

# **BLITZSCHLAG**

## ***LAN GAMING RULEBOOK AND REGISTRATIONS***

### **GENERAL RULES AND REGULATIONS :**

- By entering the LAN GAMING Tournament, you acknowledge the following terms and conditions and agree to adhere to the tournament rules:
- The players are allowed to configure their preferred settings prior to each match (cannot be altered once a match has begun).
- The players are allowed to use their own gaming equipments such as Keyboard, Mouse, Mouse Pad, and Headphones.
- Tournament Officials and Organizers will not be responsible for any loss or damage to the players' gaming equipment.

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# COUNTER STRIKE: GLOBAL OFFENSIVE

- 5 v 5 Team Play (Game Mode : Competitive \_ Bomb Plant Scenario)
- All rules of Competitive game mode will apply
- Practice Time of 5 minutes will be given to set the basic configuration.
- Group Stage:
  - Preliminaries: 30 In-game rounds (Knockout Matches till 4 teams remain).
  - Semi-finals: 30 In-game rounds OR Best of 3 Maps (if time permits).
  - Finals: Best Of 3 Maps.
- Teams will switch roles (Terrorists or Counter-Terrorists) after playing half of the number of In-game rounds.
- In case of tie, then six In-game rounds (OVERTIME) with 10,000 start money will be played until a winner is decided.
- Following Maps will be played –
  - 1) Preliminaries– de\_dust2, de\_inferno, de\_mirage.
  - 2) Semi-Finals & Finals - de\_dust2, de\_inferno, de\_cache, de\_overpass, de\_mirage.
- Choosing of map will be as follows:
  - 1) For Preliminaries, knife round will decide the team role and map.
  - 2) For Semi-finals
    - If conducted as B01 Map:-
    - One map will be picked through the 3 maps by veto. Knife round will decide the team role.

### If conducted as BO3 Maps:-

Best Of 3 Maps will be picked through the entire map pool by veto. Knife round will decide the team role.

3)For Finals, Best Of 3 Maps will be picked through the entire map pool through one-by-one elimination. Knife round will decide the team role.

### **Other Details:**

- Use of scripts is strictly **PROHIBITED**.
- Players can bring their config(.cfg file) with changes only in crosshair and viewmodel. Other changes can be made under the supervision of organisers.
- Team messages and chat are allowed.
- If disconnection occurs during a match then scores till the last round will continue and starting money will be decided by the organizers.
- If any of the team members cannot be located after his/her name has been called then he/she will automatically forfeit the match.
- Any participant deliberately attempting to sabotage or damage LAN Gaming equipment to restart matches will be immediately disqualified from the tournament.
- Players have to bring their headphones (at least). They may bring other equipment (mouse, keyboard, mouse pad). Personal laptops WILL NOT be used.
- Systems will be provided.

### System Specifications:

- 64 tick LAN server.
- Intel Xeon W3680 @3.33 Ghz (6 core processor).
- NVIDIA Quadro 2000 (4 GB).
- RAM : 8 GB.
- HP ZR2240w (21.5 inch) monitor @60Hz.
- Mouse and keyboard.
- FPS will be around 200.

### **MATCH FORFEITURE :**

- Any person who attempts to disrupt matches with verbal or physical abuse of gaming staff or tournament competitors will be disqualified from the tournament and may be removed from the venue.
- Refusal to play a fight or committing any disruptive behavior that can delay the tournament will result in forfeiture of the match regardless of contestant tournament standings.

### **Further Terms and Conditions:**

- Please note that in exceptional circumstances, the tournament rules may be subject to change at short notice. In the event of such a change, the tournament director and/or management will make every effort to make participants aware of this fact as soon as possible.
- We also reserve the right to remove any participant who, in our opinion, is detrimental to, and/or is having a negative impact on the event.

**Decision of the Organiser will be the final decision irrespective of any consequences.**

# PUBG Mobile Tournament

## GENERAL RULES:

- All the matches will be Classic TPP and will be played on **ERANGLE** Map.
- Only squad matches will be organized.
- Match will be conducted in closed rooms.
- Teams will be given with **particular room ID and password** 30 minutes prior to the designated match start time for setup. **Enter in your respective team slots only.**
- Phone chargers, power banks, headphones and internet data is player's responsibility.
- You have to take **Screenshots** as soon as you die (no matter you are first or last) and the team captain is required to send that screenshot to the game organizer.
- You can play from your own venue.
- **Don't use PC emulator**, it will show an icon on your profile and you will be removed from match or your complete squad will be disqualified.
- Only touchscreen controls are allowed. Any OTGs, triggers, apk(s) which makes the game play easier are not allowed.
- Some professional players would be spectating the match, Hacking or cheating are not allowed.
- Team killing is strictly prohibited and if any one is found fooling around with teammates using grenades will be disqualified.
- In-game name and real name of every member of the squad must be provided by the captain of the team at the time of registration.
- Tournament bracket size are subject to change based on the total number of eligible teams at the end of registration.
- Players can again join in the game if they are disconnected using the "Enter Match Again" option until they are alive (Standard PUBG Mobile rules).

**Decision of the Organiser will be the final decision irrespective of any consequences.**

### **RANKING SYSTEM:**

- Points given to a team would depend upon the team position as well as some points for each kill.
- Each kill will contribute **15 points**.
- Position points are as given :

1 <sup>st</sup> Position	<b>500</b>
2 <sup>nd</sup> Position	<b>450</b>
3 <sup>rd</sup> Position	<b>405</b>
4 <sup>th</sup> Position	<b>365</b>
5 <sup>th</sup> Position	<b>330</b>
6 <sup>th</sup> Position	<b>300</b>
7 <sup>th</sup> Position	<b>275</b>
8 <sup>th</sup> Position	<b>255</b>
9 <sup>th</sup> Position	<b>240</b>
10 <sup>th</sup> Position	<b>230</b>
11 <sup>th</sup> Position	<b>220</b>
12 <sup>th</sup> Position	<b>210</b>
13 <sup>th</sup> Position	<b>200</b>
14 <sup>th</sup> Position	<b>190</b>
15 <sup>th</sup> Position	<b>180</b>
16 <sup>th</sup> Position	<b>175</b>

- Every team captain has to send screenshot of their squad's final stats as soon as the game ends on whatsapp number (9782037445)
- **Total score of each team = Position points + (15\*number of kills).**
- **Total Score will decide the Team's Final Position.**

#### DISQUALIFICATIONS:

- Players using Emulators, Triggers, Hacks or any APKs will be disqualified.
- Players grenading their own players will be disqualified.
- Any kind of abusing, misbehaviour with tournament officials or other players is strictly prohibited and is subject to disqualification.

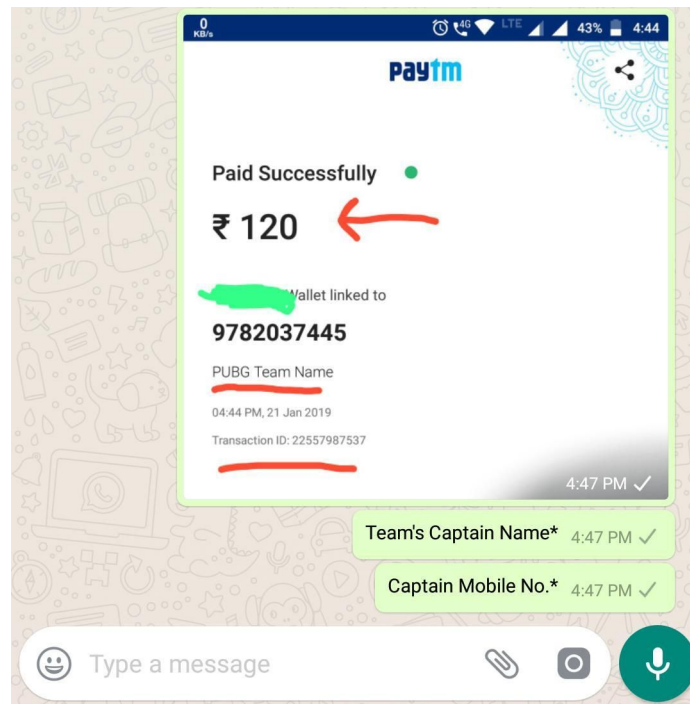
#### TOURNAMENT STRUCTURE:

- Number of teams playing in playoffs would depend on the Number of registrations.
- Maximum number of squads playing the playoffs as well as final match will be between **16 and 20** (depending upon the situation).
- Top two teams will be declared as the winner of the tournament.

#### Payment Method:-

- First , all participants have to login into blitzschlag site and make a blitzschlag ID , this ID is specific to all so save/remember it.
- Then they have to register their squad members into a google doc whose link is provided on the blitzschlag page.

- After registration they have to make a payment of Rs- 120. On the paytm number 9782037445 (registered on the name of Meena Mittal) , along with their team name in the paytm message column as shown below :



- After the successful payment the team's captain has to send the screenshot of the payment to the same whatsapp number (9782037445) along with his/her name and blitzschlag id.
- After confirmation we will send the confirmation message and a unique team number to the captain.

**NOTE : Any change in Tournament Structure is at the discretion of tournament officials and are subject to change without any further notice.**



# NFS MOST WANTED 2005

## Game Type :-

- Host, client will be announced before the match or decided by coin toss. Players can bring their own controllers and keyboards.
- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- All the participants playing at a time will have to play with the same car.
- The car and the track will be decided by the chit system.

## **Tournament Format**

### Basic Rounds:

In this round sprint & circuit races will be played. Four participants will be competing in this round at a time. The winner after the race will advance to the next round.

### Advance Rounds:

- In these rounds there will be 3 races between the participants. Four participants will be competing in this round at a time.
- First will be Sprint.
- Second will be 2 lap circuit and the third will be Drag. The participant winning 2 of the 3 races will be in the semi-final. If a participant wins 2 races continuously, then the third race will not be run. This process will be continued until we get top 9 participants.

- In semi-finals there will be 4 races between participants. Three participants will be competing in this round at a time. First will be Sprint, 2nd will be 2 lap circuit, 3rd will be Sprint and 4th will be Drag.
- At the end of all races the participant who wins most races will be advanced to finals. In case of a tie an extra sprint round will be played.

### **Finals:**

In finals there will be 5 races between participants. Three participants will be competing in this round at a time. First will be Sprint, 2nd will be 2 lap circuit, 3rd will be OUTRUN\*\* (details of this race are mentioned at the end of this section), 4th will be Drag and 5th will be sprint. The participant winning 3 races first will win the tournament. In case of a tie an extra sprint round will be played.

### **Outrun\*\***

The loop for this race will be NFS World Loop. This loop race will be considered as a sprint race.

### **Game Settings :-**

- The course selection may be changed prior to the tournament.
- Players will be informed of any such changes before the tournament.
- Race Mode Options: Circuit/ Sprint
- Track Direction: Forward
- Number of laps will be decided by admin
- N2O: ON
- Collision Detection: OFF
- Performance Matching: OFF

### **Player Options :-**

- Game Moment Camera: OFF
- Car Damage: OFF
- Rear View Mirror: Player's own discretion.
- Units: Player's own discretion.
- Intentional Disconnection will be decided by the referee, any offending player will be charged with a loss by forfeit. If the disconnection is deemed to be unintentional by the referee, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.

### **Penalty for Unfair play :-**

- Use of any cheat program .
- Intentional disconnection.
- Use of any settings exceeding standard and permitted settings.
- If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose by default at the referee's sole discretion.
- Upon discovery of any player committing any violations regarded as unfair play that player will be disqualified from the tournament.
- During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.
- Two warnings constitute being disqualified from the tournament.

**Decision of the Organiser will be the final decision irrespective of any consequences.**

# FIFA 18

## General Rules:

- Competition method: 1 vs 1
- Game mode: Kick Off
- Teams: All international teams and clubs (except FC Barcelona, Real Madrid FC, FC Bayern Munich, Classic XI, World XI and Adidas All-Star)
- Players can bring their own controllers and keyboards.
- Players can only pause the game when the ball is out of play during his own possession.
- Consoles are not allowed.
- The team and players' abilities cannot be modified arbitrarily.
- Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each other's settings were different from the official settings.
- Player changes and strategy changes are limited to 3 times during the game. (The changes before the start of first and second half are not included in this count.)
- Players must pause the final screen till the official records the result of the match.

## **GAME RULES:**

### Preliminary Round:

- In a case of a draw after 90 min, Direct Penalties will be followed afterwards.
- Neutral stadium and knockout matches.
- If an odd number of players result after knockouts, the final decision would be in the hands of the admin.

### Semi-final and final round:

- Two legs (away goals rule will be followed).
- In a case of a draw after both fixtures, Classic rule will be followed in extra time.
- If a winner is not decided after extra time, the winner would be decided on Penalties.

### **GAME SETTINGS:**

- Custom Formations: Allowed.
- Custom Tactics: Allowed.
- Half Length: 5 minutes.
- Difficulty level: World Class
- Game Speed: Normal
- Camera: Any. If the players cannot agree on which camera angle to use, admin shall decide it for them.
- Injuries: ON
- Offside: ON
- Bookings: ON
- Handball: ON
- Subs: On Bench:7
- Radar: 2D.
- Time/Score Display: ON
- Weather: Clear
- Time of day: Day / Night
- Controller Settings:- Players are allowed to choose any controller settings they prefer.

**Decision of the Organiser will be the final decision irrespective of any consequences.**

# TEKKEN 7

## Tournament Structure:-

- Competition method: 1 vs 1
- All characters are allowed in Tekken 7 except ( Akuma, Kazumi, Devil Jin ).
- There are total 2 round in preliminaries and quarters (The first player to win 2 rounds will win the match and proceed further).
- Arena – Random
- Each rounds of 60 seconds
- Players can bring their own controllers also.
- The final stats of every match will be recorded by the organizer.

- Round setup :-

For Preliminaries/Quarters: win 2 rounds

For Semis: Best of 3 Arena(s) (each arena have 3 round per player )

For Finals: Best of 3 Arena(s) (each arena have 4 round per player)

- Any Change in **Tournament Rule** are subjected to **No. of Participation** which are in hands of **ORGANISER**.

## Rules:-

- No round can end in a draw . somehow if this happens by the will of both the players then both of them will be disqualified.
- Every player will be given a one minute practice match so that he/she can check his/her controls before the match.
- **NOTE : Any change in Tournament Structure is at the discretion of tournament officials and are subject to change without any further notice.**
- **Decision of the Organiser will be the final decision irrespective of any consequences.**

# REGISTRATION

CSGO :-

<https://goo.gl/forms/FimzlOtQfHgc1ulQ2>

PUBG :-

<https://goo.gl/forms/Fy5dN4xoRuwUp4iJ3>

NFS-MW :-

<https://goo.gl/forms/4HFwYw2l79WvcNgQ2>

FIFA:-

<https://goo.gl/forms/n9ie0Bl3lemNAnn42>

TEKKEN 7:-

<https://goo.gl/forms/b3Tii2ptZJ7Fqd703>

For Any Further Queries Contact:

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You can also contact us through Whatsapp.