



RULE BOOK



FREE FIRE MAX BR

Eligibility Criteria:

- In order to compete in the UNiTRON'24 FREE-FIRE 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. 19th April 2024. Finals will be hosted on 20th 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 FREE-FIRE 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

Gameplay Rules and Format:

- Lobby Settings: Standard
 - Prelims Maps:
 - Bermuda
 - Purgatory
 - Finals Maps:
 - Bermuda
 - Purgatory
 - Kalahari

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.



- Emulators are not allowed, use of equipment like triggers is also prohibited.
- 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.

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FREE FIRE MAX TDM

Eligibility Criteria:

- Registration will be on spot on 19th, 20th and 21st April 2024.
- Register your names from the registration desk and come in the event room with the slip that will be given to you after registration.
- Re-registration is also possible.
- Players need to carry their own devices.

Competition Structure and Dates:

- The matches will be played offline during UNiTRON '24 i.e., on 19th, 20th and 21st April 2024.
- The individuals can play as many times they want by re-registering into the event again.
- It will be played as Team vs. Team, Clash Squad.
- The winner will be awarded the prize money.

Gameplay Rules and Format:

- At the start of each round each team's players can only stay in their area and they can only buy weapons and items in the shop using their 'balance' which they gain at the start of the game and by doing other stuff in each round.
- After that both teams start to fight using the weapons they bought or acquired by killing the players from the other team.
- When all four players of a team are dead, the other team wins that round.
- If a player dies then he loses his weapons and items but if he stays alive, he gets to keep his items in the next round.
- Use of gun skins and character skills are not allowed.
- The team that wins four rounds wins the game.
- In case of any dispute, the organizers decision will be final.

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 also get disqualified.