



**CHANDIGARH
GROUP OF COLLEGES**
Building Careers. *Transforming Lives.*

PARIVARTAN 2026

(Technical College Event Rule Book)

AI/ML & Cybersecurity | AI & Prompting | Robotics & Drones | Ideathon | Esports

GENERAL INSTRUCTIONS

- **Minimum Participation Requirement:** Final positions and winners will be declared depending upon the entries only.
- **Valid Fee Receipt:** Participants must retain and produce their **official fee/payment receipt** as proof of registration whenever required. Entries without valid payment confirmation may not be considered.
- **Registration:** Participation is valid only after successful registration and payment of the applicable event fee within the specified registration period.
- **Event Eligibility:** Participants must fulfil the **team-size and eligibility requirements** specified for their respective event. Changes to team members after registration closes will not be permitted unless approved by the organizers.
- **Reporting Time:** Participants must report at the **designated venue at least 15 minutes before** their scheduled event/slot.
- **Identity Verification:** Participants must carry a **valid college/institution ID card** and present it whenever requested by the organizers.
- **Organizer's Decision:** The decision of the **judging panel/event coordinators will be final** in matters related to scoring, rule interpretation, penalties, and disqualification.
- **Code of Conduct:** Participants must maintain proper discipline and sportsmanship throughout the event. Misconduct, abusive behaviour, cheating, deliberate disruption, or damage to event property may result in disqualification.
- **Originality & Fair Play:** Participants must not use unfair means, unauthorized assistance, or copied/purchased work where originality is required. Any violation may lead to immediate disqualification.
- **Equipment Responsibility:** Participants are responsible for their own personal devices, equipment, robots, drones, and other permitted materials unless explicitly stated otherwise in the event rules. The organizers will not be responsible for loss or damage to personal belongings.
- **Rule Compliance:** Participants are expected to read and understand the **specific rules of their event** before participating. Event-specific rules take precedence over general instructions wherever applicable.
- **Schedule Changes:** The organizers reserve the right to modify event timings, rounds, venues, or procedures due to operational, technical, or safety requirements. Any such changes will be communicated to registered participants.
- **Disqualification:** The organizing committee reserves the right to disqualify any participant/team found violating the event rules or engaging in unfair practices.

For queries, contact:

Ipshita Bhardwaj: 9914711471

Jashanpreet Kaur: 9810943903

Sanyam: 9518028050

Laksh: 9671325787

Category 5 — Esports

BGMI

Squad-based mobile battle royale tournament — standard competitive rules apply.

Team Size: 4 members (squad)

Format: Points-based tournament: kill points + placement points

Rounds: Qualifier rounds followed by a Grand Finale

Devices: Personal mobile devices, participant-owned

Basic Concept of the Event

A squad-based mobile battle royale tournament run under standard competitive rules, combining kill points and placement points across multiple matches to determine the overall winner.

Rules

1. Each squad must register with the exact in-game names/IDs of all members before the deadline; no changes are allowed after registration closes.
2. Matches are played on organizer-announced custom room settings (room ID and password shared shortly before each match).
3. Scoring combines placement points (based on final rank) and kill points (per elimination), as per the points table announced before the tournament.
4. Use of emulators, mod menus, aimbots, wallhacks, or any unauthorized third-party tool is strictly forbidden and results in immediate disqualification of the entire squad.
5. Teaming up with other squads, stream-sniping, or intentionally leaking room details to non-participants is not allowed.
6. Players must join the custom room within the announced time window; late joiners may not be allowed into that match.
7. In case of technical/connectivity issues (verified by organizers), a match may be replayed at the organizers' discretion.

Note: Final positions and winners will be declared depending upon the entries only.

Judgement Criteria

- Cumulative points across all qualifier matches (placement + kills) determine finale qualification.
- Grand Finale points determine the final winner; ties are broken by total kill count.

Participation Fee

Rs. 200/-

Cash Prizes to the Winners:

1st Position: **Rs. 10000**

2nd Position: **Rs. 8000**

3rd Position: **Rs. 6000**