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STUMBLE GUYS RULEBOOK

1.Team Composition

- Each team must consist of exactly 16 players.
- No substitutions will be allowed during the competition, so the registered team must remain intact throughout the event.

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.
- Teams must participate in all of their scheduled matches.
- Each match will follow a knockout format until the final team remains.
- Devices-
- Players must use a mobile device to play Stumble Guys.
- Players are responsible for ensuring a stable internet connection.
- Game Settings-
- Game Mode: Standard Competitive Mode
- Match Duration: Based on in-game settings
- Maps: Randomly selected by organizers
- Eliminations: Players who fall off are eliminated from the round.

3. Logistics and Conduct

Arrival Time-

• Teams must be present 15 minutes before their match starts for setup and warm-up.

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.



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Match Recording-

- Matches will be monitored, and disputes will be resolved based on available evidence.
- 4. Judging Criteria & Management Decisions
 - Management Decision
 - All management decisions are final and must be respected by participants at all times.

5. Scoring System

- Survival: Teams earn points based on the number of players who survive each round.
- Final Round Performance: Teams earn additional points for their final round placements.
- Final Ranking: Teams will be ranked based on cumulative performance across all rounds.

6. Progression

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

7. Tie-breaking

- If teams have the same score, the tie-breaker will be based on:
- Number of rounds survived
- Final round placement
- 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

CONTACT US: MOHAMMED NAWAZ +91 94413 38558