

YVIDH – BGMI RULEBOOK (TDM)

Acceptance of Rules & Regulations

By participating in this event conducted by St Thomas College Of Engineering And Technology Chengannur (STCET), you agree to these competition and registration rules by STCET and the Official Competition Rulebook of BGMI as STCET refers to the same for major points. If you do not abide by them during your participation in the event, you will be liable to disqualification.

Eligibility

- 2.1 **Age** – Any Player playing the event should be of age 16 or above to abide by the official rules of the game.
- 2.2 **Team Member** – Player should be part of the respective college from which the team has registered.
- 2.3 **ID Verification** – Each team must submit a digital copy of college ID cards for verification.
- 2.4 **College Eligibility** – Only teams from colleges that are affiliated with APJKTU will be considered eligible.
- 2.5 **Device** – Only mobile players are allowed, tablets and emulators are not allowed.
- 2.6 **Roster** – A total of 6 players can be registered for each team, 4 for main lineup and 2 substitute players.
- 2.7 **Game Version** – All players must install the latest version of the game. In case of any updates to the game mid-event, a decision will be taken by the admin panel regarding the matches.

Rules And Regulations

- 3.1 **Roster Change** – Roster changes are not allowed once the event commences.
- 3.2 **Players in Multiple Teams** – Players will not be allowed to play in multiple teams, one player can only play for one team.
- 3.3 **Unregistered Players** – Unregistered players will be removed from the match before start and if any team by chance plays with an unregistered player, they are liable to disqualification.
- 3.4 **Notifications** – All match related and event related updates will be published in WhatsApp group. Ensure regular checking of respective groups.
- 3.5 **Time Slot** – Each team will be allocated a particular time slot, So, ensure that your teams joins accordingly. If any team fails to enter without prior information, they will be disqualified.

3.6 High Ping / Desync Issues – If facing high ping or high desync during the game, valid proof should be provided. The admin team is not responsible for lags/internet issues from the players side. Any action will be taken only after seeking the admin's directions.

3.7 All Chat Issues – All players must turn off all chats during the match.

3.8 Allegations – If any allegation is to be made towards the opposition players, enough proof like a screen recording must be submitted. Admins will verify and take a decision.

3.9 Professional Behaviour – All players must behave professionally. Unprofessional behaviour such as cheating, exploiting, vulgar language, violence, and any type of harassment will not be entertained. Strict actions will be taken.

3.10 Fair Play – STCET will be following the same BGMI Fair Play Policies. Any kind of cheating such as usage of third-party apps, gfx tools, etc., if proven, will lead to disqualification and ban from future events.

3.11 Any Other Concerns – Please check with admins for any issues that you may have.

Registration

4.1 Each team should pay 100 RS as registration fee to complete the registration.

4.2 Each team can register with a maximum of 6 members.

4.3 College name, year, department, soft copy of ID Cards and contact number of all 6 players must be submitted.

4.4 Once the registration process is complete, the registered number will be added to respective WhatsApp groups.

4.5 NOTE – All players from each team must be from a single college itself to be considered valid.

TDM In-Game Rules

5.1 Roadmap will be updated in respective groups after registration is closed.

5.2 Initial matches will be knockout stages, in which each match will have 3 rounds – First team to win 2 rounds will be declared winners.

5.3 The first two rounds of each match will be 4v4. If both teams secure one rounds each, then the tiebreaker (3rd) round will be 1v1.

5.4 Only registered players will be allowed to join or will be instantly kicked from the room.

5.5 Teams must be ready to join room within their allotted waiting time. A maximum of 5 mins will only be given as additional time for any issues which arises in btw idp and start time.

- 5.6 If any players are unable to join during match time, at least 3 players must play each match or the opposition team will be declared winners.
- 5.7 **Weapons** – Only **M416** is allowed as primary weapon. As secondary weapon, following pistols can be used. (P18C, P92, P1911)
- 5.8 **Melee weapons & Throwables** are **NOT ALLOWED**. **Grenade** can only be used for **self-nading** inside spawn area if armor is completely damaged or magazine is empty or if any glitch occurs.
- 5.9 All teams must ensure that their inventory is loaded with permitted weapons only. If violated opposite team will be declared winner of that particular round.
- 5.10 **POV Recording** – At least 1 player must record whole game. Others must record a minimum of 2 minute gameplay during match and must be produced when asked. If any team fails to provide pov when asked, they will be disqualified.
- 5.11 If the result of a match cannot be determined (if both teams have a score of 1-1 after 3 rounds) then the team with most finishes will be declared winners. Still if the teams are inseparable, then the admins will decide a solution and convey with both teams.
- 5.12 If any teams fails to enter match during the allotted time, the opposite team will be declared winners of that round.
- 5.13 M249/AWM cannot be taken during match. If any team is found using or occupying them opposite team will be declared winner of that match.
- 5.14 Self-nading can only be done in spawn area. If found otherwise, opposition will be declared winners.

Regarding the rules mentioned above, any non-compliance to the rules will lead to direct disqualification. For any other violation not mentioned above, the admin panel will take timely and appropriate decisions and the decision taken by the admin panel will be fair and final. No re-verification will be done unless new and solid proofs can be provided by the team penalized.

In case of any issues which are not mentioned here the final decision will be given by the Admin Panel after review and discussion.

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