Department of Electronics and Telecommunication

Rule Book for Gaming Arena FREE FIRE

Entry fee:200rs/- per squad

1. Eligibility:

➢ All participants must be currently enrolled students of a recognized educational institution.
➢ Each participant must possess a valid college ID card, which will be checked upon reporting.

2. Preparations:

➢ Prior to the event, all squads must download and have access to the maps specified in the rule book.
➢ Participants must ensure they have their own internet connection, as no Wi-Fi will be provided.
➢ It is the responsibility of each participant to use their own mobile data. Any network issues or disruptions will
➢ be the participant's responsibility, and no complaints will be entertained during matches.

3. Conduct:

➢ All participants must arrive on time. Late entries will not be accepted once the event has commenced.
➢ Any observed instances of hacking must be recorded via screen recording during gameplay.
➢ No objections will be entertained without substantial proof. Number of Matches will be depend on number of participants.

4. Disqualification:

➢ Squads will be disqualified if found guilty of misleading conduct, cheating, or swapping players without notification.
➢ Disqualification may also occur if hacking is observed or if proof of objections is lacking.
➢ After each match, participants must take a screenshot as proof. Failure to do so will result in points not being considered.
➢ Swapping of players within squads without notifying the coordinators will result in immediate disqualification.
➢ Fair play is essential. Any attempts to mislead or cheat will lead to immediate disqualification of the squad involved.

5. Appeals:
- All decisions made by the coordinators are final. However, squads may appeal disqualifications or rulings if they believe there has been a misunderstanding or error. Appeals must be accompanied by clear evidence.
- For the tiebreaker of the points, total team/solo kills will be considered for breaking the tie

6. Code of Conduct:
- Participants are expected to maintain sportsmanship throughout the tournament.
- Respect towards fellow participants, coordinators, and equipment is mandatory.
- Any instances of harassment, abuse, or disrespectful behavior will not be tolerated and may result in immediate disqualification and removal from the premises.

7. Amendments:
- The organizers reserve the right to amend or update the rule book as necessary. Any changes will be communicated to all participants in a timely manner.
- By participating in the tournament, all squads agree to abide by the rules and regulations outlined in this rule book. Failure to comply may result in penalties, including disqualification.

Maps: - FF

1. Bermuda 2. Nexterra
2. Purgatory 4. Kalahari

• Game Type – Squad
• Gun Skin Attribute – Off
• Character Skill – On
• Heart Revival – On

RULES oF PROJECT EXPO (ENTC):

1. Player Eligibility:

- Open to Diploma and Degree from all fields.
- Participants can register **individually or in teams (max X members per team).**
- Projects must be **original, innovative, and aligned with any technical domain.**

2. Accepted Project Domains

- The event welcomes projects from various technical fields, including but not limited to

3. Engineering & Technology

- Computer Science & IT (AI, ML, Web, Mobile Apps, Cybersecurity)
- Electronics & Communication (IoT, Embedded Systems, VLSI)
- Electrical Engineering (Power Systems, Renewable Energy, Automation)
- Mechanical & Civil Engineering (Robotics, 3D Printing, Smart Structures)
- Biotechnology & Biomedical (Healthcare Innovations, Bioinformatics)

4. Multidisciplinary & Research

- Data Science & Analytics
- Environmental Science & Sustainability
- Business & Management Innovations
- Physics, Chemistry & Material Science

5. Project Presentation Rules

- Each team will get **[X] minutes** (e.g., 10 minutes for presentation + 5 minutes for Q&A).
- Presentation must cover:
    - **Introduction & Problem Statement**
    - **Solution & Technology Used**
    - **Implementation & Results**
    - **Future Scope & Impact**
- Teams must **bring their own necessary setup, equipment, or software.**

6. Judging Criteria

Projects will be evaluated based on:

Criteria	Weightage (%)
Innovation & Originality	25%
Technical Execution & Complexity	25%
Practical Feasibility & Usability	20%
Presentation & Communication	15%
Societal/Industry Impact	15%

7. Rules & Code of Conduct

- All participants must adhere to **professional and ethical conduct**.
- **Plagiarism or copied projects** will lead to **immediate disqualification**.
- Any project containing **harmful, illegal, or unethical content** will not be allowed.
- Participants should ensure their project **does not pose any safety hazards.**

RULES oF ROBO RACE (ENTC):

- Build a manually controlled bot under 30cm x 30cm x 30cm dimensions, Weight limit : 3 Kg.

- Use wired or wireless control mechanisms, with a minimum 3-meter wire for wired bots.

- Do not use ready-made Lego components.

- Onboard power supply should not exceed 12V; an external 12V, 2A power supply can be provided.

- The arena will contain obstacles reflecting Indian terrains.

- Qualification rounds involve navigating the bot through various modules quickly.

- A 3-minute technical hand touch is allowed for fixing issues, without adding to the total time.

- Falling off track or getting stuck incurs a 5-second penalty per occurrence.

- Skipping a module incurs a time penalty, specified before the competition.

- Safety checks are mandatory, and the final ranking is based on net time, considering pnalties.

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PAPER PRESENTATION - RULES & GUIDELINES
Paper Presenation on Innovative Creative Thinking
1. General Information

- **Event Name:** Paper Presentation Competition
- **Participation Type:** Open to all branches and disciplines

Rules:

- 1.Topic : Innovative Creative Thinking
- 2. Number of participant : maximum 2
- 3. Who can participate: Diploma, Engineering students (for all branches)
- 4. Number of slides : maximum 10
- 5.Duration : 5 minutes
- 6. Fees : 100 per head
- 7. AI generated ppts are not allowed