

RULEBOOK

Glitch 2024

TOURNAMENT STRUCTURE: THE TOURNAMENT FOLLOWS AN ELIMINATION FORMAT WITH THREE ROUNDS: QUARTER-FINALS, SEMI-FINALS, AND FINALS. THE FIRST TWO ROUNDS ARE HELD ONLINE, WHILE FINALISTS MUST COMPETE IN PERSON AT THE UNIVERSITY CAMPUS.

QUALIFICATION CRITERIA: OUT OF THE TOTAL REGISTERED PARTICIPATING TEAMS, FEW TEAMS WILL QUALIFY FOR ROUND 2. SUBSEQUENTLY, OTHER TOP TEAMS FROM ROUND 2 WILL BE REQUIRED TO PARTICIPATE IN THE FINAL ROUND AT THE UNIVERSITY.

ENTRY FEE: INR 200 PER SQUAD. NO SOLO PLAYERS WILL BE ENTERTAINED IN THE TOURNAMENT.

MATCH REPORTING: AT THE CONCLUSION OF EACH MATCH, TEAMS ARE REQUIRED TO REPORT THEIR RESULTS TO THE TOURNAMENT ORGANIZERS WITHIN A SPECIFIED TIMEFRAME. FAILURE TO DO SO MAY RESULT IN DISQUALIFICATION.

MATCH SETTINGS: ALL MATCHES WILL BE PLAYED USING THE DEFAULT SETTINGS PROVIDED BY THE GAME. ANY ALTERATIONS TO THESE SETTINGS MUST BE APPROVED BY THE TOURNAMENT ORGANIZERS IN ADVANCE.

MATCH SCHEDULE: PARTICIPANTS MUST ADHERE TO THE SCHEDULE PROVIDED BY THE ORGANIZERS. DELAYS MAY RESULT IN PENALTIES OR DISQUALIFICATION.

SPORTSMANSHIP: ALL PARTICIPANTS ARE EXPECTED TO CONDUCT THEMSELVES IN A SPORTSMANLIKE MANNER THROUGHOUT THE TOURNAMENT. TOXIC BEHAVIOR, HARASSMENT, OR UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED AND MAY RESULT IN DISQUALIFICATION.

BONUS: ALL THE DISQUALIFIED TEAMS NEED NOT TO WORRY ABOUT ANYTHING AS WE HAVE SIDE GAMES STALLS PUT UP AT VENUE.



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CODE OF CONDUCT: PARTICIPANTS MUST ADHERE TO THE GAME'S TERMS OF SERVICE AND COMMUNITY GUIDELINES AT ALL TIMES. ANY VIOLATIONS MAY RESULT IN DISQUALIFICATION FROM THE TOURNAMENT.

FAIR PLAY: CHEATING, HACKING, OR EXPLOITING BUGS WITHIN THE GAME IS STRICTLY PROHIBITED. ANY PLAYER FOUND ENGAGING IN SUCH ACTIVITIES WILL BE DISQUALIFIED IMMEDIATELY.

PRIZE DISTRIBUTION: THIS TOURNAMENT IS A PRACTICE EVENT FOR THE UPCOMING FEST, AND NO MONETARY PRIZES WILL BE AWARDED. HOWEVER, CERTIFICATIONS WILL BE PROVIDED TO WINNING TEAMS AND PARTICIPANTS AS RECOGNITION OF THEIR ACHIEVEMENTS.

MAP INFORMATION: WE'LL BE HOSTING THREE CLASSIC ROUNDS IN THIS TOURNAMENT, WITH MAPS DISCLOSED AT THE START. PARTICIPANTS MUST DOWNLOAD ALL MAPS BEFOREHAND. IMPORTANT DETAILS WILL BE SHARED ON THE WHATSAPP GROUP DURING THE TOURNAMENT.

TOURNAMENT FORMAT: SINGLE-ELIMINATION

PARTICIPANT EQUIPMENT REQUIREMENTS:

- LAN CABLES
- LAPTOPS
- HEADPHONES
- KEYBOARD/MOUSE PERIPHERALS



VALORANT



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ENTRY FEE: INR 500 PER TEAM, NO SOLO ENTRIES WOULD BE ENTERTAINED

TOURNAMENT FORMAT:

- SINGLE-ELIMINATION MATCH

GAME MODE: STANDARD MATCH

A STANDARD VALORANT COMPETITIVE MATCH, KNOWN AS "COMPI," CONSISTS OF TWO TEAMS, EACH WITH FIVE PLAYERS, COMPETING TO WIN ROUNDS ON ATTACK AND DEFENSE. THE MATCH IS PLAYED ACROSS MULTIPLE ROUNDS, WITH THE FIRST TEAM TO WIN 13 ROUNDS EMERGING VICTORIOUS. PLAYERS CAN PURCHASE WEAPONS AND ABILITIES USING IN-GAME CURRENCY EARNED FROM KILLS AND OBJECTIVES. COMMUNICATION, STRATEGY, AND TEAMWORK ARE CRUCIAL FOR SUCCESS IN COMPI MATCHES.

FAIR PLAY: CHEATING, HACKING, OR EXPLOITING BUGS WITHIN THE GAME IS STRICTLY PROHIBITED. ANY PLAYER FOUND ENGAGING IN SUCH ACTIVITIES WILL BE DISQUALIFIED IMMEDIATELY.

BONUS: ALL THE DISQUALIFIED TEAMS NEED NOT TO WORRY ABOUT ANYTHING AS WE HAVE SIDE GAMES STALLS PUT UP AT VENUE.

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VALORANT



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TOURNAMENT STRUCTURE:

ALL TOURNAMENT ROUNDS WILL BE CONDUCTED IN-PERSON AT THE UNIVERSITY CAMPUS.

MAP POOL: TO KEEP THINGS INTERESTING AND DIVERSE, THE FOLLOWING MAP POOL CAN BE USED:

1. BIND
2. HAVEN
3. FRACTURE
4. ASCENT
5. BREEZE

PARTICIPANT EQUIPMENT REQUIREMENTS:

ALL PARTICIPANTS ARE REQUIRED TO BRING THEIR OWN:

- LAN CABLES
- LAPTOPS
- HEADPHONES
- KEYBOARD/MOUSE PERIPHERALS

