

# Doodle Army: Mini Militia 2

## Tournament Structure:

- 4 on 4 team play
- Group stage:
  - Every match will be a knockout match.
  - Every round ( be it preliminary or final ) will be of 15 minutes duration.
  - All maps will be available. The map will be decided by the team who wins the toss.

## Other details:

- Team messages are allowed.
- If a match gets disconnected in between, then the match will be restarted.
- Mobile phones and chargers will not be provided by the Labyrinth team. Hence the teams should manage them of their own.
- The Mini Militia game application would be installed by the Labyrinth team and no player should have it in his phone pre downloaded.

## Match forfeiture:

- If any of the team members cannot be located after his/her name has been called then he/she will automatically forfeit the match.
- Any participant deliberately attempting to deliberately restart matches will be immediately disqualified from the tournament.

- Any person who attempts to disrupt matches with verbal or physical abuse of gaming staff or tournament competitors will be disqualified from the tournament and may be removed from the venue.
- Refusal to play a fight or committing any disruptive behavior that can delay the tournament will result in forfeiture of the match regardless of contestant tournament standings.

Further Terms and Conditions:

- Please note that in exceptional circumstances, the tournament rules may be subject to change at short notice. In the event of such a change, the tournament director and/or management will make every effort to make participants aware of this fact as soon as possible.
- We also reserve the right to remove any participant who, in our opinion, is detrimental to, and/or is having a negative impact on the event. The managements' decision on all matters is absolute and binding.