

CODE CRAFT SOCIETY PRESENTS

ELITE ARENA

E-Sport Tournament · BGMI • Free Fire • Chess



Mode: BGMI & Free Fire — Hybrid · Chess — Offline

DATE

October 14 & 15, 2026

TIME

**Oct 14: 1:00 PM – 3:00 PM ·
Oct 15: 10:00 AM – 4:00 PM**

VENUE

**MGBGF Lab, ITM University,
Gwalior**

PARTICIPATION

**Squad (BGMI, Free Fire) ·
Individual (Chess) · Squad of 4
for BGMI and Free Fire · Solo
for Chess**

REGISTRATION FEE

₹50 / ₹100

EVENT COORDINATOR

**Vansh Agrawal
Contact : 8770108495**

EVENT CO-COORDINATOR

**Vedant Jadia
Contact : 8318034187**

FACULTY COORDINATOR

Dr. Geetanjali Surange

FACULTY COORDINATOR

Mr. Shubham Dhakarey

FACULTY CO-COORDINATOR

Mr. Ashish S. Yadav

FACULTY CO-COORDINATOR

Mr. Somesh Sharma

RULES & REGULATIONS

Latest updates — read with this rulebook

- Registration for TechUtsav 1.0 is through the ITM University Parakh page linked on this site. The printed rulebook refers to a registration form on Unstop.
- Venue follows the final venue list: MGBGF Lab. The printed rulebook says MG501 & MG502.
- The printed rulebook lists Day 1 as 2:00 PM – 5:00 PM and Day 2 as 10:00 AM – 4:00 PM. The final timing confirmed by the organizers is Free Fire on October 14 at 1:00 PM – 3:00 PM; the event poster says 9:30 AM onwards.
- The printed rulebook lists a Day 3 prize distribution at 10:00; the festival schedule holds the Valedictory Ceremony, including prize distribution, on October 16 at 4:00 PM.

1. GENERAL RULES

- **Duration:** The tournament is conducted over October 14–15, 2026. **Day 1 (Oct 14):** Free Fire + Chess qualifiers. **Day 2 (Oct 15):** BGMI + Chess knockout.
- **Reporting:** All participants must report at the venue at least 30 minutes before their match. Joining after the given time results in automatic elimination.
- **Eligibility:** Registered students with a valid ID card of any university.
- **Equipment:** Players must bring their own setup and have prior accounts (BGMI / Free Fire).
- **Fair Play:** No cheating or bug exploitation.
- **Authority:** Organizers' decisions are final and binding.

2. REGISTRATION PROCESS

- Registration fees: ₹50 per person and ₹100 per team.
- Complete the registration form on Unstop and select the game(s) you wish to play.
- Form teams as per game requirements (Solo / Squad).
- Confirmation is sent via email.
- Check in at the tournament desk 30 minutes before your first match with a valid college ID and registration confirmation.
- Late registrations will not be accepted under any circumstances.

3. GAMES & FORMATS

- **BGMI (Hybrid):** Squad (4 players) only. Maps: Erangel, Sanhok, Miramar, Vikendi. Classic Battle Royale.
- **Free Fire (Hybrid):** Solo or Squad (4 players). Maps: Kalahari, Bermuda, Purgatory, Solara. Classic Battle Royale / Clash Squad.
- **Chess (Offline):** Solo (1v1). Swiss-system qualifiers followed by knockout final. Rapid: 10 min per player + 5 sec increment per move. FIDE standard rules, played over the board at the venue.
- **Structure:** Qualifiers → Semi-Finals → Grand Finals. Single elimination for Chess; multi-match format for BR games.

4. BGMI / FREE FIRE RULES

- **Scoring:** 2 points per kill + 5 points Booyah / Chicken Dinner bonus. Highest total points wins the map.
- **Duration:** BGMI — 1 hour per match; Free Fire — 20 minutes per match.
- **Qualifiers:** 4 Battle Royale matches, one on each map. The top-scoring team of each match wins that map and advances.
- **Free Fire Finals:** The 4 qualifying teams play Clash Squad semifinals in pairs; the two winners meet in the final.
- **BGMI Finals:** The final match is BR (Vikendi).
- **Tie-breaker:** Total kills, then earliest Booyah / Chicken Dinner.

5. CHESS RULES

- **Scoring:** Win = 1, Draw = 0.5, Loss = 0.
- **Touch-Move:** A touched piece must be moved if a legal move is available.
- **Illegal Move:** First illegal move — time penalty; second — loss of the game.
- **Draw Offers:** May be offered after making a move; the opponent may accept or continue.
- **Tie-breaker:** Sonneborn-Berger score, then result of direct encounter.
- **Fair Play:** Engines, external assistance or electronic devices during a match are strictly prohibited.
- **Arbiter:** The tournament arbiter's decision is final and binding in disputes.

6. TEAM COMPOSITION

Solo: register before the tournament; own account and setup ready; may play multiple game modes; no teaming.

Squad: each team has a leader who registers the team; no person can join more than one team; every player needs their own account and device; no cross-team play; no team changes once registered.

7. TECHNICAL REQUIREMENTS

- **Provided:** High-speed internet (min. 100 Mbps); streaming setup for featured matches.

- **Bring:** Laptop + mobile (mobile for BGMI / Free Fire if preferred over emulator), power banks / chargers, optional mobile hotspot backup, student ID and registration confirmation.
- **Network:** Stable connection; ping below 100 ms. Organizers provide technical support for connectivity issues.

8. CODE OF CONDUCT

- Maintain respectful, professional behavior; no harassment, abusive language or toxic behavior.
- Follow all instructions given by organizers.
- No unauthorized substances or betting of any kind.

9. JUDGING CRITERIA

Points (placement / round wins) and kills. Final standings are based on a combination of points and kills; ties are decided by position in matches.

10. PRIZE DISTRIBUTION

Total Prize Pool: **To be announced** (subject to availability of funds).

Position	BGMI	Chess	Free Fire
1st	₹1100	₹800	₹1100
2nd	—	₹500	—
3rd	—	₹300	—

- Certificates for all winners and participants; social media recognition; feature in highlight videos; priority registration for future tournaments.
- Winners must present valid ID. Cash prizes via UPI / bank transfer; physical prizes collected at the venue. Unclaimed prizes are forfeited after 30 days.

11. DISQUALIFICATION

- Failing to report on time.
- Hacks, cheats or unauthorized software; exploiting bugs.
- Violating the code of conduct; disrespecting players or authorities.
- Failing to follow instructions, unfair play or match manipulation.

12. MATCH DETAILS

BGMI / Free Fire (Hybrid)

- **Free Fire — Day 1 only; BGMI — Day 2 only.** Each game is completed fully on its own day; no Free Fire or BGMI team carries over to the next day.
- **Phase 1:** 4 Battle Royale qualifier matches, one per map. The top team of each map qualifies (4 qualifying teams overall).
- **Phase 2:** Free Fire — Clash Squad semifinals and final; BGMI — final match on Vikendi. The winner is crowned champion.
- Players join the allotted Discord voice channels during matches for continuous monitoring. Qualified teams are informed via Discord.

Chess (Offline)

- **Day 1 — Phase 1:** Qualifier Rounds 1 & 2 (Swiss pairing, similar scores paired). The **top 4 players by points** qualify for Day 2. Ties are broken by Sonneborn-Berger score, then direct encounter.
- **Day 2 — Phase 2:** Round 3 knockout among the 4 qualified players — Semi-Finals (1st vs 4th, 2nd vs 3rd), 3rd-place match and Final. The Final winner is 1st place.
- Qualified players are announced at Day 1 results and must report by 10:00 AM on Day 2; no-show means forfeit. Non-qualified players are out after Day 1.
- All chess rounds are played offline at the venue.

Day-wise Qualification

Game	Day 1 (Oct 14)	Day 2 (Oct 15)	Qualifies for Day 2
Free Fire	Qualifiers + Clash Squad Semis & Final	—	None (completed on Day 1)
Chess	Swiss Rounds 1 & 2	Semis, 3rd place & Final	Top 4 players by points
BGMI	—	Qualifiers + Final (Vikendi)	Fresh start on Day 2

Note: Any changes in timing and rounds can occur according to the number of participants and registrations.

WORKFLOW

Day 1 — Free Fire & Chess

Time	Activity
14:00 – 14:10	Tournament Briefing & Player Set-up
14:10 – 14:30	FF BR Qualifier 1 (Kalahari)
14:10 – 14:40	Chess Qualifier Round 1 (Swiss, offline) *
14:35 – 14:55	FF BR Qualifier 2 (Bermuda)
14:45 – 15:15	Chess Qualifier Round 2 (Swiss, offline) *
15:00 – 15:20	FF BR Qualifier 3 (Purgatory)
15:25 – 15:45	FF BR Qualifier 4 (Solara)
15:50 – 16:05	FF Clash Squad — Semi-Final 1
16:10 – 16:25	FF Clash Squad — Semi-Final 2
16:30 – 16:50	FF Clash Squad — Final
16:50 – 17:00	Day 1 Results & Announcements (Top 4 Chess qualifiers for Day 2)

Day 2 — BGMI & Chess

Time	Activity
10:00 – 10:30	Player Reporting & Set-up (Chess top 4 must report)
10:30 – 11:00	Chess Semi-Finals (Knockout, offline) *
10:30 – 11:30	BGMI BR Qualifier 1 (Erangel)
11:00 – 11:30	Chess 3rd-Place Match & Final (offline) *
11:40 – 12:40	BGMI BR Qualifier 2 (Sanhok)
12:50 – 13:50	BGMI BR Qualifier 3 (Miramar)
14:00 – 15:00	BGMI Final (Vikendi)
15:15 – 16:00	Day 2 Results & Announcements

Day 3

Time	Activity
10:00	Prize Distribution (30 min)

* Runs in parallel with Free Fire (Day 1) / BGMI (Day 2). Timings may change as per participation.

TechUtsav 1.0 2026 · ITM University Gwalior

Register: <https://parakh.itmuniversity.ac.in/pay/45f4d813-62af-4630-87af-990a2f7d6aa3>

Source: Elite Arena Rules Updated (Code Craft Society).