***Ricochet***

**General Rules:**

* All Players will be required to uphold and observe a universal level of sportsmanship. Any unsportsmanlike action which includes but is not limited to (racism, profanity, rude acts, vulgar acts, acts of belligerence, and disrespect of an Official) may be reviewed and is grounds for the team or player to be disqualified by the officials.
* If a player or team found in violation of this rule the following actions may happen:

1. Major or minor infractions as judged by an official: Warning 2.
2. Severe or repeated major infractions as judged by an official: disqualification

* To ensure that the tournament is run in a just and fair manner, all disputes are taken seriously and ruled upon by an official within 1 hour of receipt of the player provided and/or official requested information related to the dispute.
* All disputes must be filed within 10 minutes following the completion of the match with the presiding official.
* Dispute Submission Detail:

1. If you suspect a player of cheating, be prepared to list exactly where you think this occurred in the match.
2. Please supply as much detail to provide the official with the most accurate information possible.
3. The parties involved will then have 15 minutes to submit all requested evidence to the Official in charge of the dispute.

* If a team attempts to manipulate or exploit these gameplay rules in any way other than for its intended use, the officials reserve the right to make a final ruling on the rule in question for the given match and\or dispute.
* Protests can only be filed by the team leader.

1. If a competitor doesn‟t agree with any of the rules, he/she can bring it up with the Marshal before the completion of a match.
2. Any intentional refusal to connect to the match server can result in a default loss for that team with the decision to be made at the sole discretion of the organizer.
3. If the organizer has announced a rematch, failure to comply will result in disqualification.
4. No player will be allowed to play the same game twice.
5. If the team is incomplete then there shall be no match and it‟ll be disqualified.

**Contact:**

**Pranav Gupta: 9997955899**

***Blur/NFS –Most Wanted***

**Registration:**

1. Matches will be 1 versus 1.

**Rules:**

* The player who reaches the finish line first will be declared the winner.
* In case of a tie or some other technical issue (game crashing), the race is not completed then both the players will have to play on the same track with the same cars as that of previous race.
* The set of cars and playable tracks will be told to you beforehand and in no circumstances can these be changed unless there is a very legit issue.
* In case of multiple races among the same players, a 5 min break will be given solely for the purpose of selecting a car/colour for the race from the given pool of cars.
* All mods will be disabled on every race to allow an even playing field.
* In case of multiple races between two players, the player who wins the higher no races is to be declared the winner, however, if both players

tie by winning equal number of races (in case of even no of races) then the player with the higher number of points is declared the winner.

***CSGO***

For Gaming fanatics, this is the event to be!

**Rules:**

* The names of both the captain and the team should be given to the GC members 5 min before the starting of the match.
* There‟ll be a veto process for Bo1 among 7 maps: DUST2, MIRAGE,

CACHE, OVERPASS, COBBLESTONE, INFERNO, TRAIN. Only the captains will join the server for veto map process.

* There will be a knife round among the 2 captains to decide who will decide first. The winner gets to decide if he wants to go first or second.
* Turn by turn each captain will remove the map his team doesn‟t want to play.
* At the end, the person who gets to select among remaining 2 maps will decide which map his team wants to play. **Note:** Among the remaining 2 maps, the player will actually select the map they want to play. It will not be a veto.
* The chosen map will be played between the 2 teams.
* In case of any doubts, you will be guided at the time of veto process. So don‟t worry much about this process right now
* After the veto process, all the members will join the server and can configure their sensitivity, crosshair, video and graphics settings, etc.
* There will be a warm up time of exactly 5 minutes for both the teams which will be done on a death match server on the selected map which will be played.
* Increasing warm up time will not be encouraged at all cost, so the participants are required to not request for the same.
* Match rules:

1. The players are expected to remember these simple commands which are to be typed in the main chat:
   1. /r or /ready or /rdy - Marks you ready
   2. /ur or /nr or /unready or /notready - Marks you not ready
   3. /s or /score - Displays score if live
   4. /pause - To pause the match (Will pause at the end of round)
   5. /unpause - To unpause the match
   6. /stay & /switch – Stay or switch side after knife round
2. When players have marked as ready, knife round will start which will decide the sides.
3. The captain of the winner team will decide the side his team wants to play by typing /stay or /switch in the main chat.
4. The match will go LIVE next and will be played according to the competitive mode in CS:GO.
5. In case the team wants to pause, they can type /pause in main chat which will pause the match at the end of the round. Similarly, they can un-pause by typing /unpause.
6. **Note:** Only 2 pauses per team per half will be given. The pauseduration will not be more than 2 minutes.
7. In case of a draw, overtime will be played in which 10000 dollars will be given to each team and 6 rounds will be played, 3 each side and the team to clinch 4 rounds will be winner. If not, overtime will be played until the winner is decided.

**Instruction:**

* All participants are expected to arrive on the arena at least 10 minutes before the allotted time slot, failing which the team may be disqualified. So make sure that all your team members are present at the given time. Don’t expect the Gaming Club members to reschedule your time slot.
* There will be no restrictions on guns to be played.
* Intentionally friendly fires will not be tolerated under any cost.
* Knives and Tasers are not allowed.