



Presents



IEC

INTER-IIT ESPORTS CHAMPIONSHIP



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WHAT IS IIITians NETWORK ?

IIITians Network is India's largest student-led community connecting students, alumni, and professionals across IIITs.

With 35,000+ members spanning multiple campuses, we enable meaningful engagement through events, content, and collaborations.



30,000+
Students



30+
Colleges



50+
Partnership



1M+
Monthly Reach

20k Instagram Followers | 15k+ LinkedIn Followers | 30k+ website visits



WHAT IS INTER-IIT ESPORTS CHAMPIONSHIP ?

IEC (Inter-IIIT Esports Championship) is a national-level esports tournament organized by IIITians Network to bring together students from IIITs through competitive gaming.

It provides a platform where students can represent their institutes, compete in popular esports titles, build connections across campuses, and celebrate the growing gaming culture within the IIIT community. IEC is more than just a tournament, it is an initiative to strengthen collaboration, foster healthy competition, and create a unified esports ecosystem across IIITs.

Organised by - IIITians Network
Organising Partners - Clutch IIIT Kota,
Synergy IIIT Nagpur,
Sports Club IIIT Kalyani



WHY INTER-IIT ESPORTS CHAMPIONSHIP ?

The IIT ecosystem consists of thousands of talented and passionate students spread across multiple campuses in India. While students regularly connect through academics, hackathons, and technical events, there has been limited large-scale engagement in esports despite the rapidly growing interest in competitive gaming.

IEC was created to bridge this gap.

The championship provides students with an opportunity to represent their institute, showcase their gaming skills, interact with peers from other IITs, and be part of a larger community beyond their own campus. It promotes teamwork, leadership, strategic thinking, and sportsmanship while creating memorable experiences for participants.



GAMES & ORGANISERS



SYNERGY CLUB, IIT NAGPUR **VALORANT ORGANISING PARTNERS**

The Synergy Club, IIT Nagpur, will serve as the official game organizer for the Valorant tournament at IEC 2026 (Inter IIT Esports Championship). The club will be responsible for organizing and managing the tournament, ensuring smooth execution and a fair, competitive experience for all participating teams.



GAMES & ORGANISERS



CLUTCH CLUB, IIIT KOTA BGMI ORGANISING PARTNERS

The Clutch Club, IIIT Kota, will serve as the official game organizer for the BGMI tournament at IEC 2026 (Inter IIT Esports Championship). The club will be responsible for planning, coordinating, and executing the tournament, ensuring a smooth, fair, and competitive experience for all participating teams.



GAMES & ORGANISERS



SPORTS CLUB, IIT KALYANI **FF ORGANISING PARTNERS**

The Sports Club, IIT Kalyani, will serve as the official game organizer for the Free Fire tournament at IEC 2026 (Inter IIT Esports Championship). The team will be responsible for planning, coordinating, and executing the tournament, ensuring a smooth, fair, and competitive experience for all participating teams.



PARTICIPATING COLLEGES



OUR VISION

The Inter IIT Esports Championship (IEC) envisions becoming India's premier collegiate esports platform, uniting students from IITs across the nation through the spirit of competitive gaming, collaboration, and innovation. Our goal is to foster a thriving esports ecosystem that goes beyond competition by encouraging teamwork, strategic thinking, leadership, and meaningful connections among the country's brightest engineering minds. Through world-class tournament experiences and a strong community-driven approach, we aim to inspire excellence, strengthen inter-IIT relationships, and establish a lasting legacy that contributes to the growth of collegiate esports in India.

CHAMPIONSHIP STRUCTURE - INTRA

PHASE 1 : INTRA-IIT QUALIFIERS

All IIITs conduct qualifiers in their IIITs for each of the three games.



These top teams from each game will qualify for Phase 2.

CHAMPIONSHIP STRUCTURE - INTER

PHASE 2 : PART 1 – GROUP STAGE

All qualified teams compete in Group Stage matches for each of the three games.

FORMAT



GROUPS
OF TEAMS



ROUND ROBIN
MATCHES



POINTS
AWARDED



Top N teams from each group
will advance to the last round.

POINTS TABLE

#	TEAM	MATCHES	W	L	POINTS
1	TEAM PHOENIX	5	4	1	12
2	TEAM TITAN	5	3	2	9
3	TEAM VORTEX	5	3	2	9
4	TEAM NEXUS	5	2	3	6
5	TEAM ORION	5	1	4	3
6	TEAM INFERNO	5	0	5	0

The final game plan may vary depending on participant registrations.

CHAMPIONSHIP STRUCTURE - FINALE

The final round of the IEC will be conducted entirely at the discretion of the Organising Partner. The format, rules, and execution will be decided based on their preferences and operational requirements.

A proposed tournament structure may include:

- BGMI & Free Fire MAX:** The top N teams from each group in group stage may qualify for the finals, where they will compete in a series of three matches. The team with the highest cumulative points across all matches will be declared the champion.
- VALORANT:** The qualified teams may compete in a single-elimination knockout bracket, with each match determining progression until the tournament champion is crowned.

The above format is only a suggested structure and may be modified by the Organising Partner to best suit the event.

IMPORTANT POINTS

- **All players in a team must belong to the same IIIT campus.**
- **Every participant must carry a valid College ID for verification.**
- **Team registrations are considered final once approved by the organizers.**
- **Participants must report to the venue 15–30 minutes before their scheduled match.**
- **Failure to report on time may result in a walkover or disqualification.**
- **Any use of cheats, hacks, exploits, unauthorized software, or unfair advantages will result in immediate disqualification.**
- **The tournament organizers reserve the right to inspect devices if fair play is suspected to be compromised.**
- **Players must use only the accounts permitted under the tournament rules.**
- **Team substitutions are allowed only with prior approval from the organizers (if applicable).**

PRIZES & REWARDS

- **Cash Prizes will be awarded to the Champion team of each tournament.**
- **Exciting Goodies will be presented to the Top 3 teams.**
- **Certificates of Participation will be provided to all participants.**
- **Winner & Runner-up Certificates will be awarded to the top-performing teams.**
- **Winners will be featured across the official social media platforms of IEC 2026 and IIITians Network.**
- **An opportunity to compete against top talent from IIITs across India and gain nationwide recognition.**

CONTACT & HELPOESK

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