



FREE FIRE

RULES

TOURNAMENT STRUCTURE & STAGING

The tournament shall be conducted in five (5) progressive stages as follows:

Round 1: QUALIFIER (ONLINE)

- 3 matches per group
- Map: Kalahari , BERMUDA , PURGATORY
- Top 6 teams from each GROUP qualify (Placement will be calculated as per the points table)

Round 2: Semi Final (ONLINE)

- The number of groups will be decided after the qualifying matches
- Maps: Purgatory and Bermuda and Kalahari
- Top 10 teams (based on overall points) qualify for Grand Final ((Placement will be calculated as per the points table)

Round 3: Grand Final (LAN)

- 10 matches
- Maps: Bermuda, Purgatory, Kalahari ○ Final standings determine Champion and Runner-up

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MATCH CONDUCT & EQUIPMENT GUIDELINES

- All matches up to Quarter Finals will be conducted online. Semi-Finals and Grand Finals will be played in LAN format at the university premises.
- Mobile devices are mandatory. Use of emulators or third-party simulators is strictly prohibited.
- For LAN matches, players must use their own mobile devices. Backup power banks and wired earphones are recommended. Wi-Fi will be provided.
- Teams must be present in the match lobby at least 10 minutes before the scheduled start time. Late arrivals may be disqualified.
- Team tags, player nicknames, and logos must not contain offensive, political, or copyrighted elements.
- Players must not change their Free Fire in-game name after registration. Any discrepancy may lead to disqualification
- The following in-game settings are recommended and shall be considered default for all tournament matches:
 - Character Skills: ON
 - Pet Skills: ON
 - Aim Assist: OFF
 - Weapon Spawn Rate: Default

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FAIR PLAY & DISCIPLINE

- Any use of cheats, hacks, scripts, GFX tools, triggers, or external software will result in immediate disqualification and permanent ban from future events.
- Sharing accounts, playing on behalf of another, or dual enrollment in multiple teams is prohibited.
- Teams caught teaming up with opponents, stream-sniping, or exploiting glitches will be penalised.
- Verbal or written abuse, toxicity, hate speech, or threats towards players, casters, or organisers will not be tolerated.
- Admins may ask for live screen recording, student ID verification, or device inspection in case of suspicious activity.
- Wildcard slots must be used responsibly. Misuse will lead to revocation of the slot and disqualification.
- The tournament committee reserves the right to disqualify any participant or team at their discretion if they violate the spirit of fair competition.

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COMMUNICATION & DISPUTE RESOLUTION

- Official match communications including schedule, room ID/passwords, updates, and emergency notices will be delivered via WhatsApp.
- Any complaints or disputes must be raised within 30 minutes after match conclusion. Screenshots and videos must be provided as evidence.
- The decision of the tournament organising team shall be final and binding in all matters.
- Participants are expected to cooperate fully with the event staff and maintain the decorum of a competitive university-level event.

ELIGIBILITY CRITERIA

- **Students enrolled in any recognized university (UG, PG, or Diploma programs) are eligible to participate in the tournament. All participants must carry a valid university ID card during the LAN stages of the event. Failure to present a valid student ID will result in immediate disqualification and denial of entry to the LAN venue.**
- **Each player must register and participate using their own original Free Fire account (UID mandatory). No guest, shared, or newly created accounts will be allowed.**
- **Each team must consist of exactly four (4) players. One (1) additional substitute is permitted if declared before the tournament begins. No changes to the roster will be allowed after the registration deadline.**
- **Entry to the tournament will be considered valid only after the registration form is submitted and the entry fee of INR 400 is paid in full. Proof of payment must be retained.**
- **Each team must provide a valid email ID for the in-game leader (IGL) during registration. This email ID must remain active and regularly monitored for receiving official tournament communications, schedules, and updates.**

JUDGING

SCORING SYSTEM

Placement and kills will contribute to a team's total points in each match.

Points will be awarded as follows:

- 1st Place (Booyah): 12 points
- 2nd Place: 9 points
- 3rd Place: 7 points
- 4th Place: 5 points
- 5th Place: 4 points
- 6th Place: 3 points
- 7th Place: 2 points
- 8th Place: 1 point
- 9th–12th Place: 0 points
- Each Kill: 1 point

In the event of a tie, ranking will be decided in the following order:

1. Total kills
2. Highest individual placement finishes
3. Head-to-head result (if applicable)

CONTACT



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