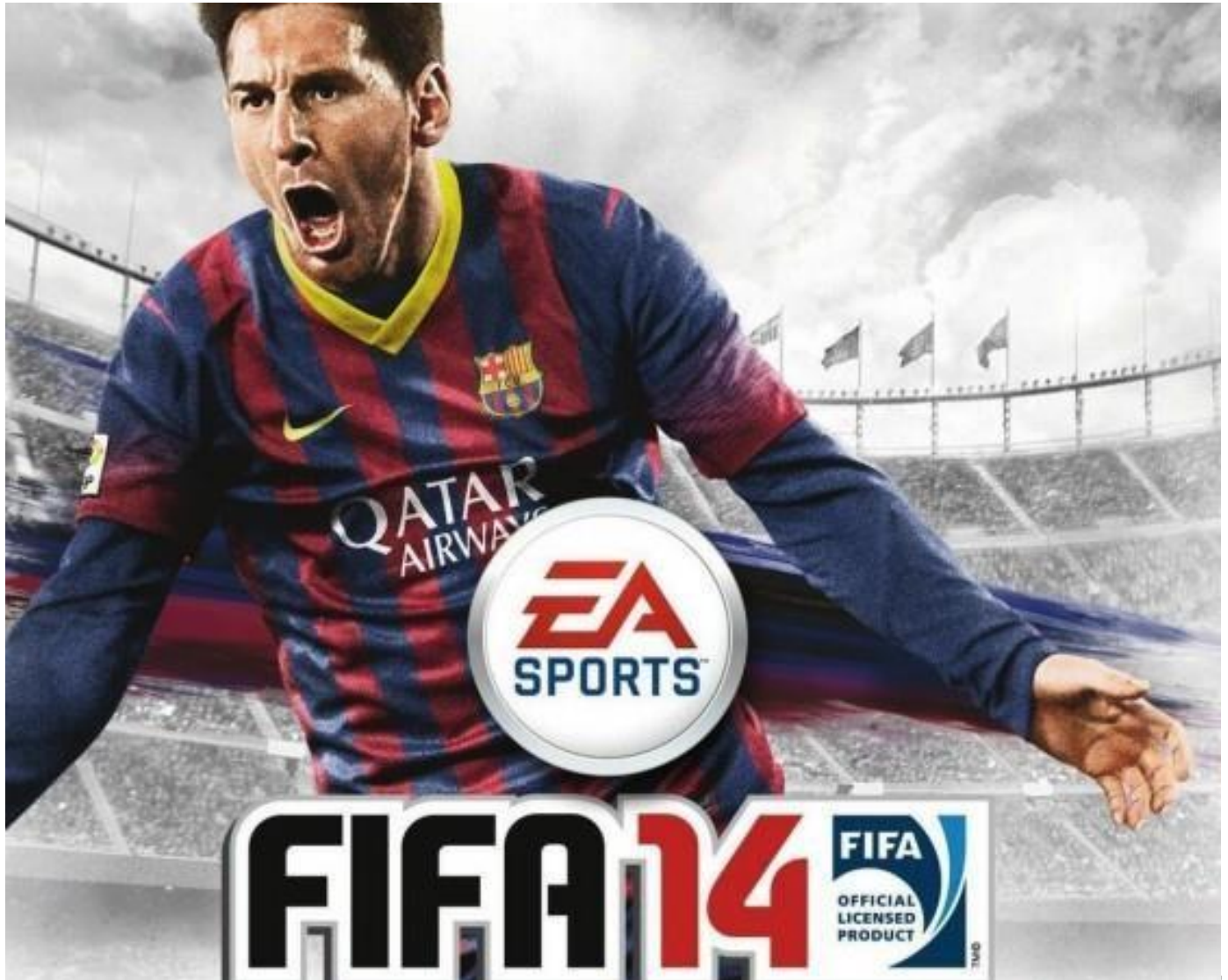


## FIFA-14 RULES:



### PRE-ROUNDS:

*Half-length duration: 4min.*

*Bookings: ON.*

*Offside: ON.*

*Injuries: ON.*

## **QUARTERFINAL:**

*Half-length duration: 5min.*

*Bookings: ON.*

*Offside: ON.*

*Injuries: ON.*

## **SEMI-FINAL:**

*Half-length duration: 6min.*

*Bookings: ON.*

*Offside: ON.*

*Injuries: ON.*

## **FINAL:**

*Half-length duration: 7min.*

*Bookings: ON.*

*Offside: ON.*

*Injuries: ON.*

## **NOTE:**

*ON THE PLAY SPOT REGISTRATION WILL BE  
DONE ON 19<sup>th</sup> October.*

*PLAYERS CAN PLAY BOTH WITH KEYBOARD AND  
CONTROLLER.*

*NO CUSTOMIZER TEAMS OR PLAYERS CAN BE USED IN  
GAME PLAY IN ANY ROUND.*

*EXTRA TIME(CLASSIC) IN CASE OF DRAW WOULD BE TAKEN FOR ALL  
ROUNDS FOLLOWED BY PENALTY SHOOTOUT*

**IN CASE OF SERVER CLASH:**

- A) IF THE CRASH OCCURS IN FIRST HALF, MATCH WILL  
BE RESTARTED.*
- B) IF CRASH OCCURS IN SECOND HALF, SECOND HALF WILL BE RESTARTED  
FROM THE SCORE OF HALFTIME.*
- C) IN CASE OF FINAL, MATCH WILL BE RESTARTED AT ANY POINT OF  
SERVER CLASH. IF CRASH OCCURS IN EXTRA TIME DURING FINAL,  
EXTRA TIME WILL BE RESTARTED.*
- D) OPPONENTS CAN CHOOSE SAME TEAM WHILE COMPETING.*



## ***GENERO'17 – CALL OF DUTY RULE BOOK***

***Team members*** : 3 vs. 3 (*Team Play, 3 players per team*)

***Operation System:*** *Windows 7/windows 8*

***Victory Condition:*** *The team which scores highest points is declared as winner. (3 rounds from semi Finals onward)*

*Semi-final/Final match will be “BEST OF THREE MAPS”*

***Official Maps:***

*CROSSFIRE*

*BACKLOT*

*BOG*

*WET WORK*

*SHOW DOWN*

**\*There will be lucky draw to choose the map.**

*Round Time: 10 minutes.*

*Voice chat will be enabled.*

*Old school will be disabled.*

*Friendly fire will be enabled.*

*Kill cam will be enabled.*

### ***Instructions:***

*Players can bring their own mouse, keyboard, headphones.*

*Players will play with default custom class (except in semi-final/final)*

*Players will be allowed to create their own custom class in semi-final and final matches.*

*Every team should have a team name.*

### ***General rules:***

*On the spot registration will be done only on 1<sup>st</sup> November 2017.*

*Online registration is also available on GENERO'17*

*We  
bsit  
e.*

*Player must respect the spirit of fair play and non-violence.*

*Use of personal map texture/model/skins (includes weapon skins) is NOT permitted.*

*In case of any dispute organizers decision will be considered final.*

*Third party program/additional software like mouse fix and dll's will not be allowed.*

*If teams are not fulfilling the criteria of the rules mentioned above then their registration will not be considered.*

*Team members may communicate verbally if they are alive in the match or when all team members are dead.*

*Bugs are strictly not allowed .If bug is decided as unintentional, the game continues as normal. If the use of the bug is decided as intentional, the offending team will be given a warning /loss by default (depends on organizers).*

*God mode/cheats will be strictly prohibited.*

*HLTV Proxy will join the game servers for Tournament Broadcast.*

### ***If disconnection occurs during a match***

*If all the players cannot play due to an unintended, unforeseen accident such as server stoppage, Match will be restarted.*

*If any of all the players unintentionally disconnects:  
The match will be restarted, irrespective of winning or losing*

## ***Rules for Tie-breaker***

*In case of a tie another match will be played.*

***(Registration fees will not be refunded in any case)***

.

## CRICKET' 07 RULES



# CRICKET 07

PLANETCRICKET.NET

### MATCH FORMAT:

- 1. Exhibition match will be of 5-5 overs on RANDOM pitch & weather type, MISCELLANEOUS location having 5 STAR difficulty.*
- 2. Semi-final matches will be of 10-10 overs each side.*
- 3. Final match will be of 20-20 overs per side.*

### RULES TO BE FOLLOWED:

- 1. On the spot registration will be done on 1<sup>st</sup> November.*
- 2. Batsman decides whether to play with gamepad or joystick.*



- 3. Headphones/earphones are allowed and players are supposed to bring their own headphone.*
- 4. You are allowed to select only International teams i.e. Australia/England. Any other country cannot be se country*
- 5. If conflict occurs in selecting the teams then, coin toss will decide the choice of the team.*
- 6. Participants are allowed to choose their own squad but no custom player is allowed.*
- 7. Camera view will be default. But if both the participants agree for any other camera (as per choice), then camera view can be changed.*
- 8. Custom fielding option is not allowed. However, the default fielding option can be set.*
- 9. No negative bowling (spinners are not allowed to bowl on backside of the wicket)*
- 10. In case of any conflict, organizer's decision will be final.*
- 11. If anyone found cheating /disobeying the rules, will be disqualified.*

## **Genero'17 -Counter Strike 1.6 Rules**



### **Clan members:**

*5 vs 5 (Team Play, 5 players per team)*

### **Operating System:**

*Windows 8/Windows 7*

### **Winning Condition:**

*The first team to win 11 rounds is declared the winner. (16 rounds from Quarter Finals onwards)*

### **Official Maps:**

*de\_dust2, de\_inferno , de\_nuke , de\_train*

*There will be a toss to decide which map to play.  
Winner eliminates 2 maps and the opponent  
eliminates 1, remaining map shall be played.  
There will be a knife round to decide the side  
(CT\T)  
The Server Master will/can record the demo of  
the match (or on players demand).*

### **General Game Setting:**

*There will be swap at 10 rounds first team to win 11  
rounds will proceed to the next stage of the tournament.*

*Round Time:*

***1 minute 45 seconds.***

*C4 Timer:*

***35 seconds.***

*Players are expected to bring their gaming  
accessories.(Keyboard , Mouse(optional)*

*Final match will be **"BEST OF THREE MAPS"**.*

### **Unfair Practices Subject to Penalty:**

*Team members may communicate verbally if they are  
alive in the match or when all team members are dead  
The player is deemed dead when the screen is  
completely faded to black. If a bug occurs and the*

*screen doesn't fade to black, the player is deemed dead three seconds after he/she has fallen.*

*C4 must be installed at viewable location. Installing C4 at a location where a boost is required is allowed. Silent C4 installation is considered illegal. This offence may result in a warning or loss of rounds.*

*Bugs are strictly not allowed. If bug is decided as unintentional, the game continues as normal. If the use of bug is decided as intentional, the offending team will be given a warning/loss by default (depend on organizers).*

*Gay gun (krieg 550 commando and D3/AU-1) Use of these weapons result in -1 round score for the offending team.*

*Use of unfair but available scripts (e.g silenrun , attack+use, centerview script, norecoil script, etc.) will have the offending team disqualified with no further considerations.*

*HLTV Proxy will join the game server for the Tournament Broadcast.*

### **If disconnection occurs during a match:**

*If all the players cannot play due to an unintended, unforeseen accident such as server stoppage will be handled by server administrator as:*

***Before the 3rd round starts:***

*Match will be restarted.*

***After the 3rd round starts:***

*Disconnected player must re-connect to the server. The round is continued paused and if the disconnected player cannot connect to the server, all players must wait during the freeze time after the round until; the disconnected players connects to server .At this time ,the match may continue by unpausing .(Not a restart).*

*If up to 3 of all players are unintentionally disconnected ,the score for that round is discarded .The game is paused after the round during freeze time ,and all players wait until disconnected players are connected to the server. When all players are connected, the match may continue by unpausing the game.*

*In case of problems (disconnection of player, high latency, problem with accessories) if the server master is unable to pause the server due to technical issues, following rules shall be considered.*

***Problem within 3 rounds: Match restarts.***

***Within 3-6 rounds: Match will be continued with start money \$4000.***

***After 6 rounds: Match will be continued with start money \$8000.***

## **Rules for Tie-breaker:**

*In case of a tie after regulation rounds ends, 6 rounds shall be played.3 rounds as Terrorists and 3 as Counter Terrorists.  
Initial start money \$10000.*

## **General rules:**

*On the spot registration will be done only on 1<sup>st</sup>  
November*

*Online registration is also available on  
genero'17website.*

*Players must respect the spirit of fair play and  
nonviolence.*

*Clans can bring their CFG's but should be in single  
PENDRIVE, which will be checked before match starts. Any  
other data except CFG will be deleted.*

*Use of personal map texture/model/skins (includes  
weapon skins) is NOT permitted. In case of any dispute  
organizers decision will be considered final.*

*Third party programme/additional software like mouse fix and  
dll's will not be allowed.*

*If teams are not fulfilling the criteria of the rules mentioned  
above, then their registration will not be considered.*

**Registration fees will not be refunded in any case**

# MINIMILITIA RULES



- 1.No swapping or change of team members will be allowed
- 2.If all the members of the team are not present then the registration of the team will be cancelled.
- 3.Cheating in any form will lead to disqualification.
- 4.In case of disqualification, the registration fee will not be refunded.
- 5.Teams are expected to report on time; late arrival will lead to disqualification.
- 6.Coordinators decision is final.
- 7.Everyone should obey the commands of the coordinator.
- 8.In case any of your team members device crashes or unfortunately exits from the match there will be no rematch
- 9.No cheats, propacks and god mod will be used.
10. Each team should have 3 members.
11. Map will be decided by toss.
12. Game will be installed in every team players mobile by volunteers/co-ordinators.



## **Guns Not Allowed**

1. SMAW(Bazooka)
2. M93BA(Sniper)
3. Shield

## **MAPS**

1. Catacombs
2. High tower
3. Outpost
4. So long
5. Subdivision
6. Pyramid
7. No escape

## **TIMINGS**

Each match will be of 6min 42 sec.

## **Important Notes**

1. Do bring your own smartphones that support the latest version of Minimilitia.
2. No predownloaded game will be allowed. The game will be downloaded in presence of coordinator

## *Need for Speed : Most Wanted Rules*

*Game Version: ? Need For Speed: Most Wanted 1.3*



### *General:*

*Competition Mode: min 2 players.*

*Game Type: Circuit/Sprint.*

*Qualification: for next round will be decided on the basis of individual player's timing. Players with the best timing will qualify for the next round.*

*Players are advised to bring their consoles.*

### *Car Settings:*

*Upgrades are NOT allowed. (It includes visual, performance ,etc.)*

*Junkman is NOT allowed.*

*Personal saved files are NOT allowed*

### **Tracks:**

*RANDOM*

*Each track will be decided by the Genero'17 NFS organizing committee.*

### **Race Mode Options:**

*Circuit/Sprint*

**Track Direction:** *Forward*

**Laps:** *At the discretion of Genero'17 NFS organizing committee*

**N20:** *On*

**Collision Detection:** *Off*

**Performance Matching:** *On*

**Min. Players:***2/4*

### **Control Setting:**

*Game control settings will be decided by Genero'17 organizing committee.*

### **Player Options:**

*Car Damage: Off*

*Rear-view Mirror: Player's own discretion.*

*Disconnection: Unintentional :( Any disconnection between match players due to System, Network , PC, and/or Power problems/issues) will be dealt accordingly.*

**Map Choices for 1<sup>st</sup> Round(Sprint Maps) are as follows-**

- 1- Camden & Dunwich
- 2- Hwy99 & Projects
- 3- Seagate & Camden
- 4- Stadium & Chase
- 5- Forest Green

**Map Choices for 2<sup>nd</sup> Round(Circuit Round) are as follows-**

- 1- Camden Tunnel
- 2- Omega Industries
- 3- Switchback
- 4- Diamond
- 5- Campus Way

**The Choices for Selection of Cars are as follows-**

**Bonus Cars-**

- 1- Corvette C6.R(Yellow)
- 2- M3 BMW GTR
- 3- Mercedes Benz SLR McLaren

## ***Top Cars-***

*1- Murcielago*

*2- Gallardo*

## **Note-**

***\*Specific Maps and Cars will be decided during match play.***

***\*NO REFUND WILL BE APPLICABLE AFTER REGISTRATION***

## **TEKKEN RULES**



### **MATCH FORMAT:**

- 1. Matches would be played on LAN.*
- 2. Match Type will be TEAM BATTLE MODE.*
- 3. For each fight timer would be decided at the time of match.*
- 4. Players are allowed to play with any character except GON and DR. B.*
- 5. Every match will be KNOCK OUT.*

## **RULES TO BE FOLLOWED:**

1. Keyboard will be provided for playing, however players can bring and use their own Gamepad.

2. Unnecessarily PAUSING the game will result in disqualification.

3. All equipment provided should be handled carefully, any contestant found damaging equipment will be immediately disqualified.

4. Any excuses attributed to mobile rings, itches, sneezing etc. will not be tolerated.

5. If a participant wishes to change the controller configuration it shall be done before the match, once the match has begun no change will be allowed.

6. In case of any technical problem match will be restarted.

7. In case of any conflict, organizer's decision will be final.

8. If anyone is found cheating/disobeying the rules, He will be disqualified.

9. On the spot registration will be done only on 1<sup>st</sup> November 2017.