



SMASH KARTS RULEBOOK



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1. Team Composition

- Each match will consist of 12 players.
- No substitutions are allowed once the match has started.

2. Gameplay Rules

- Fair Play
- The use of hacks, cheats, or any unfair gameplay tactics will result in immediate disqualification.
- Players must follow the in-game rules and avoid exploiting any bugs or glitches.
- Match Format
- The tournament will feature 3 rounds: Qualifiers, Semi-Finals, and Finals.
- Players must participate in all of their scheduled matches.
- Each match will last for a set time limit, with players earning points based on eliminations and survival.
- Devices
- Players may use a PC or laptop to access the game through a browser.
- Players are responsible for ensuring a stable internet connection.
- Game Settings
- Match Duration: 3-5 minutes per round
- Weapons: Default in-game weapons
- Maps: Randomly selected by the game
- Respawns: Enabled

3. Logistics and Conduct

Arrival Time

- Players must join the game lobby at least 10 minutes before their match starts.

Internet/Wi-Fi Issues

- It is the responsibility of the players to ensure a stable internet connection.
Organizers will not be liable for connectivity issues.

Disruptive Behavior

- Arguments with management or disruptive behavior will lead to disqualification.
- The event follows a zero-tolerance policy for toxic behavior, foul language, or unsportsmanlike conduct.

Match Recording

- Matches will be monitored, and disputes will be resolved based on available evidence.

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4. Judging Criteria & Management Decisions

- Management Decision
- All management decisions are final and must be respected by participants at all times.

5. Scoring System

- Eliminations: Players earn points based on the number of opponents they eliminate.
- Survival: Players earn additional points for staying alive longer.
- Final Ranking: Players will be ranked based on total points at the end of the match.

6. Progression

- Scores will be tallied after each match.
- Top players will advance through the stages:
- Preliminaries → Semi-Finals → Finals
- The final winner will be determined by the best cumulative performance.

7. Tie-breaking

- If players have the same score, the tie-breaker will be based on:
- Number of eliminations
- Survival time
- Further tie-breaking factors will be decided by the organizers if needed.

8. Prizes

- Winner: Trophy & Certificate
- Runner-up: Certificate
- MVP (Best Player): Special Mention

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