

PADRE CONCEICAO COLLEGE OF ENGINEERING DEPARTMENT OF COMPUTER ENGINEERING IN ASSOCIATION WITH VISTEON





RULES:

- 1. Entry Fee and Refunds:
 - There will be no refund of the entry fee once registration is accepted.
 - No refund of the entry fee if any player is not present or disqualified.
- 2. Team Composition:
 - Each player can only participate for one team throughout the tournament.
 - A team should consist of only 5 players.
- 3. Equipment:
 - Players cannot bring their own laptops/systems.
 - Players are allowed to bring their own mouse and keyboard.
 - Players should carry their own headset (and splitter if required).
- 4. Software and Settings:
 - Software installation for mouse settings will not be allowed.
- 5. Behavior and Conduct:
 - No arguments will be entertained regarding gameplay performance.
 - All players must have their college ID cards at the event.
 - The organizer's decision will be final.
- 6. Participation and Registration:
 - Students from any college are allowed to participate (must hold a valid student ID).
 - Registration is on a first-come, first-serve basis (limited to 16 teams).
 - Last entry until 4:00 pm on November 8, 2023.
 - Spot entries will be accepted only if there are less than 16 entries.

RULES:

7. Reporting and Disqualification:

- Every team must report to the organizers 15 minutes prior to the allotted time. Violation of this rule may result in disqualification.

8. Match Format:

- Matches will be played as a best of 1 throughout the tournament.

9. Match Setup:

- Before each match, a coin toss will be held between the team leaders.
- The winner of the toss can either select the map or the side to play.
- If the winner of the toss selects a map, then the loser of the toss has to choose a side, and vice versa.

10. Behavior and Toxicity:

- Any kind of toxicity or abusive language against opponents through in-game chat/voice will lead to a ban on that particular player for one round of the match.

11. Rematches:

- Matches can only be rematched for player drop, disconnection, or technical issues, and tactical pauses during the match are not allowed.

