



# VIRTUAL WARS

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## **GAME RULES**

- Decisions taken by the organizers will be final.
- Participants are requested to be present half an hour before the time specified.
- Participants will be made aware about the rules and regulations before the game starts. No excuses will be tolerated. Only technical problems will be taken into consideration.
- Participants are requested to check the schedule as it is liable to change. In case of any changes, they will be informed accordingly.

## **COUNTER STRIKE**

1. Decisions taken by the organizers will be final.
2. Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay. If the team is not present at the notification schedule, they shall be disqualified. Participants are requested to be present half an hour before the time specified.
3. Participants will be made aware about the rules and regulations before the game starts. No excuses will be tolerated. Only technical problems will be taken into consideration.
4. Participants are requested to check the schedule as it is liable to change. In case of any changes, they will be informed accordingly.

5. Teams will be given 5 minutes to configure their settings and after that use of console or change in settings will be strictly prohibited.
6. A toss will be done to decide the side team wants to take.
7. If the match is involuntary interrupted (player crash, server crash, etc.):
  - a) If one of the players is disconnected or crashed, he must come back in to the game as soon as possible and the round will be restarted.
  - b) If the server crashes before 3 rounds, the whole game shall restart from the beginning else the score will be recorded.
  - c) No compensation will be given in the money earned in game and lost due to interruption of the match.
  - d) The team should be of 5 members and no change of players in the team is allowed after they have played their first match

## **FIFA**

1. Decisions taken by the organizers will be final. players are advised to be present a few minutes before the schedule to avoid any unpredictable delay.
2. If the team is not present at the notification schedule, they shall be disqualified. Participants are requested to be present half an hour before the time specified.
3. Participants will be made aware about the rules and regulations before the game starts. No excuses will be tolerated. Only technical problems will be taken into consideration. Participants are requested to check the schedule as it is liable to change. In case of any changes, they will be informed accordingly.

4. Players will be given 5 minutes to configure their settings and choose teams.

5. In case of disconnections, if disconnection occurs before half time, the game can be restarted depending upon the mutual agreement of players. If an agreement cannot be reached upon, the decision of admin will be final & binding.

## **DOTA**

1. VERSION :Latest stable version .
2. Map: Latest stable map
3. Time: Max 30 mins [In case of matches exceeding 30 mins, team with maximum kills and number of destroyed tower will be declared as winner]
4. Mode: CM
5. Side Selection: Toss
6. Players : 5 each team
7. Registration fee per clan : Rs 200 /-
8. Disconnection rules : If due to any technical error the game is disconnected within 15 mins from start , it will be restarted . Intentional disconnection is prohibited with the other team being directly declared as winner
9. Draws will be given on the day of event

## **REGISTRATION DETAILS**

**CS: Rs 200/- (TEAM OF 5 MEMBERS)**

**NFS: Rs 30/- (SINGLE ENTRY)**

**FIFA: Rs 30/- (SINGLE ENTRY)**

**DOTA: Rs 200/- (TEAM OF 5 MEMBERS)**

## **PRIZES**

### **1. COUNTER STRIKE**

**FIRST PRIZE: Rs 2,000/-**

**SECOND PRIZE: Rs 1,500/-**

### **2. NFS**

**FIRST PRIZE: Rs 750/-**

**SECOND PRIZE: Rs 500/-**

### **3. FIFA**

**FIRST PRIZE: Rs 750/-**

**SECOND PRIZE: Rs 500/-**

### **4. DOTA**

**FIRST PRIZE: Rs 2,000/-**

**SECOND PRIZE: Rs 1,500/-**

## **CONTACT DETAILS**

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