
FREE FIRE

**OFFICIAL ESPORTS
RULEBOOK**

**Free Fire India
Championship
(FFIC)
2022 Spring**

INDIA

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A. General Rules

1. Introduction

1.1. Purpose & Position

- 1.1.1. This Free Fire Official Esports Rulebook establishes the general rules, and terms and conditions applicable for all Official Competitions organized by Garena in India and Nepal. This rulebook includes (1) the general rules set forth in Section A, and (2) the tournament-specific rules in Section B.
- 1.1.2. All teams are required to read the general rules and tournament-specific rules. Participation in the tournament signifies that the team agrees to abide by all the rules and regulations.
- 1.1.3. By joining any tournaments organized by Garena, all teams and participants will allow Garena to use their image (team logos, participant photos, interview videos etc.) in promotional materials.
- 1.1.4. Free Fire Official Facebook, Instagram, YouTube, Booyah, and other official Garena channels or third-party channels approved by Garena will be the official broadcast channels for tournament updates.

2. Code of Conduct

2.1. General

- 2.1.1. To maintain a healthy and fair esports ecosystem, it is important for participants to behave with a positive attitude towards the Garena officials and other participants throughout the tournament
- 2.1.2. Participants must follow the code of conduct. Offenders may receive sanctions ranging from points deduction, disqualification, ban from future tournaments, have part-of or the entirety of their winnings forfeited or all of the above

2.2. Sportsmanship & Proper Behaviour

- 2.2.1. Participants may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libellous, defamatory, or otherwise offensive or objectionable towards Garena officials, other participants
- 2.2.2. Abuse of Garena officials, other participants, or audience members will not be tolerated. Repeated violations, including but not limited to verbal abuse, touching another participant's devices, body, or property will result in sanctions. Participants and their guests (if any) must treat all individuals with respect

2.3. Discrimination & Denigration

- 2.3.1. Participants shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason
- 2.3.2. Flaming / cheating / toxic behaviour is not tolerated. Warnings will be given to the teams that commit such offences

2.4. Non-Disparagement

- 2.4.1. Each participant agrees that they will not, either orally or in writing, defame, comment negatively on, offer adverse opinions about or disparage in any manner Garena, its officials, its subsidiaries' and affiliates' agents, contractors or partners. If any participant is found to do so, he / she will be immediately disqualified from the current event and may not be permitted to participate in future official events

2.5. Punctuality

- 2.5.1. All Teams and Players must be in the lobby of the custom room and be ready to play no later than 1 hour before the match starts. If a team is not ready, they will be penalized
- 2.5.2. In the event a team has insufficient members to form a squad or are late/not present during the designated time, the team will be deemed unfit for the match and will receive a loss (0 points) by default for the day
- 2.5.3. All teams and Players need to be punctual for all other ad hoc activities organized by Garena and their appointed partner
- 2.5.4. Matches will begin as scheduled and briefed unless prior notice is given by Garena regarding postponement or cancellation
- 2.5.5. Repeated breach of punctuality will result in sanctions

2.6. Concluding the Competition

- 2.6.1. Upon initiating participation in a Tournament, Teams and participants shall continue to participate in the Tournament to its conclusion. Teams and participants shall not refuse to participate in the tournament for any reason including, without limitation, disagreement with a decision by Garena officials, an accusation of competitive integrity of the tournament, or imperfect playing conditions

3. Competitive Integrity Measures

3.1. General

- 3.1.1. To ensure competitive integrity, players will be required to follow the steps that will be provided by Garena admins

- 3.1.2. Monitoring devices need to be arranged by the participating teams themselves
- 3.1.3. These steps may include:
 - 3.1.3.1. Monitoring of phone activities during matches
 - 3.1.3.2. Recording and live streaming of player's POV
 - 3.1.3.3. Collection and verification of player's national identification documents
- 3.1.4. To conduct player verification, Garena would require players to provide player details for registration. This includes, but is not limited to, valid identification documents, contact details, email and mailing address
- 3.1.5. Players agree not to submit any information to Garena which is inaccurate or misleading, and agree to inform Garena of any inaccuracies or changes to such information. Garena reserves the right at our sole discretion to require further documentation to verify the information provided by players
- 3.1.6. Teams who fail to comply with the competitive integrity measures will not be allowed to play and consequently be disqualified

4. Player and Teams

4.1. General

- 4.1.1. Each player can only be a member of one team/organization in each tournament. Teams with players found to be part of multiple teams (either as a player or substitute or with multiple accounts) will be disqualified
- 4.1.2. All teams are required to submit their team name, player ingame names and team logo for approval

4.2. Seeding

- 4.2.1. Seeded teams are required to maintain at least 50% of the same roster from the previous tournament that they won the seed from
 - 4.2.1.1. In the event, the team is split into multiple teams with each of the team holding 50% of the original roster, the team with the original captain will receive the seeded slot
- 4.2.2. Teams that fail to maintain at least 50% of the same roster will forfeit their seeded slot

4.3. Team name and identity

- 4.3.1. Team name must be unique and must not contain any explicit or vulgar words
- 4.3.2. Team logo must be unique and original. Logos should not infringe on any copyrights
- 4.3.3. If the team has no logo or Garena deems the logo unsuitable for the tournament, Garena will provide a logo based on the team's name
- 4.3.4. Team name and logo change is not allowed unless approved by Garena

4.4. Player ingame name

- 4.4.1. Player ingame name must be unique and must not contain any explicit or vulgar words
- 4.4.2. Player ingame names should include their team tag of not more than 3 characters followed by a "-" and their desired name. (e.g TAG-PLAYER1)
- 4.4.3. Player name change is not allowed unless approved by Garena

4.5. Team Roster

- 4.5.1. After pre-registration and registration, the team roster is locked in and finalized for the event
- 4.5.2. Player removal will be allowed upon confirmation from all team members
- 4.5.3. No additions of team members is allowed unless faced with extraordinary circumstances, up to Garena's discretion
- 4.5.4. In the event that a player permanently loses access to his/her account, Garena has the discretion to allow the player to use a fresh new account for the tournament, subject to the below conditions:
 - Player provides proof that he/she has lost access to the account permanently (eg. proof that linked Facebook account is banned)
 - Player provides proof that he/she had tried to regain access to the account (eg. communication with Facebook)
 - Player agrees to permanently suspend the old account
 - Player is only allowed to use a fresh account, existing secondary account not allowed (level requirements will be waived for this particular fresh account)

4.6. Team Sponsors and Partners

- 4.6.1. Garena reserves the right to prohibit or remove teams with sponsors or partners that are solely or widely known for drug use, tobacco or cannabis products, pornography or other adult/mature themes and products, gambling, alcohol, cryptocurrency, promoting the use of in-game hacks, cheats, exploits, skins gambling, or in-game currency farming; any product or service prohibited by applicable law, being competitors of Garena or its affiliates, games or tournaments that are not published or organized by Garena or its affiliates
- 4.6.2. In the event an organization wants to sponsor or acquire a team, the affected team will be allowed to change their team name if the following conditions are fully met:
 - 4.6.2.1. The player roster remains unchanged
 - 4.6.2.2. The request is made before the technical meeting of the tournament
 - 4.6.2.3. The team has not made a prior name change during this tournament

4.7. Promotions and ad hoc commitments

- 4.7.1. Teams and players are required to commit and cooperate with Garena and the appointed tournament organiser in carrying out pre-match test games, photo or video shoots, webcasts, podcasts and other ad hoc activities
- 4.7.2. Teams or players that fail to participate or cooperate fully in any promotional or ad hoc activities requested by Garena will be faced with sanctions. Sanctions include, but are not limited to, points deduction penalty, immediate disqualification, ban from future tournaments, forfeiting of a part-of or the entirety of their winnings, or all of the above

4.8. Multiple Teams

- 4.8.1. Limitation of Teams per Organization : Each organization can only own a single team in an official Garena sanctioned league within a region. However, an organization may take part in up to two official Garena sanctioned leagues. This means that an organization may own a maximum of two teams, as long as they are in two separate regions.
- 4.8.2. If it is identified that an organization has more than one team within a single region, or teams in more than two regions, the organization must immediately dispose of any bonds with one of the teams, as determined by Garena Officials in each case, and penalties up to disqualification may apply, at the sole discretion of Garena Officials.
- 4.8.3. Establishing Bond : If a team has a partner, officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant or advisor who also participates in any capacity in another team that is in an official Garena sanctioned league, or if the team uses a third-party entity to manage (partially or entirely) its operations and such entity is also contracted by another team, the teams will be considered to belong to the same organization. A team partner, officer, director, employee, stockholder, owner, affiliate, representative, agent, consultant, or advisor may not directly or indirectly control and have financial interest of any kind in any other team and/or organization participating in an official Garena sanctioned league.
- 4.8.4. If two individuals, each with established bonds with a different team, have ownership in a common entity or venture that is not an esports team, Garena Officials may allow for an exception to this policy, provided that such interest comprises of a completely passive ownership and none of them undertake any operating role (including as an officer, director, employee, representative, agent, consultant, or advisor), and none of them has the ability to control or exercise influence over such common undertaking.

5. Disciplinary Actions and Penalties

5.1. General

- 5.1.1. If Garena determines that a Player or Team has violated any of these general rules or tournament-specific rules, Garena would have the discretion to issue disciplinary actions including, but not limited to, the following: verbal or written public warning; tournament points deduction penalty; forfeiture of a part of or the entirety of tournament prize; player/team disqualification; and bans from future Garena and/or Free Fire tournaments

5.2. Competitive Integrity

- 5.2.1. All participants are expected to play at their best at all times within any match of Free Fire in any tournaments conducted by Garena. Offenders who violate this rule will be subject to penalties from light sanction to extraordinary sanction at the sole discretion of Garena officials. The following examples are a non-exhaustive list of offenses:
- 5.2.2. **Collusion** - Participants who cooperate with others, including other competing participants to cheat or deceive and gain an unfair advantage are guilty of collusion. Acts of collusion include, but are not limited to:
 - 5.2.2.1. Soft play - Any agreement among participants to not play at a reasonable or expected standard of competition in a game
 - 5.2.2.2. Prior arrangements to split prize money and any other forms of compensation
 - 5.2.2.3. Receiving information and signals from outside sources during a match
 - 5.2.2.4. Deliberately losing any match for compensation
- 5.2.3. **Hacking** - Any modification of the Garena Free Fire game client, including using any 3rd party apps to grant in-game advantages
- 5.2.4. **Exploiting** - Deliberate abuse of in-game bug to gain an advantage
- 5.2.5. **Looking at spectator monitors** or mobile phones of other participants
- 5.2.6. **Smurfing** – Playing on multiple different accounts for the same tournament
- 5.2.7. **Impersonation** – Playing on an account registered to another player, or allowing another player to play on your account
- 5.2.8. **Intentional disconnect** without any officials' approval

5.3. In-Game Bugs Abuse

- 5.3.1. Deliberate use of any in-game bug to exploit and gain advantage is prohibited
- 5.3.2. In the event whereby a player were to encounter a bug, a remake will only be offered when all of the following conditions are met:
 - 5.3.2.1. The bug is game-breaking and causes a player (or multiple players) to be unable to play the game in a normal manner. A non-exhaustive list of game-breaking bugs include:
 - 5.3.2.1.1. Being clipped through the floor and executed
 - 5.3.2.1.2. Being stuck on objects (windows, launchers, etc)

- 5.3.2.1.3. Being killed by Spring damage after unexpected behaviors from driving vehicles
- 5.3.2.1.4. Death on landing
- 5.3.2.2. The bug occurred within 5 minutes into the round
- 5.3.2.3. A referee is promptly notified of the bug when it occurs
- 5.3.2.4. The bug occurs when no other players in the match have been killed yet
- 5.3.2.5. The bug is not triggered with malicious intent by the player
- 5.3.3. The following bugs will lead to an immediate punishment:
 - 5.3.3.1. Spawning a gloo wall at a place where you do not have direct line of sight to. For example, throwing off a gloo wall to the ceiling of a lower level in a building which in turn impacts the ground on the upper level of the same building. Gloo wall will push the player to get trapped in the building model, unable to move or instant death. Effect persists even after gloowall expires This prohibition does not include trapping a player using gloowall, so long as there is direct line of sight to the gloo wall placement.
 - 5.3.3.1.1. Allowed:
 - 5.3.3.1.1.1. https://drive.google.com/file/d/1jXYyqANFD4hC2G_iKz-Nk-UKEq3Ahp3/view?usp=sharing
 - 5.3.3.1.1.2. <https://drive.google.com/file/d/1i96v7aVxmmDzsexhVp3hTAD8rAN-t-wy0/view?usp=sharing>
 - 5.3.3.1.1.3. https://drive.google.com/file/d/1j6H5FmUY2D2qQ4HPvoTP83enrAn1_sKe/view?usp=sharing
 - 5.3.3.1.1.4. https://drive.google.com/file/d/1iy_X97D1D6tU2j0AlxwgWXpxTVrzkCBp/view?usp=sharing
 - 5.3.3.1.2. Disallowed:
 - 5.3.3.1.2.1. <https://drive.google.com/file/d/1j2FeiEEyjbnpntdd2lb6J-eM5oz8NqVu/view?usp=sharing>
 - 5.3.3.2. Using a waterbody to mask their presence using prone or squat positions , this also allows them to fire without exposing themselves. Other players will not be able to identify their location or see the gunfire. Intended game mechanics should expose the character's body when they are in a waterbody (swimming above or wakeboarding). Players are also unable to fire their weapon
 - 5.3.3.2.1. Wukong's skill is not allowed to be used to fully submerge the player into a water body. This example is an extension of 5.3.3.2
 - 5.3.3.2.1.1. Example:
 - <https://drive.google.com/file/d/1nOTrkdT5yXNcxPDVbyTbdxklqRbPe0MC/view?usp=sharing>
- 5.3.4. Any remake will be offered only at the sole discretion of the Garena officials and referees
- 5.3.5. Teams who deliberately abused the bugs will face sanctions immediately. Sanctions include, but are not limited to, points deduction penalty, immediate

disqualification, ban from future tournaments, forfeiting of a part-of or the entirety of their winnings, or all of the above

B. Tournament-Specific Rules

6. Eligibility

6.1. General

- 6.1.1. Players have to meet all of the following requirements before they are eligible to participate in this tournament:
 - 6.1.1.1. Player Age Requirement
 - 6.1.1.2. Rank and Level Requirement
 - 6.1.1.3. Nationality Requirement
- 6.1.2. Failure to meet the requirements will result in disqualification

6.2. Player Age Requirement

- 6.2.1. All players have to be 16 years of age or older in 2022

6.3. Rank and Level Requirement

- 6.3.1. All players have to be at least level 40 and Diamond I rank with a Rank Point of 2538 throughout the entire period of FFIC FFC Qualifier

6.4. Nationality Requirement

- 6.4.1. Players have to be from India or Nepal
- 6.4.2. Shortlisted players are required to submit proof of nationality after FFC to determine that they are residents of India or Nepal

7. Match Rules

7.1. General

- 7.1.1. Players can use supporting items in the game such as load outs, characters, character skills and other skins
- 7.1.2. Use of emulators (Bluestacks, Nox, Memu, etc.) is prohibited during the tournament
- 7.1.3. Use of illegal third-party programs is prohibited
- 7.1.4. It is forbidden to use additional or supporting devices, such as a gamepad or additional buttons such as Controller R1 - L1 and others during the matches. For example, X mode - Air trigger ban. External software that changes the FF game mechanism. ROG's X Mode feature will not be enabled and available for the tournament.
- 7.1.5. Players are responsible for their own internet connection and Garena will not be responsible for any network or connection issues

7.2. Tournament Settings

- 7.2.1. Squad Mode Battle Royale
- 7.2.2. Squad Size: Minimum 5 players (4 Players and 1 Substitute) and Maximum of 6 players (4 Players and 2 Substitutes). Teams are strongly encouraged to register 6 players, to ensure adequate substitutes
- 7.2.3. Gun properties: Off
- 7.2.4. Revival System - ON

8. Tournament Schedule

8.1. Registration

- 8.1.1. Registration will be done through the ingame mode, FFC
- 8.1.2. Registration starts from 7 February 2022, 09:00 IST until 11 February 2022, 20:00 IST through FFC Mode
- 8.1.3. Teams are required to have a minimum of 5 players and a maximum of 6 players.
- 8.1.4. Teams are strongly encouraged to register 6 players, to ensure adequate substitutes
- 8.1.5. FFC Matchmaking will take place between 16:00 - 20:00 IST on 11 February 2022

8.2. Tournament Format

(The below mentioned date / time may be changed at Garena's discretion. Players will be informed beforehand through official channels)

Match	Groups	Date	Time
FFC Registrations	-	Mon- Fri, 7 - 11 Feb 2022	09:00 IST
FFC Match Day	-	Fri, 11 Feb 2022	16:00 - 20:00 IST
Closed Qualifiers Day 1	12 Teams	Wed, 16 Feb 2022	18:00 IST
Closed Qualifiers Day 2	12 Teams	Thu, 17 Feb 2022	18:00 IST
Closed Qualifiers Day 3	12 Teams	Fri, 18 Feb 2022	18:00 IST
Closed Qualifiers Day 4	12 Teams	Sat, 19 Feb 2022	18:00 IST
Closed Qualifiers Day 5	-	Sun, 20 Feb 2022	18:00 IST

(League Play-ins)			
League Match Day 1	AB (12)	Fri, 11 Mar 2022	18:00 IST
League Match Day 2	BC (12)	Sat, 12 Mar 2022	18:00 IST
League Match Day 3	AC (12)	Sun, 13 Mar 2022	18:00 IST
League Match Day 4	BC (12)	Fri, 18 Mar 2022	18:00 IST
League Match Day 5	AC (12)	Sat, 19 Mar 2022	18:00 IST
League Match Day 6	AB (12)	Sun, 20 Mar 2022	18:00 IST
League Match Day 7	AC (12)	Fri, 25 Mar 2022	18:00 IST
League Match Day 8	AB (12)	Sat, 26 Mar 2022	18:00 IST
League Match Day 9	BC (12)	Sun, 27 Mar 2022	18:00 IST
Finals Play-ins	-	Sun, 3 Apr 2022	18:00 IST
Grand Finals	-	Sun, 10 Apr 2022	18:00 IST

9. Tournament Phases

9.1. Free Fire Cup

- 9.1.1. Free Fire Cup is the ingame mode which is used as the registration portal as well as the qualifiers for teams and players to qualify for the FFIC tournament
- 9.1.2. Each player must only be a registered member of one team. Players found to have played on multiple accounts and multiple teams (either as a player or substitute or with multiple accounts) will be disqualified
- 9.1.3. Successfully registered teams will be given 10 tickets to use for matchmaking
- 9.1.4. Teams that do not have at least 5 members will not be allowed to enter matchmaking
- 9.1.5. Registered team members can only be changed/replaced before the team enters matchmaking
- 9.1.6. Players who leave or dismiss their team will not be allowed to create or join another team for 6 hours

9.1.7. Players are responsible for their own internet connection and the tournament organiser will not be responsible for any network or connectivity issues

9.1.8. FFC Points Calculation

9.1.8.1. Teams will start with a base score of 100 points

9.1.8.2. The top 5 scores that teams receive in FFC mode will be added to the base score to get the team's final score

9.1.8.3. The scoring system for each match is as follows:

Kill Points	1
Leaving Spawn Island	-10 per player

Placement	Points
1st	12
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1
11th	0
12th	0

9.2. Data Verification

9.2.1. Teams that competed in FFC will be scanned by the system to detect any foul play. Teams detected for foul play will be disqualified and the accounts that are flagged will be banned

9.2.2. The top 42 FFC teams, as well as a number of Waitlist teams, will be shortlisted and subsequently be contacted via ingame mail to submit personal details to do a secondary data verification

9.2.3. Shortlisted teams will be given 48 hours to respond to the ingame mail. Failure to provide a response will be deemed as the team forfeiting their slot and the next best eligible team will be contacted

9.3. Technical Briefing - Closed Qualifiers

9.3.1. A Technical Briefing for the Closed Qualifiers will be conducted after the data verification phase

- 9.3.2. All captains are required to attend the Technical Briefing. In the event the team captain is unable to make it, a teammate may attend on his/her behalf
- 9.3.3. By attending the meeting, it shall be deemed that you and your team have understood the rules and regulations of FFIC 2022 Spring
- 9.3.4. Teams who fail to attend the Technical Briefing, may be immediately disqualified, barred from future tournaments, have part-of or the entirety of their winnings forfeited, or all of the above

9.4. Closed Qualifiers

Closed Qualifiers Day 1

- 9.4.1. The 42 FFC teams, together with the 7th to 12th placed teams from FFPL 2021 Winter, will be split into 4 Groups of 12 teams each. Each Group will play a BO-6 in Closed Qualifiers Day 1
- 9.4.2. The top 2 teams per Group will directly qualify for the FFIC League Stage

Closed Qualifiers Day 2

- 9.4.3. The next 3 teams from each Group (Ranks 3, 4, 5) will move to the League Play-Ins, and play a BO-6 on Closed Qualifiers Day 2 (League Play-ins)
- 9.4.4. The top 4 teams from the League Play-Ins will qualify for the FFIC League Stage

9.5. Technical Briefing - League Stage

- 9.5.1. A Technical Briefing for the League Stage will be conducted after the Closed Qualifiers
- 9.5.2. All captains are required to attend the Technical Briefing. In the event the team captain is unable to make it, a teammate may attend on his/her behalf
- 9.5.3. By attending the meeting, it shall be deemed that you and your team have understood the rules and regulations of FFIC 2022 Spring
- 9.5.4. Teams who fail to attend the Technical Briefing, may be immediately disqualified, barred from future tournaments, have part-of or the entirety of their winnings forfeited, or all of the above

9.6. League Stage

- 9.6.1. League Stage Format
 - 9.6.1.1. The League stage will involve the top 12 teams from the Closed Qualifiers and the top 6 teams from FFPL 2021 Winter. This will be held across 3 weeks, on 9 Match Days
 - 9.6.1.2. The 18 teams will be split into 3 Groups of 6 teams (A, B & C) randomly. The groups will face-off with each other 3 times in Best-of-6 (BO6) matches
 - 9.6.1.3. Points Calculation: Teams will be scored based on the match point table for each match

9.6.1.4. Match Point table:

Kill Point	1
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Placement	Points
1st	12
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1
11th	0
12th	0

9.6.1.5. At the end of each BO6 League Stage Match Day, teams will earn points based on their relative placement within their respective Group based on the below table. The highest-ranking team in each Group will score 20 points, and subsequent teams will score 17, 14, 12, 10, and 8 points respectively

Match Day Placement	Points
1st in the Group	20
2nd in the Group	17
3rd in the Group	14
4th in the Group	12
5th in the Group	10
6th in the Group	8

- 9.6.1.6. Teams will only be ranked within their respective Groups, and after the 9 League Days, the top two teams from each Group will qualify directly into the Grand Finals
- 9.6.1.7. The remaining 12 teams will move to the Finals Play-Ins. These 12 teams will play a BO-6 Match, and the top 6 teams will qualify for the Grand Finals
- 9.6.1.8. Teams are only allowed to make substitutions during broadcast break after Round 2 and Round 4 of each Match Day

9.6.2. Tiebreaker:

- 9.6.2.1. If there are two or more contestants tied on points at the end of a series, the tiebreaker will be decided by the number of 'Booyah' they have achieved.
- 9.6.2.2. If the teams are also tied on the number of 'Booyah', the teams will be ranked according to the total number of kills achieved in the series.
- 9.6.2.3. Lastly, if the teams are tied in both number of 'Booyah' and total number of kills in the series, the teams will be ranked according to their placements in the last game of the series that both of the affected teams are participants of (e.g. ranking in 6th game in a Best-of-6, ranking in 5th game in a Best-of-5, etc)

9.7. Grand Finals

- 9.7.1. **Format:** 12 teams will compete in a BO6 match
- 9.7.2. **Scoring:** the scoring table will be the same as the League Stage. Please see 9.6.1.4.
- 9.7.3. **Tiebreaker:** Please refer to 9.6.2. for details

10. Sanctions

10.1. General

- 10.1.1. Unless otherwise specified in the provisions of this Rulebook, when a Player or Team has violated one or several rules, this section will be referred to for the appropriate penalty, where all general penalties are listed

10.2. Infraction Points

- 10.2.1. Light Sanctions - 30 Match Points penalty & 5% prize money deduction
- 10.2.2. Moderate Sanctions - 15 League Points penalty & 10% prize money deduction
- 10.2.3. Heavy Sanctions - 20 League Points penalty & 30% prize money deduction
- 10.2.4. Severe Sanctions - Disqualified
- 10.2.5. Extraordinary Sanctions - Blacklist

11. Rewards

11.1. Qualifier Phase (FFC Mode)

11.1.1. After the Qualifier Phase, players will receive a reward if they complete at least 5 games in FFC mode

Rank	Reward
All	500 In-game Gold

11.1.2. Rewards will be sent to the players via in-game mail

11.1.3. Members of the 1st place team wins the following rewards each:

- 1x Diamond Voucher
- 1x Armor crate
- 1x Bounty Token

11.2. Grand Finals Phase

11.2.1. Prize money will be disbursed to the team captains after each team submits the following documents:

- Tournament Winner Release Form (Provided by Garena)
- Payment Direction Letter (Provided by Garena)
- Vendor Creation Form (Provided by Garena)
- Captain's bank account statement/passbook
- The above documents should be submitted within one week after the grand finals

11.2.2. In the event that teams do not want to disburse the prize money to the team captains, the prize will be disbursed to each of the team members evenly

11.2.3. Prize distribution

Rank	Prize (INR)
Champion	50,00,000
1st Runner-up	25,00,000
2nd Runner-up	10,00,000
4th	4,00,000
5th	2,00,000
6th	1,50,000

7th	1,25,000
8th	1,00,000
9th	1,00,000
10th	75,000
11th	50,000
12th	50,000
MVP in Finals	1,00,000
Headhunter	50,000
MVP League Stage	1,00,000
Total	10,00,000

c. Disclaimer

12. Finality of Decisions

12.1. All decisions regarding the interpretation of these rules, player eligibility, scheduling of the tournament, and penalties for misconduct, lie solely with Garena officials, the decisions of which are final

13. Rule Changes

13.1. These rules may be amended, modified or supplemented by Garena officials, from time to time, in order to ensure fair play and the integrity of the tournament

d. Copyright Notice

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Version as of: 07 February 2022

[Changelog]

- **07 Feb, 2022** -
- 4.8. Multiple Teams
- 7.2. Tournament Settings - Revival System - ON
- 10.2. -Infraction Points
- Light Sanctions - 30 Match Points penalty & 5% prize money deduction
- Moderate Sanctions - 15 League Points penalty & 10% prize money deduction
- Heavy Sanctions - 20 League Points penalty & 30% prize money deduction
- Severe Sanctions - Disqualified
- Extraordinary Sanctions - Blacklist