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## ESPORTS SHOWDOWN

Welcome to the exciting world of Esports Competition! Prepare for heart-pounding action as elite teams face off in high-stakes battles, demonstrating their tactical expertise and strategic mastery.

### Objective:

The main goal of this event is to offer a competitive space where new gamers and experienced teams can compete against each other, all aiming to win the prestigious champion title in a popular gaming game. It's an opportunity to test skills, build teamwork, and prove who has what it takes to be the best. Players will face tough challenges, but only the strongest will come out on top.

### Competition Highlights:

- **Thrilling Matches:** Witness high-stakes matches where teams battle it out in the virtual battlegrounds, strategizing, shooting, and maneuvering to outwit their opponents.
- **Tactical Gameplay:** Experience the excitement as teams display their tactical acumen, making split-second decisions and executing strategies to secure victory.
- **Intense Rivalries:** Watch as rivalries ignite and teams face off in gripping encounters, each aiming to assert dominance and claim the coveted championship.

### Gameplay Rules:

- **Maximum Team Size:** Each team can consist of up to 4 members, as supported by the game.
- **Match Settings:** Matches will follow official game settings unless specified otherwise.
- **Fair Play:** Cheating, hacking, exploiting bugs, or any unfair means are strictly prohibited.
- **Match Reporting:** Each team must report match results accurately and in a timely manner.

### Eligibility and Registration:



- **Team Registration:** Teams must register within the specified deadline. Late registrations may not be accepted.
- **Player IDs:** Each player must provide their in-game player ID during registration.
- **Team Name:** Teams should have a unique and appropriate name. Offensive or inappropriate names are not allowed.

## EVENT STRUCTURE

The format is flexible and depends on the number of registered teams.

Total number of Teams, Let's Say 300.

Stage	Description	Number of Matches	Winning Criteria
Online Prelims	300 teams divided into group of 100 teams each and further subgroups are divided of 20 teams each	3 matches per subgroup	Top 4 teams from each subgroup qualify based on combined kill points and position
Semi Finals	From each group we will have 20 teams	3 matches per group	Top 5 teams from each subgroup qualify based on combined kill points and position
Finals	We will have a total of 15 teams	5 matches	Winners determined by cumulative performance in 5 matches

- **Online Prelims:**
  - Initially, 300 teams are segregated into three groups of 100 teams each.
  - Further 100 teams are divided into 5 subgroups of 20 teams each
  - Every team within their respective subgroup competes in 3 matches .



- Performance is evaluated based on a combination of kill points and final position.
- The top 4 teams from each subgroup advance to the semifinals based on their cumulative performance in the 3 matches.

- **Semi Finals:**

- The qualified top 4 teams from each subgroup, totaling 20 teams per group, will participate in the Semi Finals.
- The Semi finals will consist of 3 matches, the same as the prelims.
- The overall winner will be determined based on the cumulative performance across these 3 matches during the offline finals.

- **Finals:**

- The qualified top 5 teams from each group, totaling 15 teams, will participate in the Finals.
- The Finals will consist of 5 matches, the same as the prelims.
- The overall winner will be determined based on the cumulative performance across these 5 matches.

### **Conduct and Sportsmanship:**

- **Respect:** All participants must show respect towards opponents, organizers, and spectators.
- **Language and Behavior:** Profanity, harassment, or any form of offensive language/behavior is strictly prohibited.
- **Disputes and Issues:** Any disputes or issues must be reported to the event organizers promptly.
- **Fair Competition:** Participants must uphold the spirit of fair competition and sportsmanship.

### **Technical Guidelines:**

- **Device and Connection:** Each player is responsible for their own gaming device and stable internet connection.



- **External Tools:** Use of external software, devices, or tools giving unfair advantage is prohibited.
- **Technical Support:** Organizers may provide technical assistance but players are primarily responsible for their own equipment.

## PRIZES

- The prize money will be awarded to winners via NEFT and will be processed within 25 working days after receiving the prize money from our sponsors.
- The winners will have to mail the following information (immediately after the announcement of results) to **techclub@nituk.ac.in** strictly in the following format:
  - Subject
    - Competition Name, Team ID - your position (example- Robowars, PG1003- 3rd Position)
  - Body of mail:
    - Captain Account Holder's Name
    - Account Number
    - Bank name and Branch name.
    - IFSC Code

## AN IMPORTANT NOTE:

- Judges can disqualify a team if any of the above criteria is not fulfilled.
- These rules may change at any time, even without explicit notification to teams.
- However, the document uploaded here is to be followed as the latest problem statement for all the rules and design specifications. The teams acknowledge that they have a responsibility to read, understand and abide by the rules and
- Cliffesto reserves the right to prevent any team from competing at any time for any reason.
- In case of any queries, participants are encouraged to contact Cliffesto Team.
- Cliffesto has the rights over the guidelines and can alter them as per the requirements.

Contact Details of Event Head:



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