* Players should bring their own mobile devices for the event. Use of Ipad, emulators or any other devices other than mobile phones are not allowed.
* Wi-Fi will be provided to all the players in the venue itself.
* Players should resolve any problems that might occur before the match starts.
* Teams are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played nevertheless. In case of massive problems influencing a significant amount of players, a replay of the map may be called. For this, the event coordinators will have to confirm and approve it.

**GAME RULES**

* A custom room will be created wherein all the players have to enter. Room ID and password will be shared before the start of the match.
* Maps will be **Erangel** or **Sanhok** depending on the total number of players participating.
* Total players
* Each game will be monitored by team coordinators.
* Usage of Reshade, SweetFX, VibranceGUI, and other 3rd party programs that enhance, add, modify, or remove the game appearance, colour, or files, is strictly prohibited.
* All players must install the newest version of the game.
* **Point Structure: -**

1. **1st place:** - **15 points**
2. **2nd place: - 10 points**
3. **3rd place: - 5 points**

**Additional points: - 1 point per kill.**

(Winning team with 5 kills will have a total score of 15 + 5= **20** points)

* **Winning team will be decided based on the total score obtained by each team and not by the team surviving till the end of the match.**