



Jigyasa 2024 Events-wise Rule sheet

1. VALORANT TOURNAMENT

Student Co-ordinator - Ayush Ganthade (8149115657)

RULES

1. GENERAL RULES

1.1 Tournament: The Swiftplay Valorant Community Tournament is an open Tournament for Valorant, hosted by IMCC and played on PC. The Tournament will be played in "Swiftplay Mode."

1.2 Participants and Commitment:

By participating in the Swiftplay Valorant Community Tournament, Participants acknowledge they will, without limitation, comply with the Tournament Rules and with the statements and decisions made by the Administration

Every Participant acknowledges the right for the Administration to modify the rules and regulations for adjustments at any time without notice and if necessary, overrule those to ensure fair play and integrity throughout the Tournament.

Every Participant has to try to win every round of the Tournament. Purposefully losing for any reason is strictly forbidden.

Vulgar, racist, sexist or otherwise offensive player names are forbidden. This will be at the sole discretion of the Jigyasa Organizers.

2. FORMAT AND SCHEDULE

2.1 Tournament Format: The Tournament is a single day, Swiftplay Valorant tournament. The tournament will consist of a - team direct elimination bracket and will be played on PC (the "Tournament") and it will be a "SWIFTPLAY

2.2 Score metrics: All matches except the Grand Finals will be a Best-of-One. The Grand Finals will be played as a Best-of-Three.

2.3. Registration: All IGL (in game leaders) have to fill the google form and create a team. Teams have a check-in period of 60 minutes before the tournament starts. The first - teams to ready up in time with all their players, will qualify for a spot in the tournament on a first come, first-served basis. Team sizes up to 5 Members. There is entry fee of ₹400/-

2.4. Schedule: The Valorant Community Tournament will run on 10 February 2024 and ending with the Grand Finals on same day.

2.5. Tournament Restrictions: Participants must commit to playing the entire Tournament. Team Participants must remain the same for the entirety of the Tournament to ensure a level playing field. If Participants can no longer participate once the Tournament has started, the Administration will



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suggest the next steps and the Participant may risk forfeiting their whole Team. This is at the Administration's sole discretion.

3.NOTE

Every participant should bring their own headphones (compulsory) and mouse (if needed) and keyboard (if needed).



2.Code Clash event 2024

Student Co-ordinator - Yogeshree Dakhore (9359938817)

1. Rules and Regulations
2. Entry will be individual with fess ₹100/-!
3. Participants can choose any programming language out of C, C++ and Java!
4. Participants can prefer any IDE out of eclipse, turboc, VScode, notepad, notepad++, edit++.
5. Eligibility criteria- Participant must be a college student. (Participants have to bring their college identity card for the event.)
6. In **Code Clash** there will be two rounds. (Time constraint will be there in both rounds)
7. Event related instructions will be communicated on the WhatsApp group. Make sure you join the group and get updates from WhatsApp.
8. Mandatory to be present at the event venue half an hour before the commencement of the event.
9. Participants will be given college machines (PCs) to use for competition.

(No need to carry your own laptops)

Round 1)

1. Participants will be given 3 programming questions. Out of 3 questions you have to solve any 2.
2. Speed and accuracy will be one of the criteria to judge.
3. Results will be declared just after the round and qualified students will be promoted to final round.

Round 2)

1. This round participant will be provided with 2 questions.
2. The participant who solves the code in shortest time and with correct output will be the winner.
3. Winner name will be announced at the time of prize distribution ceremony at the end of the



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day.

4. Decision of judges will be the final decision.



3.Reel competition Rules

Student Co-ordinator - Krishnan Shankar (9673339468)

1. Registration Fees will be 300/- only.
2. Participants are allotted to create a maximum of 60 seconds for their reel.
3. The competition topic will be disclosed on the day of the event.
4. Each participant is entitled to submit only one entry. A second submission from an individual will result in disqualification.
5. Both individual and group entries, comprising no more than three participants, are permissible.
6. Strictly prohibit the use of copyrighted material; submissions must consist of original content.
7. There is no language barrier; entries in all languages are welcomed and acknowledged.
8. Submission Deadline: No submissions will be considered after this stipulated time.
9. Unacceptable content includes-
 - Offensive material.
 - Abusive/Foul language.
 - Aggressive.
 - Caste Differences.
 - Political Influence.

No cameras allowed; any android/ios/smart phone allowed.



4. Business War

Student Co-ordinator - Sakshi Hulawale (9359132410)

1. Total time allotted for the event - 3 hours (1 Hour for arranging product + 2 hours for selling).
2. Maximum 45 min. will be given to arrange product.
3. 5 extra minutes would be given for product arrangement, after that your team will be disqualified.
4. Distance limit for product arrangement will be within 3 km only.
5. One volunteer will be with group while arranging product.
6. **Group of max. 3 members can participate.**
7. While selling the product cash transactions are not allowed. Online transactions are mandatory (valid proof required).
8. Only products are allowed. Services are not allowed.
9. Product category will be given on the spot.
10. Selling of product should be within the campus.
11. **Registration Fees – Rs. 300/- only.**



5.TREASURE HUNT

Student Co-ordinator - Aasawari Chaudhari (8087189436)

Rules and Details:

1. The TREASURE HUNT' theme will be Quantum Quarry (AI & Dark Web).
2. Participants from all backgrounds, genders and geographies are welcome.
3. There Should be 4 Members in a team Compulsory.
4. There will be 4 rounds in Treasure Hunt.
5. The Entry Fees for the Treasure Hunt Event is Rs. 400/- Per Team. (Non-Refundable). The Entry Fees Should be Paid by online methods at the time of submitting the Google form.
6. Teams should all have a suitable name related to the theme of the event, which is AI and DarkWeb based.
7. The Members cannot be changed or substituted after the submission of google form.
8. If any circumstances occur then the substitute member details should be submitted to the coordinator before 8th February 5:00 PM. No issues will be Entertained after this.
9. The Teams Should Kindly Bring College ID along with them. Without it Entry will not be Allowed.



6.Flutter Shutter (Photography Competition)

Student Co-ordinator - Durwankur Shinde (7796747767)

Rules:

1. Entry Fee: 100/-
2. The theme for the competition will be given on the spot.
3. A particular time period will be given to click photographs.
4. Each participant has to click 3 photographs and submit it along with photo details.
5. Any kind of filtering and editing is not allowed.
6. Soft copy of the photograph is to be submitted. The photograph should be in RAW/JPEG format.
7. Spot entries will be allowed.
8. Use of any DSLR Camera and mobile phones are allowed.
9. Editing used to create illusions, deceptions and / or manipulation, adding and removing of significant element within the frame is prohibited.



7.MAD- Ads

Student Co-ordinator - Radha Kshirsagar (7887861871)

Rules & Regulations

1. Number of participants should be 3-5 in each group.
2. Duration for each act will be 3-4 minutes and extra 10 minutes for preparation of act.
3. The languages approved for the act are Marathi, Hindi, English
4. Fees for each group ₹300
5. These are the common rules for all the 3 rounds.
6. Funniest, unique, interesting ads will be considered as winner of MAD Ads



8.BRAIN TEASER 2024

Student Co-ordinator – Tanmay Suryawanshi (8329583687)

1. EACH TEAM WILL CONTAIN TWO MEMBERS.
2. ENTRY FEE – 200 Rs (for one team)
3. **ROUND 1: GENERAL QUIZ**
 - a. Common question will be asked to all teams.
 - b. In this round teams will be selected for second round and other teams will get eliminated.

4. ROUND 2: NAYA BHARTA

- a. Question will be asked to each team separately.
- b. Time limit for each question would be 30 sec.
- c. Teams will be eliminated on the basis of score of second round points.

5. ROUND 3: BUZZER ROUND

- a. The team which will press the Buzzer first will get the chance to answer the question
- b. The team which scores the highest points in third round will be declared the winner.



9. Box Cricket Tournament Rules

Student Co-ordinator - Rohan Kamthe (8237579797)

1. Team Composition: A team shall consist of 7 players which is mandatory for each match.
2. Match Duration: Each match will be limited to 4 overs per inning.
3. Knockout Format: The tournament will follow a knockout format, where teams compete in elimination games.
4. Bowling Regulations: Every bowler is allowed only one over per inning, and it is mandatory for at least one over to be bowled by a female player.
5. Wide Balls: Wide balls will be counted, and the batting team will be awarded 2 runs for each wide delivered.
6. Bowling Style: Bowling must be performed over-arm within the designated limits.
7. Entry Fee: A specified entry fee of Rs. 400 is required for each participating team.
8. Umpire's Authority: Decisions made by the umpires during the matches are final and binding. Any team or member of the team arguing will be disqualified.
9. Equipment: Participants are required to bring their own cricket bats.
10. Team Limit: A total of 32 teams will be accommodated in the tournament



10.BGMI ESPORTS EVENT RULE BOOK

Student Co-ordinator - Aniket Lende (8263922245)

"BGMI Showdown: Blaze Your Trail, Seize the Win!"

Single Entry: 100/-

Squad : 400/-

1. TEAM COMPOSITION:

1.1 Each team must consist of 4 players (a minimum of 3 players is mandatory to play the match)

1.2 All players must have reached ID level 25+ & Tier GOLD – I or higher.

1.3 Teams need to give the organizers a list of their players (rosters) before the tournament starts. If they want to make any changes to that list later on, they have to talk to the organizers about it and get approval.

2. GAMEPLAY RULES:

2.1 Ringing (substitute players) is strictly prohibited. Teams found using ringers will face direct disqualification.

2.2 Teams must be in their designated slots 10 minutes before the scheduled match. Failure to comply will result in removal from the event.

2.3 A minimum of 3 players from each team must participate in match.

2.4 Any form of illegal activity or hacking by a player will result in immediate disqualification.

2.5 Only registered players are allowed to participate, and each player must play from their own registered account.

2.6 All players must have downloaded the latest version of the game and installed the required maps.

3. CODE OF CONDUCT:

3.1 Inappropriate behavior towards Admins/Organizers or other participants will not be tolerated and may result in disqualification.

3.2 Teaming up with players from other teams is strictly prohibited and will lead to strict action.

3.3 All communication with Admins/Organizers should be respectful and within the guidelines of sportsmanship.

3.4 No change in In-Game-Name (IGN) is allowed throughout the tournament.

4. DEVICE AND PLATFORM RULES:

4.1 Only mobile phone players are allowed. Emulators and iPads are not permitted.



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5. REPORTING AND RESULTS:

5.1 The In-Game Leader (IGL) of each team must upload a screenshot of the results page to the designated WhatsApp Group (provided on the day of the event). The screenshot should display the team's position, number of kills, team name, and match number after their elimination.

5.2 Failure to upload the required information may result in the non-recording of points for that match.

6. COMMUNICATION:

6.1 All participants are required to join the official WhatsApp Group for updates and announcements.

6.2 Any questions or requests for assistance should be directed to the support team.

NOTE:

- Participation is limited to current undergraduate or postgraduate students only.
- College ID is mandatory for all participants.
- Every participant should bring their own mobile device.
- The use of any third-party applications or devices to gain an unfair advantage is strictly prohibited.
- All players are encouraged to have a stable internet connection.
- In case of any disputes, the decision of the Tournament Organizers will be final.
- All participants are expected to familiarize themselves with these rules.
- Failure to adhere to the rules may result in penalties, including disqualification from the tournament. The organizers reserve the right to amend the rules if necessary.