



# Inno**💡**v8

## RULEBOOK



# E-SPORTS(BGMI)

## TEAM SPECIFICATION

- A team may consist of a maximum of 4+1 participants
- Students from different educational institutes can form a team.

## RULES AND REGULATIONS

- No Emulators allowed only mobile phones and ipads.
- Squads are responsible for their own technical issues (hardware/internet).
- In case a player gets disconnected from a match, the Squad is allowed to continue to play the match at a disadvantage.
- Using hacks and any other 3rd party software/tool will result in immediate disqualification.

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## PLACEMENT POINTS

- 1st Position - 15 points
- 2nd Position - 12 points
- 3rd Position - 10 points
- 4th Position - 8 points
- 5th Position - 6 points
- 6th Position - 4 points
- 7th Position - 2 points
- 8th Position - 1 point
- 9th Position - 1 point
- 10th Position - 1 point
- 11th Position - 1 point
- 12th Position - 1 point
- 13th Position - 0 point
- 14th Position - 0 point
- 15th Position - 0 point
- 16th Position - 0 point
- 1 Kill - 1 Point

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## FIXTURES

- The event will consist of rounds depending upon the number of entries i.e. 20 at most for a single round.
- Qualifiers: Any no. of teams ( 2 Matches) ( 1 Erangel, 1 Sanhok)
- Semi-Final: 32 Teams ( 3 Matches) ( 1 Erangel, 1 Miramar, 1 Sanhok)
- Final: 16 Teams ( 4 Matches ) ( 2 Erangle, 1 Miramar, 1 Sanhok )

## JUDGING CRITERIA

The winner of the tournament will be decided as follows:-

- The winner will be decided in the final round by adding up all the points they scored in the final round.
- Solo or Squad with highest point count will proceed to next round or eventually win.

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## CERTIFICATE POLICY

- Certificate of excellence will be awarded to the top 2 participants.
- Certificate of Participation will be given to all the participants.