



भारतीय सूचना प्रौद्योगिकी संस्थान, नागपुर  
INDIAN INSTITUTE OF INFORMATION TECHNOLOGY, NAGPUR

C/o Regional Telecom Training Centre (RTTC) BSNL, Seminary Hills, Nagpur-440006  
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*Presents*

**GAMING EVENT**

(PUBG – MOBILE, CS: GO, FIFA 19)

Complex, challenging, and ambitious, video games have come a long way since the simple arcade titles of the 1970s—and evidence is mounting that the benefits of play go well beyond entertainment and improved hand-eye coordination.



## Rules and regulations are as follows:

For registration visit - <https://goo.gl/forms/RVL9soknez02ixeK2>

Registration can be done on website, phone call or directly on spot to the organizer. Registration will be considered done only after payment of ₹400/team is completed. For individual players ₹100/player then team will be arranged randomly.

### TEAMS:

- A total of 16 teams will take part in this tournament. It will be based on first come and first serve basis.
- Each team can have maximum of 5 players.
- In case of teams with less than 5 players BOT of Expert type can be included to make them 5.
- For individual players random teams will made of 5.Bot may or may be given
- Teams must have a captain.

### General:

- You must have a laptop satisfying minimum requirements of the latest version of the game. Hence event will be conducted on latest versions.
- It is not compulsory for you to have an active CS: GO steam account. Proper information about it will be provided before during registration.
- All participants are expected to be at venue of event and confirm their attendance physically 30 mins before start of the event. (In case of team one member can give attendance of other teammates as well)
- Time-slot of the event will be confirmed at least 72 hours before the event.
- No re-schedule can be arranged.
- Foul language, offensive and disruptive behavior with other players or organizers will result in warning for the first time then disqualification will be rewarded without any refund.
- Organizers have all the rights to change the settings , prize money and rules of the event **any time** keeping in mind the condition-based problems.

### **Map Pool:**

All maps will be from defaults only (chosen randomly from):

*de\_dust2      de\_nuke      de\_cache      de\_train      de\_mirage*  
*de\_cobblestone      de\_overpass*

### **Server Crash:**

Server will be restarted only thrice if needed.

If the server crashes before first three rounds have been completed, server will be restarted and score will reset to 0-0.

### **Illegal Scripts or software:**

In general, all scripts are illegal. Example buy, toggle, jump throw, auto-aim, center view, recoil, burst fire, lag, anti-flash, bunny hop, sound etc.

Specifically taking use of external scripts or software (other than game) to get benefits over another player is completely illegal.

Violation of this rule can result in instant disqualification without any refund. In case of team if more than one player is found, complete team will be disqualified instantly without any refund.

### **How to win?**

**This a knockout based event. 8 rounds will be conducted to reduce the teams to 8 then 4 rounds will be conducted to reduce the number of teams to 4 then 2 rounds are conducted to reduce the number of teams to 2 then a final round conducted to get the ultimate WINNER. Example model for 16 teams mention below.**

**Based on number of participants game type will be kept. For elimination shorter games may be played.**



**All disqualification and price money-based issues reside in the hands of organizers.**

**For more queries call –**

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