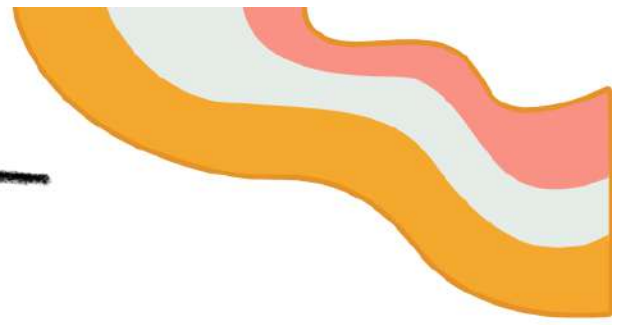


TECHNICAL EVENTS



* BGMI:

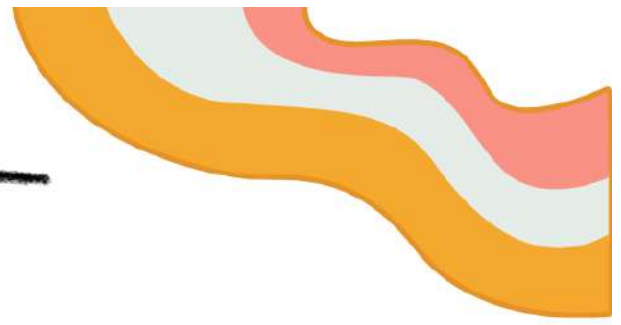
RULES AND REGULATIONS:

- **Platform:** Mobile Only.
- **Mode:** Squads (4 Players+1 Substitute)

This tournament follows a high-stakes 10-point system where every kill counts toward the final standing.

Placements	Points
1st (WWCD)	10 points
2nd	6 points
3rd	5 points
4th	4 points
5th	3 points
6th	2 points
7th-8th	1 point
9th-16th	0 point
Every Finish (Kill)	1 point

TECHNICAL EVENTS



1. Registration & Eligibility

- Account Requirements: Players must be at least Level 20.
- Roster Lock: Teams must play with the 4 players registered. No "mercenary" or unregistered players allowed.
- Multiple teams from the same college can register.
- We will accept a total of 15 registrations on a first-come, & first-serve basis.

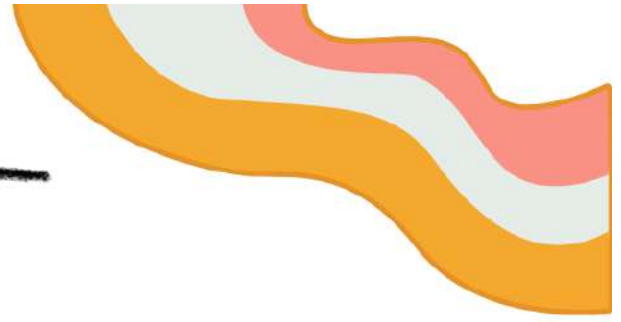
2. Device & Technical Constraints

- Only smartphones are permitted. (Banned Gear: iPads, Tablets, Emulators, Triggers, and Controllers are strictly prohibited.)
- Players must ensure the Erangel & Rondo Maps and required resource packs are fully downloaded before the match starts.
- Failure to load into a map due to missing files will result in the team playing with a partial roster or receiving 0 points for that match.
- Each player is responsible for their own data/Wi-Fi. Matches will not be paused for "ping" issues.

3. In-Game Appearance & Conduct

- All players must have their characters fully clothed (outfits/skins) in the lobby and during the match. "Naked" or default-only characters (without basic clothing) are discouraged to maintain a professional appearance for spectators and streams.

TECHNICAL EVENTS



- No hateful speech, vulgar language, or harassment (in-game or on social media).

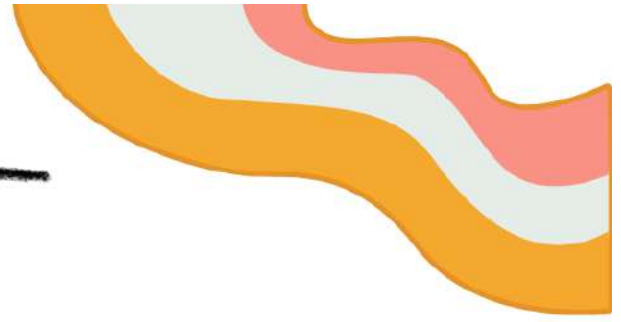
4. Fair Play & Anti-Cheat

- Use of GFX tools, scripts, wall-hacks, or auto-aim will result in an immediate lifetime ban.
- Any agreement between teams to not fight or share loot will result in immediate disqualification for both squads.
- Watching the official stream during a match is strictly forbidden.

5. Match Day Protocol

- Room credentials will be shared 15 minutes before start. The match starts exactly at the scheduled time.
- Teams must sit in their assigned slot numbers. Failure to do so may lead to point penalties.
- If total points are tied, winners are decided by Total WWCDs, followed by Total Placement Points, then Total Finish Points.

TECHNICAL EVENTS



6. Room Type & In-Game Features

- This tournament will be conducted using Normal Room Cards in Battlegrounds Mobile India (BGMI).
- All official features available in the selected maps are allowed.
- Recall Towers are allowed (if available in map).
- Self-AED (Self Revive) is allowed (if available).
- Emergency Pickup, Flare Guns, Shops, Special items, and map-specific features are allowed.
- Any standard in-game mechanism provided by BGMI developers is permitted.
- Only third-party tools or illegal modifications are banned.
- Players are free to use all in-game mechanics that are naturally available within the map during the match

7. Proof & Disputes

- Team Captains must submit a screenshot of the "Match Results" and "Kills" screen immediately after the match.
- The Tournament Organizer's decision is final and binding in all matters.

Rajeev Ranjan Sharma: 7407179627 & Aman Gupta: 8617085139
