



VASANT JOSHI COLLEGE OF ART'S & COMMERCE

Murgaon Education Society's  
VASANT JOSHI COLLEGE OF ART`S & COMMERCE  
ZUARINAGAR GOA - 403726

DEPARTMENT OF  
COMPUTER APPLICATION





# REGISTRATION RULES

- **Registration Timings:** 8:00 AM to 8:50 AM
- **Registration Requirements:** College ID and deputation letter are mandatory at the time of registration.
- **Participation Guidelines:**
  1. **Participation is limited to the first 10 colleges only.**
  2. **Each college is permitted one entry per event.**
- **Confirmation & Scoring:** Points will be awarded to colleges only after offline confirmation.
- **Refreshments:** Refreshment coupons will be issued at the registration desk upon successful registration.

# GENERAL RULES

- **Registration Fee:** ₹2500 per team, payable online on or before February 2, 2026.
- **Team Composition:** Each college may register one team only.
- **Team Strength:** A maximum of 15 student participants (for non-open events) and one faculty coordinator per college.
- **Team Names:** Team names will be assigned by the organizers and shared through the official WhatsApp group.
- **Participation Rules:** Students participating in gaming events are not allowed to participate in technical or cultural events.
- **Certificates:** Participation and winner certificates will be provided.
- **Decision & Discipline:** The judges' decision will be final and binding. Any form of indiscipline or violation of the code of conduct will lead to immediate disqualification. Participants are expected to maintain proper decency and decorum throughout the event.
- **Liability:** Participants are responsible for their personal belongings. The organizing college will not be responsible for any loss or damage.
- **Mandatory Participation:** Participation in all events is mandatory. Absence from any event will result in the **college not being considered** for the Overall Trophy.



# GENERAL RULES

- Teams must be formed with different participants for each event to avoid scheduling clashes.
- Mentioning the college name during any event will result in immediate disqualification from that event.
- Participants must not wear college ID cards on campus during the event.
- Teams arriving late for registration will be immediately disqualified.
- Teams reporting late for a specific event will be disqualified from that particular event.
- Any behavior that causes harm to others or damage to property is strictly prohibited and will lead to direct disqualification.
- Violation of rules or misbehavior with coordinators or volunteers will result in immediate disqualification.
- The team leader will be added to the official event WhatsApp group for further updates after registration.

# EVENT'S OVERVIEW



PRE -  
EVENTS



CULTURAL  
EVENTS



TECHNICAL  
EVENTS



GAMING  
EVENTS



# **PRE - EVENT'S**

**Get ready for an adrenaline-charged experience like never before!**

**Our pre-event lineup is packed with challenges designed to test your skills, creativity, and teamwork, while pushing you to your limits.**

**Expect excitement, surprises, and opportunities to showcase your talent in ways you've never imagined. Whether you're a strategist, a performer, or a competitor at heart, this is your moment to shine, brace yourself for an unforgettable journey filled with thrill, fun, and fierce competition!**



# PRE - EVENTS

## 24Hr HackSprint HACKATHON

**24-Hour offline Hackathon**

**Innovate, Build, and Deploy.**

### Event Overview

- Duration: 24 hours

(commencing Day 1 and concluding Day 2).

- Team Size: 2–3 members.

- Theme: Announced at the event commencement.

### Registration and Check-In

- Teams must register collectively as a group.

- All teams are required to complete mandatory on-site check-in at the venue prior to the start.

### GitHub Repository and Submission Protocol

- Day 1: Organizers will establish the central public GitHub repository. Teams will be allotted their designated repository section for submissions—all code must be committed here. Coding may commence only upon the official start announcement.

- During the 24-Hour Period: Submit all work to the repository (adhering to the Fresh Code Rule below).

- Post-24 Hours (Day 2): Repository access will be restricted. Teams must attend in-person presentations at the college venue.

- Judging Handover: Complete repository access, including code, will be provided to judges for review, with verification via commit history and file timestamps.

### Fresh Code Rule (Strictly Enforced)

- All code, designs, and assets must be created exclusively during the 24-hour period.

# 24hr HackSprint

**Permitted:** Publicly available open-source libraries, frameworks, and APIs.

- **Pre-Event Preparation:** Ideation and wireframes are allowed; coding is prohibited until the event begins.
- **Compliance Verification:** Judges will inspect Git commit history and file timestamps.

## Judging Criteria

- **Innovation (30%):** Originality and creativity of the solution.
- **Technical Complexity (30%):** Code quality, technology stack utilization, and problem-solving rigor.
- **Functionality (20%):** Operational prototype, usability, and user experience.
- **Presentation (20%):** Clarity of delivery and responsiveness during Q&A.

## Code of Conduct and Disqualification

- **Plagiarism:** Copying existing projects or third-party work results in immediate disqualification.
- **Behavior:** Harassment, sabotage, or disrespectful conduct toward participants or organizers is prohibited.
- **Attendance:** All team member must remain active and responsive on the event platform throughout.

## Preparation Requirements

- **Laptop(s) and charger(s) for each team member.**
- **Internet access will be provided at the college venue.**
- **Two charging points will be provided per team; teams requiring additional power outlets must bring their own extension boards/extenders.**
- **All required software, IDEs, and development tools must be pre-installed prior to arrival.**
- **Teams should be prepared for extended on-site participation with necessary personal and work essentials.**
- **Valid college/government-issued identification for verification during check-in.**

# PRE - EVENTS



## GOAL PULSE FOOTBALL

### Tournament Rules & Instructions

1. Kindly confirm your participation by 2nd February 2026.
2. The college should register on or before 2nd February 2026 along with the payment of the registration fee of ₹800/- (Kindly obtain acknowledgement of provisional confirmation before making the final payment).
3. Upload the payment receipt on the provided Google Form.
4. The tournament will be 5-A side, with 3 substitutes allowed.

### 5. Match Timing:

7 minutes – 1st half

10 minutes – 2nd half

1 minute – break

### 6. The last date of entry is 2nd February 2026.

7. Participants are required to produce their valid college ID cards for the purpose of registration.

8. Participants must be strictly on time. Any delay will result in disqualification.

9. Vulgarity or obscenity in any form (language, body gestures, or actions) will lead to disqualification of the team or college.

10. Decisions taken by the organising committee and referees for respective matches will be final and binding.



# PRE - EVENTS

## PERFECT SHOT PHOTOGRAPHY

**Theme: Humans × Machines**

### 1. Mandatory Submission Requirement

**Submission of exactly three (3) photographs is compulsory.**

**Entries with fewer or more than three photographs will be disqualified.**

**The three photographs must together represent one continuous visual story based on the theme “Humans × Machines.”**

**The sequence must be clear: Photo 1 → Photo 2 → Photo 3.**

### 2. Story Continuity

**All three compulsory photographs must:**

**Include the same human subject(s).**

**Use the same machine / technology / device throughout.**

**Maintain consistent environment, lighting style, and color tone.**

**Follow a logical progression (beginning → middle → end).**

### 3. Authenticity Rules

**Only real photographs clicked by the participant are allowed.**

**AI-generated or AI-edited content is strictly prohibited.**

**No morphing, compositing, or merging of multiple images.**

**No digital addition, removal, or alteration of objects.**

### 4. Editing Restrictions

**Allowed:**

**Basic exposure correction**

**Contrast adjustment**

**White balance correction**

**Cropping**

**Not Allowed:**

**Heavy color grading**

**Filters that alter the natural appearance**

**Skin retouching or beautification**

**Special effects, overlays, or graphic elements**

# PRE - EVENTS

## PERFECT SHOT PHOTOGRAPHY

### 5. Equipment Rules

DSLR, mirrorless, or smartphone cameras are permitted (as per event policy).

Use of AI-powered camera modes or AI editing tools is not allowed.

CGI or computer-generated visuals are strictly prohibited.

### 6. Submission Format

All three photographs must have the same orientation (all vertical or all horizontal).

Recommended aspect ratio: 16:9 or 3:2.

Images must be submitted in high-quality JPEG or PNG format.

### 7. Originality

All three compulsory photographs must be captured within the competition time period.

The work must be entirely original.

Plagiarism or use of online images will result in immediate disqualification.

### 8. Judging Criteria

Clarity of story across the three compulsory images.

Consistency in visual style.

Representation of the theme Humans × Machines.

Technical quality (focus, exposure, composition).

Compliance with all competition rules.

# PRE - EVENTS



## BREAK THE ICE

### ICE BREAKER

#### General Instructions

##### 1. Team Registration

- Only one member needs to register per team.
- The reel can feature any number of team members.

##### 2. Theme

- Promote GENESIS 8.0 and
- Introduce your team for the specific events of GESNESIS 8.0.

##### 3. Duration

Minimum: 30 seconds

Maximum: 90 seconds

##### 4. Equipment & Effects

The use of equipment like gimbals and tripods is permitted.

The use of visual effects (VFX) is allowed.

You may take inspiration from trends, but content must remain original and respectful.

##### 5. Posting the Reel

All selected participants will be added to the official WhatsApp group. A specific date will be communicated to them in the group, on which they must submit their reel to the coordinators as instructed. All necessary submission guidelines will be shared in the group.

##### 6. Reel Format

1080 × 1920 (width × height).

##### 7. Judging Criteria

Creativity & Originality

Uniqueness and engagement of the reel.

Relevance to Theme

How well it promotes GENESIS 8.0 and introduces the team.

Technical Quality

Video quality, editing, VFX, sound.

Presentation & Impact

Overall appeal and clarity of the message.

# CULTURAL EVENT'S

**Cultural Events celebrate creativity, talent, and expression across a variety of on-stage and off-stage formats. From energetic dance and musical performances, glamorous fashion shows, and engaging stand-up comedy to personality contests, debates, and photography competitions, participants showcase their skills, confidence, and artistic flair. These events encourage teamwork, originality, and stage presence while providing a vibrant platform for performers and creators to entertain, inspire, and captivate audiences.**

# CULTURAL EVENTS



## CYBERGROOVE

### DANCE (ONSTAGE)

#### Team composition:

-Minimum 5 or maximum 8 participants per team.

#### Performance Timing:

-Total stage time: minimum 3 minutes' maximum 4 minutes.

#### Props and costumes:

-Costumes and props are allowed  
-Use of props is allowed only if they are safe and must handle by the team.  
-props must not damage the stage or venue.  
-if anything goes missing dept./college will be not responsible.

#### Disqualification Criteria:

- Not following the theme.
- Violating any rule

#### Music submission:

-Team must submit their music track before the deadline to any one event coordinator.  
**-File name format: - TeamName\_dance.mp4.**  
-team must be present 10 minutes before their slots to verify their given music.  
-No last minute changes allowed.

# CULTURAL EVENTS

## CODED GLAM

*FASHION SHOW (ONSTAGE)*

### Team composition:

-Minimum 4 or maximum 6 participants per team(including narrator).

### Theme compliance:

-Costumes, makeup and props must clearly reflect the given theme  
-Any outfit/prop that does not match the theme may lead to disqualification.

### Props and costumes

-Props must be safe and non hazardous.  
-Strictly no use of fire,sharp or harmful elements.  
-No full face covering masks(eyes must be visible for safety)

### Performance Timing:

-Total stage time: maximum 5 minutes

### Music submission:

-Team must submit their music track before the deadline to any one event head.  
-No last minute changes allowed  
-File name format:- **TeamName\_fashionshow.mp4**

# CULTURAL EVENTS

## CODED GLAM

FASHION SHOW (ONSTAGE)

### Judging Criteria:

- Costumes,props and styling.
- Walk,posing and attitude.
- Theme consistency.
- Narration and storytelling.
- Creativity and overall impact
- Detailing

### Additional guidelines:

- Negative marking for exceeding time limits
- Any delays in performance may result in disqualification.
- Music Submission Deadline:  
Disqualification Criteria:
  - Not following the theme.
  - Violating any rule

Judges decisions will be final and binding



# CULTURAL EVENTS

## GENESIS POWER PAIR

*MR AND MRS GENESIS (ONSTAGE)*

**Participation is in pairs (1 male + 1 female).**

### EVENT STRUCTURE

**Round 1: Ramp Walk & Self-Introduction**

**Participants must:**

- 1)Walk confidently on stage**
- 2)Introduce themselves (Name, Interests, Strengths)**

**Round 2: Talent Round**

**Duration: Maximum 5 minutes per participant:-**

**Talent can include:**

- 1)Dance**
- 2)Singing**
- 3)Acting**
- 4)Poetry**
- 5)Instrumental performance**

**6)Any unique skill (must be appropriate for stage)**

**Props must be arranged by participants themselves.**

**Vulgar or unsafe performances are strictly not allowed.**

**Round 3: Question & Answer (Q&A):-**

**Questions will be asked by the judges.**

**Participants must answer confidently and respectfully.**

**Judging Criteria:-**

- 1)Stage Presence**
- 2)Poise & Bearing**
- 3)Talent & Intelligence**

# CULTURAL EVENTS

## COMIC CIRCUIT

*STAND - UP COMEDY (ONSTAGE)*

Ignite your inner fire and storm the stage—unleash sharp wit, own the spotlight with electrifying timing, and watch the crowd erupt in unstoppable laughter

### GENERAL RULES

- Standup Comedy is an individual event; only one participant is allowed per entry.
- The performance duration should be a minimum of 3 minutes and must not exceed 5 minutes.
- The language of the performance can be English or Hindi.
- The content/material of your performance must be decent, free from vulgarity, and appropriate for a college audience.
- Use of profane, abusive, or offensive language is strictly prohibited. Performers should not insult or target any religion, caste, community, or individual, and such acts may lead to instant disqualification.

- Use of props is allowed only if they are safe and approved by event coordinators in advance; props must not damage the stage or venue.
- Mimicry of celebrities, sound effects, and creative voice modulation are permitted as long as it meets the decency criteria.
- Participants must perform live on stage—pre-recorded entries will not be considered.
- Contestants are required to submit their scripts to the event coordinator before 6 February 2026.
- Any form of obscenity or actions that may hurt public sentiments will result in immediate disqualification.
- The decision of the judges and organizing committee will be final and binding for all participants.

### Judging Criteria

- Comic timing and originality
  - Quality and creativity of content
  - Stage presence and audience engagement
- Overall presentation and adherence to event rules

# CULTURAL EVENTS

## WAR OF BANDS

C - ROCK (ONSTAGE)

Get ready to energize the crowd with electrifying rhythms and powerful performances, that will set the stage on fire!

### GENERAL RULES

- Each band must represent a college or department (students only).
- Maximum of 6 members per band.
- Minimum 3 members required.
- Bands must bring their own instruments (except drum kit and amplifiers if provided).

### TECHNICAL RULES

- A standard drum kit will be provided (bring your own cymbals/sticks if preferred).
- Basic sound setup and mics will be provided; bring additional equipment if needed.
- Sound check will be allotted before the event (5–10 mins max).

- Bands are responsible for their own instruments and belongings.

### PERFORMANCE RULES

- Time limit: 10–15 minutes per performance (including sound check).
- Exceeding time limit will lead to negative marks or disqualification.
- Performances can include original compositions or covers.
- No explicit lyrics, offensive gestures, or disrespectful content allowed.
- Everything should be played live, (Use of backing tracks is prohibited.)
- Only live music performances (no lip-syncing).

### Judging Criteria

- Stage Presence & Energy
- Musicality / Skill
- Originality / Creativity
- Coordination / Tightness
- Crowd Interaction

# CULTURAL EVENTS

## CLASH OF ARGUMENTS

### DEBATE (OFF-STAGE)

Welcome to the Clash of Arguments — 3-round Oxford-style showdown, battle of wits where teams of two take the stage to argue, rebut, and dramatically pause for effect. Each round gets tougher, the topics get spicier, and only the teams who think fast and talk faster survive.

#### Event Structure

##### Round 1 — The Entry Clash

- \* Motion revealed before the round
- \* Each speaker gives an Opening, a Rebuttal/Defense, and a Closing
- \* Top teams qualify for Round 2

##### Round 2 — The Pressure Cooker

- \* New topic, new panic level
- \* Same structure: Opening → Rebuttal/Defense → Closing
- \* Winners move to the Final Round

##### Round 3 — The Final Showdown

- \* One last motion, one last chance
- \* Same Oxford-style format, maximum drama
- \* The team that survives becomes the Champion

#### Rules & Regulations

1. Teams must have exactly 2 members — one primary speaker and one rebuttal expert.
2. Preparation time is permitted; only Google search is allowed during this phase. The use of AI tools or platforms for research or content generation is strictly prohibited.
3. Participants must strictly adhere to the prescribed format — no shortcuts or deviations allowed.
4. Maintain respectful conduct — critique arguments, not individuals.
5. English is the only permitted language throughout the event.

#### Disqualification

1. Using unfair means
2. Using offensive/foul language
3. Violating event rules
4. Doing anything that makes coordinators question their career choices.

#### Judging Criteria

1. Content & Argument Strength
2. Rebuttal Quality
3. Logical Consistency
4. Style, Clarity & Confidence
5. Team Coordination
6. Persuasiveness

# CULTURAL EVENTS



## DATA HUNT

*TREASUREHUNT (OFF-STAGE)*

**Data Hunt** is a fast-paced, single-round adventure competition that tests teamwork, problem-solving, and physical endurance. Teams race through mental and physical challenges, solving clues and cracking codes, with the first—or farthest-advancing—team earning a spot in the final showdown.

**Campus Clue Hunt**

**Sequential clues distributed across the campus**

**Tests observation, logical thinking, and teamwork**

**Time Limit: 90 minutes**

**Winner: First team to complete all puzzles**

### Skills Needed

**Logical reasoning and pattern recognition**

**Strong observation and basic map-reading skills**

**Fundamental knowledge of ciphers**

**Effective teamwork, communication, and quick decision-making**

### Rules

**Use of mobile phones, internet, or any external assistance is strictly prohibited**

**Team members must remain together throughout the event**

**Entry into restricted or unauthorized areas is not allowed**

**Any form of cheating, misconduct, or misbehavior will result in immediate disqualification**

**All decisions taken by the event coordinators and judges are final and binding.**

# CULTURAL EVENTS

## ? SURVIVE THE SYSTEM

**One college. One warrior. Six brutal stages.**

**This solo challenge tests physical power, mental sharpness, and extreme endurance. Each stage pushes participants harder—demanding strength, strategy, focus, and resilience under pressure.**

**Only the toughest will survive all six stages and earn the title of Ultimate Champion.**

**Mind. Body. Endurance.**

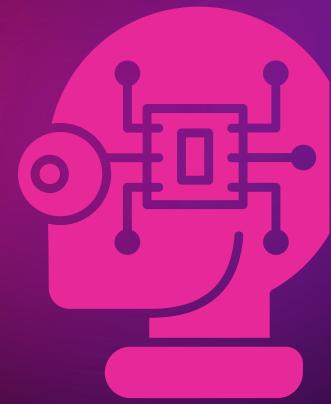
### Rules :

- 1. Each participating college must nominate one participant to represent them.**
- 2. The competition consists of six stages, and participants must successfully complete each stage to advance to the next.**
- 3. Skipping or bypassing any stage is strictly prohibited.**
- 4. The participant who completes all six stages in the shortest time will be declared the winner.**
- 5. No last-minute changes in participants will be permitted once registration is closed.**
- 6. Participants must follow the instructions given by the event coordinators at all times.**
- 7. Any form of misconduct, unfair practices, or rule violation will result in immediate disqualification.**
- 8. The decision of the judges and organizers will be final and binding.**
- 9. The organizers will not be responsible for any injuries caused due to negligence.**



# TECHNICAL EVENT'S

Step into the world of innovation and problem-solving with our thrilling technical events! Participants will face exciting challenges that test their coding skills, design thinking, and debugging prowess. These events are crafted to push boundaries, encourage creativity, and reward precision, strategy, and quick thinking. Whether you're a tech enthusiast, a budding developer, or a creative problem-solver, get ready to showcase your skills, compete with the best, and take your technical abilities to the next level.



# TECHNICAL EVENT'S

## DEBUG DASH

### DEBUGGING

Get ready to dive into an exhilarating multi-language code debugging competition that challenges your problem-solving prowess and programming expertise. Sharpen your debugging hat—this is not just about finding bugs but conquering them with speed and precision!

#### General Rules

- Teams must register before the specified deadline to participate.
- Each team will receive two code files per round containing logical and/or syntax bugs.
- The objective is to identify and correct all bugs so the code compiles, runs successfully, and produces the correct outputs.
- The judges' decisions regarding code correctness and rankings are final.
- Late arrivals will not be granted extra time.
- Submitted files must follow the naming convention:  
**TeamName\_RoundNumber\_QuestionNumber.**

Organizers will only provide support for technical issues; they will not assist with debugging logic or code hints.

- Participants should avoid adding unnecessary comments or modifying code unrelated to the bugs

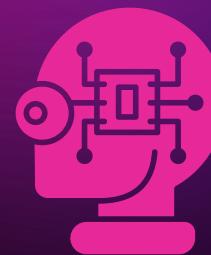
#### Team Composition and Eligibility

- Teams must consist of exactly 2 members.
- Both members must belong to the same institution.
- Only one team is allowed from each institution

#### Competition Structure and Language

- The competition consists of 2 rounds focusing on different programming languages:
  - Round 1: C
  - Round 2: Java
  - Visual Studio Code (VS Code) will be the mandatory IDE for all rounds.

# TECHNICAL EVENT'S



## DEBUG DASH

*DEBUGGING*

### Round 1 – The Segfault Search:

- Duration: 30 minutes
- Difficulty: Medium
- Number of Questions: 2

### Round 2 – The Class Clash:

- Duration: 45 minutes
- Difficulty: Hard
- Number of Questions: 2

### Strict Prohibitions and Disqualifications

- Use of AI tools such as ChatGPT, Gemini, Copilot, or any AI assistant is strictly prohibited.
- Internet access is forbidden during the competition.
- External devices, including mobile phones, smartwatches, and pen drives, are not allowed inside the lab.
- Communication with other teams or spectators during the event is prohibited

### Scoring Criteria

- Correctness : Full points per question awarded only if the corrected code passes all test cases.
- Time : In case of a tie in correctness, teams that submit their final, working code earliest will rank higher.
- Tie-breaker: If teams are tied in both correctness and time, the team with fewer code changes will be ranked higher.

# TECHNICAL EVENT'S



## PATTERN PLAY

*PATTERN PROGRAMMING*

**Team up and conquer intricate patterns in this challenging battle**

### General Rules

- **Team Composition:** One participant from each institution.
- **Event Objective:** Participants receive a set of output patterns, which they have to generate exactly using C programming.
- **No internet access, external files, or libraries beyond standard headers (e.g., stdio.h) allowed.**
- **Duration:** 2 hours
- **Prerequisites:** Basic knowledge of C programming, including loops and standard I/O functions.

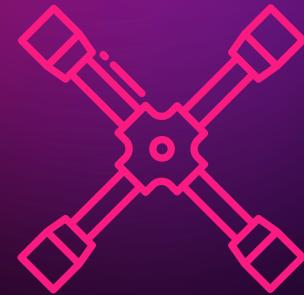
### Judging Criteria

- **Accuracy :** Exact match of outputs (no extra spaces, lines, or errors).
- **Efficiency & Readability :** Minimal use of loops and lines of code; Clear code structure, meaningful variable names; preference for optimized logic.
- **Completion Speed :** Number of patterns solved within time.

### Prohibited Practices

- Hardcoding outputs without loops.
- Use of AI Tools
- Use of recursion, goto statements, or non-standard functions.
- Code plagiarism or identical submissions across teams.

# TECHNICAL EVENT'S



## SKETCH PITCH

UI / UX

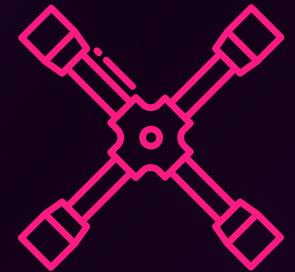
Dive into the ultimate UI design battle where sharp minds and bold designers challenge themselves to create visually stunning, user-friendly interfaces under pressure.

### General Rules

- **Objective:** This competition exclusively centers on UI Designing. Participants must pitch their innovative ideas and then bring them to life, by using their visual design skills, creating intuitive, visually compelling, and accessible user interfaces.
- **Team Size:** Exactly 2 members from the same institution.
- **Design Tools:** Only Figma is allowed for all design and prototyping work.

- **New Accounts:** Both participants must create new Figma Accounts, if existing drafts/designs are found, they will be disqualified
- **Equipment:** Each team must bring their own laptops and chargers.
- **Internet Usage:** Allowed only for quick references during design rounds; all work must be original and created within the event timeline.
- **No AI Tools:** Usage of AI for design assistance during the event is strictly prohibited and will result in immediate disqualification.
- **Judging Decisions:** All decisions by the judges are final and binding.

# TECHNICAL EVENT'S



## SKETCH PITCH

UI / UX

### Event Structure

#### Round 1: Pitch Your Prototype

Teams will pitch their ideas and then design a fully modern and interactive prototype in Figma, for the same. The prototype must emphasize usability, accessibility (high contrast, readability, and inclusive navigation), and creativity.

- Duration: 2.5 hours

#### Round 2: Presentation

Teams present their designs to the judging panel. Teams explain their ideas and thinking process behind their prototypes.

Note: Presentations should clearly describe design approach, decision-making methods, usability considerations, and accessibility features within the given time limit.

- Duration: 5 minutes per team, followed with Q&A by judging panel

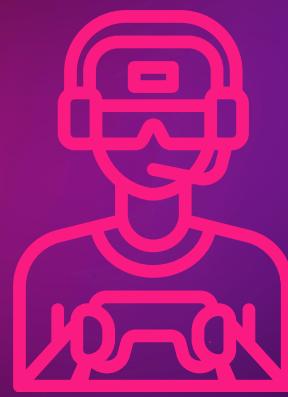
#### Judging Criteria -

- Design Usability
- Creativity and Innovation
- Presentation



# GAMING EVENT'S

Prepare yourself for an electrifying gaming experience where every second counts! Test your reflexes, strategy, and teamwork in challenges designed to push you to the limit. Whether you thrive on fast-paced action or tactical gameplay, these events promise intense competition, thrilling moments, and the ultimate chance to showcase your gaming prowess. Step into the arena and prove you have what it takes to come out on top!



# GAMING EVENT'S

## VALORANT

**PRIZE POLL**  
₹ 4000/-

### Tournament Rules

- 1. Team Size:** Each team must register 5 main players and up to 1 optional substitute.
- 2. Attendance:** Team captains must check in at least 15 minutes before their scheduled match time.
- 3. Registration Fee & Refunds:** The registration fee is ₹500 per team. Once paid, the fee is non-refundable if a team or player does not attend the event.
- 4. Overtime:** In case of a tied match, overtime will be played until a winner is decided. Draws are not permitted.
- 5. Peripherals:** Players are required to bring their own peripherals, including keyboard, mouse, and headphones.
- 6. Food Arrangement:** Food will be provided only on 7th (as per the event schedule).
- 7. Riot IDs:** Players must use the exact Riot ID submitted during registration. Playing on any unregistered or alternate account is strictly prohibited

# GAMING EVENT'S



## FIFA

### Overview:

The GoalQuest tournament is a 1v1 FIFA competition where players compete using club or national teams. Matches are played on World Class difficulty with standardized settings. The tournament features a points system in group stages and a knockout format with extra time and penalties. Controllers will be provided by the organizers, and players must follow fair play rules to ensure a smooth and competitive experience.

- 1) Only 1 participant allowed . no re-entry
- 2) Registration for the event will close immediately prior to its commencement
- 3) No entries will be accepted once the event has started
- 4) Game - FC26 , Console - PS5 , Controllers - DualSense
- 5) 3rd party/pro or own controllers not allowed
- 6) the whole event will be knockout based
- 7) No pausing except during stoppages (Throw-ins , Corners , Goals , Half-time)
- 8) Only official clubs and country teams allowed
- 9) Game-Time : 4 minutes per half , Game Speed - fast
- 10) One minute will be given for preparation and team management before the start of the match and at half-time

# GAMING EVENT'S

## BGMI

### RULES :

- \* **Players must compulsory use their own devices with EARPHONES**
- \* **Only smartphone devices will be allowed NO USING IPAD, TABLETS OR ANY OTHER DEVICES**
- \* **Players will not be allowed to use TRIGGERS.**
- \* **Players are allowed to carry power bank**
- \* **GAMEMODE: TEAM DEATHMATCH (SQUAD VS SQUAD)**
- \* **Only M416/SCARL allowed. No THROWABLES(EXCEPT MELEE). NO SLIDES**

# THANK YOU



[www.genesis8.in](http://www.genesis8.in)