LAN FIGHT-The LAN Games

Event Description:

For all those gamers out there looking for another opportunity to show -off their unusual talent, hold your horses because here comes Selesta's LAN Gaming competitive event with some of the best and most played games on the table. Defeat others and you re the Gaming King.

Events:

1. **NEED FOR SPEED MOST WANTED**
2. **FIFA 15**
3. **Halo 2**
4. **COUNTER STRIKE**
5. **TEEKEN**

Rules and Regulations:

1. Need for Speed

➤ **Registration Fee 60/- per head**
➤ **GAME FORMAT:**

Day 1

Round 1(Circuit Contains Two Laps):
Out of total 16 players team of 4 players will compete where the 1st and 2nd will go on to the next round.

Round II (Circuit Contains Three Laps):
Among four players 1st and 2nd will be qualified for Next round.

Round III (Circuit Contains Three Laps):
Begins with a knockout and winners proceed to further rounds. Further rounds will be on knockout basis.

Qualifiers of Day1 will play in Day III

Day 2:

Round 1(Circuit Contains Two Laps):

Out of total 16 players team of 4 players will compete where the 1st and 2nd will go on to the next round.

Round 1I (Circuit Contains Three Laps):

Among four players 1st and 2nd will be qualified for Next round.

Round III (Circuit Contains Three Laps):

Begins with a knockout and winners proceed to further rounds.

Further rounds will be on knockout basis.

Qualifiers of Day 2 will play in Day III

DAY 3:

Round 1

Begins with a lap knockout from each team I st player will be participating in Final Round

Final Round (Circuit for FOUR Laps)

The participants can bring their own choice of controllers like joystick

This round decides the Most Wanted drivers of Selesta 2K16.

RULES:

- ➢ The use of Porche GT and BMW M3 is not allowed.
- ➢ Cars may be tuned before each course
- ➢ N2O = Off
- ➢ Visual Upgarde is allowed.
- ➢ Performance matching off.

(*The format of the tournament and additional rounds may differ depending on the number of entries.)

2. FIFA 15 ➢ **Registration Amount: Rs.100/- per head**

➢ **FORMAT:**

Round1:

-Knock out

- Both International & Clubs can be used in 1st round

-Winners will go to the next round.

Round2:

- Knock Out

- ALL International teams and clubs are allowed - Winners of each knock out tie will go to the next round - Knock out stages:

- Home and away matches are played - Includes the away goals rule.

- Penalties will decide the winner in case of the same score line.

- The participants can bring their own choice of controllers like joystick

FIFA Rules and Regulation:

• There would be two games: home and away.

• Coin toss shall be done for choosing home/away match.

• Away goal would get more preference.

• Each player can choose their own team .(only club or country)

• They can have their own controller settings.

• IF a player can edit those controllers then they can change otherwise we would change based on their preference.

• If they choose same team then both of them can take the same team but with different jerseys.

• Each game would be of 10 minutes; a half being that of 5 minutes.

• In case both of the participa

• nts score equal goals in two games then third match would be played, which would be of 8 minutes and the final game would proceed to penalty shootout without extra time.

• Games are based on knock-out rules and the winner shall proceed to next round.

• We will provide joystick and keyboard or else player can bring their own joystick/keyboard.

• Games aren't supposed to be escaped once started, hence we request everyone to start game after all settings/controller are changed as required.

• And if a participant press escape bottom on try to pause the game when he has no possession then he shall be dismissed from the game based on fair-play rules.

3. COUNTER STRIKE:

➢ **Registration fee: Rs:60/-per head**
➢ **FORMATS:**

Competition Method: 5 vs. 5

Players: 10 total (5 on each Team).

Rounds: 12 Rounds for Regulation Play.
Max Rounds Format: 6 rounds as Offense and 6 rounds as Defense per team until the victory condition are met.

Victory Condition: The first team to win 6 rounds in regulation or the team that wins the overtime period.

Freeze time: 15 Seconds

C4 Timer: 35 Seconds

Rules to be followed

1. Round 1 is 10 minutes.(ONLY 2000 MAP FOR EVERY GROUP)
2. One team of 5 players will go to Round 2.
3. Round 2 Total Players is 10 and Time is 20 minutes (DE_DUST 2 MAP FOR EVERY GROUP)
4. If there are odd Number of Team Then Two team will be randomly Selected by means of lottery and each have to face one another.
5. From two team one will go for final and left one team will play with Losing team.
6. In final Two Team will face one another and One team will be winner.
7. The participants can bring their own choice of controllers like joystick.

4. HALO 2

➢ **Registration fee: Rs:60/-per head**

5. TEEKEN Game

➢ **Registration fee: Rs:60/-per head**
   <u>**Rules and Regulations:-**</u>

1. Players will be selected randomly by means of lottery.
2. In the first round each player will be given 3 chances or game play and he/she have to win 2 chances.
3. The time allotted for each round is 90 secs and each game play will be of 3 rounds.
4. There will be only one chance given from second round onwards till the last finale.
5. The players will be chosen by means of lottery till the end to cut fair play between players.
6. The participants can bring their own choice of controllers like joystick
7. Use of any combo or power key is allowed.

Tournament Guidelines:

➢ Any disconnection issues that cannot be resolved by the players in the match must be brought to the attention of an admin immediately.

➢ Any use of game exploits, cheats, or any other play deemed "unfair" by an admin may result in disciplinary action up to and including disqualification from the tournament.

➢ All players must save game replays and end of game score screen shots; in the event of a dispute, these assets will be used as evidence to determine the result of the dispute.

➢ Once the match starts, players will not able to dispute a match on the grounds of match settings.

➢ Each team will be responsible for checking the other team's roster is valid before the match begins, disputes regarding teams using un-rostered players will not be valid after the completion of the march.

➢ Any intentional abuse of "pause" by a player on the server will be result in disciplinary action to be decided by an administrator.

Rule Changes:

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.

 (*The format of the tournament (whether knockout or group stage) and additional rounds may differ depending on the number of entries. Participants will be notified about the changes)

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