



GENERAL TERMS AND CONDITIONS OF PARTICIPATION

HELLO!NEXEN CHAMPIONSHIP 2026 TOURNAMENT RULES

PREAMBLE

The Hello!Nexen Championship is an online video game tournament played on the following game:

- Counter-Strike 2

The tournament is organized by the HelloWorld!EDHEC association in partnership with the Nexen association.

Throughout these regulations, the following terms shall mean:

- The “Organizer”: the HelloWorld!EDHEC and Nexen associations and their members;
- The “Participant”: any individual taking part in the tournament;
- The “Event”: the Hello!Nexen Championship tournament;
- The “Spectator”: any person not participating in the tournament but wishing to attend.

CHAPTER 1 : REGISTRATION AND PARTICIPATION

ARTICLE 1. – REGISTRATION

Ticket sales will be available from January 16, 2026 at 6:00 PM to March 6, 2026 at 11:59 PM on the platform: <https://esport.helloworldedhec.com/index.html> .

ARTICLE 2. – PAYMENT

When registering on the dedicated platform, the Participant must declare themselves as a Player. The participation fee as a player is thirty-five euros (€35).

Coaches and managers must also pay a registration fee of five euros (€5).

Any individual wishing to attend the Event as a spectator may do so free of charge, provided they have registered in advance.

The Participant or coach must complete payment after registering on the dedicated platform, as

specified in Article 1. Participation pricing conditions are detailed in the specific participation conditions available on the Event website and at any time during the Event.

The Organizer undertakes not to generate any profit from player ticket sales and commits to reinvesting any surplus beyond covering event-related costs into the cash prize.

ARTICLE 3. – SPECIFIC CONDITIONS

The specific participation rules for each of the aforementioned games are set out in their respective special participation conditions, available on the Event website and at any time during the Event.

In the event of any contradiction between these General Terms and the specific participation conditions for a given game, the latter shall prevail.

ARTICLE 4. –UNDERAGED PARTICIPANTS

Minor Participants must complete and return a signed digital copy of the parental authorization form available on the Event website, along with a copy of their ID and their legal guardian's ID, before the Event begins. Alternatively, they must present the original signed document and identification to the Organizer on the day of the Event.

Any minor who fails to meet at least one of these requirements will not be allowed to participate and will not receive any compensation.

ARTICLE 5. – TEAM NAMES

Any team name deemed offensive will not be accepted. Once the team composition has been submitted and confirmed, no changes will be allowed.

The Organizer reserves the right to refuse participation of a team whose name violates this condition. The team must then propose an appropriate alternative name.

ARTICLE 6. – RULES

By validating their registration, the Participant, coach, and spectator fully and unreservedly accept these terms and conditions.

ARTICLE 7. – INSSURANCE

Participants must have civil liability insurance covering potential accident-related costs.

ARTICLE 8. – MATERIAL

The Organizer does not provide computers. Each Participant must bring their own complete setup (desktop with 10/100 or 10/100/1000 Ethernet network card, keyboard, monitor or laptop, mouse, headset, and power cable).

Participants must ensure their machines are free of malware and up to date regarding operating system security vulnerabilities. A Participant whose machine is infected will be isolated from the network until resolved or permanently excluded without refund.

Participants are responsible for any damage caused to others through the spread of malware.

Participants must also bring a straight RJ-45 cable of at least 10 meters and a power strip.

A Participant who forgets their equipment will not be allowed to participate and will receive no compensation.

CHAPTER 2 : LIABILITIES

ARTICLE 9. – ORGANIZER LIABILITY

The Organizer may disclaim liability by proving third-party fault, victim fault, or force majeure.

The Organizer declines all responsibility regarding Participants' health. Participants are responsible for knowing their own medical condition (e.g., epilepsy, photosensitivity, allergies) and deciding whether to participate.

Participants are responsible for their personal equipment. The Organizer is not liable for loss, theft, or damage to equipment (computers, data loss, accessories, etc.).

The Organizer also declines responsibility for damage to personal equipment resulting from electrical system failures or network infrastructure issues provided by EDHEC Business School.

ARTICLE 10. – PARTICIPANT AND SPECTATOR LIABILITY

Participants and spectators are responsible for any physical or digital damage they may cause to another participant or spectator, as well as to equipment and premises provided by the Organizer or EDHEC Business School.

They must use equipment reasonably and only for the purposes defined by the Organizer and these General Terms.

CHAPTER 3 : EVENT PROCEEDINGS

ARTICLE 11. – WELCOME

Participants will be welcomed at 24 Av. Gustave Delory, 59100 Roubaix, on March 21, 2026, starting at 8:00 AM. A mandatory presentation meeting will take place at 9:00 AM.

ARTICLE 12. – INSTALLATION AND NETWORK INFRASTRUCTURE

Network equipment (servers, switches, cables, etc.) may only be configured, modified, or moved by the Organizer. Violations may result in warnings under Article 18.

The Organizer reserves the right to temporarily or permanently suspend network, IT, or electrical infrastructure in cases of serious necessity or force majeure. No refunds will be issued in such cases.

ARTICLE 13. – MATCH SCHEDULE

The call time indicates when the Participant must be present to play their match. It is included in the Event schedule and provided at the beginning of the Event for the first match. For subsequent matches, team captains will be contacted via Discord.

Participants are encouraged to be ready a few minutes before their call time.

If a team is more than 10 minutes late after the match start time, sanctions will apply under Article 19. No sanctions will apply for reasonable delays caused by previous matches.

Example: If Team A must play against Team B or C, and B and C are playing a decider, neither B nor C will be sanctioned for delay.

ARTICLE 14. – RESULT VALIDATION

At the end of each match, the winning Participants must report the result to the Organizer. Failure to report may result in a warning under Article 18.

Participants have 15 minutes after the match to dispute the score with the ORganizer

ARTICLE 15. - SANITARY MEASURES

Participants must comply with health regulations issued by the government and the Organizer.

The Organizer reserves the right to cancel meals and will reimburse Participants accordingly.

ARTICLE 16. - IF THE EVENT CANNOT PROCEED IN PERSON

In case of force majeure, the Organizer reserves the right to hold the Event online instead of at EDHEC Business School premises.

Special measures will be communicated promptly. Participation fees will be refunded as soon as possible.

CHAPTER 4: IMAGE RIGHTS AND INFORMATION SHARING

ARTICLE 17. – IMAGE RIGHTS

Participants grant the Organizer a free, non-exclusive right to publish and distribute photographs or videos taken during the Event for communication purposes.

Such use must not harm the Participant's reputation or privacy.

ARTICLE 18. – ACCOUNT AND MATCH DETAILS

By participating, the Participant agrees that match-related account details may be published on the Organizer's and partners' websites.

Participants agree that their replays may be used for promotional purposes and grant the Organizer free rights to use and share them with partners.

CHAPTER 5 : PROHIBITIONS AND RULE VIOLATIONS

ARTICLE 19. – EXCLUSION

During the Event, the following are strictly prohibited and may result in immediate exclusion without compensation:

- Deliberate damage to equipment;

- Smoking indoors, consuming alcohol, or illegal substances on EDHEC premises;
- Using unauthorized electrical devices (UPS units, refrigerators, fans, etc.);
- Bringing gas stoves or cooking on-site;
- Unauthorized electrical manipulation;
- Using speakers instead of headsets;
- Attempting network intrusion, server IP misuse, network saturation, or data interception;
- Illegal file sharing;
- Causing disturbances in public areas near the venue.

ARTICLE 20. – WARNING

A team may receive a warning if a Participant:

- Refuses to follow Organizer instructions;
- Arrives late;
- Disputes Organizer decisions;
- Uses insulting language or gestures;
- Displays unsportsmanlike conduct;
- Commits violent acts;
- Cheats or uses unfair methods;
- Misleads the Organizer;
- Violates these rules.

ARTICLE 21. – SANCTIONS

A Participant may receive a sanction if they:

- Receive more than one warning;
- Commit violent acts;
- Cheat or use unfair methods;
- Arrive more than 10 minutes late;
- Violate these rules.

A sanctioned Participant automatically forfeits the current match (or next match if not playing).

Additional sanctions may include disqualification and exclusion. No refunds will be issued.

ARTICLE 22. – REQUEST FOR INVESTIGATION

If a Participant believes a rule violation occurred, they must complete the match before requesting an investigation from the Organizer.

ARTICLE 23. – PRIZE DISTRIBUTION

Details regarding prizes awarded to tournament winners are specified in the specific participation conditions, available on the Event website and at any time during the Event.