ANOTHER SPARK

BGMI TOURNAMENT

(RULES AND REGULATIONS)

✠ **First 32 registered teams will be selected for the tournament. And it will divided into 2 groups.**

And there will be Qualifier matches and 8 Teams will be selected from each group.

OR

If 16 registered teams will be registered for the tournament. And then direct final matches will be held in one day.

✠ **Mode- Squad**

✠ **3 Matches wiil be held in qualifier round**

    I)Erangel - Miramar – Erangel

3 Matches wiil be held in final round

    II)Erangel - Miramar – Erangel

✠ **There will be 3 matches in group stage on 20/02/2025 (Grp A and Grp B). In final round there will be 4 matches on 22/02/2025.**

✠ **Entry Fees – 300/- per team for External Students and For internal college students no need to pay any entry fees due to pay fest contribution.**

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� You have to play in the college campus (LAN event).

� In each group there are 16 teams among them top 8 teams will be selected for final round.

� Matches will start sharp at given time (no delay will be entertained).

� If anyone found using any types of hacks (esp, autoaim etc) or teamup the whole team will be disqualified from rest of the tournament.

� If any unregistered player found playing, the whole team will be disqualified from rest of the tournament without any warning.

� No extra time will be given for map downloading. So, please have your map downloaded (erangel and Miramar).

� If any match is ruined by cheaters, the match will be dismissed and there will be a rematch.

� You can use smartphones to play.Ipad or tablet is not allowed.

� Joining room within given time is responsibility of every team and their individual players. Failing to do so there will not be any rematch or refund.

� Put any video recording proof if you suspect any player is using any type of hacks. But the decision of organising committee is final.

� If any team leave tournament before completion of tournament, there will not be any refund.

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Points System-

PLACE	POINTS	PLACE	POINTS
1st	10	5th	3
2nd	6	6th	2
3rd	5	7-8	1
4th	4	9-16	0

Per Kill-1 Point