# ADUJ GAMING EVENT (RESPAWN)

A gaming event (RESPAWN) would be organized by the Gaming Committee of ADUJ. We would be including 4 games for the event with attractive prize money to the Winner of the event. The games that are to be organized are:

1. FIFA 2015
2. NEED FOR SPEED: MOST WANTED
3. TEKKEN 6
4. COUNTER STRIKE 1.6

## I.   MEMBERS

The committee comprises of 10 members. The members of the committee are:

1. Simanta Rabha (5th Year)
2. Deepseng Shyam (4th Year)
3. Mathuk Thumra (4th Year)
4. Akancha Toppo (3rd Year)
5. Nuzhat Nasreen (3rd Year)
6. Shekhar Singh (3rd Year)
7. Shweta Toppo (3rd Year)
8. Abhinav Singh (1st Year)
9. Ashutosh Tiwari (1st Year)
10. Tonmoy Talukdar (1st Year)

## II.   REGISTRATION

For individual events, i.e., FIFA, NFS and TEKKEN, the registration fee is 100 rupees. Registration can be done both online and offline. The Winner to these events will get a prize money of 2000 rupees. The participants of the same will receive a discount coupon for any of the food stalls.

For team events, i.e., COUNTER STRIKE, the registration fee is 500 rupees. Registration can be done both online and offline. The Winner to these events will get a prize money of 10000 rupees. The participants of the same will receive a discount coupon for any of the food stalls.

There would be a double event for FIFA 15 and the registration fee is 200 rupees.

## III.   REQUIREMENTS

For organizing this event, following things would be required from the University:

1. 10 PCs with minimum requirements of Intel i3 Processor, 2GB RAM, 500 HDD and 512 MB of graphics card (internal/dedicated)
2. 6 gamepads for the individual events preferably Thrustmaster otherwise Frontech
3. Wires and cables (HDMI)
4. One TV which will be used for spectating the team events

## IV.    BUDGET

The budget for the whole event is around 30000 rupees approximately including the prize money, requirements and the maintenance charges.

## V.    RULES

The rules for each of the games are mentioned below:

➢ **FIFA 2015**

**General game settings**
- Team selection: National and Clubs
- Match mode: Exhibition Difficulty: World Class
- Match length: 5 minutes
- Weather: Clear, Day/Night

The Following game settings will be used for group stage matches:-
At the event of a draw penalty shootout will decide the match. The Following game settings will be used for Final / Semi Final matches:-
- Team selection: National and Clubs
- Match mode: Exhibition
- Difficulty: Legendary
- Match length: 6 minutes

At the event of a draw, extra time will be played if scores remain equal, penalty shootout will decide the match.

**Tournament procedure:**

Notification:

- Players must be present in the tournament area at their notification schedule. Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay
- The notification schedule indicates the time at which the players are requested to be present to begin a match session. A match session includes the player setup such as controlling device installation, configuration and warm up, and 1 or more matches as defined in the tournament schedule.

Setup and warm up:

- Players must play on the computer and conditions designated by the tournament officials.
- The following rules apply only when players have to play on official computers:
    - Players may bring and use their own controllers provided they bring the adequate drivers and adapters for each device.
    - Players are responsible for the good installation and the functionality of their devices.
- Players may not run any external software that interacts in game nor install any form of modification that would alter the version of the video game unless authorized by tournament officials.
- Players may change the brightness settings of the monitor if reasonable values are maintained. However, they may not change the video settings in the operating system's video card settings.

Match procedure:

- Players must play their matches according to the tournament structure and schedule.
- Players must receive the authorization signal from a referee before starting a match.
- Players may not leave an official game in progress.
- If a match is involuntarily interrupted (Player crash, server crash, server network cuts, power cuts etc.) the tournament officials may decide to replay or cancel the match.

Rules Violations:

- Each match is controlled by a referee who has full authority to enforce the regulation in connection with the match to which he has been appointed. The referee has the authority to give warnings to a player.
- The tournament is controlled by a tournament head that has full authority to enforce the regulations in connection to the tournaments and all matches played in the tournament.
- The head assigns referees to each match, has the authority to give warnings, to send-off a player, and to take part in the study of the infringement for additional sanctions.
- Tournament officials, the tournament head and the competition manager of the ADUJ, are the referees.

**Warnings and Sanctions:**

- A player maybe cautioned and receives a warning if he commits any of the following offences.
    - Refuses to follow tournament officials' instructions.
    - Arrives late at his appointed match timing.
    - Shows dissent by word or actions.
    - Uses abusive language or abusive gestures.
    - Is guilty of unsporting behaviour.

- A player maybe cautioned and be sent off if he commits any of the following offences –
  - o Receives more than one warning.
  - o Is guilty of violent conduct. -Uses any unlawful or unfair proceedings.
  - o Misleads or dupes any tournament official.
  - o Is not present at his scheduled match.
- A player will be sent off immediately after he/she loses his current match.

Note: Rules can be modified on spot if there are any unforeseen circumstances by the officials of ADUJ Gaming Committee. Under all circumstances, complete discretion and final decisive power belongs to the administration of ADUJ Gaming Committee that will be conducting the game.

## ➤ NEED FOR SPEED: MOST WANTED

**General**

- Competition Method: 1 vs. 1
- Game Type : Circuit

Host, client will be announced before the match or decided by coin toss. (Only for LAN Tournament)

- Other controllers, Steering Wheel allowed

At the end of each match, players must maintain the final screens and receive confirmation from a referee.

- Winning a race: The winner of a race is the first player to complete 5 laps of the circuit course and cross the finish line.
- The use of Porsche GT and BMW M3 are NOT allowed.

**Car Settings**

- Visual Upgrade allowed.
- Part, Performance (Pro, Super Pro, Ultimate)allowed, Junkman not allowed
- Personal save files are NOT allowed.
- Cars may be tuned before racing each course.

**Game Settings**

- Courses : Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, East Park

The Course selection may be changed prior to the tournament. Players will be informed of any such changes before the tournament.

- Race Mode Options : Circuit

- Track Direction : Forward
- LAPS : 2
- N20 : OFF
- Collision Detection : Off
- Performance Matching : Off
- Min Num. Players : 2

**Player Options**

- Game Moment Camera : Off
- Car Damage : Off
- Rearview Mirror: Player's own discretion
- Units : Player's own discretion

**Disconnect**

- Disconnection: Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues
- Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit
- When any disconnection occurs: If the disconnection is deemed to be unintentional by the referee, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.

**Penalty for Unfair Play**

- Unfair play
- Use of any cheat program
- Intentional disconnection
- Use of any settings exceeding standard and permitted settings

If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose by default at the referee's sole discretion.

Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.

During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.

Two warnings constitute being disqualified from the tournament.


> **TEKKEN 6**

**Basic Info:**

- The version of the game played will be "Tekken 6".

- Format of the competition is composed of 2 stages. 1st stage being the group stage and the 2nd being the knockout round
- Participants are allowed to configure buttons to their preferred settings prior to each match (but cannot be altered once a match has begun).

**Game Play:**

- Participants will be informed about their match. It is their responsibility to be present. Further if not present they will be given extra 5 minutes to reach for their match. If somebody still is not able to make he/she will forfeit the match.
- We cannot guarantee any participants a Player 1 or Player 2 controller position and participants are expected to accept the playing position assigned to you by officials.
- It is your responsibility to make sure that the button configuration is correct. You will NOT be allowed to reconfigure after the match has started. Only way to do so is to forfeit the Fight.
- Participants may only change characters after a lost fight
- Wining participant must proceed the next Fight with the same characters, you may not choose a character based on the losing opponents new selection.
- You are not allowed to pause the game during the match.
- No abusive language will be tolerated.
- If any equipment fails during the match. Inform the officials immediately.
- Any failure from equipment will result in the affected Fight being replayed.

**Group Stage:**

- Initially there will be 4 groups in which the participants will be distributed.
- Top 2 players from each group will qualify for the knockout phase of the competition
- Winning a match will earn you 2 points while losing earns you 0. A tie would result in 1 point each.
- Each Match will be played to the best of three Fights. Each Fight will be composed of 2 Rounds.
- Each Round will be 60 seconds.

**Knockout Stage:**

- Top 2 players from each group will proceed to this stage.
- Winning player will proceed to next round while losing will result in an elimination and they cannot participate any further in the competition.
- Each Match will be played to the best of three Fights. Each Fight will be composed of 3 Rounds.
- The Final Match will be played to the best of five Fights. Each Fight will be composed of 5 Rounds.
- Each Round will be 60 seconds.

**Forfeits:**

- Pressing pause during the game will result in an immediate forfeit from the Round.
- Any disruptive behavior, verbal or physical abuse will result in a disqualification from the competition.

**Prize Money Distribution**

- The prize money will be given cash in hand to the winner.

**Note:**

If there is any such issue that arises during the competition that is not explained in these rules then the officials will discuss and give the verdict on that spot.

## ➢ COUNTER STRIKE 1.6

1. **Competition Method:** 5 vs. 5 (Team Play, 5 players per team)
2. **Format:**
   - 30 Rounds (Maximum); Each Team plays 15 rounds as Terrorists and 15 rounds as Counter- Terrorists. The first team to win 16 rounds will be the winner.
   - The size of the tournament will be dictated by how many players register for the tournament.
3. **Official Maps:** de_inferno, de_dust2 (v44), de_nuke (v44), de_train (v44)
   - Each team will choose a map. There will be a toss to decide which map to play. For the side, a toss will take place.
4. **General Game Settings:**
   - **Round Time:** 1 minute 45 seconds
   - **C4 Timer:** 35 seconds
   - Players are not allowed to bring any gaming accessories. Provided accessories are to be used.
5. **Match Start:**
   - Teams should be ready to play at least 10 minutes before scheduled match start. Matches will start exactly when scheduled. If a player is not ready within 10 minutes after the scheduled match start, the opposing team will win the match by walk-over.
   - Where a team is not prepared to play, awarding of a walk-over will be at the sole discretion of the referees.
6. **Verbal Communication:** Team members may communicate verbally if they are alive in the match or when all the team members are dead. Any player who has died cannot communicate verbally with any other team member or opponent until the beginning of the next round.
7. **Server Failure:** If a server failure or unintended disconnection occurs during a match, the match will be restarted. If the disconnection is intended, the team will be liable to penalty. If a server crashes before 3 rounds have been completed, the server is to be restarted, and the score will be reset i.e 0-0. If the server crashes after the 4th round, the server will be restarted but the scores from the previous rounds will be retained.

8. **In-Game Techniques:**
   - Under no circumstances are silent plants allowed; whether accidentally or intentionally, a silent plant will result in the forfeiture of 3 rounds by the offending team.
   - The tactical shield is not to be used in any CAL match
   - The gun D3/Au of terrorist and KRIEG 550 Commando of counter terrorist are not allowed.
   - The use of any of the following exploits in an official match will result in the forfeiture of 3 rounds by the offending team. In all cases, the judge will make final determination on the ruling of how many rounds are turned over.
   - Under no circumstances are flash bangs used in such a manner that they affect parts of the map that should not be flashed.
   - Map "glitches" such as object clipping to cross solid boundaries (the hut's roof on de_nuke, for instance) are never to be used in competition; the same is true for illegal boosting.
   - "Speed Walking", "Silent Running", or "Crouch Running" is not allowed.

9. **Warnings:** A player can receive a warning if he commits any of the following offenses:
   - Refuses to follow a tournament official's instructions.
   - Arrives late.
   - Uses insulting/ bad language and/or displays bad behavior.
   - Partakes in any unsportsmanlike conduct.

10. **Disqualification:** A player may be disqualified for any of the following reasons:
    - By receiving more than one warning.
    - By using bugs that change the intended game play.
    - By using any scripts.
    - By using any custom files (example: Models and Skins)

**If there is any such issue that arises during the competition that is not explained in these rules, then the officials will discuss and give the verdict on that spot. \***