ADWAITA -2026- FREE FIRE -TOURNAMENT

RULE BOOK

Tournament Structure

Game Mode: Battle Royal or Clash Squad [b a s e d o n e n t r y]

(4 players per team).

 Scoring System: Based on placements and kills..

Team Requirements

Team Composition:

- Each team must have 4 players (no substitutions allowed mid-match).
- One designated captain per team.

Registration:

- Team names and player details (IGN and UID) must be submitted during registration.

Registration

All players must comply with the Registration Requirements to be eligible to compete in any Tournament.

Match Rules

Devices Allowed: Only mobile devices (no emulators).

Cheating and Hacking:

- Use of hacks, third-party tools, or unfair gameplay is strictly prohibited.
- Teams caught cheating will be disqualified.

Reconnection Rules: Players disconnected during the match must attempt to rejoin

within the match duration.

Match Delays:

- If a team is not ready within 10 minutes of the scheduled time, that team will be disqualified

Gameplay Rules

Map Pool:

- Maps used: Bermuda, Kalahari, and Purgatory (decided randomly).

Circle Settings: Default Free Fire tournament settings will be used.

Prohibited Actions:

- Teaming with other squads.

- Purposefully exploiting bugs or glitches.

POV Recording Compliance Policy

Screen recording should be done only on mobile or external software. No use of in-game POV recorder.

Code of Conduct

Player Behavior:

- Players must maintain professionalism. Abusive language or misconduct will result in

DISQUALIFICATION

Spectator Mode: Only referees or tournament staff can use spectator mode.

Penalties

Minor Offenses: Warning or point reduction.

Major Offenses: disqualification.

RULES:

Clash Squad:

- 1. No VPN.

- 2. PC Players are **not allowed**.

- 3. If any participants gets caught using game bugs or hacks, whole team will be **disqualified.**

- 4. Every Custom Lobby will be host by the tournament Officials.

- 5. Character Skills and Guns Property will remains off.

- 6.Abusive language or misconduct will result in **DISQUALIFICATION.**

- 7. Team-up is **Not allowed** in game.

- 8. Every team should join in the lobby with their registered players only.

- 9. Unlimited ammo and Gloo walls will be there.

- 10. Grenades, Spray bombs and Flash bombs are **not allowed** in CS matches.

- 11. Double Vectors are **not allowed** in CS.

- 12. Breaking of Gloo Walls are **strictly not allowed.**

- 13. All the Teams should be there within 5 min after getting the Custom ID and Password.

- 14. No teams will be considered if they gets late. Be on time everyone.

- 15. If any team failed to join in the Custom lobby on time then the team will face **disqualification**. We are not responsible if you gets late and failed to join custom rooms

Battle Royale:

- 1. No VPN.

- 2. PC Players are **not allowed.**

- 3. If any participants gets caught using game bugs or hacks, whole team will be **disqualified.**

- 4. Every Custom Lobby will be host by the tournament Officials.

- 5. Guns Property will remains off.

- 6. Full map (BERMUDA) matches will be same as the BR RANK mode.

- 7. Team-up is **Not allowed** in the Full map matches.

- 8. Every team should join in the lobby with their registered players only.

- 9. Unlimitted Ammo and Gloo walls.

- 10. Character Skills and Guns Property will remains off in BR mode.

- 11. Grenades, Spray bombs and Flash bombs are **allowed** in BR matches.

- 12. Double Vectors are **allowed** in BR.

- 13. Breaking of Gloo Walls are **allowed**.

- 14. All the Teams should be there within 5 min after getting the Custom ID and Password.

- 15. No teams will be considered if they gets late. Be on time everyone.

- 16. If any team failed to join in the Custom lobby on time then the team will face **disqualification**. We are not responsible if you gets late and failed to join custom rooms

Bans/suspensions

Bans are given for very severe incidents like **ringing or use of an unallowed players.**

Tournament Dispute Resolution

Disputes: Any disputes or concerns **must be raised with referees** immediately after the match.

Final Decision: The tournament organizers have the final say on all disputes and penalties.

Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified Participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

Punishments for repeat offenses

All punishments outlined in this rulebook are applicable for first-time offenses. Repeat offenses will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

Player Requirements:

All players must be at least the legal age of 16 years or older by the year that the Tournament is held. If a player who won't turn the legal age of 16 or older by the year that the Tournament is held is found to currently be participating or previously participated in any matches, any and all team members will be disqualified from the Tournament, and any monetary gains accrued or anticipated during the Tournament will be forfeited.

Team Naming Changes

Team name can't be changed after registering. If there is a grammatical mistake in the name of the team or any important details, contact support to get it fixed. No name change can be made after the tournament has started.

Rule changes

TWE reserves the right to amend, remove, or otherwise change the rules without furthernotice. TWE also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

Game Settings

The following are the configurations for each game:

- Squad Mode: Clash squad / Battle Royal
- Gun attributes - Off
- Revival System - On (BR)
- In-game Mission - On
- In-match Quest - Off
- High-tier loot zone - Off
- Death Cam - On
- Standardized costume for opponents (include gloo wall, loot box, backpack, etc)
- Hide player nickname & elimination feed info
- Loadouts are allowed

Disconnections

Participants are not allowed to intentionally cause a disconnection during a game. Offenders will incur one infraction point.

If a participant is disconnected due to network issues, they are allowed to reconnect back to the game while the match is still ongoing. Participants are not allowed to request a pause or a remake due to a disconnection.

However, The Officials may consider a remake, at their sole discretion, under one of the following conditions:

- Game server failure - all players are unable to reconnect
- If 10 players or more are disconnected at the same time due to network issues