

QUANTICA FEST

FREEFIRE MAX Rulebook

Common Rules & Regulations

1. Identity Verification

All players must carry a **valid Aadhaar Card and School/College ID** for verification. Failure to produce these documents when asked may result in disqualification.

2. Damage to Property

Any damage caused to **equipment, venue assets, or college property** by an individual or team will be the **full responsibility of the respective team**, and necessary compensation must be provided.

3. Misconduct & Physical Altercations

Any involvement in **physical fights, aggressive behavior, or serious misconduct** will result in strict action, including **disqualification or further penalties**, as decided by the Organising Team.

4. Team Name Guidelines

Team names must be **appropriate and respectful**. Names that are **abusive, offensive, or hurt religious sentiments, individuals, or communities** are strictly prohibited and may lead to disqualification.

5. Authority of the Organising Team

The **Organising Team reserves the right to modify, amend, or introduce new rules** at any time if required.

All decisions made by the Organising Team will be **final and binding** in any matter.

6. Prohibited Substances

The **consumption or possession of intoxicating substances**, including **alcohol**, is **strictly prohibited within the campus premises**. Violation will result in immediate disciplinary action.

1. General Rules & Eligibility

- 1.1. Game Title:

The official game title for this tournament is FreeFire MAX (FFM) on the Mobile (iOS/Android) platform.

- **1.2. Acceptance of Rules:**
By registering, all participants agree to have read, understood, and accepted these regulations.
 - **1.3. Eligibility:** all players under the age of 28.
 - **1.4. Team Roster:**
 - Teams must submit their final roster before the registration period closes. Any changes after this are at the sole discretion of the organizers.
 - Players are not permitted to register with multiple teams or on multiple accounts.
 - **1.5. Registration Information:**
Every player must fill out their registration form with complete and accurate information. Providing false or incorrect information can lead to disqualification.
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2. Tournament Format & Scoring

(Note: The provided ESFI document states that specific match rules are published separately. The following is a standard competitive format that can be used for your finals.)

- **2.1. Map Rotation:** Bermuda, Purgatory, Kalahari, Alpine, Nexetera,solara.
 - **2.2. Scoring System:**
 1. **Kill Points:** 1 point per kill.
 2. **Placement Points:**
 - 1st Place (Booyah): 12 Points
 - 2nd Place: 9 Points
 - 3rd Place: 8 Points
 - 4th Place: 7 Points
 - 5th Place: 6 Points
 - 6th Place: 5 Points
 - 7th Place: 4 Points
 - 8th Place: 3 Points
 - 9th Place: 2 Points
 - 10th Place: 1 Point
 - **2.3. Tiebreaker:** In the event of a tie, the winner will be determined in the following order:
 1. Total number of Booyahs.
 2. Total kill count.
 3. Best placement in the final match.
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3. Player Conduct

All players must conduct themselves in a professional and fair manner at all times. Failure to adhere to these conduct rules will result in penalties.

- **3.1. Prohibited Actions & Behavior:**

- **Cheating and Hacking:** There is a zero-tolerance policy for cheating. Using cheats, exploits, bots, hacks, mods, or any unauthorized software designed to modify or interfere with the game is strictly prohibited.
 - **Unfair Play:** Throwing a match, intentionally halting play, or showing a clear lack of effort is a violation of conduct.
 - **Vulgarity and Abuse:** Any form of vulgarity, abuse, or dissent towards administrators, spectators, or other players will not be tolerated.
 - **Harassment and Discrimination:** Abuse, bullying, harassment (including sexual/verbal), and discrimination on the basis of sex, caste, race, or religion will be taken with utmost seriousness.
 - **Impersonation:** Attempting to impersonate another player is strictly prohibited.
 - **Illegal Substances:** The use of alcohol, illegal drugs, or any performance-enhancing drugs is strictly prohibited.
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4. Penalties for Misconduct

- **4.1. Right to Penalize:**

If any of these regulations are violated, tournament organizers reserve the right to impose penalties. The player(s) in question will be given an opportunity to be heard before a final decision is made.

- **No Exploiting Bugs:** Intentionally using any in-game bug or glitch to gain an unfair advantage is forbidden.

- **4.2. Applicable Penalties:**

Penalties may be applied individually or in combination and include:

- A formal warning or reprimand.
- Forfeiture of a game or the entire tournament.
- Disqualification of the player or the entire team from the tournament.
- A ban from future tournaments hosted by the club, either temporarily or permanently.

On-Site Player Conduct

1. **Remain Seated:** Players must remain seated for the entire duration of a match. Getting up or leaving the designated play area is not allowed. In case of a critical issue or emergency, the player must raise their hand and get explicit permission from a tournament moderator before leaving their seat.

2. **Screen Integrity:** Peeking or attempting to look at the screen or device of another team is strictly forbidden and will be considered an act of cheating.

Remote Player Integrity For any player competing from a location outside the campus venue, it is mandatory to have both a **face/handcam recording** running for the entire duration of every match. These recordings must be made available to the organizers upon request.

Section Z: Code of Conduct & Prohibited Actions

Z.1 Anti-Collusion Policy Teaming up with an opposing team or intentionally "donating" kills to another team, is a severe violation of competitive integrity. Any team found guilty of such actions will face immediate disqualification. This penalty will result in all associated teams being disqualified from the tournament.

Further please refer to the general rules from ESFI's rulebook.