## Injustice –Gods Among Us

* **Rules and Regulations**
* The tournament will be based upon knock out concept.
* The match will be of type “best of 3”.
* Two same characters can fight against each other.
* For each round the participants have to choose new characters.
* The first fighting arena will be chosen by the game coordinator.
* The next two arenas shall be decided by the participants. (The loser of the first round will have to select the arena for round II.)
* Lobo, Batgirl and Scorpion are tournament legal.
* The final shall be played as a best of 5 matches.
* Other rules and regulations for the final stage would be the same as the group stages.
* The candidates are allowed to bring their own controllers/keyboards
* In case of any dispute, the decision of the coordinator shall be final.

## Fifa 14

* **Rules and Regulations**
* Tournament is a single player versus single player only.
* No two keyboard players will play against each other.
* Registrations can be made prior to the tournament and on the spot as well.
* The duration of every game is 6-minutes a half.
* The weather will always be set to clear.
* The squads are updated and updated as per the transfer window.
* The Qualifying rounds will have normal time and golden goal
* The Final rounds will have extra time after normal time followed by penalties if the scores are tied.
* World XI, Classic XI and are not allowed.
* As per online regulations only tactical defending is allowed, this in keeping with changing FIFA meta-game.
* Custom tactics cannot be changed.
* All players will receive a maximum of 3 minutes to complete their team management and three substitution breaks during the game to make changes or substitutions. Each of these three breaks will be for a maximum of 30 seconds.
* Players can make changes only when the ball is out of play.
* Pausing the game at any point without the prior permission of the organizers will lead to warning or disqualification depending on the effect caused due to the pause in play.
* Camera, Visual, Audio and Game Brightness is set as default and will not be changed.
* Wireless Controller settings can be changed to suit the player in any way he/she likes, but these changes will have to be made either in the 3 minutes allotted prior to the game or in one of the three 30 second breaks during.
* A participant or any other person who damages the property of or pertaining to the tournament will be held liable, i.e. any fines or other amounts that arise due to such damage must be paid by the person who causes such damage.

## Call of duty 4:Modern Warfare

* **Rules and Regulations**
* General: Free For all
* Map : 1) Shipment (rounds)  
   2) Downpour( final )
* Game Rules:  
  Time limit : 10 minutes  
  Score limit : Unlimited
* Player Rules:  
  Number of lives : Unlimited  
  Respawn delay : None  
  Max health : Normal  
  Health Regeneration : Normal  
  Kill cam : Disabled
* Game play options:  
  Headshots Only : Disabled  
  Perks : Disabled  
  Kill streak Rewards : Disabled  
  Hardcore Mode : Disabled  
  3rd Person : Disabled
* Allowed classes  
  -Grenadier  
  -First Recon  
  -Overwatch

### Counter Strike 1.6

* **Rules and Regulations**
* Game Version: Counter-Strike Source
* Competition Method : 5 vs. 5 (Team Play, 5 players per team)  
  As a default 1 mouse and 1 keyboard will be provided for all players other than that players can bring their own mouse,keyboard and headphones.
* Rounds: 10 Rounds (Max rounds format): 5 rounds as Terrorists and 5 rounds as Counter-Terrorists per team (If a team scores 6 rounds first, the match is ended immediately.)
* Victory Condition: The first team to win 6 rounds.
* Round Time: 1 minute 45 seconds.  
  The team playing as the Terrorist side first will be announced before the match or decided by coin toss.  
  Team players can talk to each other during freeze time
* Knife round to decide the toss
* Official Maps: De\_Dust2, De\_Inferno, De\_Nuke, De\_Train, De\_aztec
* Team members must only use team message (messagemode2), while in a match.  
  At the end whatever the decision referee makes will be the final decision no objection will be tolerated on that.
* Any player or team caught breaking a rule or performing an infraction will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee.  
  When a player has died, he may communicate verbally with other players, but he must remove his hands from his keyboard and mouse until the beginning of the next round.
* A player is deemed dead when the screen is completely faded to black.
* If a player touches his mouse or keyboard while dead, the team will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee.
* The use of ‘SKY Box’ will result in a loss by default for the offending team.  
  If the referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, the team may be given a warning or lose by default at the referee’s sole discretion

## Need for Speed-Most Wanted

* Rules and Regulations
* Game Version – most wanted
* .General rules  
  There will be 3 rounds in total  
  - 1st round  
  Elimination round  
  The players will be competing in groups of 4 for lap knockout races. Winner will move to the next round.

- 2nd Round  
The players will be competing in groups of 4 for sprint races. Winner will move to next round

- 3rd round(optional)  
If more than 4 players are there to compete. They will face each other in circuit races of 2 laps. Time to be added up.

- Final round   
Best of 3  
3 races (drag, sprint ,and circuit race)  
Winner of 2 races is going to grab prize money .

* Other Rules –   
  Other controllers, steering wheels are not allowed.  
  Keyboards can be brought.  
  Earphones/headphones will not be provided. Participants have to bring their own earphones/headphones.  
  At the end of each match,players must maintain the final screens and receive confirmation.
* GAME SETTINGS  
  Track Direction:Forward  
  Laps:3(Final and the Semifinals) Nitro:On  
  Collision Detection:on  
  Performance Matching:on  
  Maximum Number of Players 4  
  Car Damage:on