

RULES AND REGULATIONS

ORGANIZED BY:





Tronic Esport Championship Rules and Regulations

- ★ Once you get registered to the competition you will be added to a WhatsApp group where the TEC organizing committee will share details regarding competition with you
- ★ TEC includes three games Ludo World, Among US and PUBG Mobile.
- ★ A player is allowed to participate in any number of games (one player can participate all the three games as well) according to their desire
- ★ If any problem arise, such as connection issues, or system errors contact organizing committee.

Tronic Esport Championship Rules and Regulations

- ★ The final decision will be the decision of organizing committee. Unsupportive behavior to the decision of committee will cause in disqualification.
- ★ Rules specific to each game are listed below. Please read these rules before participation.
- ★ If you need further clarifications please contact:

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PUBG MOBICE

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TEAM

- A team can contain a maximum of four (4) members
- ♦ One player can only be registered in one team. If a player is registered in two or more teams, he/she will be disqualified.
- A team must contain at least two players from the department of Electronic and Telecommunication. All members must be students of University of Moratuwa
- Team leader must be from the department of Electronic and Telecommunication.
- New accounts are allowed for ENTC players only.
 Other accounts must be above level 30.
- All players must participate in matches from their registered accounts.
 Unregistered accounts will be kicked out.
- In the case of swapping a player, it has to be informed **before the matchday** with a valid reason

FORMAT

- The tournament structure and match format will be announced later.
- Only the first 16 teams that register will be eligible for the tournament.

MATCH

- The team which reaches 40 kills first will win the match.
- The maximum total duration of the match is 10 minutes. If the duration of the match reaches 10 minutes before either team reaches 40 kills, the team with the highest kills wins.
- In case of tied kills at the end of 10 minutes, a pistol only rematch will be held as a tiebreaker.
- Players can equip level 3 armors, level 3 helmets, M249 light machine gun and AWM rifle which can be found from the arena.
- Players earnot use M249 light machine gun and AWM rifle in the tiebreaker round where only pistols are allowed.

MATCH

- In case of all the players in a team abandoning the match will lead to the victory of the opposing team.
- Please take into consideration that if any team is unable to make if in time to the room the team itself should take the full responsibility.
- Only a 4 minutes grace period will be provided for teams to be present for their matches. After the 4 minutes elapse, a walkover will be awarded to the opponent team.

GENERAL RULES

- Make sure to download the Warehouse map before entering the room. In such a case, the match will be started without the player.
- Using third party softwares; hacks, mods or bugs to play is strictly
 prohibited.
- If a team is confirmed about cheating in a match the team will be disqualified from the whole tournament and a walkover will be awarded to the opponent team.
- If players are found to collude with other team members to provide any player with advantages or benefits or deliberately losing a tournament game for compensation will lead to disqualification of both teams

LUDO WORLD

Ludo world rules and regulations

This tournament is a match, where a team with two players have to play with opposite team with two players.

Format

- ☐ Ludo World Facebook-power mode(2V2)
- ☐ Single elimination knockout tournament
- Two players per group
- Only the first 32 teams that register will be eligible for the tournament
- ☐ The draw will be generated randomly

Rules

- ☐ All participants should have Facebook account to play the match in Ludo World
- □ Scheduled match times will be informed one day prior to the event date
- One player can only sign-up for one team
- All the teams must be ready 5 minutes prior to the time given. If any team or player is unable to respond within 15 minutes after the round started, it will cause in disqualification.
- One hour will be allocated for each match.
- At the end of the match team leaders of each team must upload a screenshot of the results with the **group name** and **match number** in the WhatsApp group. If he/she fails to upload the screenshot, it will cause in disqualification.

amongus

Among Us Mobile Rules and Regulations

Competitive Among Us uses a point-based ranking system to organize players by their performance. Points are awarded based on whether the player is playing for the crew or imposters.

Crewmate:

- Win: 3 points
- Loss: 0 points
- Correct votes: 1 point
- Incorrect votes: -1 point
- Skip/No vote: 0 point

Impostor:

- Win: 5 points.
- Loss: 0 points
- Kill: 1 point

The tournament is played on the **skeld/polus** and the in-game rules are **fixed** as the following rule-set:

- ♦ Impostors: 2
- Confirm Ejects: Off
- Emergency Meeting: 1
- Emergency Cooldown: 15s
- ♦ Discussion Time: 15s
- ❖ Voting Time: 90s
- ❖ Player Speed: 1.0x
- Crewmate Vision: 0.5x
- ❖ Impostor Vision: 1.5x

- ❖ Kill Cooldown: 22.5 seconds
- ❖ Kill Distance: Short
- Visual Tasks: Off
- Anonymous vote: Off
- Common Tasks: 2
- Long Tasks: 1
- Short Tasks: 5
- Taskbar Updates: Meeting

Additional rules

- ★ You should install <u>Discord</u> app before starting the game and we will join you in the discord channel through the WhatsApp group.
- ★ The in-game name should not be changed over the whole tournament.
- ★ Only the first 50 players that register will be eligible for the tournament
- ★ At the beginning of the match (When players are entering the match), if someone is disconnected, the match should be restarted.
- ★ Besides, if more than four players are disconnected during **only** the **first emergency meeting**, the match should be restarted.
- ★ If someone is disconnected during the match, obtained marks will not be reduced.

- ★ When the match is canceled, obtained marks during the relevant match are not be added to the total marks
- ★ You will have to take screenshots in each of following situations to confirm your marks. Further clarifications will be provided via the WhatsApp group
 - Before starting the match(In the game Lobby)
 - In every emergency meeting when all of the votes are displayed.
 - After every match is finished
 Note: If you are unable to provide a screenshot relevant marks will not be added to total marks
- ★ After each round, the highest scored players are sent to the next round.
- ★ You can communicate with others only via discord shared channel