



GENERAL RULE BOOK & FORMAT PC MODULE: COUNTER STRIKE 2

- **COMPETITIVE MODE** WILL BE FOLLOWED THROUGHOUT THE EVENT
- **BEST OF 1** FOR GROUP STAGES, PLAYOFFS & **BEST OF 3** FOR GRAND FINALS.
- EACH TEAM CAN CALL **THREE 30-SECONDS** TACTICAL TIMEOUTS PER MATCH.
- IN CASE OF **PC ERROR** - ADDITIONAL PAUSE WILL BE GIVEN.
- TEAMS MUST BE READY **10 MINUTES** BEFORE START OF THEIR MATCH'S SCHEDULED TIME, IN CASE OF FAILING, OPPONENTS WILL BE GIVEN A **WALKOVER**.
- PLAYERS UP TO FACEIT LEVEL 9 **ARE PERMITTED**. FACEIT LEVEL 10 PLAYERS (ESPECIALLY TOP-RANKED PLAYERS FROM PAKISTAN) ARE **STRICTLY PROHIBITED**.

MAP POOL AND OVERTIME:

ANUBIS - INFERNO - MIRAGE - NUKE - DUST2 - ANCIENT - OVERPASS
(VETO SYSTEM WILL BE FOLLOWED).

OVERTIME WILL BE ENABLED, WITH FIRST TO 4 ROUNDS TO WIN.



GENERAL RULE BOOK & FORMAT

PC MODULE: VALORANT

- **COMPETITIVE MODE** WILL BE FOLLOWED THROUGHOUT THE EVENT
- **BEST OF 1** FOR GROUP STAGES, PLAYOFFS & **BEST OF 3** FOR GRAND FINALS.
- EACH TEAM CAN CALL **TWO ONE-MINUTE** TACTICAL TIMEOUTS PER MATCH.
- IN CASE OF PC ERROR - ADDITIONAL PAUSE WILL BE GIVEN.
- TEAMS MUST BE READY **10 MINUTES** BEFORE THE START OF THEIR MATCH'S SCHEDULED TIME
- IF A TEAM FAILS TO SHOW UP WITHIN **10 MINUTES**, OPPONENTS WILL BE GIVEN A **WALKOVER**.

MAP POOL AND OVERTIME:

ABYSS - BIND - BREEZE - CORRODE - HAVEN - PEARL - SPLIT
(VETO SYSTEM WILL BE FOLLOWED).
OVERTIME WILL BE ENABLED, WITH FIRST 2 ROUNDS TO WIN.



GENERAL RULE BOOK & FORMAT

PS MODULE: TEKKEN 8

- BEST OF 1 MAP (FIRST TO FIVE ROUNDS) WILL BE PLAYED TILL SEMIS.
- BEST OF 3 MAP (FIRST TO FIVE ROUNDS) FOR SEMI FINALS 4 GRAND FINAL.
- DLC CHARACTERS ARE NOT ALLOWED. PLAYERS SELECT FROM THE BASE ROSTER.
- INCASE OF PS ERROR - THAT ROUND/MAP WILL PLAYED AGAIN.
- PLAYERS MUST BE READY TO START THE MATCH WITHIN 10 MINUTES OF THE SCHEDULED TIME
- IF A PLAYER FAILS TO SHOW UP WITHIN 10 MINUTES, OPPONENTS WILL BE GIVEN A WALKOVER.
- STAGE IS SELECTED AT RANDOM OR BY MUTUAL CONCERNS
- THE LOSER OF A SET MAY CHOOSE TO RETURN TO STAGE OR CHARACTER SELECT (SEMIS).



GENERAL RULE BOOK & FORMAT

PS MODULE: FC FIFA 26

- **BEST-OF-1** WILL BE PLAYED TILL SEMIS
- **2-LEGS (UCL FORMAT)** WILL BE PLAYED IN SEMIS
- **2-LEGS (UCL FORMAT)** WILL BE PLAYED IN FINALS
- **MATCH LENGTH: 5 MINUTES** EACH HALF WILL BE FOLLOWED
- EACH PLAYER IS PERMITTED **ONE PAUSE PER MATCH** IN THE EVENT OF **TACTICAL PAUSE**.
- **TACTICAL PAUSE** MAY LAST NO LONGER THAN **2 MINUTES**.
- EACH PLAYER IS PERMITTED **ONE PAUSE PER MATCH** IN THE EVENT OF A **DISCONNECTION OR HARDWARE/SOFTWARE MALFUNCTION**.
- IF GAME CRASHES THE GAME WILL **BE REMADE FROM 0-0**.



GENERAL RULE BOOK & FORMAT

MOBILE MODULE: FREE FIRE

- **MATCH FORMAT:** ALL MATCHES WILL BE PLAYED IN A BATTLE ROYALE SQUAD MODE.
- **QUALIFICATION CRITERIA:** THE TOP 8 TEAMS WITH THE HIGHEST POINTS WILL QUALIFY FOR THE NEXT STAGE.
- **TOTAL MATCHES:** A TOTAL OF 3 MATCHES WILL BE PLAYED IN THE QUALIFICATION AND GRAND FINALS.

PLACEMENT POINTS:

1ST PLACE: 12 POINTS 2ND PLACE: 9 POINTS 3RD PLACE: 8 POINTS
4TH PLACE: 7 POINTS 5TH PLACE: 6 POINTS 6TH PLACE: 5 POINTS
7TH PLACE: 4 POINTS
8TH PLACE: 3 POINTS
9TH PLACE: 2 POINTS
10TH-12TH PLACE: 1 POINT
13TH-LAST PLACE: 0 POINTS

KILL POINTS:

EACH ELIMINATION = 1 POINT

MATCH RULES:

- **MAP ROTATION:** MAPS WILL BE ROTATED BETWEEN BERMUDA, PURGATORY AND ALPINE.
- **MATCH TIME:** STANDARD FREE FIRE MATCH DURATION WILL BE FOLLOWED.
- **TIEBREAKER RULES:** IN CASE OF A TIE IN TOTAL POINTS, THE RANKING WILL BE DECIDED BASED ON:

1. TOTAL KILLS
2. HIGHEST PLACEMENT FINISH ACROSS ALL MATCHES
3. HEAD-TO-HEAD PERFORMANCE IN DIRECT ENCOUNTERS

TECHNICAL RULES:

- IF A TEAM FACES A DISCONNECTION OR HARDWARE ISSUE, NO REMATCH WILL BE GRANTED UNLESS IT AFFECTS MULTIPLE TEAMS.
- IN CASE OF A SERVER CRASH, THE GAME WILL BE REMADE WITH A FRESH START.



GENERAL RULE BOOK & FORMAT

MOBILE MODULE: PUBG

- **MATCH FORMAT:** ALL MATCHES WILL BE PLAYED IN A BATTLE ROYALE SQUAD MODE.
- **QUALIFICATION CRITERIA:** THE TOP 8 TEAMS WITH THE HIGHEST POINTS WILL QUALIFY FOR THE NEXT STAGE.
- **TOTAL MATCHES:** A TOTAL OF 3 MATCHES WILL BE PLAYED IN THE QUALIFICATION AND GRAND FINALS.

PLACEMENT POINTS:

1ST PLACE: 10 POINTS 2ND PLACE: 8 POINTS 3RD PLACE: 6 POINTS
4TH PLACE: 4 POINTS 5TH PLACE: 3 POINTS 6TH PLACE: 2 POINTS
7TH - 10TH PLACE: 1 POINT
11TH-LAST PLACE: 0 POINTS

KILL POINTS:

EACH ELIMINATION = 1 POINT

MATCH RULES:

- **MAP ROTATION:** MAPS WILL BE ROTATED BETWEEN ERANGEL, MIRAMAR AND RONDO
- **MATCH TIME:** STANDARD PUBG MATCH DURATION WILL BE FOLLOWED.
- **TIEBREAKER RULES:** IN CASE OF A TIE IN TOTAL POINTS, THE RANKING WILL BE DECIDED BASED ON:

1. TOTAL NUMBER OF WWCD ACROSS ALL MATCHES.
2. TOTAL NUMBER OF PLACEMENT POINTS ACROSS ALL MATCHES.
3. TOTAL NUMBER OF ELIMINATION POINTS ACROSS ALL MATCHES.
4. THE BEST PLACEMENT RANKING IN THE MOST RECENT MATCH.

TECHNICAL RULES:

- IF A TEAM FACES A DISCONNECTION OR HARDWARE ISSUE, NO REMATCH WILL BE GRANTED UNLESS IT AFFECTS MULTIPLE TEAMS.
- IN CASE OF A SERVER CRASH, THE GAME WILL BE REMADE WITH A FRESH START.