

General Rules for the tournament:

For online games (i.e. PUBG and ML):

- **Game version:** All players must use their Mobile Phones to play the game and all players must install the newest version of the game in order to participate in the tournament. Updates must be installed before the tournament starts, so delays will be at a minimum.
- **Devices:** During the online qualifier, the players are expected to use their own devices without any emulators, hacks and any other software/tool which gives them undue advantage.
- **Technical Issues:** Squads are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played nevertheless. If the warm-up time in starting island is exceeded, the game goes on, even if the issue is not solved yet.
- **Disqualification:** If any player caught using emulators or any other kind of 3rd party tools which allows players to play the game in PC, the whole squad will get disqualified from the tournament.
- To keep tournaments as efficient as possible, the organizers reserves the right to disqualify Squads. This will only be done in cases where a Squad purposefully stalls or attempts to block the tournament from starting.
- Players are not allowed to add, modify or remove game files from their intended state. Any such manipulation will result in immediate disqualification.
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Game preparations

1. Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by admins. Make sure all players are eligible to play. In Squad games, all players must be registered for their corresponding Squad.
2. No show: If a participant cannot play at the scheduled start time, we will remove the Squad from participating in the tournament.
3. Disconnections: In case a player gets disconnected from a match, the Squad is allowed to continue to play the match at a disadvantage.
4. Forfeit: Participants can choose to forfeit a match if they wish. Forfeiting will result in 0 points from that match and possible penalty points.
5. Protests: If a match was incorrectly reported into our system, your Squad has 10 minutes to protest the report. Match protests must include media evidence clearly

showing the results of the match/series. Squads are responsible for providing proof of match results in case of disputes.

6. Re-host: A re-host can only be played with admin initiation. Disconnects and lag issues will only qualify for a re-host if the issue occurs within the first 60 seconds of the game and affects a significant number of players.
7. Observers: Observers are organized by admins and people that are given permission by an admin (e.g. shout casters or streamers).
8. Results: All results will be input by CIT, Kokrajhar personnel. If anything is unclear, participants should have screenshots available to verify the result and file a protest.

Squad Registration:

1. All players must enter as part of a squad, to be registered by the squad leader via the registration link. Each squad should be made up of 5 formal members (for Mobile Legends) and 4 formal members (for PUBG Mobile) and 1 back up member.
2. All participating players must exist in game, all participating squad members must be within the same in game squad
3. Squad Leaders must write down registration details like this so: Squad Name + Squad ID + Squad Member ID + Contact Details, incorrect details will be under your responsibility.
4. All squads have must have the correct 6(for Mobile Legends) and 5(for PUBG Mobile) squad members with the correct details when participating in a match or they will automatically forfeit.
5. All participating squad members may not interchange names between other squad members as well as not leave mid game, players will be responsible for their actions

For offline games (i.e. DOTA 2, NFS: Most Wanted, COD: Modern Warfare 1.7, Ludo King, FIFA 18):

1. Venue: Central institute of technology, Kokrajhar
2. Number of substitutes for DOTA 2 and COD: Modern Warfare 1.7: 1 player
3. Systems will be provided by the organizer.
4. Any form of cheating, abusing in-game mechanics, or unsportsmanlike behavior may result in ban from the tournament. Breaking any rule may result in a forfeit of a Round/Map, forfeit of a Match, Verbal Warning or Ban from the tournament.
5. Contestants can bring along their preferable gaming console and keyboard along with themselves. Mechanical keyboards are allowed.

Registration Rules:

Online Registration:

- Registration are open from: 10th October, 2018 till 29th October, 2018.
- Procedure for online registration:
 1. Open the registration link: <https://goo.gl/forms/ei7FakZuG1DfWR5E2>
 2. For Squad: Fill up the squad name and respective team leader and members name with their respective GAME ID (including one additional substitute). Solo players need to fill only the team member 1 with their respective name and ID.
 3. Select the game and pay their respective registration fee for squad or solo either using UPI or PayTm.
 4. Insert the transaction ID and upload a screenshot of the transaction/transaction ID.
 5. Submit the form.
- You will receive a mail after you have submitted your form.

Note: Any kind of fraud will not be tolerated and strict action will be taken against those.

Offline Registration:

- Registration are open from: 25th of October till 29th of October, 2018
- Registration stalls can be approached for offline registrations.

Maximum Number of Slots:

1. PUBG Mobile(Squad): 1000
2. PUBG Mobile(Solo): 2000
3. Mobile Legends: Bang Bang: 500
4. DOTA 2: 100
5. COD: Modern Warfare: 100
6. NFS: Most Wanted: 500
7. Ludo Bing: 2000

