

# UDGAM

NATIONAL LEVEL SPORTS FEST 2026

## FREE FIRE RULEBOOK



# FREE FIRE

BATTLE GROUNDS

## FREE FIRE RULEBOOK

### 1. General Information

- Event Name: Free Fire Tournament – Udgam Fest 2025
- Organizer: SPORTSCOUNCIL SRMAP
- Game Version: Garena Free Fire (Latest Update)
- Platform: Mobile devices (emulators are strictly prohibited)
- Mode: Squad (4 players per team)
- Map Pool: Bermuda, Kalahari, Purgatory
- Match Format: TPP (Third Person Perspective)

### 2. RULES

#### TEAM COMPOSITION:

- Each team must consist of exactly 4 players.
- No substitutions are allowed during the competition.
- Players must submit their in-game IDs during registration.
- Changes to team composition after registration will not be permitted.

#### GAMEPLAY RULES:

- Any use of hacks, cheats, or unfair gameplay tactics will result in immediate disqualification.
- The tournament will have 3 rounds, and teams must participate in all their scheduled matches.
- Players must bring their own devices.
- iPads or tablets and PC's or Laptops are not allowed.
- Players are required to keep their in-game voice chats on for coordination.
- Teams must follow in-game announcements by moderators.

#### LOGISTICS AND CONDUCT:

- Teams must arrive 15 minutes before their match.
- Internet or Wi-Fi issues are the responsibility of the players; management is not liable.
- Arguments with management will lead to instant disqualification.

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- Match recording is mandatory for addressing any allegations.
- Players must adhere to proper gaming etiquette.
- Misconduct such as abusive language, threats, or toxic behavior will result in disciplinary actions.

### 3. JUDGING CRITERIA

#### MANAGEMENT DECISION:

- All management decisions are final.
- Teams are encouraged to communicate any disputes immediately with the management.

#### SCORING SYSTEM:

- Kill Points: 1 point per kill.
- Placement Points: Teams earn additional points based on their placement in the match.
  - a. 1st: 15 points
  - b. 2nd: 12 points
  - c. 3rd: 10 points
  - d. 4th: 8 points
  - e. 5th: 6 points
  - f. 6th: 4 points
  - g. 7th: 2 points
  - h. 8th-12th: 1 point each
  - i. 13th-16th: 0 points

#### PROGRESSION:

- Scores reset after each qualifier round, and the winner is determined in the final round.
- Top teams with the highest scores from each stage advance
- (Preliminaries → Semi-Finals → Finals).
- Teams that fail to report on time will be eliminated from the round.

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### TIE-BREAKING:

- The team with the highest kills wins the tie.
- If still tied, the placement in the most recent match decides the winner.

## 5. DISPUTE RESOLUTION

- Any disputes must be reported within 10 minutes of match completion.
- The decision of organizers is final and binding.
- Players are responsible for providing evidence, such as match recordings, for any disputes.
- Complaints without evidence will not be considered.

## 6. EQUIPMENT AND CONNECTIVITY

- Players must bring their own mobile phones, chargers, and earphones/headsets.
- Organizers will not provide spare equipment.
- Backup power banks are recommended in case of battery issues.
- Network connectivity is the sole responsibility of the players. Management is not responsible for lag or disconnection issues.

### CONTACT US:

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