

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 THROUGHOUT 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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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 DISCIPLINE WITHIN THE VENUE OF THE EVENT WHILE PLAYING.
- 5) ANY FORM OF ABUSE TOWARDS OPPONENT WILL RESULT IN DISQUALIFICATION.
- 6) ALL PARTICIPANTS MUST FOLOW UNIVERSTIT'S OFFICIAL 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.

GENERAL RULES FOR NED EVOLVE 26

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 STRICTLY 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 VIOLATION OF THE ABOVE REGISTRATION RULES, TEAM WILL BE IMMEDIATELY DISQUALIFIED.
- 4) IN CASE OF COLLISION OF MATCH SCHEDULE, ORGANIZERS WON'T 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 VIOLATION OF THE ABOVE RULES, TEAM WILL BE IMMEDIATELY DISQUALIFIED.

Best of Luck

GENERAL RULE BOOK & FORMAT

PC MODULE: COUNTER STRIKE 2

- **COMPETITIVE MODE** WILL BE FOLLOWED THROUGHOUT THE EVENT
- **BEST OF 1** WILL BE PLAYED FOR GROUP STAGES & **BEST OF 3** FOR GRAND FINALS.
- EACH TEAM CAN CALL **THREE 30-SECONDS** TACTICAL TIMEOUTS PER MATCH.
- INCASE OF **PC ERROR** - ADDITIONAL PAUSE WILL BE GIVEN.
- TEAMS MUST BE READY **10 MINUTES** BEFORE THE START OF THIER MATCH'S SCHEDULED TIME
- IF A TEAM FAILS TO SHOW UP WITHIN **10 MINUTES**, OPPONENTS WILL BE GIVEN A **WALKOVER**.
- THERE ARE **NO RESTRICTIONS** ON FACEIT IDS.

MAP POOL AND OVERTIME:

ANUBIS - INFERNO - MIRAGE - NUKE - DUST2 - ANCIENT - OVERPASS
(**VETO SYSTEM WILL BE FOLLOWED**).

OVERTIME WILL BE ENABLED, WITH FIRST TO 4 ROUNDS TO WIN.

GENERAL RULE BOOK & FORMAT

PC MODULE: VALORANT

- **COMPETITIVE MODE** WILL BE FOLLOWED THROUGHOUT THE EVENT
- **BEST OF 1** WILL BE PLAYED FOR GROUP STAGES & **BEST OF 3** FOR GRAND FINALS.
- EACH TEAM CAN CALL **TWO ONE-MINUTE** TACTICAL TIMEOUTS PER MATCH.
- IN CASE OF PC ERROR - ADDITIONAL PAUSE WILL BE GIVEN.
- TEAMS MUST BE READY **10 MINUTES** BEFORE THE START OF THEIR MATCH'S SCHEDULED TIME
- IF A TEAM FAILS TO SHOW UP WITHIN **10 MINUTES**, OPPONENTS WILL BE GIVEN A **WALKOVER**.

MAP POOL AND OVERTIME:

ABYSS - BIND - BREEZE - CORRODE - HAVEN - PEARL - SPLIT
(VETO SYSTEM WILL BE FOLLOWED).

OVERTIME WILL BE ENABLED, WITH FIRST TO 2 ROUNDS TO WIN.

GENERAL RULE BOOK & FORMAT

PS MODULE: TEKKEN 8

- BEST OF 1 MAP (FIRST TO FIVE ROUNDS) WILL BE PLAYED TILL SEMIS
- BEST OF 3 MAP (FIRST TO FIVE ROUNDS) WILL BE PLAYED IN SEMI FINALS.
- BEST OF 3 MAP (FIRST TO FIVE ROUNDS) WILL BE PLAYED IN FINALS
- INCASE OF PS ERROR - THAT ROUND/MAP WILL PLAYED AGAIN.
- PLAYERS MUST BE READY TO START THE MATCH WITHIN 10 MINUTES OF THE SCHEDULED TIME
- IF A PLAYER FAILS TO SHOW UP WITHIN 10 MINUTES, OPPONENTS WILL BE GIVEN A WALKOVER.
- EACH PLAYER SELECTS THEIR CHARACTER FROM ALL SELECTABLE CHARACTERS AND THE STAGE IS SELECTED AT RANDOM OR BY MUTUAL CONCERNS.
- THE LOSER OF ANY SINGLE SET MAY CHOOSE BETWEEN RETURNING TO STAGE SELECT AND CHOOSING A NEW RANDOMLY SELECTED STAGE OR RETURNING TO CHARACTER SELECT TO CHOOSE A NEW CHARACTER AND A NEW RANDOMLY SELECTED STAGE (SEMIS)

GENERAL RULE BOOK & FORMAT

PS MODULE: FC FIFA 26

- **BEST-OF-1** WILL BE PLAYED TILL SEMIS
- **2-LEGS (UCL FORMAT)** WILL BE PLAYED IN SEMIS
- **2-LEGS (UCL FORMAT)** WILL BE PLAYED IN FINALS
- **MATCH LENGTH:** 5 MINUTES EACH HALF WILL BE FOLLOWED
- EACH PLAYER IS PERMITTED **ONE PAUSE PER MATCH** IN THE EVENT OF **TACTICAL PAUSE**.
- **TACTICAL PAUSE** MAY LAST NO LONGER THAN **2 MINUTES**.
- EACH PLAYER IS PERMITTED **ONE PAUSE PER MATCH** IN THE EVENT OF A **DISCONNECTION OR HARDWARE/SOFTWARE MALFUNCTION**.
- IF GAME CRASHES THE GAME WILL **BE REMADE FROM 0-0**.

GENERAL RULE BOOK & FORMAT

MOBILE MODULE: FREE FIRE

- **MATCH FORMAT:** ALL MATCHES WILL BE PLAYED IN A BATTLE ROYALE SQUAD MODE.
- **QUALIFICATION CRITERIA:** THE TOP 8 TEAMS WITH THE HIGHEST POINTS WILL QUALIFY FOR THE NEXT STAGE.
- **TOTAL MATCHES:** A TOTAL OF 3 MATCHES WILL BE PLAYED IN THE QUALIFICATION AND GRAND FINALS.

PLACEMENT POINTS:

1ST PLACE: 12 POINTS 2ND PLACE: 9 POINTS 3RD PLACE: 8 POINTS
4TH PLACE: 7 POINTS 5TH PLACE: 6 POINTS 6TH PLACE: 5 POINTS
7TH PLACE: 4 POINTS
8TH PLACE: 3 POINTS
9TH PLACE: 2 POINTS
10TH-12TH PLACE: 1 POINT
13TH-LAST PLACE: 0 POINTS

KILL POINTS:

EACH ELIMINATION = 1 POINT

MATCH RULES:

- **MAP ROTATION:** MAPS WILL BE ROTATED BETWEEN BERMUDA, PURGATORY AND ALPINE.
- **MATCH TIME:** STANDARD FREE FIRE MATCH DURATION WILL BE FOLLOWED.
- **TIEBREAKER RULES:** IN CASE OF A TIE IN TOTAL POINTS, THE RANKING WILL BE DECIDED BASED ON:

1. TOTAL KILLS
2. HIGHEST PLACEMENT FINISH ACROSS ALL MATCHES
3. HEAD-TO-HEAD PERFORMANCE IN DIRECT ENCOUNTERS

TECHNICAL RULES:

- IF A TEAM FACES A DISCONNECTION OR HARDWARE ISSUE, NO REMATCH WILL BE GRANTED UNLESS IT AFFECTS MULTIPLE TEAMS.
- IN CASE OF A SERVER CRASH, THE GAME WILL BE REMADE WITH A FRESH START.

GENERAL RULE BOOK & FORMAT

MOBILE MODULE: PUBG

- **MATCH FORMAT:** ALL MATCHES WILL BE PLAYED IN A BATTLE ROYALE SQUAD MODE.
- **QUALIFICATION CRITERIA:** THE TOP 8 TEAMS WITH THE HIGHEST POINTS WILL QUALIFY FOR THE NEXT STAGE.
- **TOTAL MATCHES:** A TOTAL OF 3 MATCHES WILL BE PLAYED IN THE QUALIFICATION AND GRAND FINALS.

PLACEMENT POINTS:

1ST PLACE: 10 POINTS 2ND PLACE: 8 POINTS 3RD PLACE: 6 POINTS
4TH PLACE: 4 POINTS 5TH PLACE: 3 POINTS 6TH PLACE: 2 POINTS
7TH - 10TH PLACE: 1 POINT
11TH-LAST PLACE: 0 POINTS

KILL POINTS:

EACH ELIMINATION = 1 POINT

MATCH RULES:

- **MAP ROTATION:** MAPS WILL BE ROTATED BETWEEN ERANGEL, MIRAMAR AND RONDO
- **MATCH TIME:** STANDARD PUBG MATCH DURATION WILL BE FOLLOWED.
- **TIEBREAKER RULES:** IN CASE OF A TIE IN TOTAL POINTS, THE RANKING WILL BE DECIDED BASED ON:

1. TOTAL NUMBER OF WWCD ACROSS ALL MATCHES.
2. TOTAL NUMBER OF PLACEMENT POINTS ACROSS ALL MATCHES.
3. TOTAL NUMBER OF ELIMINATION POINTS ACROSS ALL MATCHES.
4. THE BEST PLACEMENT RANKING IN THE MOST RECENT MATCH.

TECHNICAL RULES:

- IF A TEAM FACES A DISCONNECTION OR HARDWARE ISSUE, NO REMATCH WILL BE GRANTED UNLESS IT AFFECTS MULTIPLE TEAMS.
- IN CASE OF A SERVER CRASH, THE GAME WILL BE REMADE WITH A FRESH START.