



**SRM INSTITUTE OF SCIENCE AND TECHNOLOGY**  
**DIRECTORATE OF STUDENT AFFAIRS**



# **RULEBOOK**

## **GAMING**

# MILAN 26

## INDEX

1. General Rules
2. eFootball
3. BGMI
4. Free Fire
5. Valorant
6. Clash Royal

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### Join our WhatsApp Group for Updates & Queries:

[MILAN 2026: Updates & Queries](#)



## **MILAN 26**

### **General Rules**

- 1. Participants must carry valid ID proof (institution ID card) for verification.**
- 2. The team will be disqualified if the college ID or any other submitted document is proven to be fake or if there is any involvement in cheating.**
- 3. Participants must be students of a recognised institution.**
- 4. NOC should be provided by all participants, attested by the college.**
- 5. Event Annexure MUST be filled for all group events.**  
*Event annexure is given at the end of the rule book.*
- 6. Registration amount will not be refunded if the required NOCs are not provided.**
- 7. Any form of misconduct, cheating or disruptive behaviour may lead to disqualification.**
- 8. Offensive language, disrespect towards the university or violence of any sort will not be tolerated.**
- 9. Organizers are not responsible for the loss or damage of any personal belongings.**
- 10. Participants must follow university policies and law while on campus.**
- 11. A lucky draw system will be conducted to determine the order of participation for relevant events.**
- 12. Participants must be present at the time of the draw; absent participants will be placed at the end or disqualified.**
- 13. For events open to SRMIST:**
  - a. Participants from SRMIST - KTR and from other colleges will be awarded 1st and 2nd prizes separately.**
  - b. Final and pre-final year students cannot participate.**

# **MILAN 26**

## **GAMING CLUB**

**EVENT NAME: eFootball**

**TEAM SIZE:** Solo

### **DESCRIPTION:**

This is a competitive esports tournament where participants battle using their own accounts. The tournament follows a structured knockout format with live audience viewing and point structures. Players will compete to become the Champion

### **RULES AND REGULATIONS:**

- **General Rules:**
  - The event will be conducted in hybrid mode.
  - The tournament will be played exclusively on eFootball Mobile.
  - All participants must follow instructions given by tournament officials.
  - Organizers reserve the right to amend rules to ensure fair play and smooth event execution.
- **Player Registration & Eligibility**
  - This event is open for SRMIST students. **Participants from SRMIST must participate in offline mode.**
  - Only registered players are allowed to participate.
  - Registration is non-transferable, one player per account.
  - Account sharing or impersonation will lead to disqualification.
- **Player Device Policy**
  - Participants must Bring and use their own mobile device.
  - Devices must be in proper working condition and updated to the latest version of the game.
  - Players are responsible for device battery and performance during matches.
- **Internet & Connectivity**
  - All matches must be played on the official tournament network.
  - Decisions regarding match outcomes affected by network issues will be made by officials.
- **Cheating & Unfair Advantage**
  - Use of cheats, hacks, modified APKs, or third-party applications is strictly prohibited.
  - Any player found gaining an unfair advantage will be immediately disqualified.

- **Code of Conduct**
  - Harassment, hate speech, intimidation, or offensive behavior of any kind is prohibited.
  - Abuse on official tournament platforms (in-game, event pages) may result in penalties.
  - External private messaging platforms are not monitored.
- **Dream Team Usage**
  - Participants may use their own Dream Team created through legitimate in-game methods.
  - Any team restrictions will be announced prior to the tournament.
- **Match Rules & Tournament Format**
  - Matches will be played in standard match mode.
  - The tournament format will be:
    - Solo Eliminator, or Round Robin, depending on the number of registered participants.
  - The selected format will be announced before the tournament begins.
- **Match Duration**
  - Match duration will be set according to the tournament stage and announced in advance.
  - Players are not allowed to change match duration or gameplay settings.
- **Time Allowances**
  - Team management and substitutions must be completed within the in-game time limits.
  - No additional pauses or delays beyond standard game allowances are permitted.
  - Intentional stalling or time-wasting may result in penalties.
- **Penalties & Authority**
  - Rule violations may result in warnings, match forfeits, or disqualification.
  - All decisions made by tournament officials are final.
- **Player Conduct**
  - Players must maintain respectful and sportsmanlike behavior at all times.
  - Unsportsmanlike conduct may lead to disciplinary action.
- **Core Values**
  - Compassion: Treat others fairly
  - Integrity: Play honestly and fairly
  - Respect: Respect players, officials, and the audience
  - Courage: Compete responsibly and stand for fair play

# **MILAN 26**

## **GAMING CLUB**

### **EVENT NAME: BGMI**

**TEAM SIZE:** 4 members

#### **DESCRIPTION:**

It is a competitive multiplayer battle royale game where teams fight for survival on a vast battlefield. Players showcase strategy, teamwork, and quick decision-making as they compete to be the last squad standing.

#### **RULES AND REGULATIONS:**

- The event will be conducted in hybrid mode.
- This event is open for SRMIST students. **Participants from SRMIST must participate in offline mode.**
- All players should bring their ID cards while coming for the event.
- At least one member of the squad must be registered for the event.
- Registrations should be done before the deadline. Late registrations will not be accepted.
- Players must arrive for the event on time. Teams coming late will be disqualified from the event.
- iPads, emulators, or any other controller devices are strictly prohibited. All participants must use their own mobile phones for the event.
- Matches will be played in custom rooms. Erangel, Miramar and Sanhok maps would be played.
- Maximum of 4 players are allowed per team.
- All players must have the latest update of BGMI and all the maps downloaded.
- All players are expected to show good sportsmanship and fair play throughout the game. Cheating, hacking, teaming up with opponents or exploiting game mechanics is strictly prohibited.
- To ensure fair play and a smooth event, your cooperation and patience are greatly appreciated.
- Any form of misbehaviour towards the management or fellow participants is strictly prohibited and will not be tolerated.
- Any violation of the rules may lead to the disqualification of the entire team.

**POINTS SYSTEM:**

1 point will be awarded for each finish a team scores. Position points will be awarded in the following manner:

1 – 10 Points

2 – 8 Points

3 – 7 Points

4 – 6 Points

5 – 5 Points

6 – 4 Points

7 – 3 Points

8 – 2 Points

9 – 1 Points

10 – 1 Points

For any position below #10 you will be scoring 0 points. Winning teams will be determined based on the final points table after all matches are completed. Incomplete squads may be combined with other solo players or duos to form complete teams.

**POINTS SYSTEM PRIORITY:**

Chicken Dinner > Placement Points > Finish Points



# MILAN 26

## GAMING CLUB

**EVENT NAME:** Free Fire

**TEAM SIZE:** 4 members

### **DESCRIPTION:**

It is a fast-paced battle royale game where players land on an island, loot weapons, and fight to survive. With quick matches and intense gameplay, it tests players' reflexes, strategy, and teamwork.

### **RULES AND REGULATIONS:**

- **Event Structure**
  - **Game Mode:** Battle Royale (Classic Mode)
  - **Map:** Bermuda
  - **Participants:** Team of 4 or Solo
  - **Number of rounds:** Best of 3, 5 or Single Elimination (as per event decision)
  - **Note:** In case of a greater number of participants are there will be two or three league matches to decide the Finalists
  - **Victory Conditions:** Last Team / Player Standing
- **General Rules**
  - The event will be conducted in hybrid mode.
  - This event is open for SRMIST students. **Participants from SRMIST must participate in offline mode.**
  - ID Card is Mandatory for all Players while coming for the Event
  - **Fair play:** All participants are expected to play fairly and respect others. Any form of unsportsmanlike behaviour (abuse, hate speech, etc.) will lead to disqualification.
  - **Punctuality:** Players must be ready in the game lobby 10 minutes before the start of the match. Failure to join the match in time will result in a forfeit.
- **Registration Rules:**
  - **Team Size:** 4 players per team
  - **Solo:** If the event is solo mode, each player registers individually.
  - **Entry Fee:** Free or specified by the organizer.

**Note:** In League matches the more preference will be given for Kill points And in Finals more preference will be given to Placement points

- **Game Rules**
  - **Match Format:** Classic Battle Royale (Squads or Solo)
  - **Device:** Players can use any device but no emulators (smartphones, tablets, etc.)
  - **Custom Rooms:** All matches will be hosted in custom rooms by the organizers.
  - **Cheating:** Use of third-party tools, hacks, or unfair exploits is strictly prohibited. Players caught cheating will be disqualified immediately.
  - **Team Substitution:** No substitutions are allowed once the event has started.
- **Scoring System**
  - **Kills:** Each kill is worth 1 point
  - 1st Place: 12 points
  - 2nd Place: 9 points
  - 3rd Place: 8 points
  - 4th - 10th Place: 6 - 0 points
  - **Placement Points:** Teams or solo players will earn points based on their final position in each match:
- **Disqualification Criteria**
  - **Cheating:** Use of hacks, scripts, or third-party apps.
  - **Account Sharing:** Using someone else's account is prohibited.
  - **Toxic Behaviour:** Abusive language, harassment, or inappropriate behaviour.
  - **Unauthorized Substitution:** Using players not on the registered team list.
  - **Network or Device Failures:** Any disconnection or technical issues will be considered a forfeit for that round.

# MILAN 26

## GAMING CLUB

### EVENT NAME: Valorant

TEAM SIZE: 5 members

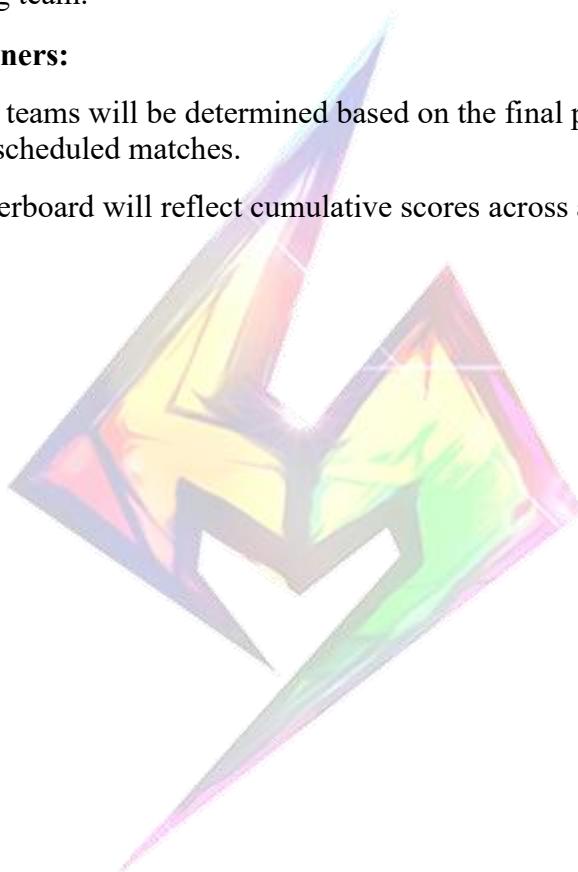
#### DESCRIPTION:

It is a tactical 5v5 shooter where precision, strategy, and teamwork decide victory. Players use unique agents with special abilities to outplay opponents in intense, round-based matches.

#### RULES AND REGULATIONS:

- **Eligibility Requirements:**
  - All players must bring their University ID cards at the event check-in.
- **Registration Guidelines:**
  - The event will be conducted in hybrid mode.
  - At least one member of each team must register for the event.
  - All registrations must be completed by the specified deadline; late registrations will not be accepted.
  - In the tournament we will consider only Best of One (BO1); which means, the loser gets eliminated and the winner moves forward.
- **Hardware and Software Restrictions:**
  - All players are required to use their own PCs or laptops. External devices such as tablets, emulators, or controllers are prohibited.
  - Players must ensure their game is updated to the latest version before the event.
- **Gameplay Rules:**
  - All matches will be held in custom lobbies created by the tournament organizers.
  - The tournament will feature a map rotation and particular team can select any map based on toss (which team going to pick first).
  - Each team will consist of five players. Substitutes are allowed only if they are registered and approved by the organizers.
  - In the case of incomplete teams, solo players or duos may be paired to form full squads

- **Scoring System:**
  - Points will be awarded based on each round's performance.
  - The two groups will be made and the topper (1st position) of these groups will play final.
  - If top two team have same point, then rounds margin will be consider.
  - Teams will compete against each other in a best-of-three format for each matchup until the semi-finals, after which it will switch to best-of-five
- **Disqualification and Penalties:**
  - Any violation of the above rules may result in disqualification for the offending team.
- **Prizes and Winners:**
  - Winning teams will be determined based on the final points and standings after all scheduled matches.
  - The leaderboard will reflect cumulative scores across all matches.



# MILAN 26

## GAMING CLUB

### EVENT NAME: Clash Royal

TEAM SIZE: Solo

#### DESCRIPTION:

It is a real-time strategy game where players battle using cards, tactics, and quick decision-making. Build powerful decks, outsmart opponents, and destroy towers to claim victory.

#### RULES AND REGULATIONS:

- The event will be conducted in hybrid mode.
- Solo entry only.
- Participants must use their own Clash Royale account & mobile device.
- Players must report 15 minutes prior to match time.
- **Match Format:**
  - BO1 Qualifiers
  - BO3 Semifinals
  - BO5 Finals.
- Same deck cannot be reused in semi-finals and finals.
- Higher tower HP wins in case of a draw.
- Unsportsmanlike behaviour results in disqualification.
- Disconnects count as part of gameplay unless venue Wi-Fi fails.
- Screen must remain visible to members and volunteers during play.
- Referee decisions are final.

#### JUDGEMENT CRITERIA:

- Match result as per in-game outcome.
- Repetition of deck will incur penalties.



# EVENT ANNEXURE

(To be submitted to the venue-in-charge while reporting for participation)

University Name: \_\_\_\_\_

Mobile No.: \_\_\_\_\_

### Event (Select One):

MUSIC    DANCE    LITERARY    FASHION    MOVIES AND DRAMATICS

Event Name: \_\_\_\_\_

## LIST OF PARTICIPANTS

(Please submit the NOC along with this form during the event)

Date & Time:

Authorized Signature: \_\_\_\_\_