RULE BOOK
DDX PRO LEAGUE
SEASON 3

TABLE OF CONTENTS

1-9 Tournament Information & Format
10-18 Match Settings, Roster & Device Rules
19-25 Competitive Rules & Protest System
26-35 Prize Pool, Media Rights & Check-In Requirements
36-40 Administration, Communication & Broadcast Rules
41-47 Observer, Conduct, Coach & Penalty Rules
48-50 Contact Information, Final Authority & Version

Tournament Information

1. Full Event Name : HyperCon26 NextEra Cup FREE FIRE

2. Organizers Names : CA Agency, NXL Entertainment, DDX

Esports and AEROLUX Global (Free Fire Partner)

3. Venue Name : TBC

4. Event Dates : 26th and 27th September 2026

5. Registration Open Date : 20th August 2026

6. Registration Close Date : 1st September 2026

Tournament Format :

7. Qualification stage format

* 3 matches for Round

*Team qualified: The number of teams advancing from the Qualification Stage shall be determined based on total registrations and will be officially announced by tournament management.

8. Knockout stage format : * Total Teams: 24

* Total Groups: 4 (A, B, C, D)

* Teams per Group: 6

* Matches per Group Rotation: 4

* Total Knockout Matches: 24

* Qualification: Top 12 Teams advance to Grand Finals

* Maps rotation : Maps shall be selected and rotated at the discretion of tournament officials and may be randomized throughout the tournament.

* : Total Matches: 24

Group Rotation Number of Matches

Group A vs Group B 4

Group A vs Group C 4

Group A vs Group D 4

Group B vs Group C 4

Group B vs Group D 4

Group C vs Group D 4

9. Grand Final format

Champion Rush format shall be enabled with a Champion Rush threshold of 90 points.

Maximum Matches: 10

Match Settings

10. Official maps list

* Bermuda

* Purgatory

* Kalahari

* Nexterra

* Solara

11. Match Rotation Order

Match rotation order shall be determined by tournament officials and may be randomized throughout the tournament.

Roster Rules

* 4 Main Players + 2 Substitute Allowed

* No Multi-Team Participation

* No Unregistered Players

* No Roster Changes After Lock

* Account Sharing Strictly Prohibited

*Sri Lankan teams participating on the Singapore (SG) server may register and use a maximum of two (2) foreign players in their roster. All foreign players must be declared during registration and approved by tournament officials.

Fair Play & Anti-Cheat

* Rooted or Jailbroken devices are strictly prohibited during official tournament matches.

* The use of third-party communication applications with opposing teams during active matches is strictly prohibited.

* Tournament officials reserve the right to inspect player devices at any time before, during, or after the tournament.

12. Main Roster Size

Each team must register four (4) main players.

13. Substitute Players

Each team may register up to two (2) substitute players.

14. Coach Registration

Each team may register one (1) coach.

15. Tablets

Tablets are prohibited .

16. Triggers

Triggers are prohibited.

17. Cooling Fans

Cooling accessories and cooling fans are permitted.

18. Power Banks

Power banks are permitted.

Competitive Rules

19. Teaming

Prohibited.

20. Stream Sniping

Prohibited.

21. Account Sharing

Prohibited.

22. VPN Usage

Prohibited during official matches.

23. Emulator Usage

Prohibited.

24. Rooted/Jailbroken Devices

Prohibited.

The use of third-party software, hacks, cheats, unauthorized tools, or communication applications intended to gain an unfair competitive advantage is strictly prohibited.

Protest System

1. Teams may submit an official protest regarding rule violations, scoring discrepancies, cheating allegations, or other tournament-related incidents.

2. All protests must be submitted by the team captain or an authorized team representative.

3. Protests must include sufficient evidence, such as screenshots, video recordings, livestream clips, or other relevant materials.

4. Protests must be submitted within 30 minutes of the conclusion of the affected match unless otherwise specified by tournament officials.

5. Tournament officials will review all submitted evidence and issue a final decision.

6. False, misleading, or malicious protests may result in penalties.

7. The decision of the tournament administration is final and binding.

Evidence Requirements

* Screenshots

* Match Recordings

* Livestream Clips

* Official Match Results

* Any Additional Supporting Evidence

Important Note

No protest will be considered without valid evidence. The tournament administration reserves the right to request additional information during the review process.

25. Official Protest Submission Window

Protests must be submitted within 30 minutes of the conclusion of the affected match.

Prize Pool

26. 60000 LKR

Media Rights

1. By participating in the tournament, all players, teams, coaches, and staff grant the tournament organizer permission to photograph, record, stream, and broadcast their participation.
2. The tournament organizer reserves the right to use player names, team names, logos, images, voice recordings, gameplay footage, and match highlights for promotional, marketing, broadcasting, and archival purposes.
3. Participants shall not be entitled to any compensation for the use of such media materials unless otherwise agreed in writing.
4. Teams and players may create their own content, provided it does not interfere with tournament operations or violate tournament rules.
5. The tournament organizer retains the right to remove or restrict unauthorized broadcasts, recordings, or content that may negatively impact the event.

27. Official Livestream

Official tournament livestreams may be conducted by NXL Entertainment and/or Playomo Esports.

28. Tournament Media Usage Rights

By participating in the tournament, all participants grant NXL Entertainment a non-exclusive, worldwide, royalty-free right to record, broadcast, reproduce, distribute, and use tournament-related footage, images, audio, player names, team names, and logos for promotional, marketing, archival, and broadcasting purposes.

Contact

29. Free Fire Partner Email

aeroluxglobalesport@gmail.com

30. Official Website

www.nxlentertainment.com

31. Official Support Channels

Official WhatsApp Community, designated support channels, and tournament administration contacts.

Additional:Join HyperCon26 Whtsapp group for Tournament live information

32. Alcohol Policy

Alcohol consumption is strictly prohibited within tournament and venue premises.

33. Dress Code

No official dress code shall be enforced unless otherwise announced by tournament officials.

34. Team Jersey Requirement

Team jerseys are encouraged but not mandatory.

35. Check-In Requirements

All players must arrive at the venue at least 45 minutes prior to their scheduled match. Official check-in will close 30 minutes before the scheduled match start time. Players who fail to complete check-in before the deadline may forfeit their right to participate in the match.

36. TOURNAMENT ADMINISTRATION

• The tournament shall be administered by NXL Entertainment and its appointed tournament officials.

• Tournament officials include administrators, referees, observers, production staff, and event management personnel.

• Tournament officials reserve the right to make decisions regarding any situation not specifically covered within this rulebook.

• All participants must comply with instructions issued by tournament officials at all times.

• Failure to comply with official instructions may result in penalties, disqualification, or removal from the event.

• Official instructions and tournament updates may be communicated through the official HyperCon26 WhatsApp Community and other NXL Entertainment communication channels.

37. COMMUNICATION RULES

• Official tournament announcements shall only be issued through NXL Entertainment's official communication channels.

• Teams are responsible for monitoring official announcements and updates.

• Sharing false information, misleading participants, or impersonating tournament officials is prohibited.

• Match room credentials, passwords, and sensitive tournament information must remain confidential.

38. COMPETITIVE INTEGRITY

• Match-fixing, bribery, betting on tournament matches, collusion, or any attempt to manipulate tournament results is strictly prohibited.

• Players and teams must compete to the best of their abilities at all times.

• Intentionally losing matches or assisting another team to gain an unfair advantage is prohibited.

• Any violation of competitive integrity rules may result in disqualification and future tournament bans.

39. TEAMING POLICY

• Teaming is defined as any form of cooperation, coordination, communication, or agreement between opposing teams intended to gain an unfair competitive advantage.

• Teaming is strictly prohibited in all tournament stages.

• Any team found guilty of teaming may be immediately disqualified from the tournament.

40. STREAMING & BROADCAST RULES

• The tournament organizer reserves exclusive rights to official tournament broadcasts.

• Players may livestream their gameplay unless otherwise instructed by tournament officials.

• Tournament management may require stream delay settings when deemed necessary.

• Stream sniping or using livestream information to gain a competitive advantage is strictly prohibited.

• Official tournament livestreams may be broadcast during the event.

• Official media content, match highlights, interviews, photographs, and post-event coverage may be published by NXL Entertainment after the conclusion of the tournament.

41. OBSERVER RIGHTS

• Official tournament observers may monitor all matches.

• Observer decisions and reports may be used as evidence during investigations.

• Official observer rulings shall be considered valid tournament evidence.

42. PLAYER CONDUCT AT THE VENUE

• Alcohol consumption is strictly prohibited within tournament areas.

• Smoking is only permitted in designated areas approved by the venue.

• Participants must not damage venue property or tournament equipment.

• Harassment, threats, aggressive behavior, or disruptive conduct will not be tolerated.

• Participants are expected to maintain professional conduct throughout the event.

43. EMERGENCY SITUATIONS

• Tournament management reserves the right to pause, postpone, reschedule, or cancel matches due to technical failures, venue issues, safety concerns, force majeure events, or unforeseen circumstances.

• Match restarts, re-hosts, or alternative solutions shall be determined solely by tournament officials.

44. ACCOUNT VERIFICATION

• Players must compete using the account registered with tournament management.

• Account sharing, account borrowing, account selling, or account swapping is strictly prohibited.

• Tournament officials may request additional verification at any time.

• Failure to verify account ownership may result in disqualification.

45. SUBSTITUTE PLAYER RULES

• Each team may register up to two (2) substitute players.

• Substitute players must be registered before roster lock.

• Unregistered substitutes are not permitted.

• Tournament officials must be informed before any substitute player is used in an official match.

46. COACH RULES

• Teams may register one (1) coach.

• Coaches may assist teams outside of active matches.

• Coaches may not communicate with players during live matches unless specifically permitted by tournament officials.

• Coaches are subject to the same conduct requirements as players.

47. PENALTY SYSTEM

Tournament management may issue penalties including warnings, point deductions, match forfeits, disqualifications, suspensions, or permanent bans.

Examples include:

• Late Check-In – Warning, Match Forfeit, or Disqualification.

• Failure to Provide Requested Evidence – Disqualification.

• Failure to Provide Handcam – Disqualification.

• Teaming – Disqualification.

• Cheating or Use of Third-Party Software – Disqualification and Ban.

• Account Sharing – Disqualification.

• False Information During Registration – Disqualification.

• Unsportsmanlike Conduct – Warning, Point Deduction, or Disqualification.

• Stream Sniping – Disqualification.

• VPN Usage During Official Matches – Disqualification.

48. OFFICIAL CONTACT INFORMATION

Official Website:

www.nxlentertainment.com

Free Fire Partner Email:

aeroluxglobalesport@gmail.com

Contact via WhatsApp :

078 319 1881

Additional Information:

Participants are encouraged to join the official HyperCon26 WhatsApp Community to receive live tournament information, schedule updates, room details, announcements, and important notices.

49. FINAL AUTHORITY AND ACCEPTANCE OF RULES

• Tournament management reserves the right to interpret, amend, modify, or update these rules at any time when deemed necessary for the integrity and operation of the tournament.

• Any situation not specifically covered within this rulebook shall be resolved at the sole discretion of tournament officials.

• Decisions made by tournament management and designated officials are final and binding.

• By registering for or participating in the tournament, all participants acknowledge that they have read, understood, and agreed to comply with all tournament rules, policies, and decisions.

50. RULEBOOK VERSION

Document:

DDX PRO LEAGUE SEASON 03

Organizer:

CA Agency, NXL Entertainment, DDX Esports

Version:

1.0

Status:

Official Tournament Rules and Regulations

Effective Date:

20 AUGUST 2026

This rulebook supersedes all previous tournament guidelines, announcements, or unofficial interpretations relating to the HyperCon26 NextEra Cup FREE FIRE Tournament. Participants are responsible for reviewing the latest version of the rules prior to competition.