FIRE POWER

ABOUT EVENT

A Team-based tactical first-person shooter where two teams, Attackers and Defenders, compete. Attackers aim to plant a bomb at designated sites, while Defenders try to prevent it. Each player selects an Agent with unique abilities to achieve their objective in this competitive and strategic game. Multiple teams will progress forward in a single elimination tournament bracket for their battle to be rewarded with exciting prizes, swags and other benefits.

REGISTRATION:

TEAM REQUIREMENTS:

- Players should be 16 yrs or older.
- Team members must be full-time students at an accredited University/College/School.
- Students from multiple colleges can form a team.
- There are no restrictions on the number of teams from the same Institute.
- Each participant may only be a part of one team.
- Each Team must designate one player as its captain when completing the online registration process. The Team Captain will be responsible for all Team communications with Tournament Officials.
- Each team member is responsible for their set of equipment.
- Each team member must specify their Player ID before the event day.
- Each team can have a maximum of 6 members (5 players + 1 substitute).

REGISTRATION METHOD:

Registrations are open on the official Codeblaze website(https://codeblaze.sosc.org.in/).

REGISTRATION FEES:

Each team has to pay a registration fees of 500 Rs in order to register successfully.

COMPETITION RULES:

TOURNAMENT FORMAT

- The tournament will follow a single elimination tournament bracket.
- Teams will compete in a best-of-1 (BO1) match ,with the Final match being a BO3 match.
- Map Selection and Attacker and Defender side selection will be picked by the team leaders after a coin toss at the venue.

SCHEDULE AND MATCH ORGANIZATION

- The tournament schedule will be updated to all teams in advance.
- Teams must be present and ready for their matches at least 15 minutes before the scheduled start time.
- Matches will be played on LAN servers provided by the organizers.
- Disconnections and technical issues will be resolved according to the official game rules.

GAME RULES

- Each match will be conducted offline in the venue.
- Each match will be a standard custom game with competitive rules applied and Overtime turned on.
- Players are responsible for their own peripherals (Laptop,mouse, keyboard, headset, etc.).
- Any kind of Threat Full comments/ Toxic Behavior in the venue may lead to penalty or even disqualification of the team.
- If a player is found to be cheating by abusing hacks, the player and his/her Team will be directly disqualified.
- A maximum of one Tactical Timeout is given for each team in each Half of the game.
- Any software or third-party applications that provide an unfair advantage are strictly prohibited.

NOTE : On any dispute, the decision taken by the organizers is final.

CONTACT INFORMATION:

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