AMONG US
RULEBOOK

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1.Team Composition

- Each match will consist of 10 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.
- Devices
- Players may use either a PC or mobile device.
- Players are responsible for ensuring a stable internet connection.
- Game Settings
- Impostors: 2
- Discussion Time: 30 seconds
- Voting Time: 30 seconds
- Player Speed: 1.75x
- Kill Cooldown: 15 seconds
- Kill Distance: Medium
- Visual Tasks: Off
- Task Bar Updates: Meetings only
- Common Tasks: 2
- Long Tasks: 1
- Short Tasks: 2

3. Logistics and Conduct

- Arrival Time
- Players must join the lobby at least 15 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.

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- 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.

4. Judging Criteria & Management Decisions

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

5. Scoring System

- Crewmates Win: Surviving crewmates earn points.
- Impostors Win: Impostors earn points based on eliminations and survival.
- Best Player Selection: Based on survival, tasks completed, impostor eliminations, and strategic play.

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:
- Survival time
- Number of impostors eliminated
- Tasks completed
- 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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