

# **CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY**

## **SPOURAL - 2026**

### **General Rules for Sports Events**

- Following events competition will be held during the SPOURAL'26  
Entries are invited from each Department/Institute.

<b>Boys</b>	<b>Girls</b>	<b>Faculty</b>
CRICKET	CRICKET	CRICKET [M]
VOLLEYBALL	VOLLEYBALL	VOLLEYBALL [M]
BASKETBALL	BASKETBALL	TUG OF WAR [M]
FOOTBALL 6A SIDE	FOOTBALL 5A SIDE	TUG OF WAR [F]
KABADDI	KABADDI	BADMINTON [F]
CHESS	CHESS	BADMINTON [M]
TABLE TENNIS	TABLE TENNIS	CHESS (Mix)
TUG OF WAR	TUG OF WAR	TABLE TENNIS (Mix)
BADMINTON	BADMINTON	
HANDBALL	HANDBALL	
FRISBEE (Mix)		
<b>Mix E-sports BGMI</b>		
<b>Mix E-sports Valorant</b>		
<b>Mix Tug of War (4 Boys + 4 Girls)</b>		

- Dress Code is compulsory for all the events.
- Rules and Regulation are attached herewith in detailed.
- All the Champion & Runners up team will be awarded the Prize with certificate along with participants will be awarded with participation certificate.
- General Champion & Runners up for Sports will be awarded with trophy.
- Points will be calculated as First Place: 5 Points, Runner up: 3 Points & 2<sup>nd</sup> Runner up: 1 Point for individual events and for team event points will be calculated as First Place: 10 Points, Runner up: 7 Points & 2<sup>nd</sup> Runner up: 5 Point.
- Fulltime Research [Ph.D.] Scholars are to be considered in [PG] category in case of separate team allotments. In case of single team allotment for Institute/Branch Research [Ph.D.] Scholars can be considered in single team.

## **Rules for each Event**

<b>Cricket (Boys)</b>	
1.	All the Matches will be of 12 Overs and Semi Final and Final will be of 14 Overs.
2.	Minimum 4 Bowlers will ball in all the matches.
3.	In 12 overs match maximum of 3 overs will be bowled by only two players each.
4.	In 12 Overs match first two Overs will be Compulsory Fielding Power play and one power play of batting will be decided by batting team during the batting innings and if they not decided till 8 <sup>th</sup> over then 9 <sup>th</sup> & 10 <sup>th</sup> over will be declared as batting power play.
5.	In 14 Overs match first 3 Overs will be Compulsory Fielding Power play and one power play of batting will be decided by batting team during the batting innings and if they not decided till 9 <sup>th</sup> over then 10 <sup>th</sup> , 11 <sup>th</sup> & 12 <sup>th</sup> over will be declared as batting power play.
6.	During the fielding power play maximum 2 players will allowed to field in outer circle area, and in batting power play maximum 3 players will allowed to field in outer circle area.
7.	If the match results declare tie then there would be a Super Over
8.	No LBW decision system in these tournaments.
9.	No Guests players will be allowed to play in any team of the tournament due to whole branch is playing as a team.
10.	Final Decision will be of both Umpires and Sports Committee CHARUSAT.
11.	If any team is misbehaving on ground then particular team will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
12.	Dress Code is compulsory for every team (Sports Dress).
13.	Faculty Coordinator must be present at match time.
<b>Cricket (Girls)</b>	
1.	All the matches will be of 10 Overs. Semi Final and Final will be of 12 Overs.
2.	No LBW decision system in these tournaments.
3.	No fielding restrictions.
4.	Matches will be played on half Pitch. And short boundary (Approximately 35-40Mt)
5.	Dress Code is compulsory for every team (Sports Dress).
6.	If any team is misbehaving on ground then particular team will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
7.	Final Decision will be of both Umpires and Sports Committee CHARUSAT.
8.	Simple Throw bowling is allowed.
9.	Faculty Coordinator must be present at match time.
<b>Volleyball (Boys/Girls)</b>	
1.	All the matches till quarter final will be played as best of three and in case of playing 3rd set then it would be of 25 points only.
2.	Final and Semifinal will be of best of five and in case of playing 5th set then it would be of 15 points only.

3.	Each match will be played as International Rules.
4.	Dress Code is compulsory for every team (Sports Dress including shorts and t-shirt).
5.	Final Decision will be of both referees and Sports Committee CHARUSAT
6.	If any team is misbehaving on ground then particular team will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
7.	No Guests players will be allowed to play in any team of the tournament due to whole branch is playing as a team.
8.	Faculty Coordinator must be present at match time.

### **Football (Boys)**

1.	This tournament will be played as 6A side and 15 minutes half of total two.
2.	Dress Code is compulsory for every team (Sports Dress including shorts and t-shirt).
3.	Final Decision will be of both referees and Sports Committee CHARUSAT.
4.	If any team is misbehaving on ground then particular team will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
5.	No Guests players will be allowed to play in any team of the tournament due to whole branch is playing as a team.
6.	Faculty Coordinator must be present at match time.

### **Football (Girls)**

1.	This tournament will be played as 5A side and 07 minutes half of total two.
2.	Dress Code is compulsory for every team (Sports Dress).
3.	Final Decision will be of both referees and Sports Committee CHARUSAT.
4.	If any team is misbehaving on ground then particular team will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
5.	No Guests players will be allowed to play in any team of the tournament due to whole branch is playing as a team.
6.	Faculty Coordinator must be present at match time.

### **Table Tennis (Boys/Girls)**

1.	Competition will be held as individual event.
2.	Maximum five players can participate from Institute/branch and all players will be allocated to play in separate pool
3.	Competition will be played on the basis of International Rules.
4.	Each Match will be played as best of 3/5 and each game will be played of set of 11 points.
5.	Dress Code is compulsory for every player.
6.	Final Decision will be of both referees and Sports Committee CHARUSAT
7.	If any team/player is misbehaving on tournament venue then particular institute/department will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
8.	No Guests players will be allowed to play in any team of the tournament due to whole branch is playing as a team.

9.	Faculty Coordinator must be present at match time.
<b>Basketball (Boys/Girls)</b>	
1.	All the matches till quarter final will be played as 7 Minute of 4 quarters.
2.	Final and Semifinal will be played as 10 Minute of 4 quarters.
3.	Each match will be played according to International Rules.
4.	Dress Code is compulsory for every team (Sports Dress including shorts and t-shirt).
5.	Final Decision will be of both referees and Sports Committee CHARUSAT
6.	If any team is misbehaving on ground then particular team will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
7.	No Guests players will be allowed to play in any team of the tournament due to whole branch is playing as a team.
8.	Faculty Coordinator must be present at match time.
<b>Chess (Boys/Girls)</b>	
1.	Maximum five players can participate from Institute/branch
2.	Boys and Girls tournament will be held separately
3.	Competition will be played on the basis of Swiss method (International Rules)
4.	Time Control 15min+10 second increment on each move.
5.	Competition will be held of maximum 7 rounds for each player/players'
6.	Students are informed to bring their personal Chess Board.
<b>Tug-of-War (Boys/Girls)</b>	
1.	Each team shall consist of minimum 8 and maximum 10 players. 8 players can join the team with overall weight of team should not exceed the (640 Kg. Boys) and (560 Kg. Girls)
2.	Boys and Girls tournament will be held separately
3.	Gloves may be worn if required.
4.	No wrapping of rope around the body during the pull is allowed.
5.	Direction will be allocated on the basis of toss.
6.	First team to pull the mid-rope marker of 6 feet beyond midline is the winner

7.	Winners will be decided on the best of the rounds so each team has to pull the rope for three times.
8.	Faculty Coordinator must be present at match time.
<b>Mix Tug-of-War (Boys/Girls)</b>	
1.	Each team shall consist of minimum 8 (4 Boys + 4 Girls) and maximum 10 players. 8 players can join the team (4 Boys + 4 Girls) with overall weight of team should not exceed the 600 k.g.
2.	Gloves may be worn if required.
3.	No wrapping of rope around the body during the pull is allowed.
4.	Direction will be allocated on the basis of toss.
5.	First team to pull the mid-rope marker of 6 feet beyond midline is the winner
6.	Winners will be decided on the best of the rounds so each team has to pull the rope for three times.
7.	Faculty Coordinator must be present at match time.
<b>Badminton (Boys/Girls)</b>	
1.	Competition will be held as individual event.
2.	Maximum [5] five players can participate from Institute/branch and all players will be allocated to play in separate pool [A, B, C, D and E]
3.	Each Match will be played as best of 3 and each game will be played of set of 15 points.
4.	Other rules of the game will be played as per International Rules.
5.	Dress Code is compulsory for every player.
6.	Final Decision will be of both referees and Sports Committee CHARUSAT
7.	If any team/player is misbehaving on tournament venue then particular institute/department will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
8.	Faculty Coordinator must be present at match time.
<b>Kabaddi (Boys/Girls)</b>	
1.	Each team shall consist of minimum 7 and maximum 12 players. 7 players shall take the ground at a time and the remaining players are substitutes.
2.	A player must not be of weight more than 85kgs. For boys and 75kgs. For girls.
3.	The duration of the time of the match shall be two halves of 15 minutes for boys and 10 minutes for girls. Final matches, the halves would be of 20 minutes for boys and 15 minutes for Girls.
4.	The team will change court after the number of players for each team at the start of second half shall remain the same as it was at the end of first half.
5.	Each team shall be allowed to take Two "Time Out" of 30 Seconds each in each half; such time-out shall be called for by the Captain, Coach or any playing member of the team with the permission of the Referee.
6.	Five Reserve players can be substituted with the permission of Referee during time out or interval, substituted players can be re-substituted. If any player is suspended or disqualified from the match, no substitution is allowed for that particular player. The team will play with a lesser number of players. No substitution is allowed during the official time-out. Substitution is not allowed for out players.
7.	The team, which scores the highest number of points at the end of the match, shall be declared the winner.

8.	Nails of the players must be closely clipped and no ornaments of any sort shall be allowed.
9.	Application of oils or any other soft substances to the body shall not be allowed and will lead to disqualification of the player(s) found guilty
<b>Cricket [Male Faculty]</b>	
1.	All the Matches will be of 12 Overs and Semi Final and Final will be of 14 Overs.
2.	Minimum 4 Bowlers will ball in all the matches.
3.	In 12 overs match maximum of 3 overs will be bowled by only two players each.
4.	In 12 Overs match first two Overs will be Compulsory Fielding Power play and one power play of batting will be decided by batting team during the batting innings and if they not decided till 8 <sup>th</sup> over then 9 <sup>th</sup> & 10 <sup>th</sup> over will be declared as batting power play.
5.	In 14 Overs match first 3 Overs will be Compulsory Fielding Power play and one power play of batting will be decided by batting team during the batting innings and if they not decided till 9 <sup>th</sup> over then 10 <sup>th</sup> , 11 <sup>th</sup> & 12 <sup>th</sup> over will be declared as batting power play.
6.	During the fielding power play maximum 2 players will allowed to field in outer circle area, and in batting power play maximum 3 players will allowed to field in outer circle area.
7.	If the match results declare tie then there would be a Super over.
8.	No LBW decision system in these tournaments.
9.	No Guests players will be allowed to play in any team of the tournament due to whole branch is playing as a team.
10.	Final Decision will be of both Umpires and Sports Committee CHARUSAT
11.	If any team is misbehaving on ground then particular team will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
12.	Dress Code is compulsory for every team (Sports Dress).
<b>Tug-of-War [Male/Female Faculty]</b>	
1.	Each team shall consist of minimum 8 and maximum 10 players. 8 players can join the team with overall weight of team should not exceed the (700 Kg. Male Faculty) and (600 Kg. Female Faculty)
2.	Male and Female Faculty tournament will be separate.
3.	Gloves may be worn if required.
4.	No wrapping of rope around the body during the pull is allowed.
5.	Direction will be allocated on the basis of toss.
6.	First team to pull the mid-rope marker of 6 feet beyond midline is the winner.
7.	Winners will be decided on the best of the rounds so each team has to pull the rope for three times.
<b>Badminton [Female Faculty]</b>	
1.	Competition will be held as an individual event.
2.	Registered players will be allocated to play in separate pool
3.	Each Match will be played as best of 3 and each game will be played of set of 15 points.

4.	Other rules of the game will be played as per International Rules.
5.	Dress Code is compulsory for every player.
6.	Final Decision will be of both referees and Sports Committee CHARUSAT
7.	If any team/player is misbehaving on tournament venue then particular institute/department will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.
8.	Faculty Coordinator must be present at match time.

<b>Shooting Volleyball [Male Faculty]</b>	
1.	The Tournament will be played by Knockout Method.
2.	Nivia PU-4 balls will be used in the competition.
3.	Each Match will be played as best of 3 and each game will be played of set of 15 points.
4.	If the ball touches the net while passing underhand, it will be considered a foul.
5.	A foul will be considered if the served ball touches the net while returning it.
6.	Only simple service will be considered valid. Side arm, over head or other service will not be allowed.
7.	It is mandatory to toss the ball while serving otherwise it will be considered a foul.
8.	A line touch ball will be considered a right ball. Except service.
9.	A ball taken out of the net by the natty cannot be jumped hit, otherwise it will be considered a foul.
10.	A ball played with one hand will be considered a foul.
11.	Other rules of the game will be played as per Federation of Shooting Volleyball of India rules.
12.	Dress Code is compulsory for every player.
13.	Final Decision will be of both referees and Sports Committee CHARUSAT
14.	If any team/player is misbehaving on tournament venue then particular institute/department will be disqualified from the tournament and if there department audience is also misbehaving then also same step will be taken.

<b>Handball</b>	
1	Games will be played abiding by the rules laid down by I.H.F.
2	The match will be played in 2 half of 15 minutes each, separated by a half time interval.
3	The squad depth need not be more than 12 players.
4	Any team found misbehaving with the referee or the member of the committee will be disqualified
5	Any team found misbehaving with the referee or the member of the committee will be disqualified
6	Depending on the seriousness of the offenses, the referee can award players with either a yellow card (warning), suspension (2 minutes sitting out), or a red card (Dismissal).
7	Warnings (yellow card): The referee gives only one warning to a player for rule violations and a total of three to a team. Exceeding these limits results in 2-minute suspensions thereafter. Warnings are not required prior to giving out a 2-minute suspension. 2-minute suspensions awarded for serious or repeated rules violations- on sportsmanlike conduct-Illegal Substitution. The suspended player's team plays Short for 2 minutes.
8	Disqualification and Exclusion (red card): A disqualification is the Equivalent of Three, 2-minute suspensions. A disqualified player must leave court and bench,

	but the team can replace player after the 2-minute suspension expires. The excluded player's team continues Short one player for the rest of the game. The decision of The referee will be regarded as final.
9	In case of a conflict, decisions of the Sports Committee will be considered as final decision.

9	<b>ULTIMATE FRISBEE</b>
	<p><b>Event Rules &amp; Instructions</b></p> <p>Ultimate Frisbee is a non-contact, self-refereed and a team disciplined sport, played with a flying disc. The official disc is the 175 grams Disc raft Ultra star. At each end of the playing field there is an end zone. Each team defends one end zone. They score a goal if one of their players catches the disc in the opposite end zone. There are 7 players per side and the field is 64 meters long and 37 m wide with 18 m end zones.</p>
	<p><b><u>General Instructions: -</u></b></p> <ul style="list-style-type: none"> <li>● The referee's decision will be the final decision during the game.</li> <li>● In case of a conflict, decisions of the Sports Committee will be considered as final decision.</li> <li>● All WFDF 2022 rules will be applicable for the tournament. (You can download the WFDF rulebook on Google Play Store or visit <a href="http://rules.wfdf.org">rules.wfdf.org</a>)</li> <li>● 7 players (The gender ratio required is: 4:3, 5:2, 4 boys 3 girls OR 5 Boys 2 Girls) play at once.</li> <li>● Maximum number of people allowed in the squad is 15.</li> <li>● 40 minutes game time.</li> <li>● Point cap to the game is 9.</li> <li>● 1 timeout (2 minutes) per team per half.</li> <li>● When 40 mins is up, finish the point and then reduce the points target to the current highest score +1. (E.g. If the score is 10-7 and game time ends, the match will get over at 11. First team to reach 11, will win.)</li> <li>● Half time at 20 minutes.</li> </ul> <p>For reference please reach out the following links:</p> <ul style="list-style-type: none"> <li>● <a href="https://youtu.be/UnNUEvs2Ev0?si=ZzZzoHX2tt75cAUH">https://youtu.be/UnNUEvs2Ev0?si=ZzZzoHX2tt75cAUH</a></li> <li>● <a href="https://youtu.be/HFaDRyFdy3g?si=pYzjZhBK_A6iG-ey">https://youtu.be/HFaDRyFdy3g?si=pYzjZhBK_A6iG-ey</a></li> </ul>

## **E- SPORTS RULES**

**# BGMI- Battle Grounds Mobile India**

### **TEAM RULES**

- 1. Each team must consist of 4 playing members and 2 substitutes (4+2).**
- 2. Team captains will be selected by the department.**
- 3. All players must join the custom room on time. Match starts with whoever is present.**
- 4. Substitutes should not attend if they are not playing.**
- 5. No player swapping during an ongoing match.**

### **FAIR PLAY RULES**

- 1. Use of hacks/cheats/mods = immediate team elimination.**
- 2. Suspicious teams/players may face Q&A + device check.**
- 3. No match restart for technical issues (network or disconnect).**
- 4. Custom room ID/password sharing to outsiders = team ban for that match day.**
- 5. External accessories giving advantage not allowed (e.g., triggers).**
  - Allowed: Headphones, finger sleeves.**
  - Gaming triggers are not permitted**
- 6. Players should take screenshots/screen recording of results for dispute clarity.**
- 7. No stream sniping or third-party apps for vision advantage.**

### **CUSTOM ROOM RULES**

- 1. A captains-only group will receive room ID & password 15 mins before match.**
- 2. Maps will remain a surprise.**
- 3. Captains must submit player list before each match.**
- 4. Players must use same Player ID as registration.**
  - Wrong ID = removal & disqualification.**
- 5. Players must enter the lobby at least 5 minutes before the match starts.**

## **DEVICE RULES**

- 1. Only mobile phones are allowed. (No tablets/emulators/controllers.)**
- 2. Players must ensure their device is fully charged before a match.**
- 3. Power banks are allowed but must not interrupt gameplay.**
- 4. Players should close background apps to avoid lag.**
- 5. No switching devices during a match unless permitted by the committee.**

## **GENERAL RULES**

- 1. ID card and valid ID required.**
- 2. Abusive behaviour = possible team disqualification.**
- 3. Rankings follow point system.**
- 4. Committee decisions are final & non-contestable.**
- 5. *The BGMI tournament will exclusively take place on the Battleground Mobile India platform.***

## **ADMINISTRATION AUTHORITY**

- 1. ULSC & ILSC can make decisions for any situation not covered in the rules.**
- 2. ULSC can modify/update rules anytime.**
- 3. Rematch decisions solely by ULSC.**
  - No rematch for invalid/unjust reasons.**
- 4. The organizing committee bears no responsibility for participants not joining on time, and no rematches will be allowed under such circumstances.**

## **VIOLATIONS & PENALTIES**

- 1. Violators may get warnings, match loss, or disqualification.**
  - *Note: Abusive language alone will not cause penalties.***
- 2. Cheating/hacking = player ban from future events + team disqualification.**

**3. Tie-breaker order:**

- 1. Number of WWCD**
- 2. Placement points**
- 3. Finish points**
- 4. Placement points in the most recent match**

**LUNCH BREAK & PUNCTUALITY**

- **Lunch break depends on schedule; may not be given.**

**SCHEDULE**

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**DAY-1 SCHEDULE**

- 1. Map 1: TBD**
  - 2. Map 2: TBD**
  - 3. Map 3: TBD**
  - 4. Map 4: TBD**
  - 5. Map 1: TBD**
  - 6. Map 2: TBD**
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**DAY-2 SCHEDULE**

- 1. Map 1: TBD**
  - 2. Map 2: TBD**
  - 3. Map 3: TBD**
  - 4. Map 4: TBD**
  - 5. Map 1: TBD**
  - 6. Map 2: TBD**
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### **DAY-3 SCHEDULE**

- 1. Map 1: TBD**
- 2. Map 2: TBD**
- 3. Map 3: TBD**
- 4. Map 4: TBD**
- 5. Map 1: TBD**
- 6. Map 2: TBD**

### **SLOTS ALLOCATION**

- 1. PDPIAS**
- 2. CIVIL/EE**
- 3. BDIAS**
- 4. DCSE**
- 5. DIT**
- 6. ARIP**
- 7. CE-CSPIT**
- 8. AIML**
- 9. EC-CSPIT**
- 10. IT-CSPIT**
- 11. HIM/CLASS**
- 12. CSE-CSPIT**
- 13. DCE**
- 14. RPCP**
- 15. DIT (CMPICA)**
- 16. ME**
- 17. DCA (CMPICA)**
- 18. MTIN**

## **SCORING SYSTEM**

**Points will be awarded based on Rank + Kills.**

## **PLACEMENT POINTS**

- **1st – 10**
- **2nd – 6**
- **3rd – 5**
- **4th – 4**
- **5th – 3**
- **6th – 2**
- **7th-8th – 1 each**
- **9th-18th – 0**

## **Kill Points**

- **Each Kill - 1 point**

**Further details regarding the custom rooms will be shared with the teams.**

## **# Valorant**

## **MATCH RULES**

### **1. Participation**

- 1.1. Each department will be represented by one squad.**
- 1.2. Teams consist of five players and two substitutes, with one designated captain.**
- 1.3. The tournament spans three (3) days.**

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### **2. Eligibility**

- 2.1. Participants must be current students of Charusat University.**
  - 2.2. Respectful behaviour is mandatory; insults and unfair conduct will result in penalties.**
  - 2.3. Use of abusive language will not be tolerated and will be subject to punishment.**
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### **3. Tournament Structure**

- 3.1. The tournament spans three (3) days, and players must bring their own systems.**
  - 3.2. Coaches are allowed during matches but may only communicate during technical timeouts.**
  - 3.3. Player substitutions are allowed between maps with prior notice.**
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### **4. Fixtures and Schedule**

- 4.1. Fixtures, determined by the number of entries and the location and match timings will be shared 3–4 days prior to the tournament start date.**
  - 4.2. Matches occur during college hours, and no postponements are allowed unless decided by the Administration.**
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### **5. Match Procedures**

- 5.1. Participants must confirm their presence in the room before the confirmation timer expires.**
  - 5.2. Captains must submit the player list by 9:00 A.M. on the starting day.**
  - 5.3. Matches cannot be delayed except if the previous match exceeds the scheduled time.**
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### **6. Game Integrity**

- 6.1. Technical pauses will be provided if necessary; communication during pauses will result in disqualification.**
  - 6.2. Only four (4) rollbacks (2 per team per match) are permitted in case of genuine technical issues occurring mid-round.**
  - 6.3. Captains will receive match timings in advance, and all participants must be present at the specified times.**
  - 6.4. Intentional disconnections after a match begins are strictly prohibited.**
  - 6.5. Teams may request a match restart if the game's fairness is severely affected by an uncontrollable issue.**
  - 6.6. Round rollbacks will only be allowed if approved by the present ULSC member.**
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### **7. Violations and Penalties**

- 7.1. Teams or players violating the rules may face penalties, including warnings, match forfeitures, or disqualification.**
  - 7.2. Cheating will result in player bans from future Charusat E-Sports events, and the involved team will be disqualified.**
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## **8. Administration Authority**

**8.1. The ULSC and ILSC reserve the right to make decisions on unforeseen situations not explicitly covered by these rules to ensure fair tournament operation.**

**8.2. The appointed ULSC reserves the right to modify or update these rules at any time, with or without prior notice.**

**8.3. In case of disputes, the decision to conduct a rematch will be taken solely by the present ULSC member. No rematches will be granted for invalid or unjustifiable reasons.**

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## **MAP SELECTION RULES**

### **General Overview**

- 1. The toss determines the starting side and the order of map bans and picks.**
  - 2. Specific rules apply for Best of Three (Bo3) and Best of Five (Bo5) matches to ensure fair competition.**
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### **Map Pool**

- Abyss**
  - Bind**
  - Haven**
  - Corrode**
  - Split**
  - Pearl**
  - Sunset**
- 

### **Best of Three (Bo3)**

#### **1. Map Ban Process**

- Team A bans one map.**
- Team B bans one map.**

#### **2. Map Selection**

- Team A chooses Map 1.**
- Team B chooses Map 2.**

### **3. Final Map and Side Decision**

- **Both teams alternate banning maps again, leaving the final map.**
  - **Team A selects the starting side for Map 3.**
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### **Best of Five (Bo5)**

#### **1. Map Ban Process**

- **Team A and Team B each ban one map.**

#### **2. Map Selection**

- **Team A picks Map 1.**
  - **Team B picks Map 2.**
  - **Team A picks Map 3.**
  - **Team B picks Map 4.**
  - **Team A picks Map 5.**
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### **Important Notes**

**These guidelines ensure a fair and organized tournament environment. All participants must adhere to the rules, and any infractions will be handled by the tournament officials.**