



ROBO 3.0 RUMBLE

INSIDE THE EVENT: RULES & PROCESS

E- SPORTS

A competitive digital gaming arena where players showcase strategy, reflexes, and teamwork in high-intensity esports battles.



OBJECTIVE:-

The objective of the Esports event is to provide a competitive platform for showcasing gaming skills, strategy, and teamwork. It enhances reflexes, coordination, and decision-making under pressure. The event promotes sportsmanship, fair play, and discipline. Participants develop communication skills and experience organized competitive gaming.

GENERAL GUIDELINES:-

- Each team must consist of 4 members.
- All team members must belong to the same school/college/institute.
- Judges' decisions will be final and binding.
- Participants must carry valid institute ID cards.
- Any misconduct or malpractice will lead to immediate disqualification.
- Registration amount is ₹250/- per team



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REGISTRATIONS AND ELIGIBILITY:-

- Format: Squad Mode (4 Main Players)
- Participants must be students of schools, colleges, or universities.
- All players must register with accurate In-Game Name (IGN), Real Name, and Character ID.
- Players must use the same registered IDs throughout the tournament.
- No last-minute substitutions are allowed without admin approval.

REWARDS AND PRIZES:-

- 1st Position: 12,000 Rupees + Winning Certificate + Trophy
- First Runner Up: 8000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

DEVICE POLICY:-

- Allowed device: Mobile phones only.
- iPads, tablets, emulators, triggers, and external controllers are strictly prohibited.
- Use of prohibited devices will result in immediate disqualification.



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LOBBY AND MATCH PROTOCOLS:-

- Room ID and Password will be shared 15 minutes before match start via the official group.
- Teams must join only their assigned slot number.
- Matches will start strictly on time; no waiting for individual network issues.
- Match maps will be announced prior to the game.

GAME INTEGRITY (ZERO TOLERANCE POLICY)

- Use of aimbot, wallhack, speed hacks, config files, or any third-party tools will lead to a permanent ban.
- Teaming between squads is strictly prohibited and will result in disqualification of both teams.
- Exploiting glitches or map bugs is not allowed.
- Organizers may request hand-cam or POV recordings from top teams or suspicious players.

GENERAL GAMEPLAY RULES:-

- Fair play must be maintained at all times.
- Any form of hacking, scripting, or third-party application usage will result in immediate disqualification and permanent ban.
- Collaboration between different teams is strictly prohibited; points for both teams will be voided.
- Organizers are not responsible for ping issues, device crashes, or disconnections. Matches will continue regardless.



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SCORING SYSTEM:-

- Total match score = Placement Points + Kill Points.
- Kill Points: 1 point per kill.

PLACEMENT POINTS TABLE:-

- 1st Place → 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
- 11th-12th Place → 0 Points

TIE BREAKER RULES:-

- In case of a tie, rankings will be decided by:
 - Total number of wins
 - Total kill points

RESULT REPORTING:-

- Team Captain must take a screenshot of the end-game result screen showing placement and kills.
- Results must be submitted to the designated group/channel within 10 minutes of match completion.

PENALTIES:-

- Late arrival (not joining lobby within 5 minutes) may result in slot loss or reduced team size.
- Abusive, toxic, or harassing behavior towards players or staff may lead to point deduction or expulsion.



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Proof Submission

- **Mandatory Submission:** Top 5 teams must submit POV footage within of the match ending to verify results after every match.
- **Dual-View Requirement:** Footage must capture the in-game screen and a physical handcam showing fingers and device simultaneously.
- **Device Verification:** Start the recording by showing background apps (Task Manager) and the Control Center to prove no third-party hacks are active.
- **Audio Integrity:** Recordings must include internal game sound and team voice chat; muted clips will be disqualified.
- **No Edits:** Footage must be a single, continuous, and raw file from the lobby until the final scoreboard; any cuts or transitions will lead to a ban.
- **Quality Standard:** Videos must be at least 1080p/60FPS with stable lighting and a clear view of all finger movements.
- **Naming Protocol:** Upload to Google Drive/YouTube (Unlisted) labeled as TeamName_PlayerName_Match#.