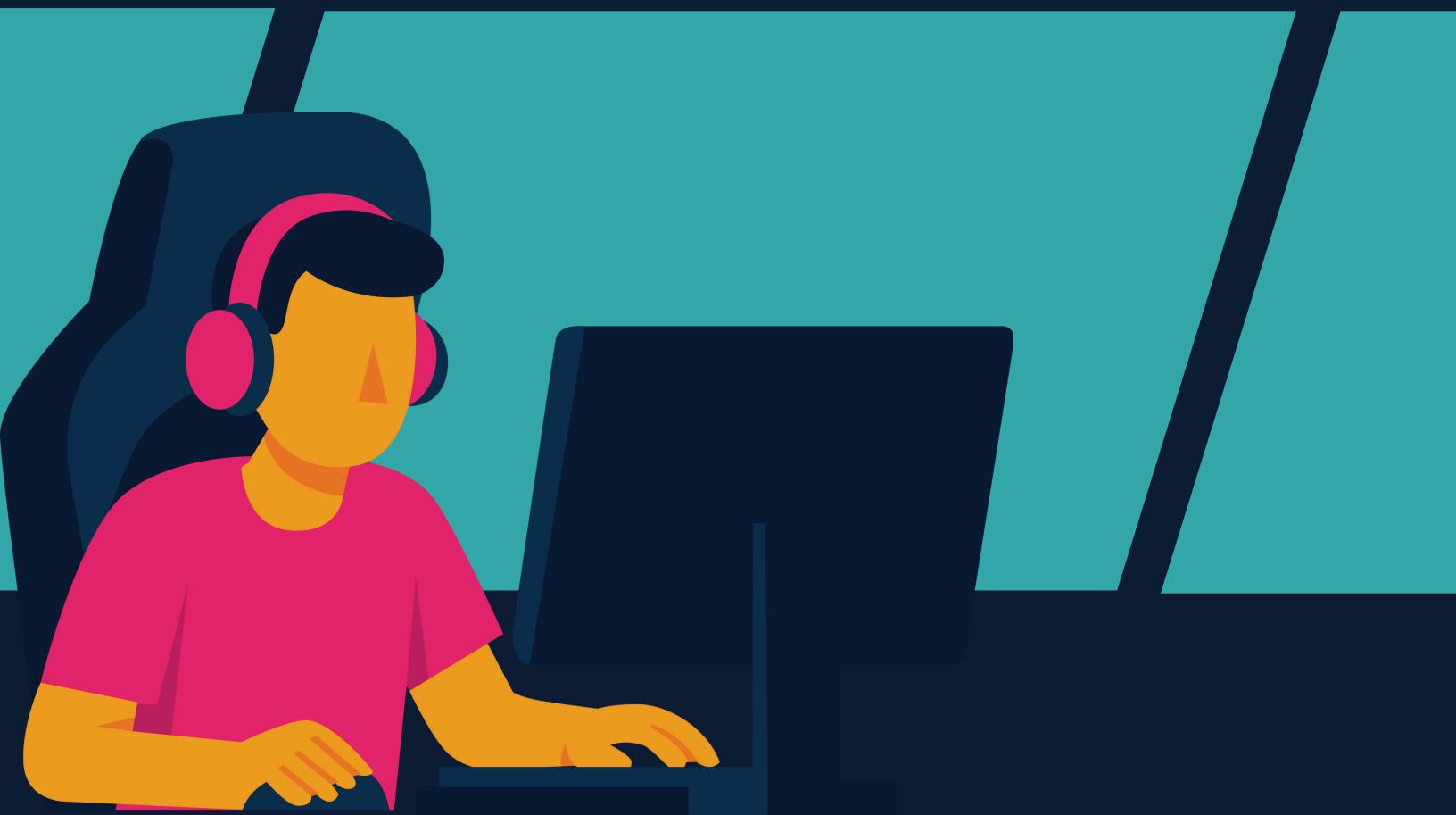


# E-SPORTS

# RULEBOOK



# **BGMI TOURNAMENT OFFICIAL RULEBOOK**

## **GENERAL TOURNAMENT RULES**

**Eligibility:** Teams from medical and non-medical colleges are welcome. Inter-college teams are also permitted to register.

**Registration Limit:** The first 40 teams to register will be accepted into the tournament.

**Team Names:** All teams and members must use appropriate in-game names. Teams can use their college name if they have prior permission from their institution.

**Team Roster Changes:** Team members can be changed within 1 day after registration or before November 17, 2025, whichever is the shorter duration.

**Substitutes:** Teams are allowed to have a maximum of two substitutes.

**Technical Issues:** Players are solely responsible for their own technical issues, including hardware, software, and/or internet problems. Matches will not be restarted due to technical issues.

**Cosmetics:** Downloading character skins, vehicle skins, or weapon camos is optional and not compulsory.

**Final Decision:** The decision of the Tournament Organizer will be final in all circumstances.



# Tournament Structure & Schedule

## Qualifiers: Group Rotation

**Total Matches:** Every participating team will play 6 total matches during the Qualifiers.

**Map Distribution:** Each team will play 3 Erangel matches, 2 Miramar matches, and 1 Sanhok match.

**Daily Format:** A total of 4 matches will be played each day with specific group pairings and map rotations:

Day	Groups Playing (Total Matches)	Total Matches	Map Rotation for the Day
Day 1	A vs B (2 Matches), C vs D (2 Matches)	4 Matches	1x Erangel, 1x Miramar
Day 2	A vs C (2 Matches), B vs D (2 Matches)	4 Matches	1x Sanhok, 1x Erangel
Day 3	A vs D (2 Matches), B vs C (2 Matches)	4 Matches	1x Erangel, 1x Miramar

## Finals:

**Advancing Teams:** The top 16 teams overall from the Qualifiers will advance to the Finals.

**Finals Format:** A total of 4 matches will be played in the following map order: Erangel, Miramar, Sanhok, Erangel.

## Registration and Communication

**Registration Deadline:** Teams can register until November 16, 2025, at 4:00 PM IST.

**Registration Fee:** Rs.250 per team.

**Registration Process:** Send player names, team leader contact number, and payment screenshot to +91 7099341463 or +91 6262255462.

**Refund Policy:** No refund if the team is unable to participate or found cheating; full refund only if there is any organizer error.

**WhatsApp Group:** Created by Game Master; only essential communication allowed.

## Match Timings and Procedures

- Overall Match Timings: 9:00 PM to 12:00 AM.
- Reporting Time: Report 5 minutes before the match.
- Lobby Setup: Players have 5 minutes to join.
- Spectating: Only organizers can spectate.

## Rules Against Cheating and Disputes

- If cheating is uncovered, the team will be disqualified.
- Each player must take end-of-game screenshots for disputes.
- Winning teams must submit result screenshots immediately.

## Rehost/Restart Policy

- A match may be rehosted only if a player faces loading issues at the start and submits valid proof (screen recording with date/time).

## Scoring System

Position	Points
1st	10
2nd	6
3rd	5
4th	4
5th	3
6th	2
7th–8th	1
9th–16th	0
Each Kill	+1

## Match Parameters

Setting	Value
Mode	Third Person Perspective (TPP)
Playzone Shrink Speed	x1.1
Sound Visualization	Disabled
Aim Assist	Disabled
Red Zone & Flare Guns	Disabled
Vague Information	Enabled
All Weapons Loot	x2
Scopes and Magazines Loot	x2
Maps	Erangel, Miramar, Sanhok

## Prize Pool

**Total Prize Pool: 10,000**

**1st Place - 6,000**

**2nd Place - 4,000**

**All remaining information will be shared in the WhatsApp group.**

# CODM TOURNAMENT OFFICIAL RULEBOOK

## GENERAL RULES(CODM MULTIPLAYER)

- Teams from medical/non-medical and inter-college groups are allowed.
- Only the first 12 registered teams will be accepted.
- Teams must use appropriate names; institutional names need prior permission.
- Team changes allowed within 1 day of registration or before 20/11/25, whichever is earlier.
- A WhatsApp group (created by the Game Master) will include one representative per team. Teams will be randomly assigned letters (A-L). The process will be shown publicly to avoid bias.
- Any suspected bias can be reported in the group.
- Group chat is open for queries only – no spam, ads, abuse, or off-topic messages.
- All weapons, operator skills, scorestreaks, lethals, and perks are allowed except:
  - ✗ Flamenaut (scorestreak)
  - ✗ Molotov and Martyrdom (in Hardpoint only)
  - ✗ Mythic weapons (legendary allowed; voting possible if many disagree)
- Maps: Killhouse, Standoff, Crossfire, Crash, Summit, Nuketown.
- Modes: Frontline, TDM, Search & Destroy, Hardpoint.
- Ensure all maps/resources are downloaded – no extra time will be given.
- Lobby code will be shared before each match; games will be spectated by organizers.
- Matches are 5v5 (minimum 4 players).
- Default settings only – no lobby modifications.
- Cheating/hacking leads to disqualification. Report with screenshots or recordings.
- Team leaders are advised to record gameplay in case of disputes.
- In-game voice chat is allowed; cross-team chat is not.
- Take a screenshot of the result screen (kills & outcome). Verbal claims won't count.
- In case of disputes, discussions may occur in the group – Game Master's decision is final.
- Schedule may change if participation is low.



# Schedule and scoring system

It is a 4 day event (23-26th nov).each day timings are from 9:00AM to 12:00 PM.

On 1st and 2nd day each team will play 2 matches(all 4 matches in 2 days will be with a different opponent and different mod)

Based on the two days performance and points earned 4 out of 12 teams will be selected and will fight on 3rd day .

On 4th day final will be played between the two teams that has passed the semifinals and winner will be decided by playing a single match of any mode

Scoring system depends on mod played -

Mode	Wins	Losses	Tie
Frontline	104	00	52
S&D	103	0	51
TDM	102	0	50
Hardpoint	101	0	49

Each team will play all 4 different mods in first 2 days . Based on the alphabet your team will get via randomisation, the schedule will be

\*All timings given below are tentative and can vary a little

## DAY 1

Time	Match	Mode
9:00 – 9:40	A1 vs A2	Hardpoint
9:45 – 10:25	A3 vs A4	Domination
10:30 – 11:10	A1 vs A3	TDM
11:15 – 11:55	A2 vs A4	Hardpoint

## DAY 2

Time	Match	Mode
9:00 – 9:40	B1 vs B2	Hardpoint
9:45 – 10:25	B3 vs B4	Domination
10:30 – 11:10	B1 vs B3	TDM
11:15 – 11:55	B2 vs B4	Hardpoint

## DAY 3 (SEMI)

Time	Match	Mode
9:00 – 10:15	Semi-Final 1 (Bo3)	Domination / TDM
10:30 – 11:45	Semi-Final 2 (Bo3)	Domination / TDM

## DAY 4 (FINAL)

Time	Match	Mode
9:00 – 10:15	3rd Place Match (Bo3)	Domination / Hardpoint / TDM
10:30 – 12:00	Grand Final (Bo5)	Domination / Hardpoint / Search & Destroy TDM / Hardpoint

## **REGISTRATION -**

**Teams can register till 20/11/25 - 4:00PM.**

**Irrespective of number of players in team , fee is (per team) - 200 INR ₹₹ . send your player in game names along with contact number of team leader and payment screenshot to +91 6002284483 aditya basumatary (or in case you are unable to do so then use - +91 7099341463 homen deuri)**

### **NOTE -**

**no refund after payment if -**

- Your team is unable to participate due to poor internet connection or any other personal reason .
- If your team is disconnected during match .
- If found cheating/abusing.

**refund only applicable when-**

- There is an error on part of organizing team (In such case full refund will be provided) Prize poolWill be updated on group!

# **CODM BATTLE ROYALE**

## **General Rules**

- Open to all – medical/non-medical colleges. Inter-college teams allowed.
- Only first 25 teams will be accepted.
- Teams must use appropriate in-game names; college names allowed with permission.
- A WhatsApp group (created by Game Master) will include one representative per team for coordination. It will be deleted post results & prize distribution.
- Team numbers will decide lobby position and results. 5 mins will be given to arrange teams.
- Team changes allowed within 1 day of registration or before 20/11/25 (whichever earlier).
- Group chat only for clarifications – no ads, abuse, or unrelated messages.
- Map: Classic; match starts in TPP, players may switch to FPP.
- No spectators allowed. Lobby code shared before the match.

- Game Master & organizers will spectate.
- Mode: Squad; players may register solo, duo, or trio.
- Default settings only – no custom changes.
- No restriction on class, weapon, or vehicles.
- Legendary items allowed, mythic weapons banned (subject to group voting).
- Downloading skins/camos is optional.
- Cheating/hacking = disqualification. Report with screenshots/screen recording.
- Team leaders are advised (not required) to record matches for dispute resolution.
- Use team/friend chat only – “ALL” chat prohibited.
- Winners must submit screenshot of results (showing kills & team number) to Game Master – verbal claims not accepted.
- Disputes will be discussed in group; Game Master’s decision is final.
- Any new updates/rules will be shared on the group.

## Scoring system

Each kill -2points 😊.

For each match 1st - 21 points🔥🔥🔥

2nd - 15 points🔥🔥

3rd - 11 points 🔥

4th - 7 points

5th - 3 points

Commutative points of 2 matches will be considered for final evaluation 📈 . In case of a tie between teams result will be decided based on team's position in second match . Note that deaths outside zone/suicide is null ✗. Results will be shared on group! .

## Schedule -

Match 1 timing - 9:00 AM to 9:45 AM.

Match 2 timing - 9:50 AM to 10:40 AM.

Date- 26 /11/24.

timings between two matches may vary but overall time is 9:00 to 11:30AM.

Kindly report in lobby 5 min beforehand 🙏.

## **Registration -**

**Teams can register till 20 /11/25 - 4:00PM. Irrespective of number of players in team ,fee is (per team) - 150 INR ₹ ₹.**

**send your player in game names along with contact number of team leader and payment screenshot to +91 6002284483 (Aditya Basumatary) (or in case you are unable to do so then use - +91 7099341463 Homen Deuri )**

**NOTE - no refund after payment if -**

- Your team is unable to participate due to poor internet connection or any other personal reason .
- If your team is disconnected during match .
- If found cheating/abusing. refund only applicable when-
- There is an error on part of organizing team (In such case full refund will be provided)

**Prize pool - will be updated soon !**

# **EAFC TOURNAMENT OFFICIAL RULEBOOK**

## **Game Details**

- Platform: PC
- Match Type: Kick-Off
- Difficulty: Legendary
- Categories: Singles (1v1) & Duos (2v2)

## **Match Rules**

- Match Duration: 6 minutes per half
- Camera: Default / Co-op only
- Controls: Any (Controllers will be provided, players can bring their own controllers also)
- Teams: Only normal club / national teams Same team selection allowed
- No Legends / All-Star / Custom teams
- Squad Update: Latest squads
- Tournament

## **Format**

- Single-elimination knockout format
- Draw → Extra Time ON → Penalties

## **Gameplay Rules**

- Pauses allowed only during stoppages
- Substitutions allowed
- Custom tactics allowed
- Intentional quitting = Match loss

## **Duos Rules**

- 2 players per team
- Both players must play the entire match
- No partner change after match starts



# **RULES FOR 'E-CLASSICO' E-FOOTBALL(MOBILE)**

## **Participant Eligibility:**

**Open to all players.**

**A valid Konami ID and prior registration are mandatory for participation.**

**Registration Limit: No limit of participants.**

## **Registration Process:**

**\* Registration Fee: ₹50 per person, non-refundable unless otherwise specified.**

**\* Contact Information: Contact Information of the participant should be provided**

## **2. Tournament Structure**

### **Format:**

**The competition will start with a Group Stage and move into Knockout Rounds.**

#### **1) Group Stage**

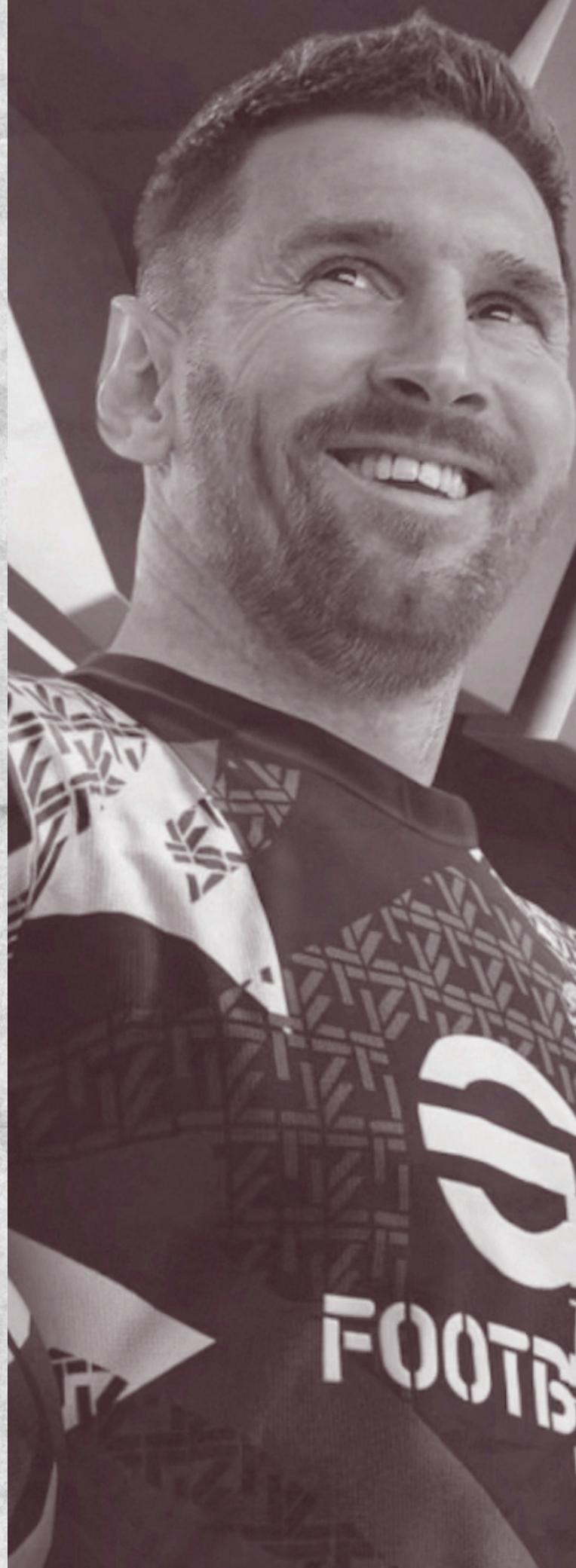
- Players will be divided into 4 groups.
- Each player will play against others in their group.
- Top 2 players from each group will qualify for the knockout stage.
- A total of 8 players advance.

#### **Group Stage Ranking Rules**

**i) League table will be updated after every group stage match**

**ii) If two or more players are tied on points, goal difference (Goals Scored – Goals Conceded) will be used to decide the rank**

**iii) If goal difference is also the same, the player with the higher number of goals scored will be placed higher**



## 2) Knockout Stage

After groups, the tournament enters knockout format — lose and you're out.

### Stages

- Quarterfinals → 8 players → 4 winners
- Semifinals → 4 players → 2 winners
- Final → 2 players → Champion crowned

\* Match Mode: All matches will be played in 1 v 1 mode.

\* Game Duration: Each match will be 10min full time. Extra time and penalties separate.

## 3. Match Protocol

\* Pre-Match Requirements:

\* Teams must verify their connection stability.

\* Teams must join the designated lobby at least 5 minutes before the scheduled start time.

\* Condition of players of both teams should be set to excellent. If random/terrible condition is set by the player creating the match room, a complaint along with the screenshot of the player condition should be submitted to the organiser. If confirmed so, the participant involved in misconduct shall be disqualified.

\* Post-Match Requirements:

\* After each match, the participant must submit a screenshot of the final score and the number of goals scored to the tournament organizer.

\* Dispute Resolution:

\* Disputes must be submitted to the tournament organizer immediately after the match.

\* All disputes will be reviewed by the organizing team, and the final decision will be at the organizer's discretion.

## 4. Prize Pool

\* Distribution:

\* Prize pool and distribution will be announced in the official WhatsApp group.

\* Payouts: Prizes will be distributed within 7 days after the tournament conclusion.

## **5. Refund Policy**

### **\* Non-Refundable Circumstances:**

**\* Refunds will not be given for personal connection issues, disconnections, or failure to attend the event.**

### **\* Eligible Refunds:**

**\* Full refunds will only be issued if the tournament is cancelled due to an error or oversight by the organizing team.**

## **6. Communication & Updates**

**\* WhatsApp Group: An official group will be created for tournament updates, notifications, and queries.**

**\* Updates: Any changes to rules or scheduling will be promptly communicated**

**CONTACTS- Dev Gangwal: 6262255462  
Upakul Bhattacharyya : 7086317997  
Homen Deuri : 7099341463**