

EKARIKTHIN

2K26

**BGMI TOURNAMENT RULE AND
REGULATIONS BOOKLET**

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www.ekarikthin.in

General Rules

1. Game will be there in the ERANGEL/MIRAMAR/RONDO format.
2. Total of 25 Squads will be there in the room.
3. No cheating or hacks or emulators will be used while playing the game. If used the whole squad will be disqualified immediately.
4. The total duration will be of 45 min each.

Eligibility

1. Only Team with valid Registered ID issued by EKARIKTHIN Team are eligible to participate. User ID is Assigned while registering for the event and Save the Confirmation Page for Future References by clicking on Print Button after successful submission of Form . Also a copy of Your User ID will be sent To you on your registered email ID which you provided during Filling the form.
2. Team creation deadline: [BEFORE 1 HR OF THE GAME]
3. Substitution rules: Every squad must have atmost 2 substitute players, if the main player is not available the team should inform the organizer about the replacement. Or else the team will be disqualified.

Team Rules

- 1 Team size: Each team consists of 4+2 players.
- 2 Team names: Must be non-offensive and appropriate.
- 3 Player handles: No offensive or inappropriate content allowed.
- 4 All the players must join the room 7-10 minutes in advance otherwise, we will not be responsible if any player is sitting in your slot.
Game Settings:
 1. Cheating: Strict prohibition of emulators, cheats ,hacks, or any form of unfair play.
 2. The players should bring their own devices and Tablet , I Pad is not allowed.

Match Rules

1. Match duration: Each match will last for 45-50 min
2. Point system : Refer to Page Number 3/4.
3. Technical requirements: Stable internet connection and the latest game version .
4. Communication during matches: Restrictions chat and third- party apps during matches.
5. Reporting results and disputes: Contact details and deadlines for reporting match results and resolving disputes.
6. Organizers will handle in-game spectating.
7. Player streaming: Players may stream their matches , but a delay is mandatory to prevent stream sniping.

Code of Conduct

1. Player behaviour: No harassment, discrimination, or cheating is tolerated. Respect all participants.
2. 2 Violation penalties: Warnings , disqualifications, or other sanctions as deemed appropriate by the organizing committee.
3. Technical Issues : The organizing committee is not responsible for any technical crashes/bugs/high ping etc. In case of severe technical glitch, we request the teams to inform the organizers immediately.

Point System

There will be Three Matches in **Qualification Round** to be played by Every Team and will be played in **Eangel , Miramar** and **Rondo Map** successively .

Kindly Check the Updates in the Highlight Section of BGMI Event on Ekarikthin Website or Contact the Respective Organizer for the Schedule of Matches .

Two Groups will be created and in which uniform half distribution will be there (i.e If There are 30 Teams , Each Group will have 15 Teams.) . If The Number of Teams will be less than 25 , Then all will be in a Single Group .

Top 8 Teams from Both Group will be Qualified for **Grand Finale** . In case of less than 25 Teams . Top 16 Teams will be qualified for the finale .

Point System :

1 Kill : 1 Point and

Place	Point
1 st	10
2 nd	6
3 rd	5
4 th	4
5 th	3
6 th	2
7 th and 8 th	1

Top 16 Teams will be selected from the Average of Points scored in the

Three Qualifier Matches .

Ex : (Erlang Points + Miramar Points + Rondo Points)/3

Top 16 Teams will progress to Grand Finale by this Scoring Rule and Others will be eliminated .

Rules for the Grand Finale :

2 Matches will be Played in Erlang and Miramar Map .

Average number of points scored in 2 Matches will be calculated to decide the Champion and Runners Up.

Point System :

1 Kill : 1 Point and

Place	Point
1 st	10
2 nd	6
3 rd	5
4 th	4
5 th	3
6 th	2
7 th and 8 th	1

Ex : (Erlang Points + Miramar Points) / 2

Note : Organizers hold the sole responsibility and right to make any further adjustment in the point system during the event .