



Blur– TOURNAMENT RULEBOOK

Event: GAMATHON 3.0

Organized by: Association for Computing Machinery (ACM), UET New Campus

Coordinator: Muhammad Abdullah Feroz

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<https://chat.whatsapp.com/GvrzK5ElMrAJFkt9dUeHQe?mode=wwt>

1. Tournament Overview

Game: Blur

Tournament Type: Hybrid (Group Qualifiers → Knockout Finals)

Match Type: Free-for-All Racing (with power-ups enabled)

Group Stage (Qualifiers) → Knockout Stage (Semifinals & Final)

Scoring Method: Win-Based (Single Lose elimination)

Date: 28th October, 2025

Venue: On-Campus (Exact room/venue details will be shared via WhatsApp group)

2. General Rules

1. Players must register before the tournament deadline.
2. Each match will be played on a CM Laptop provided by the organizers.
3. Players are not allowed to use external or personal Laptops/PCs unless approved by the coordinator.
4. No arguments, foul language, or unsportsmanlike behavior will be tolerated.
5. Admin/Coordinator decisions are final and binding in all situations.
6. Players must maintain discipline and fairness throughout the event.

3. Match Rules

- Players will be randomly divided into groups of 5 (adjust if total players aren't multiples of 5).
- Each group plays 3 races, each on a different car class (e.g., Class D, C, B). Matches will be played as Win to play.
- Car class is fixed per race, but each player chooses their own car from that class.
- Each race is played on a different track (random or organizer-chosen).
- Total points across 3 races determine the player's standing in the group.
- Top 2 players from each group advance to the Knockout Stage.

4. KnockOut Stage

- Once top players from each group qualify:
- If 15 players → 3 groups of 5 → top 2 per group = 6 finalists
- Format Example:
- Semifinals: 2 races (3 players each)
- Top 3 (based on points) advance to Final Round
- Finals: 3 races (different classes), cumulative points decide the champion
- If participants increase, you can scale easily:
- 4 groups → 8 players qualify → standard Quarterfinal → Semifinal → Final progression.

5. Gameplay Rules

- Game Mode: Standard Race (Power-ups ON)
- Car Selection: Player's choice within the assigned class
- Categories: Each race in a round will use a different class (e.g., D → C → B).
- Tracks: Randomized or pre-decided to ensure fairness.
- Restarts: Only if a racer disconnects in the first 30 seconds (once per match max).

6. Tiebreakers:

- Number of Wins (1st place finishes)
- Average Finish Position
- Head-to-Head comparison
- Bonus race (if still tied)



7. Fair Play and Conduct

- No intentional sabotage outside regular combat racing (e.g., waiting at finish line to attack last-place racers).
- No external modifications or exploits.
- Respect and sportsmanship are mandatory — toxic behavior = immediate penalty or disqualification.
- Decisions of the organizers are final and binding.

8. Scoring and Leaderboard

- All points will be tracked by coordinators.
- A leaderboard (live or after each round) will be shared via WhatsApp.
- Players are responsible for confirming their results after each race.

9. Scoring System

Position	Base Points	Multiplied (x2)
1 st	5	10
2 nd	4	8
3 rd	3	6
4 th	2	4
5 th	1	2

10. Code of Conduct

- No abusive, rude, or disrespectful behavior toward opponents, organizers, or volunteers will be tolerated.
- Players must not manipulate dice rolls, interfere with their opponent's moves, or alter the game board in any way.
- No external assistance or coaching is allowed during gameplay.
- Any form of dishonesty or unsportsmanlike conduct will result in immediate disqualification.
- Coordinator decisions are final in all matters related to conduct and gameplay.



11. Prizes & Recognition

- 3K

12. Communication

- All official announcements and room codes will be shared via WhatsApp Group.
- Only participants are allowed to contact coordinators during live matches.

13. Acknowledgment

By joining, all participants agree to follow ACM UET NC's fair play policy and the rules stated above. Violations of fair play or misconduct may result in match forfeiture or permanent ban from future ACM events.

Fair Play | Respect | Sportsmanship | Glory