



Chowgule Education Society's  
Parvatibai Chowgule College of Arts and Science  
(Autonomous)  
**Department of Computer Science**



**PRESENTS**

# I-RIX 2K24

1<sup>ST</sup> & 2<sup>ND</sup> MARCH

**PRIZE POOL: ₹ 30,000**

INNOVATE IMPLEMEN I-RIX VOKE INNATE IMP



I-RIX 2024 Parvatibai Chowgule College of Arts and Science

# TABLE OF CONTENTS

---

Title	Pg No.
<b>About</b>	3
<b>General Rules</b>	4
<b>Technical events</b>	6
<a href="#">Ice Breaker</a>	9
<a href="#">Webathon</a>	10
<a href="#">C-Quest</a>	11
<a href="#">Markup Madness</a>	12
<a href="#">Finding shark</a>	13
<a href="#">Error Expedition</a>	14
<a href="#">Blind Coding</a>	15
<a href="#">Logical Clash</a>	17
<a href="#">Into the Unknown</a>	18
<a href="#">Mind Blitz</a>	19
<a href="#">Build Genius</a>	20
<a href="#">Quick keys</a>	21
<a href="#">DB DUO</a>	22
<a href="#">Entrepreneurial showdown</a>	23
<b>Non- Technical events</b>	24
<a href="#">Pixelate</a>	25
<a href="#">I-RIX Iconix</a>	26
<a href="#">Pixel Powerup</a>	27
<a href="#">Bytebeat Fusion</a>	28
<a href="#">Tech-Glam</a>	29
<a href="#">Reelscape</a>	30
<a href="#">Meme Battle</a>	31
<b>Gaming events</b>	32
<a href="#">BGMI</a>	33
<a href="#">Valorant</a>	34
<a href="#">EAFC 24</a>	35



## ABOUT



# INVOKE INNOVATE IMPLEMENT

**I-RIX** is an annual intercollegiate event organized by the students and faculty of the Department of Computer Science at Parvatibai Chowgule College of Arts and Science. At I-RIX, we transcend traditional boundaries, offering a diverse array of events that cater to both the technical expertise and the creative ingenuity of our participants. Whether you're a coding virtuoso or a visionary artist, there's something for everyone to indulge in.

But beyond the thrill of competition, I-RIX embodies a spirit of collaboration and growth. We believe in the power of collective intelligence and the transformative potential of shared experiences. Through our events, workshops, and networking opportunities, participants have the chance to learn, collaborate, and forge lifelong connections with like-minded peers.

Our slogan, "Invoke. Innovate. Implement.", encapsulates the essence of what we stand for. We believe in the power of invocation, of summoning forth the boundless potential within each of us. We champion innovation as the driving force behind progress, pushing the boundaries of what is possible. And ultimately, we advocate for implementation, for turning dreams into reality, ideas into action.

INNOVATE INVOKE  
INNOVATE INNOVATE IMP



# **GENERAL RULES**

---

There will be a registration fee of Rs 2500/- per team.

A team must consist of 15 participants(excluding Gaming participants)

College ID Is Mandatory for registration.

Judge's decision will be final and abiding.

A participant's indiscretion or violation of the code of conduct will result in the team's disqualification.

A participant's belongings are their responsibility; college is not liable for any losses.

Everything that the participant submits will be said to be the property of PARVATIBAI CHOWGULE COLLEGE OF ARTS AND SCIENCE.

The participants will be given The Joker which when placed on an event and won will lead to : 2 X points if platinum event, 1.8x points if gold event and 1.5x points if silver event.

Joker card\* is to be placed only on 1st place. If not won -50% of participation points.

**Raheed Muzawar**

(Student Coordinator)

7020322320



# EVENT TIERS

PLATINUM EVENTS	GOLD EVENTS	SILVER EVENTS
Webathon	C Quest	Pixelate
Pixel Power-up	DB Duo	Meme Battle
Tech-Glam	Logical Clash	Reelscape
Markup Madness	Mind Blitz	Quick Keys
I-RIX Iconic	Into The Unknown	Ice Breaker
Finding Shark	Byte Beat Fusion	Build Genius
	Error Expedition	
	Blind Coding	
	Entrepreneurial showdown	



# SCHEDULE - MAR 1

	Lab 1 (DCS)	Lab 2 (DCS)	Campus	Upper Auditorium	MSc IT Lab 2	Lab 3	MSC IT Lab 1	Flipped Classroom	Outside B block	DCS (F block)	DCS (F block)
8:00 - 9:00									Registration		
9:00 - 9:30											
9:30 - 10:00				INAUGURATION							
10:00 - 10:30				Ice Breaker	Bug Buster (2)						
10:30 - 11:00											
11:00 - 11:30	Webathon (2)	Code with C (2)				Valorant				Photography (F102)	Reel Making (F103)
11:30 - 12:00				BGMI(4)			Blind Coding(2)				
12:00 - 12:30								Debate (1)			
12:30 - 1:00											
1:00 - 1:30		Lunch Break	Treasure Hunt (2)						Lunch Break	Lunch Break	
1:30 - 2:00											
2:00 - 2:30											
2:30 - 3:00											
3:00 - 3:30	Webathon (2)	CSS Battle(2)				Valorant			Quiz (1)		
3:30 - 4:00											
4:00 - 4:30											
4:30 - 5:00											

VOKE | INNOVATE | IMPROVE



# SCHEDULE - MAR 2

---

TIME	Lab 1 (DCS)	MSC IT Lab 1	Lab 2 (DCS)	Quad	MSc IT Lab 2	Seminar Hall
8:30 – 9:00						
9:00 – 9:30	Into the Unknown (2)		PC Building (1)			
9:30 – 10:00		Logo Making (1)				Pitch Deck (2)
10:00 – 10:30						
10:30 – 11:00			SQL (2)			
11:00 – 11:30						
11:30 – 12:00						
12:00 – 12:30						
12:30 – 1:00	Fastest Typing (1)					
1:00 – 1:30						
1:30 – 2:00				Fashion Show		
2:00 – 2:30						
2:30 – 3:00						
3:00 – 3:30				Mr and Miss		
3:30 – 4:00						
4:00 – 4:30				Valedictory		
4:30 – 5:00						

VOKE | INNOVATE | INNOVATE | IM

---

# TECHNICAL EVENTS



I-RIX



I-RIX 2024 Parvatibai Chowgule College of Arts and Science

# ICE BREAKER

Lights, camera, action! Welcome to Ice Breaker, where teams introduce themselves in creative and innovative ways. Get ready to script, shoot, and showcase the brilliance behind your team.



**Rules :**

- Team introduction video of 2-3 minute.
- All the participants should be part of the video.
- Each participant explains their role in irix
- Do not mention the respective college names.
- The video should be submitted on [team.irixofficial@gmail.com](mailto:team.irixofficial@gmail.com) on or before registration

**Judging Criteria :**

Creativity  
Presentation  
Confidence  
Editing skills

# WEBATHON

Build the web of tomorrow in Webathon! This web development challenge brings together coding wizards and design gurus to create innovative and functional websites. From responsive design to seamless user experience, showcase your skills and dazzle the tech world in Webathon.

**2**

Participants

**6.5**

Hours

**Stanric Cardozo**

9146565074

## Rules :

- The competition will feature a predefined theme or topic, announced at the outset.
- Participants must finish website design and development within the specified time.
- Teams can utilize any web development tools, frameworks, and programming languages.
- The use of Internet and AI is permitted.
- Documentation submission is required, detailing project setup, technologies employed, and encountered challenges.

## Judging Criteria :

- Websites will be evaluated based on design aesthetics, user experience, and overall creativity.
- Functional websites with emphasis on responsiveness across devices are essential.
- Judges will evaluate websites based on design, functionality, creativity, adherence to the theme, and overall user experience; participants may also present their website to judges and discuss design choices.



# C-QUEST

Join our C coding competition and exhibit your programming mastery. Compete with fellow coders, solve challenges, and demonstrate your skills in the language of C.

2

Participants

2

Hours

Varshank  
Naik

9146904342

## Rules :

- A coding competition focusing on C programming language challenges.
- Participants will be provided with a list of C programming challenges at the beginning of the competition.
- Challenges will cover basic programming problems, providing participants with an opportunity to showcase their proficiency in C programming through foundational problem-solving tasks.
- Participants will have a specific time frame to complete the given list of challenges. The duration as communicated in the event schedule.
- Participants can use any C programming environment or compiler of their choice.
- Plagiarism is strictly prohibited. Participants must write original code for each challenge.

## Judging Criteria :

Creativity  
Uniqueness  
Relevance



# MARKUP MADNESS

Welcome to Markup Madness, the ultimate front-end challenge that will push your coding and design skills to the limit!



2

Participants



3.5

Hours



Savio D'Costa

9284959604

## Rules:

- Use of AI tools and internet is permitted.
- Originality required; use of templates leads to disqualification.
- Participants receive wild card tasks for bonus points. Points awarded only if task fully completed.
- No copying, collaborating, or sharing work.
- Violations result in negative points or disqualification.
- Each participant must bring their laptop.
- Sharing laptops or using shared resources not allowed.

## Judging Criteria:

Responsiveness and Overall Look and feel

Typography

Spacing and Details

Animation



# FINDING SHARK

Embark on an exciting treasure hunt adventure with us. Join the quest, follow clues, and unravel the mystery to uncover hidden treasures. It's a thrilling journey of discovery and camaraderie.

A blue circular icon containing the number 3.

Participants

A blue circular icon containing the number 5.5.

Hours

A blue circular icon containing contact details.

Vignesh  
Valvaikar  
8308565909

## Rules :

- Use of electronic devices are prohibited.
- Solve a series of clues leading from one location to the next. Clues will ultimately guide you to the hidden treasure.
- Complete the treasure hunt within the time to add excitement and urgency.
- No Trespassing: Respect private property and adhere to safety guidelines. Avoid disturbing ongoing classes and practical sessions in the event area.



# ERROR EXPEDITION

Engage in our debugging competition and showcase your problem-solving skills. Join us in identifying and fixing software glitches to make a meaningful impact in the tech world!

**2**

Participants

**1.5**

Hours

**Bretly  
D'Costa**

9359893341

## Rules :

- Participants are required to debug the given code.
- Editor provided will be notepad.
- The decisions made by the event head and judges regarding scoring, rulings, and eliminations will be final and binding.

## Judging Criteria :

Accuracy of Fixes  
Correctness of the output



# BLIND CODING

Embark on our blind coding competition and showcase your programming skills without the distraction of visuals.



## Rules :

Each participant has to write the code for a given problem, with MONITOR OFF.

Judging criteria will be based on correctness of the code and time taken by the participant.

In case of tie in number of errors, TIME of SUBMISSION will be considered.

Shortlisted participants of Round-1 will appear for Round-2 for which above rules are applicable.

## Judging Criteria :

Correctness of code

Time taken by participant

Relevance

# LOGICAL CLASH

Enter the realm of ideas and engage in Logic Gates, Sharpen your arguments, defend your stance.



2

Participants



2

Hours



**Aaditya Raul Lobo**  
+91 70837 52769

## Rules :

- Topics to be given on the spot.
- Whether the team debates in favour or against a topic will be decided by a toss.
- Each team will be given a maximum of 5 minutes to debate. The time to debate will be increased to 7 minutes in the semis and 9 minutes in the finals.
- The debate will be held in English only.
- Any use of foul language or behaviour will lead to immediate disqualification.
- Decision of the judges will be final and binding on all.

## Judging Criteria :

Organization and Clarity

Use of Arguments

Use of Examples and Facts

Use of Rebuttal

Presentation Style



# INTO THE UNKNOWN

Into the unknown is a challenging coding competition designed to assess participants' adaptability, problem-solving skills, and coding abilities within a limited time frame. The event consists of two rounds, each testing different aspects of programming proficiency.



2

Participants



3

Hours



Anchil Costa  
8766440854

## Round 1: Language Introduction

### 1. Language Assignment:

- Participants are assigned an old language (e.g., Fortran, Lisp, Cobol).
- Materials, including documentation and examples, are provided for the assigned language.

### 2. Learning Phase:

- Participants have one hour to familiarize themselves with the assigned language.
- Focus areas include variable creation, loops, and basic syntax.

## Round 2: Coding Challenge

### 1. Problem Statement:

- Participants receive a straightforward problem statement.
- Example: "Write a program to print the first 10 prime numbers."

### 2. Coding Phase:

- Participants have one hour to implement the solution in the assigned language.

### 3. Evaluation Criteria:

- Correctness of the solution.
- Code readability and structure.
- Efficient use of language features.

# Into the Unknown

---

## 4. Scoring:

- Judges evaluate and score each submission.
- Top performers advance to the final round.

### **Note:**

- Emphasis is placed on problem-solving and adapting to unfamiliar languages.
- Creativity and resourcefulness in utilizing provided materials are encouraged.
- The event aims to showcase participants' ability to learn quickly and apply knowledge under time constraints.

## **Round 3: Final Round**

1. Challenge: Participants face a more complex and advanced problem statement, requiring advanced problem-solving skills and programming expertise.

2. Coding Phase: Participants have a set amount of time to devise and implement a solution to the final challenge.

3. Evaluation Criteria: Solution correctness and efficiency. Algorithm complexity and optimization. Creativity and innovation in problem-solving.

4. Scoring: Judges assess each submission based on the aforementioned criteria. The highest-scoring teams emerge as the winners of into the unknown.

**Note:** The final round aims to push participants' limits and showcase their mastery of programming concepts and problem-solving abilities. Participants are encouraged to think creatively and apply advanced techniques to solve the final challenge.

## **Rules and Regulations:**

### **1. Unauthorized Assistance:**

- **Seeking external help or collaboration during the learning phase is prohibited.**

### **2. Plagiarism:**

- **Copying code or solutions from external sources without proper attribution is prohibited.**

### **3. Violating Learning Hour:**

- **Attempting to code before the designated learning hour concludes is prohibited.**

**Consequences:** Teams found violating the rules will be disqualified from the competition.

- The referee's decisions regarding fouls and disqualifications are final.



# MIND BLITZ

Gather your teammates, brainstorm solutions and compete. Challenge your knowledge and keep yourself on the edge of your seat.

A blue-outlined circle containing the number 1.

Participant

A blue-outlined circle containing the text 2.5.

Hours

A blue circle containing the text Gaurav Dhamsekar and his phone number.

Gaurav  
Dhamsekar  
8329561069

**Rules :**

- Use of electronic devices is strictly prohibited.
- Teams must maintain sportsmanship throughout the event.
- In case of a tie in any round, a tie-breaker question or round will be conducted.
- The decision of the event heads will be final and abiding.
- Quiz will consist of 3 rounds.

Three rounds:

Round 1: Elimination - Written Test; 5 teams qualify.

Round 2: The KBC - 1 minute to answer, lifelines available; 3 teams qualify.

Round 3: The Buzzer - First to buzzer gets to answer; teams ranked by questions answered.

**Judging Criteria :**

Accuracy of answers

Speed of responses

# BUILD GENIUS

Dive into our virtual PC building competition. Showcase your digital hardware mastery, compete with others, and construct the most impressive virtual rigs for ultimate gaming performance.



## Rules :

- 'PC Building Simulator' must run smoothly on participants' builds without issues on high settings.
- Participants must get their own laptops.
- Include all components in specifications, including cooling, power supply, and cabinet; failure to do so results in disqualification.
- Budget provided during competition.
- Final decisions made by head and sub-head; no disputes allowed.
- Participants must stay in contact with volunteers and heads for potential additional rounds.

## Recommended System Requirements:

CPU: Intel Core i7-2600K or Ryzen™ 3 1200

RAM: 8 GB

GRAPHICS CARD: GeForce GTX 1050

FREE DISK SPACE NEEDED FOR THE GAME: 40 GB

## Judging Criteria :

Overall PC build

Budget Optimization and utilization

Key Details Assessment

Compatibility and Optimization

Time Efficiency & Final Assessment Interview

# QUICK KEYS

Ready, set, type! Quick Keys is the ultimate typing challenge where speed meets precision. Whether you're a coding ninja or a keyboard warrior, test your ability to translate thoughts into code at lightning speed.

1

Participant

1

Hour

Sachin Karekar

7447206825

## Rules :

- Participants must use either their own keyboard or the standard QWERTY keyboard provided.
- The use of any external tools or aids and inappropriate behaviour or attempts to cheat will lead to immediate disqualification..
- Each round will feature a unique passage for typing, with a code provided for the second round.
- Participants will be ranked based on their cumulative score across the two rounds, determined by their WPM and accuracy.

## Judging Criteria :

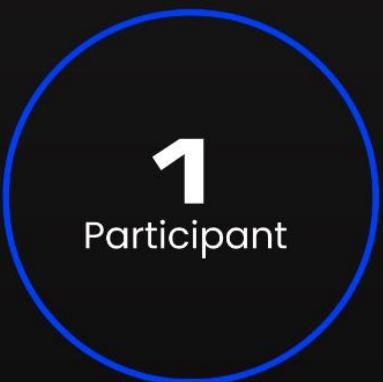
Speed

Accuracy

Cumulative score

# DB DUO

Get ready to put your database skills to the test. Get ready for hands-on challenges. From querying databases to manipulating data and beyond. Join us for an event where you'll tackle real-world scenarios, write queries, and debug tricky database problems.



1

Participant



2

Hours



Errol Fernandes

7448188417

## Rules :

The competition, comprising two rounds, will feature a series of SQL-related problems for individual participants, with the first round focusing on database-based questions and the second round on debugging SQL queries.

Participants will need to write SQL queries using MySQL syntax to solve provided problems, with systems for query execution and the competition environment, including necessary database systems, being provided.

Plagiarism or using external tools during the competition is strictly prohibited.

Participants must rely solely on their knowledge and skills.

Participants should have a strong background in basic SQL and experience with views, procedures, and functions etc.

Any form of cheating or unethical behavior will lead to disqualification.

Participants are encouraged to seek clarification on doubts before the competition.

## Judging Criteria :

Successfully Executed Query

Query Executed within 1 minute

Query Executed within 2 minutes

# ENTREPRENEURIAL SHOWDOWN

Participate in our innovation showdown, Pitch your groundbreaking ideas to a panel of judges, vie for investment, and turn your entrepreneurial vision into reality.



## Rules :

- Participants are required to come with preparations.
- Each team will be allotted 10 minutes for their pitch presentation.
- For clarification, the judges will follow up with questions.
- Any form of digital media is to be submitted via [team.irixofficial@gmail.com](mailto:team.irixofficial@gmail.com)

## Judging Criteria :

Originality  
Feasibility  
Market Potential  
Presentation Skills

---

# **NON-TECHNICAL EVENTS**



**I-RIX**



# PIXELATE

Pixelate invites shutterbugs and tech enthusiasts to explore the world of technology through the lens of creativity!

1

Participant

FULL  
DAY

Shreyan Raiker  
9146904342

**Rules :**

- The theme for photography will be revealed following the inaugural function.
- Photos should be clicked on the campus and college premises.
- Participants must send the photos at [team.irixofficial@gmail.com](mailto:team.irixofficial@gmail.com) by 11:00 AM on Day 2.
- Each participant should submit 2 photographs
- Photographs should be in JPEG or PNG format only.
- Participants can use any type of device (DSLR, mobile phone, etc.)
- No edits/photoshops/filters/color correction is allowed - metadata will be checked.

**Judging Criteria :**

Creativity  
Uniqueness  
Relevance



# I-RIX ICONIC

Enter the spotlight in our Mr. and Miss competition. Showcase your charisma, style, and talent.

**2**

Participant  
(1 Boy & 1 Girl)

**1**

Hour

**Eleanora D'Costa**

83904 02562

## Rules :

**Round 1:** Introduction and ramp walk (Max 2 min)

**Round 2:** Talent round (Max 3 min)

**Round 3:** Question and answer

Disqualification for vulgar dressing or performance.

Participants are required to submit their audio visual media on a USB drive to the event organizer prior to the commencement of the event.

## Judging Criteria :

Confidence

Ingenuity in responses

Originality

Overall Presentation



# PIXEL POWER-UP

Participate in our logo design competition and showcase your creative prowess!



## Rules :

- Final Designs must be submitted in both PNG and SVG formats.
- While a single participant may submit multiple designs, a single participant cannot win more than one prize.
- The logo design topic will be provided on the spot during the contest.
- Participants must bring their own laptops, drawing tablet or other accessories to the event.
- Use of internet or AI for any sort of logo creation is prohibited.
- If any fonts are used in the logo design, participants must provide the font name in the logo description.
- Participants must adhere to the specified color scheme and style guidelines, if provided.

## Judging Criteria :

Creativity and originality

Relevance to the provided topic

Adherence to the specified color scheme and style

Overall aesthetic appeal

# BYTEBEAT FUSION

Dive into the Byte Beat Fusion, where coding meets melody! Unleash your inner DJ and create captivating mixes.

**1**

Participant

**2**

Hours

**Daniel Barreto**  
9763079898

## Rules :

- Djs can choose from virtualDj, traktor, SeratoDj or rekordbox
- Fixed time slot 10 mins. Any management delays will be adjusted.
- Serato compatible controller(ddj-sb3) will be there as an arbitrary console.
- Pre recorded mixes are prohibited.
- DJs using their own equipment will be responsible for the set up and security of their equipment.
- Any issues should be promptly and respectfully brought to the coordinator's attention.
- Management is not liable for Any damages or loss of property caused during the event.

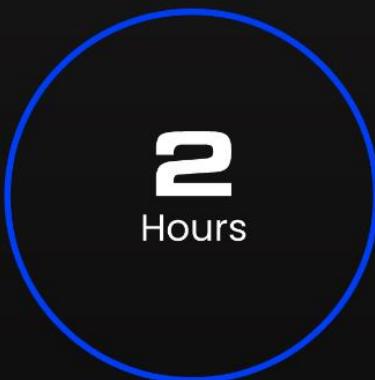
## Judging Criteria :

Creativity  
Technical skills  
Song selection  
Time management  
Crowd engagement.



# TECH GLAM

Step into the spotlight at our fashion show and showcase your unique style.



## Rules :

- Participants are required to submit their audio visual media on a USB drive to the event organizer prior to the commencement of the event.
- Use of any hazardous materials is prohibited and may result in disqualification.
- Participants will incur penalties for exceeding the time limit
- Participants must adhere to standards of decency in attire, behavior, and speech. Failure to do so may lead to disqualification. Judges decision will be final and binding .

## Judging Criteria :

Costumes  
Relevane to the Theme  
Ramp walk  
Makeup  
Narration

# REEL SCAPE

Lights, camera. Reel Scape is where tech meets storytelling. Script, shoot, and edit short clips that captivate and inspire.

1

Participant

FULL  
DAY

Deepak Bind  
7391980291

#### Rules :

- Participants are required to follow IRIX page on Instagram.
- The theme for the reel will be revealed following the inaugural function.
- Reel must not disrespect college or its students in any form.
- Language and visuals must be respectful.
- Reel duration: 30-90 seconds.
- Submission deadline: 11:00 AM on Day 2 via [team.irixofficial@gmail.com](mailto:team.irixofficial@gmail.com).
- Decisions of event heads and judges are final and binding.
- Fake auto likers, bots, or cheating is prohibited and would lead to disqualification.

#### Judging Criteria :

Creativity

Relevance to the topic

Likes



# MEME BATTLE

1

Participant

FULL  
DAY

Ketan Dodamani  
8080978815

## Rules :

- No obscenity, no offensive/dark humor memes.
- Memes on any Politicians or Professors won't be accepted.
- Each participant should submit only one meme.
- Image cannot contain any watermark, no videos or gifs are accepted.
- The meme should be of your own, the participant can use the existing meme templates or if it is sourced from outside it should not have any copyright restrictions.
- Your submitted meme must be in PDF or JPEG.
- Please submit your memes one day prior to I-RIX i.e. on 29-Feb-2024 via [team.irixofficial@gmail.com](mailto:team.irixofficial@gmail.com)
- The participants must upload their meme on their own Instagram page in collaboration with the Official I-RIX instagram page on the day of I-rix (day 1). If not, their meme wont be considered

## Judging Criteria :

Creativity of the meme

Humor of the meme

Originality of the meme

Relevance to the topic



# GAMING EVENTS



## BGMI

**4**

Participants

**5**

Hours

**Sidhart  
Honnavarkar**  
7276961628

### **Devices:**

Only mobile phones are allowed for gameplay.  
The use of iPads or emulators is not allowed.

### **Entry Fee:**

Each team must pay an entry fee of 400INR to participate in the tournament.

### **Prizes:**

The winning team will receive a surprise cash prize.  
Additional prizes may be awarded based on performance or other criteria.

### **Game Modes:**

The mode of the game (Classic or TDM) will be decided based on the number of teams participating.  
Maps for Classic mode can be Erangel or Livik, depending on availability and preference.

### **Fair Play:**

Cheating, hacking, or the use of unauthorized software is strictly prohibited and will result in disqualification.  
Respect for other players and organizers is expected at all times.

### **Registration:**

Teams must register in advance to participate.  
The deadline for registration will be announced.

### **Schedule:**

A schedule for the tournament, including match times and breaks, will be provided to all participants.

# VALORANT

A blue-outlined circle containing the number 5.

Participants

A blue-outlined circle containing the word ENTIRE.

Day

A solid blue circle containing the name SAIESH PHADTE.

8767227480

## Registration Rules

1. All players must carry a valid student id.
2. Players can be from different colleges.
3. Max 6 players per team.
4. No individual can play for more than 1 team.
5. Entry fees per team will be Rs500

## Playing Rules.

1. All matches will be played in standard format.
2. Tournament will be played in knockout format.
3. Maps veto will be done 10mins prior to the match. Competitive maps only.
4. All players should report to the registration table 15 mins prior to the match. Teams will be disqualified if not obeyed.

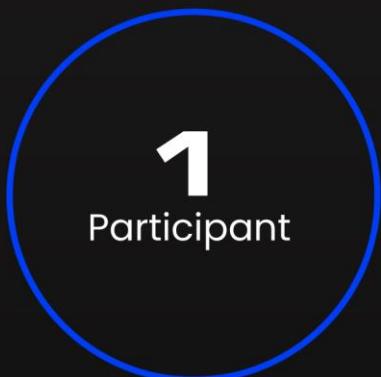
## Equipment.

1. Players should carry their own kit (headphones, mouse and keyboard).
2. Headphones are compulsory.

## Behaviour.

1. Any kind of toxicity and abusive language against opponent through in-game will get will lead to ban on that particular player for one round/match.

# EAFC 24



**Entry fee: RS 250**

**Re Entry : RS 200**

**Winners will get cash prizes.**

## **Rules and regulations :**

- 1) 1 VS 1 Knockout Stages
- 2) Controller will be provided
- 3) Standard Settings
- 4) Team Selections : Club and Country teams only (No all star and world eleven)
- 5) Duration of 5 mins per half in a match
- 6) Finals will be 6 mins
- 7) Judges decision will be final