

## Rulebook for PC based game:

1. **Teams comprises of 2-5 players.**
2. Team captain is responsible for providing a medium to create hotspot to host a match.
3. Winning team will proceed for the next round (Knockouts till top 4 teams are left).
4. **Matches will be played in Competitive mode** and map for the match can be decided by mutual understanding between the teams, voting or otherwise it'll be provided by the coordinators.
5. The Organiser has the right to disqualify any registered player from the tournament for any valid reason.
6. Extension boards are to be arranged by teams itself in any case they need them.
7. Everyone should obey the commands of the coordinators.
8. Rules can be changed by the coordinators according to the situation.
9. Any team coming without installation of the game would be disqualified.
10. No on the spot registration allowed.

**Maps (Bomb Scenario)- dust2, Mirage, Cache, Ali, Seaside, Cobblestone, Inferno.**

**Game Mode- Competitive**