

Eligibility

In order to compete in the tournament, all members of team have to be registered by team leader provided with their respective game id and in game name.

Each team must have 4 players.

All members of team should have a clean id with NO Hacks.

Competition Structure

BGMI tournament will be conducted in the online mode.

The tournament will be squad battle royale matches.

There will be 2-3 lobbies of 13-20 teams for round 1.

Top 5-8 Teams will qualify to next round depending their positions in the points table.

Round 2 will be the final round and it will be of 15-18 teams.

There will be 3 matches in round 1 for each lobby.

Maps for round 1 will be 1 Erangle, 1 Miramar and 1 Sanhok.

There will be 5 matches in round 2(final round).

Maps for round 2(final round) will be 2 Erangle, 1 Miramar, 1 Sanhok and 1 Vikendi.

For points table will contain final points of the team. final points will be the submission of position points + finish points.

For every finish 1 point will be awarded.

For Positions points the team with rank 1 gets 15 points, team at 2nd position will get 12 points, team at 3rd position will get 10 points, team at 4th position will get 8 points, team at 5th position will get 6 points, team at 6th position will get 4 points, team at 7th position will get 2 points, teams from 8-10 position will get 1 position points and teams eliminated before top 10 will get 0 position points.

Rank in points table of a team will be decided by sum total number of points(position points+finish points).

If points of two teams are same then team with more number of chicken dinner will be given upper rank in points table.

If number of chicken dinner same then team with more number of finishes will be given upper rank.

Gameplay Rules and Format

The each team members must be of your college.

After the completion of the match, the leader of the team must take the screenshot of the team finishes and send it in the whatsapp group as soon as the match ends.

Whatsapp link will be provided to team leader where room id and password will be given.

Teams should be punctual on the timings given in the group and the room matches will start at the exact time mentioned in the whatsapp group. IF any team fails to enter in the given time, then their points for that math will be considered null (0).

No hacking will be allowed in the tournament if any member of a team caught cheating, that team will be disqualified from tournament and will also be banned from the further tournaments.

Player Conduct

Participants may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, defamatory, or otherwise offensive or objectionable, in or near the match area. Participants are not allowed to use this type of language during any public-facing events, such as interviews. Each offense will incur one to two infraction points, as deemed appropriate by Tournament Admins.

Abuse of Tournament Admins, other participants, or audience members will not be tolerated. Repeated violations, including but not limited to verbal abuse, touching another participant's devices, body, or property will result in infraction point penalties. Participants and their guests (if any) must treat all individuals attending a match with respect