



# INFINITO 2024

**GARENA FREE FIRE  
RULEBOOK**



**FREE FIRE**



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## Garena Free Fire

### Rulebook



### Team Formation

- Squad Size: Teams must consist of exactly 4 players and 1 Substitute player is allowed in a team.
- Team Registration: Team names and rosters must be submitted during the registration period.
- A unique and non - offensive team name is required.

### Tournament structure:

#### Elimination Stage

1. Total teams will be divided into groups.
2. Three matches (Battle Royale) will be played within each group. Map will be Bermuda , Purgatory , and Nexterra.
3. Top 3-4 teams from each group will qualify for the league stages.

#### League Stage

1. Qualified teams will be divided into groups.
2. Three matches (Battle Royale) will be played within each group. Map will be Bermuda , Purgatory , Kalahari.
3. Top 3 teams from each group will qualify for the final stage.

#### Finals

1. Qualified teams from the league stage will now form one group.
2. Five Matches will be played in the group. These Matches will be in Battle Royale Mode (Bermuda , Purgatory , Nexterra , Kalahari , Bermuda).
3. Top 3 teams will be the winners.

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### Sportsmanship and Conduct

#### ●**Unsportsmanlike Conduct:**

Players from every team have to play with their registered free fire IDs only. Free fire ID should have level above 15.

Any behavior deemed unfair, abusive, or disrespectful towards fellow competitors, organizers, or the Free Fire community will result in disciplinary action. This includes but is not limited to cheating, hacking, exploiting bugs, using offensive language, and teaming (collusion with other teams).

Players have to join the room on time. No further time will be given to any player for joining the match if the match is going to begin. All required maps should be downloaded before the time allotted to start the match.

●**Decision Making:** Tournament officials will hold the sole discretion to resolve disputes and enforce penalties, including disqualification.

●**Screen Recording:** Every person should enable the screen recording feature from the start of the match, and the team should save all the recordings of the matches they have played.

If any team/player is getting eliminated by any type of hack, the player should provide the screen recording as a proof. Furthermore if it's genuine, the team will get a rematch or will get compensation points as per the circumstances.

If any allegations are made on any team regarding any type of misconduct of tournament, they have to provide their screen recordings of match otherwise strict action will be taken against them.

●**Timing:** Within the matches going on in the group stage in a single group, there will be a time break for 10 minutes to join the next match.

### Communication and Updates

●**Official Platform:** All official announcements and communication will be made through a designated platform, such as Whatsapp. Whatsapp Group Link will be shared in the registration form.



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## **Points Distribution ( Only for group stage and league stage)**

### **● Placement Basis**

1. 1st team - 12 points.
2. 2nd team - 9 points.
3. 3rd team - 8 points.
4. 4th team - 7 points.
5. 5th team- 6 points.
6. 6th team - 5 points.
7. 7th team - 4 points.
8. 8th team - 3 points.
9. 9th team- 2 points.
10. 10th team- 1 point.
11. 11th and 12th team - 0 points.

### **●Kill Basis**

Each kill will give 1 point to the team.

### **Tie Breaker**

If two or more teams have the same number of Total Points, the following rules shall be applied to break the tie.

Compare every tied Team's total Kill Points across all Matches.

Compare every tied Team's best-performing Match based on Match Points.

Compare every tied Team's best-performing Match based on Kill Points.

Compare every tied Team's Kill Points in the most recent Match.

Compare every tied Team's Placement Points in the most recent Match.

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