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KABUTO ESPORTS PRESENTS

# SUMMER DOMINATION SEASON 1



## OFFICIAL TOURNAMENT RULEBOOK BATTLEGROUNDS MOBILE INDIA (BGMI)

<b>FORMAT</b>	Squad TPP	<b>PRIZE POOL</b>	<b>Rs.20,000</b>
<b>MAPS</b>	Erangel, Miramar, Rondo	<b>ORGANIZER</b>	Kabuto Esports
<b>VERSION</b>	BGMI (Latest 4.4)	<b>STAGES</b>	6 Stages



# TABLE OF CONTENTS

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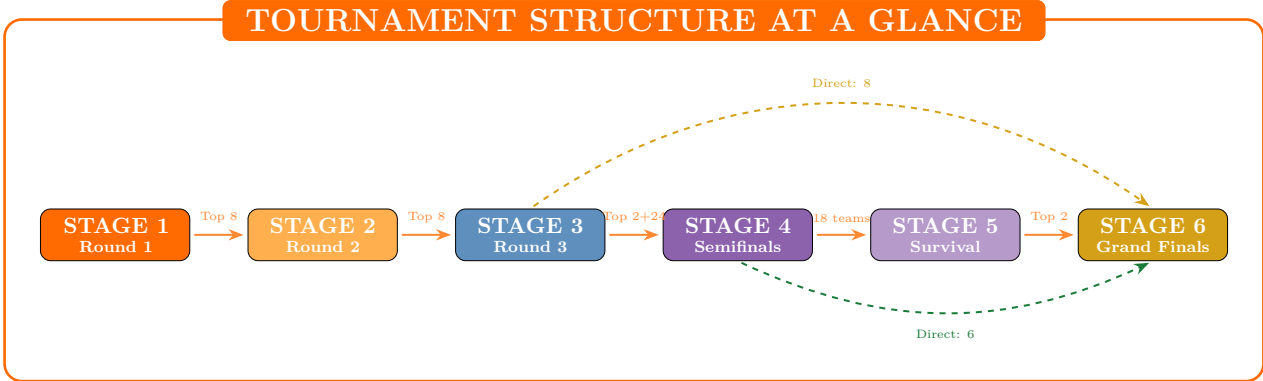
## Contents

1	Tournament Overview	2
2	Tournament Progression & Road Map	2
3	General Conduct	4
4	Eligibility Requirements	4
5	Registration Rules	5
6	Roster Rules	5
7	Room Rules	6
8	Room Chat Rules	6
9	Device Rules	7
10	Fair Play Policy	7
11	Anti-Cheat Regulations	8
12	POV (Point of View) Recording Requirements	8
13	Gameplay Restrictions	9
14	Match Procedures	9
15	Scoring System	9
15.1	Placement Points	10
15.2	Finish Points	10
15.3	Score Calculation	10
16	Tiebreaker Rules	10
17	Prize Distribution	11
18	Prize Eligibility	11
19	Penalties & Violations	12
20	Dispute Resolution	12
21	Streaming & Media Policy	13
22	Official Communication Channels	13
23	Organizer Rights & Reservations	13

# 1 Tournament Overview

<b>Tournament Name</b>	: Summer Domination Season 1
<b>Game</b>	: Battlegrounds Mobile India (BGMI)
<b>Organizer</b>	: Kabuto Esports
<b>Prize Pool</b>	: <b>Rs.20,000</b>
<b>Format</b>	: Squad TPP (Third Person Perspective)
<b>Maps</b>	: Erangel, Miramar, Rondo
<b>Total Stages</b>	: 6 (Round 1 → Round 2 → Round 3 → Semifinals → Survival → Grand F
<b>Game Version</b>	: Latest official BGMI release

# 2 Tournament Progression & Road Map



**STAGE 1 –**

All registered teams are divided into **multiple groups** and compete simultaneously in Round 1.

- **Top 8 teams** from every group advance to Round 2.
- All remaining teams are **eliminated** from the tournament.
- Groups are assigned randomly unless otherwise stated by the organizer.
- Map rotation for Round 1 will be announced via official channels before the matches.

**STAGE 2 –**

Teams that qualified from Round 1 are regrouped and compete in Round 2.

- **Top 8 teams** from every group advance to Round 3.

- All remaining teams are **eliminated** from the tournament.
- Groups are re-seeded based on Round 1 overall performance where applicable.

**STAGE 3 –**

Round 3 is the decisive stage that determines both direct Grand Finals qualifiers and Semifinals participants.

**Direct Grand Finals Qualification**

- **Top 2 teams** from each group qualify directly to the Grand Finals.
- Total direct qualifiers: **8 Teams**.

**Semifinals Qualification**

- The **next best 24 teams** overall qualify for the Semifinals.
- Teams are ranked by cumulative overall points across Round 3.
- Total Semifinalists: **24 Teams**.

**STAGE 4 –**

The 24 qualified teams compete in the Semifinals stage.

**Grand Finals – Direct Slots**

- **Top 6 teams** from Semifinals advance **directly** to the Grand Finals.

**Survival Stage Qualification**

- The remaining **18 teams** proceed to the Survival Stage for a final chance to qualify.

**STAGE 5 –**

The **18 teams** from the Semifinals fight in the Survival Stage – a last-chance qualifier.

- **Top 2 teams** from the Survival Stage earn the final two Grand Finals spots.
- All remaining teams are **eliminated**. There is no further progression path.

**STAGE 6 – GRAND FINALS**

**16 teams** compete for the ultimate title of **Summer Domination Season 1 Champion**.

Origin	Stage	Teams
Direct Qualifiers	Round 3	<b>8 Teams</b>
Direct Qualifiers	Semifinals	<b>6 Teams</b>
Last Chance	Survival Stage	<b>2 Teams</b>
<b>TOTAL GRAND FINALISTS</b>		<b>16 Teams</b>

The Grand Finals will be played across multiple matches using the official scoring system. The team with the highest cumulative score is crowned the **Summer Domination Season 1 Champion**.

### 3 General Conduct

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1. All participants must maintain professionalism and sportsmanship throughout the entire tournament.
2. Respect is mandatory toward all tournament officials, opponents, teammates, and staff members at all times.
3. Tournament Admin decisions are **final and binding**. No appeals through social media or external channels will be entertained.
4. Toxic behavior, harassment, hate speech, threats, or abusive language may result in immediate penalties, point deductions, or disqualification.
5. Any attempt to manipulate tournament outcomes, whether through bribery, collusion, or other means, is **strictly prohibited**.
6. Public defamation of Kabuto Esports, its staff, or partner organizations via any platform is grounds for disqualification.
7. Participants must be reachable via the contact information submitted at registration during the entire tournament window.

### 4 Eligibility Requirements

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1. This tournament is open to all residents of India with a valid BGMI account in good standing.
2. Participants must be at least **16 years of age** to compete. Players under 18 may require guardian consent.
3. Accounts that have received a permanent ban from Krafton at any point are not eligible to participate.
4. Players currently serving an active competitive suspension from any official BGMI competition are ineligible.
5. Employees, contractors, or direct family members of Kabuto Esports are not eligible to compete.
6. All participants must use legitimate, unmodified versions of BGMI downloaded from official app stores.
7. Each player is permitted to register **only one account**. Using alternate or secondary accounts is prohibited.

## 5 Registration Rules

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1. Registration is valid **only through the official website: KabutoEsports.com**.
2. Multiple registrations by the same player under any name are prohibited and will result in immediate disqualification.
3. A player may only represent **one team** throughout the entire tournament. Switching teams is not permitted under any circumstances.
4. Team names must be **unique, non-offensive**, and must not impersonate other known organizations or players.
5. Kabuto Esports reserves the right to reject any team name deemed inappropriate, misleading, or offensive without prior notice.
6. All registration details including in-game username, UID, and contact information must be **accurate and verifiable**.
7. Providing false information during registration will result in immediate disqualification and a potential ban from future events.
8. Registration closes at the officially announced deadline. Late registrations will **not** be accepted under any circumstances.

## 6 Roster Rules

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1. Each team must consist of exactly **4 active players** and may include up to **1 substitute**.
2. All roster members must be registered and approved before the tournament begins.
3. **All roster submissions are locked** once the tournament starts. No changes will be permitted after this point.
4. No player substitutions are allowed once the event begins, regardless of circumstances.
5. Playing with any unregistered player in any match is **strictly prohibited** and will result in immediate disqualification.
6. Account sharing – playing on another player’s account or allowing someone else to use yours – is **strictly prohibited**.
7. Any attempt at roster fraud, identity fraud, or impersonation will result in **permanent disqualification and reporting to Krafton**.
8. Each player’s in-game name must match the name submitted during registration at all times during active rounds.

## 7 Room Rules

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1. Room ID and Password will be shared **only through official Kabuto Esports channels** at a scheduled time before each match.
2. Sharing Room ID or Password with any unauthorized person is **strictly prohibited** and carries a **-10 point penalty**.
3. All 4 registered players must join the room **before the reporting deadline** for each match.
4. Late entry requests may be denied at the discretion of the Room Admin. Teams failing to join on time risk forfeiture.
5. Teams must occupy **only their assigned slots**. Entering an incorrect slot is a violation.
6. Slot violations will result in removal from the room. The match will proceed without the violating team if the issue is not resolved in time.
7. Any extra player found in the room (beyond the registered 4) will attract a **-10 point penalty per incident**.
8. Teams must be ready to play immediately upon room opening. Extended delays may result in match forfeiture.
9. The Room Admin's instructions must be followed promptly and respectfully at all times.

## 8 Room Chat Rules

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1. Room chat must be used **only for tournament-related communication**.
2. Personal conversations, off-topic discussion, and general chit-chat are prohibited during active match lobbies.
3. Disrespectful, offensive, or provocative messages directed at any participant or official are prohibited.
4. All tournament queries must be directed to designated administrators only. Do not address complaints in room chat.
5. Spamming the room chat will result in a **-5 point penalty** per incident.
6. Teams are responsible for all messages sent by their members in any official room.

## 9 Device Rules

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1. **Only mobile phones** are permitted for participation. No exceptions.
2. iPads, tablets, or any non-phone mobile devices are **prohibited**.
3. Emulators of any kind are **strictly prohibited**. Using an emulator is treated as cheating.
4. External controllers, gamepads, and joysticks are **prohibited**.
5. Keyboard and mouse adapters (OTG or otherwise) are **prohibited**.
6. Any unauthorized hardware modification, including but not limited to custom triggers or macros, is **prohibited**.
7. Participants must use only the official BGMI app downloaded from the Google Play Store or Apple App Store.
8. Organizers reserve the right to request device verification at any point during or after a match.

## 10 Fair Play Policy

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1. All participants must compete **fairly, honestly, and with integrity** in every match.
2. Cheating of any kind is **strictly prohibited** and will result in **immediate disqualification** and potential permanent ban.
3. Use of hacks, aimbots, wallhacks, speed hacks, scripts, exploits, modified game files, or any third-party software providing a gameplay advantage is **prohibited**.
4. **Teaming** – cooperating with players from other teams to gain an unfair advantage – is prohibited.
5. **Stream sniping** – using live streams or external information sources to gain tactical advantages – is prohibited.
6. **Ghosting** – sharing in-game information with eliminated players or spectators to benefit a competing team – is prohibited.
7. Any information sharing with already-eliminated players during an ongoing match is prohibited.
8. Deliberately killing your own teammates or throwing a match intentionally is prohibited and may result in penalties or disqualification.
9. All players are expected to report suspected cheating or unsportsmanlike behavior to tournament officials immediately.

## 11 Anti-Cheat Regulations

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1. Tournament officials may request **device verification, POV footage, or gameplay data** at any time, including after match completion.
2. All players must **cooperate fully** during any investigation. Uncooperative behavior will be treated as admission of guilt.
3. Failure to cooperate with any anti-cheat request may result in **immediate disqualification**.
4. Any evidence of cheating, including third-party video proof, game data analysis, or official Krafton reports, may result in **immediate removal** from the tournament.
5. Kabuto Esports reserves the right to disqualify a team retroactively if cheating is discovered after a match has been played.
6. Players found cheating may be permanently banned from all future Kabuto Esports events.
7. All anti-cheat decisions made by Kabuto Esports administration are **final and non-negotiable**.

## 12 POV (Point of View) Recording Requirements

### !! CRITICAL – NO POV = NO PRIZE POOL !!

1. POV screen recording is **mandatory** for **all players** in **all matches** throughout the entire tournament.
2. Recordings must be **clear, unedited, and uninterrupted** from the moment of lobby entry to match completion.
3. The recording must clearly show the full screen, HUD, and gameplay at all times. Partial or obscured recordings are not acceptable.
4. **Android users** must be prepared to display **IMEI details** via the in-game settings when requested by officials.
5. **iOS users** must display relevant device identification when requested.
6. Players must retain all recordings for a minimum of **72 hours after match completion**.
7. Failure to submit POV recording upon official request will result in **immediate disqualification**.
8. Teams claiming prize money must submit POV recordings for all members without exception.
9. Recording quality must be sufficient to clearly identify gameplay events, UI elements, and in-game actions.

## 13 Gameplay Restrictions

The following items and behaviors are **banned** for the duration of this tournament:

1. **Self-Aid Kits** are prohibited. First offense: **-10 points**. Second offense: **Disqualification**.
2. **Emergency Pickups** are prohibited in all stages and all matches.
3. Intentional bug abuse or deliberate exploitation of any known or unknown game bug is prohibited.
4. Exploiting unintended game mechanics to gain a competitive advantage is prohibited.
5. Parking vehicles inside buildings or using geometry exploits to gain unfair positional advantage is prohibited.
6. Any action deemed grossly unfair or unsportsmanlike by tournament officials may result in point penalties or disqualification.
7. Additional item or mechanic bans may be issued by admins before a given stage – teams must check official channels before each round.

## 14 Match Procedures

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1. Match schedules will be announced via official Kabuto Esports channels at least **24 hours in advance**.
2. All teams must confirm attendance within the official confirmation window. Failure to confirm may result in forfeiture.
3. Room credentials will be shared **15–30 minutes before** the scheduled match time through official channels.
4. Teams must be fully present in the lobby at least **5 minutes before** the match start time.
5. If a match cannot begin due to technical issues, teams must immediately report the problem to an admin. Admins will decide on restarting or proceeding.
6. If a match starts but encounters a server crash or in-game bug affecting all teams, the admin may call for a rematch at their discretion.
7. Teams are solely responsible for their own internet connectivity and device readiness. Disconnections will not automatically result in rematches.
8. Players who are disconnected mid-game may re-enter the lobby and resume if the room allows. They do so at their own risk.
9. Map selections for each stage will be announced by organizers. Teams do not get to choose maps.

## 15 Scoring System

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### 15.1. Placement Points

Placement	Points Awarded
1st Place	10
2nd Place	6
3rd Place	5
4th Place	4
5th Place	3
6th Place	2
7th – 8th Place	1
9th – 10th Place	0

### 15.2. Finish Points

Each confirmed kill / elimination earns **+1 point** regardless of placement.

Finish points accumulate across all matches within a stage and contribute to a team's total score.

### 15.3. Score Calculation

**Total Score** =  $\sum$  (Placement Points + Finish Points) across all matches in a stage

Teams are ranked within their group or overall by their cumulative Total Score for that stage.

## 16 Tiebreaker Rules

If two or more teams finish a stage with an **equal Total Score**, the following tiebreaker criteria are applied in order:

- 1. Placement Points** – The team with the higher cumulative Placement Points advances.
- 2. Finish Points** – The team with the greater total number of eliminations advances.
- 3. Chicken Dinners** – The team with more 1st-place finishes across matches advances.
- 4. Best Single Match Score** – The team with the highest single-match score advances.
- 5. Tournament Committee Decision** – If still tied after all above criteria, the Tournament Committee will make the final determination.

## 17 Prize Distribution

Rank	Award	Prize
<b>Champion</b>	1st Place	<b>Rs.8,000</b>
<b>Runner Up</b>	2nd Place	<b>Rs.4,500</b>
<b>Third Place</b>	3rd Place	Rs.3,000
<b>Fourth Place</b>	4th Place	Rs.1,400
<b>Fifth Place</b>	5th Place	Rs.1,000
<b>Tournament MVP</b>	Individual Award	<b>Rs.1,000</b>
<b>Rank 6 – 16</b>	Grand Finals Participation	<b>Rs.100 each</b>
<b>Total Prize Pool</b>		<b>Rs.20,000</b>

**Tournament MVP Criteria:** The MVP award is given to the individual player with the most outstanding overall performance across the Grand Finals (highest kill count, highest damage dealt, or a combination of statistics at the discretion of the committee).

## 18 Prize Eligibility

1. Prize distribution occurs **only after full verification** of all eligibility criteria, POV recordings, and rule compliance.
2. All team members must fully comply with every rule in this rulebook to be eligible for prizes.
3. Teams or individuals failing any part of the post-match verification process **lose all prize eligibility**.
4. **No POV recording = No prize eligibility.** This applies to every member of a prize-winning team.
5. Prize payments will be processed within the officially announced disbursement window (typically 5–7 business days after Grand Finals).
6. Kabuto Esports reserves the right to **withhold or void prizes** pending investigation of any rule violation or suspicious activity.
7. Prize winnings are the sole responsibility of recipients with respect to applicable taxes and compliance.
8. In the event of disqualification after prize distribution, Kabuto Esports reserves the right to reclaim disbursed prizes.

## 19 Penalties & Violations

Violation	Penalty
Room Chat Spam	-5 Points
Sharing Room ID/Password	-10 Points
Unregistered Player in Match	-10 Points
Extra Player in Room	-10 Points
Self-Aid Kit Use (First Offense)	-10 Points
Self-Aid Kit Use (Second Offense)	<b>Disqualification</b>
Emergency Pickup Use	-10 Points
Slot Violation	Room Removal
Failure to Submit POV	<b>Disqualification</b>
Account Sharing	<b>Disqualification</b>
Cheating / Hacking	<b>Disqualification + Ban</b>
Roster Fraud / Identity Fraud	<b>Disqualification + Ban</b>
Intentional Match Throwing	<b>Disqualification</b>
Stream Sniping	<b>Disqualification</b>
Ghosting / Information Sharing	-10 Points / DQ
Abusive / Toxic Behavior	Warning → DQ

**Note:** Penalties may be cumulative. Repeated minor violations may escalate to disqualification at the discretion of tournament administration. Multiple penalty triggers in a single match can result in disqualification regardless of individual penalty severity.

## 20 Dispute Resolution

- All disputes must be reported to tournament administrators **immediately** after the incident – no later than **15 minutes after match completion**.
- Disputes must be submitted through official channels only (designated admin contact). Complaints raised via social media will not be considered.
- Each dispute report must include: match identifier, timestamp of the incident, a description of the issue, and any supporting evidence (screenshots, video clips).
- The tournament committee will review all submitted evidence and issue a ruling within a reasonable time.
- All rulings issued by Kabuto Esports administration are **final and binding**. There is no external appeals process.
- False dispute reports intended to delay matches or harass opponents may result in point penalties.

## 21 Streaming & Media Policy

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1. Players who wish to personally stream their gameplay must do so with a **minimum 3-minute stream delay** to prevent stream sniping.
2. Kabuto Esports may officially broadcast tournament matches. Official broadcasts may not have a stream delay.
3. Teams and players may be featured in official Kabuto Esports media. Participating in this tournament constitutes consent to such use.
4. Players must not reveal room credentials, team strategies, or sensitive tournament information on any public platform.
5. Players caught streaming without a delay and benefiting from stream sniping will be disqualified.
6. Kabuto Esports holds the right to use match footage for promotional purposes.

## 22 Official Communication Channels

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All tournament updates, schedules, room credentials, results, and announcements will be published **exclusively** through the following official channels. Teams are responsible for monitoring these channels:

[W] [kabutoesports.com](https://kabutoesports.com)

[IG] [@ig\\_k4buto](https://www.instagram.com/ig_k4buto)

[WA] [Official WhatsApp Channel](#)

[DC] [Official Discord Server](#)

**Important:** Kabuto Esports is **not responsible** for misinformation circulated through unofficial sources. Always verify information through the channels listed above.

## 23 Organizer Rights & Reservations

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1. Kabuto Esports reserves the right to **modify, amend, or supplement** these rules at any time. Teams will be notified via official channels.
2. Tournament officials may investigate any suspicious activity, gameplay behavior, or eligibility concerns at their sole discretion.
3. Officials may issue warnings, apply point penalties, or disqualify teams or individuals as they deem necessary.

4. Kabuto Esports reserves the right to **cancel, postpone, or restructure** the tournament in the event of extraordinary circumstances (technical failures, force majeure, game updates, etc.).
5. In the event of cancellation, prize distribution will be handled on a case-by-case basis at the discretion of Kabuto Esports.
6. All decisions made by Kabuto Esports tournament administration are **final, binding, and non-negotiable**.
7. By registering for Summer Domination Season 1, all participants confirm that they have **read, understood, and agreed** to all terms and conditions in this rulebook.



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**GOOD LUCK.**  
**PLAY FAIR.**  
**DOMINATE.**



**SUMMER DOMINATION SEASON 1**  
ORGANIZED BY KABUTO ESPORTS

By participating in this tournament, all players and teams confirm that they have fully read and agree to all terms within this Official Rulebook.

[kabutoesports.com](https://kabutoesports.com) | [@ig\\_k4buto](https://twitter.com/ig_k4buto)