MOBILE GAMING

(BGMI)
SHRUJAN 2.0
GIET UNIVERSITY, GUNUPUR

Registration fees: - ₹200
Team Size: - 4 members

Rules and Regulation:

- **It is a 4 player team tournament.**

- **A 4 man roster team should be available for the match.**

- **Emulators are not allowed in any game mode organized. The player will be disqualified if found using any kind of emulator. Any game modifying tools except 'GFX tool' is not allowed.**

- **Players can play on android/ios/tablets/phones only.**

- **Only in-game voice chat should be used after the game is started till its completion.**

- **Any use of unfair means such as aim bot, trigger bot, ESP will be disqualified.**

- **If a team/player fail to join the room in time, their squad has to continue the game.**

- **Waiting time is at most 10 minutes between games.**

- **Exiting a game without good reason will disqualify the team.**

- **The exploitation of bugs that hinders fair play will result in disqualification.**

- **Organizers would not be held responsible for connectivity issues on the participant's side. The entry fee would not be refunded under any circumstances.**

- **Participants are requested to remain ready at least 15 minutes prior to the start of any match. Late entries would not be allowed.**

- **Referee decision will be final.**

- **During the game if ping will be occurred, player will be responsible.**

- **If tie happens then the winner will be decided by a team death match.**

1.NO OFFENSIVE LANGUAGE	• 6th - 5 points.
2. Point system	• 7th – 4 points.
• Per Kill – 1 point.	• 8th – 3 points.
• 1st – 10 points.	• 9th – 2 points.
• 2nd – 9 points.	• 10th – 1 point.
• 3rd - 8points.	
• 4th - 7 points.	
• 5th- 6 points	

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