TE LINKS

NED EVOLVE '26

GENERAL RULES FOR NED EVOLVE 26

TO ENSURE A FAIR, COMPETITIVE, AND WELL-ORGANIZED TOURNAMENT, ALL PARTICIPANTS MUST FOLLOW FOLLOWING GENERAL RULES:

1. FAIR PLAY & SPORTSMANSHIP

1) CHEATING, HACKING, EXPLOITING IN-GAME BUGS OR USING UNAUTHORIZED SOFTWARE/TOOLS WILL RESULT IN IMMEDIATE DISQUALIFICATION.

2) PLAYERS MUST RESPECT OPPONENTS, REFEREES AND EVENT STAFF AT ALL TIMES. ANY FORM OF HARASSMENT, OFFENSIVE BEHAVIOR, OR UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED.

3) MATCH-FIXING OR COLLUSION BETWEEN PLAYERS/TEAMS IS STRICTLY PROHIBITED.

4) REFEREES/MODULE LEADS/VENUE HEADS DECISION ARE FINAL AND NO ABUSIVE LANGUAGE AGAINST WILL BE TOLERATED.

2. PUNCTUALITY & ATTENDANCE

1) ALL PARTICIPANTS MUST PRESENT 10 MINUTES PRIOR TO THEIR MATCH.

2) IF A TEAM/PLAYER FAILS TO SHOW UP WITHIN 10 MINUTES OF THE GIVEN TIME, THE OPPOSING TEAM WILL RECEIVE A WALKOVER AND AUTOMATICALLY ADVANCE.

3) FOR MOBILE GAMES, MATCHES WILL START WITHOUT ABSENT TEAMS IF THEY FAIL TO JOIN WITHIN THE ALLOTTED TIME.

3. EQUIPMENT & GAME SETTINGS

1) PLAYERS MUST USE THE PROVIDED EQUIPMENT AT THE VENUE FOR PC AND CONSOLE GAMES.

2) PERSONAL CONTROLLERS, KEYBOARDS, OR MICE ARE ALLOWED AND MUST BE CONFIGURED BEFORE THE MATCH AND AT YOUR OWN RISK.

3) ALL MATCHES WILL BE PLAYED ON STANDARD GAME SETTINGS TO ENSURE FAIRNESS.

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4. MATCH FORMAT & RULES COMPLIANCE

1) PLAYERS MUST FOLLOW THE DESIGNATED GAME MODE AND SETTINGS AS OUTLINED IN THE TOURNAMENT RULES.
2) REFEREES AND ORGANIZERS HAVE THE FINAL SAY IN ALL DISPUTES AND MATCH DECISIONS.
3) ONLY THE FORMAT DEFINED BY ORGANIZERS WILL BE FOLLOWED THROUGHHOUT THE EVENT.

5. TECHNICAL ISSUES & RESTARTS

1) IN THE EVENT OF MAJOR TECHNICAL ISSUES (E.G., SERVER CRASHES OR POWER FAILURES), THE MATCH MAY BE RESTARTED OR PAUSED AT THE DISCRETION OF THE ORGANIZERS.
2) PERSONAL CONNECTION ISSUES (FOR MOBILE & PC PLAYERS) WILL NOT WARRANT A RESTART UNLESS MULTIPLE TEAMS ARE AFFECTED.

6. SPECTATOR & BROADCAST RULES

1) ONLY DESIGNATED CASTERS, REFEREES, OR AUTHORIZED MEDIA ARE ALLOWED TO SPECTATE MATCHES.
2) UNAUTHORIZED SPECTATORS OR THIRD-PARTY INTERFERENCE IN MATCHES IS NOT ALLOWED.

7. TOURNAMENT INTEGRITY & DECISION MAKING

1) THE ORGANIZERS HAVE THE RIGHT TO MAKE FINAL DECISIONS ON ALL MATTERS, INCLUDING RULE VIOLATIONS, DISPUTES, AND MATCH RESULTS.
2) ANY ATTEMPT TO MANIPULATE RESULTS OR DISRUPT THE EVENT WILL RESULT IN SEVERE PENALTIES, INCLUDING DISQUALIFICATION.

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TO ENSURE A FAIR, COMPETITIVE, AND WELL-ORGANIZED TOURNAMENT, ALL PARTICIPANTS MUST FOLLOW FOLLOWING GENERAL RULES:

8. MATCH FORMAT & RULES COMPLIANCE

1) ALL PARTICIPANTS MUST UPHOLD THE SPIRIT OF COMPETITIVE GAMING AND MAINTAIN PROFESSIONALISM.
2) ANY FORM OF DISCRIMINATION, HATE SPEECH, OR INAPPROPRIATE BEHAVIOR WILL LEAD TO REMOVAL FROM THE TOURNAMENT.
3) SMOKING/VAPING WITHIN THE PREMISIS OF UNIVERISTY IS STRITCLY PROHIBITED.
4) MAINTAIN DISCPLINE WITHIN THE VENUE OF THE EVENT WHILE PLAYING.
5) ANY FORM OF ABUSE TOWARDS OPPONENT WILL RESULT IN DISQUALIFCATION.
6) ALL PARTICIPANTS MUST FOLOW UNIVERSITI'S OFFCIAL OUTFUT GUIDELINES.

9. REGISTRATION RULES (NED SOCIETY STUDENTS)

1) PC MODULE MUST AT LEAST CONSIST 2 PLAYERS FROM NED IN EVERY TEAM OF PC MODULE WITH ATLEAST ONE IN PLAYING FIVE.
2) NO PRO PLAYERS OR TEAMS ARE ALLOWED FROM OUTSIDE THE NED IN PC MODULE.
3) MOBILE MODULE MUST AT LEAST CONSIST 1 PLAYERS FROM NED IN TEAM OF MOBILE MODULE WITH ATLEAST ONE IN PLAYING FOUR.
4) IF ANY TEAM FOUND FOR VOILATION OF THE ABOVE REGISTRATION RULES, TEAM WILL BE IMMEDIATELY DISQUALIFIED.

10. REGISTRATION RULES (OUTSIDERS)

1) PC MODULE MUST AT LEAST CONSIST 2 PLAYERS FROM NED IN EVERY TEAM OF PC MODULE WITH ATLEAST ONE IN PLAYING FIVE.
2) NO PRO PLAYERS OR TEAMS ARE ALLOWED FROM OUTSIDE THE NED IN PC MODULE.
3) MOBILE MODULE MUST AT LEAST CONSIST 1 PLAYERS FROM NED IN TEAM OF MOBILE MODULE WITH ATLEAST ONE IN PLAYING FOUR.
4) IF ANY TEAM FOUND FOR VOILATION OF THE ABOVE REGISTRATION RULES, TEAM WILL BE IMMEDIATELY DISQUALIFIED.

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TO ENSURE A FAIR, COMPETITIVE, AND WELL-ORGANIZED TOURNAMENT, ALL PARTICIPANTS MUST FOLLOW FOLLOWING GENERAL RULES:

11. REFUND AND FORM FILLING POLICY.

1) IF DUE TO ANY CIRCUMSTANCES EVENT IS CANCELLED THE REFUND WILL BE GIVEN WITHIN 14 DAYS OF CANCELLATION.
2) NO REFUND WILL BE GRANTED AFTER THE APPROVAL OF FORM BY EVOLVE TEAM FOR THE MISTAKE MADE BY END USER.
3) CAPTAIN MUST PROVIDE ACTIVE WHATSAPP NUMBER FOR SMOOTH COMMUNICATION AND ENSURE CORRECT INFORMATION IS BEING FILLED OUT

12. PARTICIPATION RULE BOOK.

1) ONE PLAYER CAN ONLY PARTICIPATE FROM ONE TEAM - DUAL TEAM IS STRITCLY PROHIBITED.
2) ONE PLAYER CAN ONLY PARTICIPATE IN ONE TEAM OF MAJOR MODULE (PC & MOBILE) AND ONE TEAM OF MINOR MODULE.
3) IF ANY TEAM FOUND FOR VOILATION OF THE ABOVE REGISTRATION RULES, TEAM WILL BE IMMEDIATELY DISQUALIFIED.
4) INCASE OF COLLISION OF MATCH SCHEDULE, ORGANIZERS WONT BE RESPONSIBLE AND THE PLAYER HAD TO SELECT ON THEIR OWN FOR WHICH MODULE THEY WANNA PLAY ELSE WALKOVER WILL BE GIVEN AFTER 10 MINUTES.

BY PARTICIPATING IN NED EVOLVE'26, ALL PLAYERS AND TEAMS AGREE TO FOLLOW THESE GENERAL RULES. FAILURE TO COMPLY MAY RESULT IN PENALTIES, INCLUDING MATCH FORFEITURE OR TOURNAMENT BANS. IF ANY TEAM FOUND FOR VOILATION OF THE ABOVE RULES, TEAM WILL BE IMMEDIATELY DISQUALIFIED.

Best of Luck

EVOLVE'26