

LAN Gaming – Rules and Regulations

General Rules

For all those gamers out there looking for another opportunity to show-off their unusual talent, hold your horses because here comes Sandhaan LAN Gaming competitive event with some of the best and most played games on the table. Defeat others and you are the Gaming King.

- There can be only individual registration for PUBG and NFS Most Wanted.
- Multiple entries from one college are allowed.
- No foul language is allowed while playing.
- Participants shall obey the event coordinator all times. His decision is final.
- Use of any unfair means whatsoever shall result in disqualification.
- The participants should not mishandle the PCs and consoles. Any damage caused to them will be borne by you.

Rules - PUBG (Player Unknown Battleground)

- There can be only individual registration for **PUBG**.
- No emulators are allowed during the tournament.
- It is the responsibility of an individual player to bring their own devices in order to participate in tournament.
- We will not provide any type of playing accessories or the playing device itself.
- Do not share the room Id and Password with anyone else.
- No cheating (use of aimbots, wall hacks, speed hacks, etc.) all players will be closely monitored and if anyone is caught cheating, that player will be disqualified immediately.
- Do not delay in registration, or check-in.
- All results will be input by our organizing team. If anything is unclear, participants should have screenshots available to verify the result and file a protest.

Rules - NFS (Need for Speed Most Wanted)

- There can be only individual registration for **NFS**.
- Players are provided with a standard keyboard and mouse.
- The tournament will be knock out.
- General Competition method will be of 4 players.
- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- No cheating, use of any cheat program may lead player to be disqualified immediately.

- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- During any match the organizing team/referee may determine other actions to be unfair play at any time.
- 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.

Note: DECISIONS MADE BY THE ORGANISING TEAM WILL BE FINAL.