil Booster ◦ CR AMAX <ul style="list-style-type: none"> ▪ M67 Ammo ◦ Crossbow <ul style="list-style-type: none"> ▪ Thermite, Gas, and Sticky Grenade Bolts ◦ CX9 <ul style="list-style-type: none"> ▪ 9mm Hollow Point Rounds ◦ DLQ <ul style="list-style-type: none"> ▪ Concussion Ammo ◦ DRH <ul style="list-style-type: none"> ▪ OTM Mag ◦ Hades <ul style="list-style-type: none"> ▪ Heartseeker ◦ HS0405 <ul style="list-style-type: none"> ▪ Thunder Rounds ◦ HVK <ul style="list-style-type: none"> ▪ Large Caliber Mag 	<p>All Wildcards are restricted</p>	<ul style="list-style-type: none"> ◦ C4 ◦ Cluster Grenade ◦ Contact Grenade ◦ Molotov Cocktail ◦ Thermite ◦ Trip Mine
RESTRICTED TACTICAL UTILITY	ALLOWED SCORESTREAKS (ALL OTHERS THAN THIS LIST ARE RESTRICTED)	RESTRICTED LETHAL AND TACTICAL UTILITY SKINS
<ul style="list-style-type: none"> ◦ Cryo Bomb ◦ Decoy Grenade ◦ Douser Grenade ◦ Echo Grenade ◦ Flash Drone ◦ Gas Grenades ◦ Heartbeat Sensor ◦ Stim Shot ◦ Storm Ball ◦ Trip Sensor 	<ul style="list-style-type: none"> ◦ Hunter Killer Drone ◦ Predator Missile ◦ EMP 	<p>All Legendary Utility Skins</p>
		RESTRICTED EMOTES
		<p>All Emotes are restricted from use during any point of a match</p>
		RESTRICTED OPERATOR SKINS
		<ul style="list-style-type: none"> Cosmic Silverback Zombie - Wicht Warden Grinch - Night Fang Grinch - Wreath Havoc Grinch - The Lionheart Golem - Everglade Roze - Murk Roze - Rook Death Angel Alice - Trench Death Angel Alice - Shrouded Maiden Florence - Night Terror

READ THIS TOO - Sten , s014 guns are Banned too

CLASH ROYALE

- Knockout format.

- Mega Draft Battle system.
- Updates via WhatsApp group.
- Participants must join on time; failure = disqualification.
- Participants must provide their whole game recording via game or basic recording along with results when asked.
- Winners progress to the next round.
- Misbehavior = disqualification.

VALORANT

- Knockout format, played on Mumbai servers.
- Team leaders must join Valorant voice channel within 5 minutes of match time for map selection & briefing.
- Matches spectated by coordinators.
- Team voice chat allowed; party chat prohibited.
- Disrespect via party chat = disqualification.
- Misbehavior = disqualification.

MINI MILITIA

- Offline campus event, knockout format.

- Hack version (unlimited boosters, ammo). Android only. Application will be given by the coordinators at the time of event.
- Players must install the game before the tournament.
- Default map: Catacombs. Teams may mutually agree on alternate maps.
- Matches: 4 players per team.
- Misbehavior = disqualification.
- Use of Saw gun (Chakri), Sniper (that has 7x zoom), Rocket Launcher, Proxy mine (Time Bomb), and Gas grenade is not allowed.

EA FC MOBILE

Pre-Requisites

- Players must have a UID & complete tutorial.

Team Selection

- Players may agree to use their own squads.
- If one objects → both must use a standby squad (OVR ≤ 91 each player and training level ≤ 5).
- Participants must keep 2 squads: Main squad (any OVR) + Standby squad (OVR ≤ 91).
- Any formation/skill moves allowed.

Match Format

- 1v1 matches.
- First game → Head-to-Head.
- If draw → VS Attack until the winner is decided.

Conduct

- Misbehavior = disqualification.