



# RULE BOOK



## BGMI BR

### Eligibility Criteria:

- In order to compete in the UNiTRON'24 BGMI Tournament, all the participants need to register themselves through the registration links which will be provided on our official website.
- No devices will be provided for competing in the contest, all the participants need to carry their own devices.

### Competition Structure and Dates:

- The complete event will be in online mode.
- Prelims will be hosted on the first day of the event i.e. 19<sup>th</sup> April 2024. Finals will be hosted on 20<sup>th</sup> April 2024.
- All the teams will be divided into two groups, both groups will play two matches each in the Prelims.
- After the end of two matches for both the groups, the points of each team will be calculated on the basis of global BGMI tournament rules.
- On the basis of points, the top eight teams from each group will qualify for the Finals.
- The Finals will be played among top 16 teams (8+8) taken from both groups and it will consist of three matches.
- The Table Toppers of the Finals will be crowned Champions.
- The timings for all the matches will be shared with the participants before time. All the teams are requested to follow the time and report 10 minutes before the given time, if any team fails to join the lobby in time they will miss that match.

### Gameplay Rules and Format:

- Lobby Settings: Standard
  - Prelims Maps:
    - Erangel
    - Miramar
  - Finals Maps:
    - Miramar
    - Sanhok
    - Erangel

### General Rules:

- After the completion of each match, screenshots will be taken by the tournament administrator, the teams are also requested to take their own screenshots after their matches to avoid miscommunication.



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- Emulators are not allowed, use of equipment like triggers is also prohibited.
- If there is any dispute on any kind of issues, the decision taken by the organizers will be final.
- All the participants are expected to compete fairly and POV will be monitored by the organizers and if any kind of suspicious activity is observed, then the team will get disqualified immediately.
- If a team's match is not being streamed by the UNiTRON organizing team, players may stream their perspective of the match with a minimum two-minute delay, to ensure competitive integrity.
- If any player gets disconnected during the game over the network, it will be completely his/her responsibility and by no means, the match will be restarted.
- **NOTE: If the number of teams are very less then this game will be terminated from the games list.**

## Player Conduct:

- Any player who indulges in misconduct, which is use of sexism, racism, hate speech, targeted harassment, or any other behavior discrimination, will be immediately disqualified from the tournament.
- Any player who displays excessive toxic behavior against tournament administrators will get disqualified.
- Use of ALL MICROPHONE during the match is restricted, use of the same can result in disqualification.

## Collusion:

- Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting a pay-out/prizes(s), or committing any other form of fixture manipulation.
- The UNiTRON organizing team reserves the right to deny pay-out of event winnings/prize(s) to any player suspected of colluding.