Esports World Cup 2026

Global Rulebook

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1. General

1.1. Definitions and Terms

1.1.1. Abbreviations and Acronyms

EWC - Esports World Cup

EF - Esports Foundation

EFG - ESL FACEIT Group

TO - Tournament Organizer

TA - Tournament Administration

LCQ - Last Chance Qualifier

GTT - Game Title Tournament

TPA - Tournament Participation Agreement

ESIC - Esports Integrity Commission

1.1.2. Game Title Tournament

A Game Title Tournament (GTT) in this rulebook is one of the competitions that together form the EWC. Two examples from EWC 2025 are “ALGS Midseason Playoffs at 2025 Esports World Cup” or “Call of Duty: Black Ops 6 at 2025 Esports World Cup”.

1.1.3. Solo Game Titles / Team Game Titles

There are two main categories of GTTs at the EWC: Solo GTTs and Team GTTs, depending on whether the contenders in the tournament are individuals playing on their own or groups of individuals playing together as a group.

1.1.4. Player / Substitute (Player) / Coach

A Player in this rulebook is an individual that actively plays in a Solo or Team GTT.

A Substitute (or Substitute Player) is an individual that belongs to a group of individuals that takes part in a Team GTT and might or might not be used as a Player during the competition.

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A Coach is an individual that belongs to a group of individuals that takes part in a Team GTT but has only a supporting and advisory role.

1.1.5. Team

A Team is a group of Players, Substitutes and a Coach, plus possibly additional Team staff like a manager, that takes part in a Team GTT.

1.1.6. Club

A Club is a registered organization that consists of several Players and/or Teams, usually across multiple GTTs.

1.1.7. Participant

A Participant can be a Club, a Team, but also a Player, Substitute, Coach, or other Team staff member.

1.1.8. Tournament Organizer

The TO is the entity in charge of the EWC, it is used as a summary of the EF, EFG and authorized third parties performing these tasks in the name of EF.

1.1.9. Tournament Administration

The TA is the combination of the Tournament Managers, referees and game administrators that run the games of the EWC tournaments.

1.1.10. “The EWC Website” / “The Website”

https://esportsworldcup.com/

1.2. Rule Changes

The TO reserves the right to amend, remove, or otherwise change the rules, without prior notice. The TO also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

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1.3. Tournament Specific Rules

Each GTT will count with its own rules that will be applied in parallel with the EWC 2026 rules outlined in this document.

1.4. Validity of the Rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

1.5. Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

1.6. Confidentiality

The content of any communication with tournament officials - including but not limited to in person, email, messengers - are deemed strictly confidential. The publication of such material is prohibited without written consent from the TA.

1.7. Public Decisions

The TO or their designated officials may, at their sole discretion, publish any decision, ruling, or disciplinary outcome under these regulations, including relevant facts, findings, sanctions, or other information arising in connection with an actual or alleged violation of these Regulations or other conduct considered materially inconsistent with the integrity, proper administration, or orderly conduct of the competition.

1.8. Raising Competition Issues

Competition-related matters may follow different channels depending on their nature. The detailed rules for that can be found in Appendix I.

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1.9. Additional Agreements

The TA is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between participants. The TO highly discourages such agreements taking place, and such agreements that contradict the EWC ruleset (including but not limited to this document, the game specific rulebooks, the TPA, the ESIC codes and other legal regulations) are under no circumstances allowed.

1.10. Withdrawal

Any health-related withdrawal request must be submitted to Tournament Officials without undue delay and must be supported by documentation required by the TO (including, where applicable, an on-site medical assessment). The TO shall determine whether a withdrawal qualifies as health-related for the purposes of this agreement.

1.11. Conflict of Interest

1.11.1. General

Participants, and any person or entity connected to them, must not be involved in any actual, potential, or perceived conflict of interest in connection with the competition or the EWC competitive ecosystem.
A conflict of interest is any situation that could, or could appear to, prevent a person from acting in the best interests of their Team, compromise competitive integrity or sporting independence, expose confidential competitive information, or otherwise harm the integrity or reputation of the competition.
Conflicts of interest may arise from any kind of interest, relationship, or arrangement, including personal, financial, business, or governance interests.
Each Participant, and any relevant person or entity, must promptly disclose to the EF any actual, potential, or perceived conflict of interest, together with all information relevant to its assessment, and must update that disclosure without delay if circumstances change. For example, a conflict of interest may arise where a player representative or agent also works for, advises, or is otherwise engaged by a Team, while having access to confidential information relating to players, Teams, negotiations, or competitive matters.
Not all conflicts of interest constitute wrongdoing. Depending on the circumstances, a conflict may be accepted, mitigated, or required to be resolved or fully removed. Prompt disclosure and good-faith cooperation in managing or resolving a conflict generally weighs against disciplinary action.
An example for people that will not be eligible for participation in EWC are employees of EF or EFG.

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1.11.2. Multi Team Ownership

Without limitation to the above, no person or entity may, directly or indirectly, hold any ownership interest, investment, economic interest, governance right, control, material influence, or other comparable interest in relation to more than one Team participating in the competition, unless the EF is satisfied that the interest does not give rise to a material risk to competitive integrity, sporting independence, the improper sharing of confidential competitive information.

An interest in more than one Team will not, by itself, constitute a breach if the EF is satisfied that the interest is minimal and purely passive, or that effective safeguards are in place to address any material risk.

For example, a conflict of interest may arise where a person is a major shareholder or investor in two teams competing in the same competition and is able to influence sporting or management decisions, or access confidential competitive information. By contrast, holding a small and purely passive investment in a team may not necessarily create a conflict of interest if the person has no control, no influence over sporting or management decisions, and no access to confidential competitive information. These examples are provided for illustrative purposes only, and each matter will be assessed on a case by case basis depending on the specific circumstances.

Each Participant, and any relevant person or entity, must provide complete, accurate, and up-to-date information and must cooperate fully with any request by the EF for information, documentation, clarification, inspection, or audit.

The EF may review, verify, audit, and assess any matter relevant to compliance with this provision. It may also require any conflict of interest to be removed, reduced, or managed through appropriate conditions, restrictions, or safeguards.

If a Participant, or any relevant person or entity, fails to disclose a relevant conflict, fails to cooperate, or provides false, misleading, incomplete, or inaccurate information, the EF may draw adverse inferences and impose disciplinary measures, including disqualification from the competition.

1.12. Title Defender Eligibility

The TO will extend invitations to some or all Title Defenders of the previous year. To be eligible for the Title Defender invitation, the Club represented in 2025 needs to remain the same and at least 1 active starting player who played the majority of the EWC 2025 main tournament needs to be on the active starting roster for 2026 again (1 of 2/3/4/5 in team game titles, the same single player in solo game titles). This requirement needs to be met from the 16th Feb 2026 onward. If at any later time there is

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no such player on the active roster, the slot will be passed on to the next replacement option in line. Replacement rules are defined per game title.

2. Participants

All participants are subject to the EWC 2026 rules and eligibility restrictions, being that applied to each player individually but also to the organizations they might represent.

2.1. Player details

When requested, players are required to provide all requested information including, but not limited to: full name, contact details, date of birth, address, citizenship, game account and photo.
The TO reserves the right to request additional team information as required. Failure to provide any of this information may render the participant ineligible to compete in the tournament and/or lead to penalties.
Details of the required information will be provided through the specific rulebooks of the respective GTT and through direct communication.

2.2. Substitutes

2.2.1. Definition of the two Types of Substitutes

- Regular Substitutes are players registered along with the main roster, before the roster lock (usually 2-4 weeks before the tournament). They are typically used to give the squad flexibility and options to swap back and forth between different lineups, or when a player is unavailable due to reasons not qualifying as emergencies.
- The sole function of an Emergency Substitute is to replace a player who becomes unavailable due to circumstances entirely beyond their own or the team's control. These substitutes do not need to be registered in advance and are often unaffiliated with the team prior to their selection. Their participation always requires explicit approval from the TA. In the event of a valid emergency, teams are permitted to utilise an Emergency Substitute regardless of whether they currently have Regular Substitutes available on their roster. The Emergency Substitute will become ineligible as soon as the emergency is over.

2.2.2. Requirements for Emergency Substitutes

- Emergencies have to be reported to Tournament Admin without any undue delay from the moment there is a substantial chance that it might lead to the need of a substitute.

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- All emergency addition request decisions will be made at the TA's discretion on a case-by-case basis.
- Emergency additions are still subject to restrictions for adding new players (e.g. but not limited to; bans, age limit, membership in other Clubs), and the majority lineup restrictions. Most other restrictions detailed in the rules (especially team roster lock deadlines or limit of submitted roster size) may be suspended in order to facilitate the addition.
- Only genuine, verifiable emergencies will be considered.

2.2.3. Examples of Emergencies That Can Justify (with Proper Documentation) an Emergency Substitution

- Medical emergencies that require immediate attention or don't allow for the participant to participate in the tournament (e.g., sudden illness, injury, hospitalization), with official medical proof.
- Visa or border entry denials that occur despite timely application and proper paperwork.
- Unforeseeable and unavoidable travel disruptions (e.g., grounded flights due to natural disaster or government-mandated closure) that make attendance at the event impossible.
- Death or very serious illness of an immediate family member (in direct line, i.e. parents/grandparents, children/grandchildren, spouses and partners in the same household, sisters or brothers)

2.2.4. Examples of Situations That Do Not Justify an Emergency Substitution

- A player leaving the team or terminating their contract.
- A player citing personal reasons (e.g., vacation, personal commitments, preference to skip the event).
- Performance-related changes, such as benching a player due to form or strategic decisions.
- Disciplinary actions towards the player that would make them ineligible to participate in the tournament
- Medical emergencies that do not require immediate attention or would still allow for the participant to participate in the tournament.
- Chronic or ongoing illnesses that the Club failed to inform TA about and provide an early substitute.
- Visa or border entry denials that occur because of untimely application or improper paperwork.
- Foreseeable and avoidable travel disruptions (e.g. planning to use the very last possible half-hourly train to the airport which then gets cancelled) that would still have made attendance at the event possible with proper precaution.

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2.3. Team Logos

Team logos must not include or incorporate the logo or iconography of brands, teams or trademarks not associated with the team, unless they are a valid title sponsor (see 2.6).
Copyrighted images and content cannot be submitted as a team logo without verifiable permission from the copyright holder.
All team logos must be in line with the Code of Conduct. The TO may reject team logos that include political, religious or offensive matters or sentiments, as judged by the TO.

2.4. Player Jerseys

Details about regulations for jerseys can be found in the Submission Form and the Sponsorship Guidelines (see 2.6).

2.4.1. Submission

Shortly after qualification or invitation, Participants will receive an email with a request to submit their jerseys for the tournament for approval, along with the specifications the jerseys need to adhere to. If there is no approved jersey by the time of the competition, participants will be forced to wear EWC-provided neutral clothing. Costs for those will be carried by the participant.

2.4.1.1. Multiple Versions

Participants may have up to two approved jersey versions, but all Players in a Team must wear the same version at any given time. Participants may switch between versions at different stages of the competition - for example, wearing one version during the group stage and another during the playoffs. A separate jersey exclusively for the media content production (but never used in matches) is not allowed.

2.4.2. Obligation to use

All active players need to wear the approved jersey at all times during official activities (e.g. matches, media obligations, ceremonies etc.). Other team members that might be on stream, on stage or in front of the audience are not required to wear the same jerseys, but their attire needs to be orderly and professional (if in doubt, submit it alongside the jersey) and follow the same limitations as those.

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2.4.3. Sanctions for Infringement

Failure to provide complete and correct jerseys before the deadline given in the submission email will result in a fine of $1000. The fine will be increased by another $500 for every further day of delay at 23:59 Arabia Standard Time (UTC+3) until jerseys are submitted or the decision is made that the Participant will have to wear the EWC-provided neutral closing.
Wearing a different jersey or a different or unapproved version of the same jersey will always result in a fine that starts at $1000 but can be higher depending on the extent and nature of the deviation from an approved jersey or the regulations.
In cases where such changed or completely unapproved jerseys are being worn and are not fit for approval, a Participant may be banned from playing the tournament until an approved jersey or EWC-provided clothing is being worn.

2.5. Official Communications

Communications from the TO or TA (either via email or sent via an instant messaging service) which include deadlines are considered to be an extension of this rulebook.

2.6. Participant Sponsorships

For details about Participant Sponsorships please refer to these guidelines which are part of the official rules and regulations of the tournament:
https://esportsworldcup.com/en/participant-sponsorship-guidelines

2.7. EWC Scheduling Conflict

A participant is not permitted to compete in any stage (qualifiers or main event) of a GTT nor any other competition if they have already qualified for another EWC tournament that is scheduled during a time period overlapping with the mandatory presence of the other one.

2.8. Code of Conduct

Every player has to behave with respect towards the representatives of the EWC, press, viewers, partners and other participants. The players are requested to represent esports, the EWC, and their sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media.

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2.8.1. ESIC Codes

The ESIC Codes (https://esic.gg/codes/) apply. Violations will be handled in the same way as violations to the EWC rules.

2.8.2. Publisher Terms

Terms and Conditions that the publishers set for their games apply for each respective GTT. Violations will be handled in the same way as violations to the EWC rules.

3. Club Championship and Club Representation Rules

3.1. Minimal Success and Contributing Competitions

To be eligible for the Club Championship, a club needs to reach top 8 positions in at least two competitions.
Additionally, to be eligible to win the first place of the Club Championship, a club needs to reach first place in at least one competition. Otherwise the highest ranked club with at least one first place result will be moved up to first place in the Club Championship.

The following competitions at EWC 2026 count towards the Club Championship ranking (game names only):

- ALGS Year 6 Split 1 Playoffs at 2026 Esports World Cup
- Call of Duty: Black Ops 7 at 2026 Esports World Cup
- Call of Duty®: Warzone Resurgence Series at 2026 Esports World Cup
- Chess at 2026 Esports World Cup
- Counter-Strike 2 at 2026 Esports World Cup
- CROSSFIRE at 2026 Esports World Cup
- Dota 2 at 2026 Esports World Cup
- FC Pro World Championship at 2026 Esports World Cup
- FATAL FURY: City of the Wolves at 2026 Esports World Cup
- Fortnite Reload Elite Series Championship at 2026 Esports World Cup
- Free Fire at 2026 Esports World Cup
- Honor of Kings World Cup at 2026 Esports World Cup
- League of Legends at 2026 Esports World Cup
- Mobile Legends: Bang Bang Mid Season Cup at 2026 Esports World Cup
- Mobile Legends: Bang Bang Women's International at 2026 Esports World Cup
- OWCS: Midseason Championship at 2026 Esports World Cup

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- PUBG MOBILE World Cup at 2026 Esports World Cup
- PUBG: BATTLEGROUNDS at 2026 Esports World Cup
- TOM CLANCY'S RAINBOW SIX SIEGE at 2026 Esports World Cup
- Rocket League at 2026 Esports World Cup
- Street Fighter 6 at 2026 Esports World Cup
- Teamfight Tactics at 2026 Esports World Cup
- TEKKEN 8 at 2026 Esports World Cup
- Trackmania at 2026 Esports World Cup
- VALORANT at 2026 Esports World Cup

Additional competitions may be added at the discretion of the EF once they have been publicly announced.

3.2. Registration & Eligibility for Points

3.2.1. Club Championship Eligibility Deadline

Each Club has to settle on their game titles eligible for the EWC Club Championship before the deadline at 23:59 Arabia Standard Time (UTC+3) on Thursday, 30th of April 2026. That means that a Club can only earn points for the Club Championship for participants that were (publicly and - if applicable - towards the TA) part of that organization by that deadline.
This includes competitions where the qualification or invitation occurs after that date. Additional limitations may apply if mentioned in the respective game title rulebooks.
This affects signings and acquisitions of new squads or solo-tournament players, not minor roster changes in team games, which are regulated separately in each tournament's rulebook.

3.2.2. Club Championship Registration Deadline

Clubs must officially register all participating players, including substitutes, for all GTTs, by May 25, 2026, at 23:59 Arabia Standard Time (UTC+3). The registration form is available [via this link] and must be completed and submitted by an official club representative to tournamentops@esportsworldcup.com before the deadline.
This deadline is not affected by the question whether qualification for a GTT has not yet started, is ongoing or has ended.

3.2.3. Team Roster Integrity

Clubs need to retain the majority of the roster of any qualified or invited Participant for that Participant to remain eligible to earn Club Championship Points for the Club, even if the respective game title rulebook allows bigger changes.

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In exceptional circumstances beyond the control of the Participant, Tournament Administration may determine that the Participant remains eligible to earn Club Championship Points even where no majority of its registered roster is able to participate in the Tournament, provided such determination does not conflict with the applicable game-specific rules.

3.2.4. Representation Requirement

In team competitions, only complete teams that take part under the name(s) and brand(s) of their organization will be considered. In individual competitions, single players that represent their organization in name and brand (but playing under their individual name) will be considered.

3.2.5. Naming Requirement

To be eligible to collect Club Championship points in a competition, an organization is required to compete under the same exact name it is listed in the Club Championship. Using different established names or brands of the same organization in different competitions may be allowed on request, limited to historical or legal reasons or publisher requirements. Name sponsors (also known as title sponsors, compare 2.6) need to fulfill general sponsorship requirements.

3.2.6. Partnerships with Sports Organizations

For the avoidance of doubt, commercial partnerships with sports organizations that are not fielding any esports activity beyond that partnership are considered sponsorships and subject to the same rules and regulations. Partnerships with sports organizations that are fielding separate esports activities in games that are also hosted at EWC are subject to paragraph 4 of this document and are generally not eligible for point contribution to the Club Championship.

3.2.7. Official Club Affiliation and Roster

The registered rosters sent before the Registration Deadline will be relied on for all topics relating to Club-affiliation. For topics relating to exact rosters per competition, the final submission before the Game Roster Lock from the GTT specific rulebook will be binding.

3.3. Divergent Individual Game Regulations

3.3.1. EA Sports FC

Please refer to the Game Page.

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3.3.2. Fortnite

Please refer to the Game Page.

3.3.3. Mobile Legends: Bang Bang

For details please refer to the ecosystem rules by the publisher

3.4. Multiple Representatives in One Competition

3.4.1. Team Competitions

In team competitions, Clubs are not allowed to have more than one representative. An exception from this rule can only be granted if game specific rules mandate a conflicting set of rules.

3.4.2. Solo Competitions

In solo competitions, Clubs that are taking part in the Club Championship can register up to four representatives that will be the only individuals allowed to fully represent the Club and earn points for the Club Championship in the 2026 edition. This maximum is subject to revision in future years.
Any further members of that Club will be allowed to take part but will not be eligible for Club Championship points and will not be allowed to represent the Club in any way during EWC (e.g. not allowed to wear the Club jersey, use the Club name tag in the game, be marked as a member of the Club on the broadcast or mention the Club in interviews or other media parts. They will also not be eligible to be a Title Defender for the Club nor will the Club have rights about such players, like prize money earnings).
If any solo players that were registered to represent the Club end up not qualifying, not being invited or otherwise not attending the event, this will not open up slots for additional Club members to represent the Club.

3.4.3. Handling in Case of Multiple Representatives

If a Club is represented by several participants in the same competition, aligned with the rules above, the Club will only receive the highest points obtained by one of their participants.

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3.5. Collaborations between Organizations

3.5.1. Representing Multiple Organizations / Combining Players from Multiple Organizations in One Team

It is generally not allowed for teams and players to represent multiple legally distinct organizations. Teams are also not allowed to consist of players from multiple Clubs.

3.5.2. Collaborations between Clubs

Any collaborations between two or more Clubs participating in EWC may constitute a conflict of interest and may result in the exclusion of one or both Clubs from the Club Championship or even from participation in the competitions. This includes any kind of Joint Ventures.

3.5.3. Game-Specific Exceptions

An exception from this rule can only be granted if game specific rules mandate a conflicting set of rules.

3.5.4. Loans and Temporary Engagements

Temporary loans of or other collaborations with 1on1 players or teams are not allowed. If the 1on1 player or team (majority) departs from and returns to the same previous club/organization within the same calendar year, the TO will consider this automatically a temporary loan.

3.6. Club Championship Points Table

The following points are granted per rank in all competitions listed as eligible in rule 1:

- 1 = 1000 points
- 2 = 750 points
- 3* = 500 points
- 3-4* = 500 points
- 4* = 300 points
- 5** = 200 points
- 5-8** = 200 points
- 6** = 150 points
- 7** = 100 points
- 8** = 50 points

* Where applicable, some titles have a shared 3rd/4th place.
** Where applicable, some titles have individual ranks 5,6,7,8, some have shared ranks 5-8.

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If other ties occur in a game, all tied participants will get the points of the highest shared rank.

3.7. Club Championship Tiebreakers

Ties for first place in the Club Championship will be broken no matter what. In case of identical points for the first place, the order of tiebreakers is:

1. Higher number of better single results (e.g. two clubs have 3000 points, both clubs won one tournament but one of the clubs finished 2nd twice and the other only once, then the one with the two 2nd places is ahead) - “Olympic Medal Logic”.
   Only for the purpose of this tiebreaker, shared ranks count as “fractions” of the shared ranks, e.g. a shared 3/4 rank (lost in single elimination in semi final) counts as “½ 3rd place + ½ 4th place” and a shared 5-8 rank (lost in single elimination in quarter final) counts as “¼ 5th place + ¼ 6th place + ¼ 7th place + ¼ 8th place”.
2. More points from direct matches between the clubs (win 3 points, tie 1 point, loss 0 points. “Multimatch” matches like racing or Battle Royale count as “won” if the team or the best solo player of one club is ahead of the team or best solo player of the other club)
3. If there still remain ties for first place after the above, the administration may introduce other feasible methods to resolve it.

In case of two or more Clubs being tied for other ranks, the money for all tied ranks will be split equally among all Clubs tied for those ranks (including beyond 24, e.g. if 24-27 are tied, these four Clubs will each receive a quarter of the 24th rank prize money).

For the detailed breakdown of the prize split, check point 3 of the Appendix II.

4. Other Rule Documents

4.1. Game Tournament Specific Rules

Each GTT has a separate set of rules. These rules will be available on the website and/or provided by the TA for the corresponding Game Title.

- ALGS Year 6 Split 1 Playoffs at 2026 Esports World Cup
- Call of Duty: Black Ops 7 at 2026 Esports World Cup
- Call of Duty®: Warzone Resurgence Series at 2026 Esports World Cup
- Chess at 2026 Esports World Cup
- Counter-Strike 2 at 2026 Esports World Cup
- CROSSFIRE at 2026 Esports World Cup
- Dota 2 at 2026 Esports World Cup
- FC Pro World Championship at 2026 Esports World Cup
- FATAL FURY: City of the Wolves at 2026 Esports World Cup
- Fortnite Reload Elite Series Championship at 2026 Esports World Cup

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- Free Fire at 2026 Esports World Cup
- Honor of Kings World Cup at 2026 Esports World Cup
- League of Legends at 2026 Esports World Cup
- Mobile Legends: Bang Bang Mid Season Cup at 2026 Esports World Cup
- Mobile Legends: Bang Bang Women's International at 2026 Esports World Cup
- OWCS: Midseason Championship at 2026 Esports World Cup
- PUBG MOBILE World Cup at 2026 Esports World Cup
- PUBG: BATTLEGROUNDS at 2026 Esports World Cup
- TOM CLANCY'S RAINBOW SIX SIEGE at 2026 Esports World Cup
- Rocket League at 2026 Esports World Cup
- Street Fighter 6 at 2026 Esports World Cup
- Teamfight Tactics at 2026 Esports World Cup
- TEKKEN 8 at 2026 Esports World Cup
- Trackmania at 2026 Esports World Cup
- VALORANT at 2026 Esports World Cup

4.2. Tournament Participation Agreement

The TPA is a legal document that will apply to all Players, Coaches, Clubs, Clubs' staff, Club-less Teams and anyone else considered a Participant at EWC 2026. It will be provided for signature after qualification to the EWC.
Whenever in place, the TPA has the highest priority of the rule documents and will prevail if in conflict with one of the other ones.

5. Misconduct management

5.1. Sanctions

5.1.1. Definition, Scope and Communication of Sanctions

Sanctions are given for rule violations within EWC events. The standard categories of sanctions are penalty points and fines. More severe offences can be penalized with default losses and player/team suspensions, bans or disqualifications. Where required, other methods will be imposed.
A combination of these sanctions can be applied depending on the incident in question. Participants will be informed about the sanction by email and given a timeframe within which they can appeal the decision. Only the Team Representative (as defined under the applicable TPA), solo game players themselves, or their designated spokesperson are eligible to make appeals.

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5.1.2. Categories of Sanctions

5.1.2.1. Penalty Points

Penalty points may be given for incidents relating to the competition. Every penalty point deducts one percent (1%) of the overall prize money received by the participant in the competition it is given.

5.1.2.2. Fines

Fines may be given for incidents related to competition matches, and for failures to fulfil obligations that are not directly related to the competition such as press/media appointments, or planned sessions for fan interaction.

5.1.2.3. Bans/Suspensions

Bans or suspensions may be given for very severe incidents. They can be awarded either to a participant (players in solo competitions, teams or single team members in team competitions) or an organization.

5.1.2.4. Disqualification

In severe cases of rule violations, participants (players in solo competitions or teams in team competitions) may be disqualified from the event. Disqualified participants forfeit all prize money accumulated for the competition in question. Furthermore, the disqualified organization, team and its members shall be banned until the end of that competition.

5.1.2.5. Additional Methods of Sanctioning

In special cases, the TA can define and implement other methods of sanctioning not directly outlined in the EWC Ruleset. Examples are in-game disadvantages (e.g. loss of a champion ban or map veto), deduction of ranking points or deduction of Club Championship points.

5.1.3. Sanctions for Intended Offenses

Sanctions can also be applied for attempted, planned or otherwise intended actions that would have led to a violation of rules.

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5.1.4. Sanctions for Repeat Offenses

All sanctions outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be sanctioned more severely than listed in the appropriate section of these rules.

5.1.5. Limitations for Issuing Sanctions

Sanctions can be issued for a limited amount of time after the incident that is being sanctioned takes place. In cases of cheating and match-fixing, this duration is set to ten (10) years. For infractions like ringing, faking, lying about legally relevant personal information (name, age, nationality, residency, ...), the duration is set to five (5) years. Smaller infractions may expire earlier.
The commencement of an investigation will suspend the applicable limitations period. If the violation occurred over time, the limitations period runs from the day on which the last instance of the alleged conduct occurred.

5.1.6. Competition Finality

Any decision to reopen, replay, amend, or retrospectively alter a Match result, standing, ranking, qualification, or other competition matters shall take into account the integrity and finality of the competition as a whole, including the stage of the Event, whether subsequent Match(es) have already been played, the impact on other Participants, and operational feasibility.

Where the Event has materially progressed, the TO may decide not to reopen, replay, or retrospectively alter results, standings, qualification outcomes, or other competition matter, even where a serious misconduct (such as, but limited to, cheating or match-fixing) is established. In such cases, the TO may take any other measure it considers proportionate and appropriate.

5.1.7. Cheating

5.1.7.1. Cheat Software

Any use of software that could be considered cheats is strictly forbidden. The TA reserves the right to specify what is considered a cheat.

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5.1.7.2. Information Abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

5.1.7.3. Sanctions for Cheating

When cheating during an event is uncovered, the result(s) of the match(es) in question will be voided. The participant will be disqualified, forfeit their prize money and be banned from all competitions in EWC for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

5.1.7.4. Methods to Detect Cheating

The TO reserves the right to use different methods to inspect participants and their equipment, with or without prior notice. Participants are not allowed to refuse these inspections.

5.1.8. Doping

5.1.8.1. Refusing to Be Tested

Refusing to be tested is considered doping. Sanctions will be the same as for severe cases of substance abuse.

5.1.8.2. List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by ESIC is valid for the EWC tournaments. The list can be found here: https://esic.gg/codes/esic-prohibited-list/ Any unsanctioned use of these substances is considered doping.

5.1.8.3. Prescribed Medication

In accordance with the Anti-Doping Policy (Anti-Doping Code – ESIC), if a Player is formally prescribed any medication, substance or treatment by a medical professional that contains or may contain a Prohibited Substance (ESIC Prohibited Substance List – ESIC), the Team, on behalf of the Player, must comply with the provisions of Article 4 of the Code by applying for a Therapeutic Use Exemption (“TUE”) for the use or presence of that Prohibited Substance during the Championship. In advance of the Championships, the Team will receive the form and process for submission of the TUE and must comply with the notified process without delay and within the time allowed within the notification. Evidence of the prescription and the need for it from a qualified medical professional will

be required and, consequently, it is in the Team and Player's best interest to acquire and maintain records of such prescription/s well in advance of the Championship to avoid potentially serious consequences for any violation of the Code.

5.1.8.4. Sanctions for Doping

Mild cases of doping will be sanctioned through a warning and possibly penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be sanctioned through nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.
If a participant is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least twenty four (24) hours, the participant will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be sanctioned at all, after that time.

5.1.9. Using Alcohol or Other Psychoactive Drugs

The illegal possession, use, supply, distribution, or attempted distribution of alcohol, recreational drugs, controlled substances, or other psychoactive substances is prohibited.
A Participant must not play, attempt to play, or otherwise take part in any Match, Competition, or tournament-related activity, whether online or offline, while under the influence of alcohol or recreational drugs.
This prohibition applies regardless of whether the relevant substance is listed as a prohibited substance under Section 5.1.8.2.
This prohibition applies during the Competition and at any venue, hotel, training facility, broadcast facility, accommodation, or other location used for, provided for, or connected with the Competition.
A breach of this Article may result in serious disciplinary action, including removal from the Match, Competition, or event, and further sanctions under the applicable Rules.

5.1.10. Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the EWC matches or the competition in general. Any betting or gambling against your own organization's matches will lead to an immediate

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disqualification of the organization and a minimal ban of 1 year from all EWC competitions for all persons involved. Any other violation will be penalized at the sole discretion of the TA.

5.1.11. Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with EWC with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

5.1.11.1. Sanctions for Competition Manipulation

When attempted competition manipulation is uncovered in the EWC, the participant will be disqualified, forfeit their prize money and be banned from all competitions in EWC for a duration of between one and five (1-5) years. A fine is also possible.

5.1.11.2. Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

5.1.11.3. Sanctions for Match Fixing

When match fixing is uncovered in the EWC, the result(s) of the match(es) in question will be voided. The participant will be disqualified, forfeit their prize money and be banned from all competitions in EWC for a duration of normally 5 years. This duration can be lower if significant mitigating factors are in play, but also higher if there are aggravating circumstances. A fine is also possible.

5.1.12. Publisher or ESIC bans

The TO reserves the right to refuse players who have standing bans from the game publisher to take part in EWC tournaments.
Any ESIC bans will be honored and translated into EWC bans.

5.1.13. Breaking Confidentiality

Depending on the information and platform where it is leaked, participants are punished with minimum 1 penalty point. For more severe offenses, higher sanctions will be applied.

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5.1.14. Obeying Instructions

Instructions given by the TA should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

5.1.15. Unsportsmanlike Behavior

For an orderly and pleasant game, it is essential that all participants have sportsmanlike behavior. The most important and common offenses are listed below. However, the TA may assign penalties for not explicitly listed types of unsportsmanlike behavior.

5.1.15.1. Breach of Netiquette

For an orderly and pleasant game, it is essential that all participants have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) penalty points. The most important and most common offenses are listed below. However, the TA may assign penalties for not explicitly listed types of breach of netiquette (e.g. harassment).

5.1.15.2. Public Behavior

All participants shall abstain, at all times, from poor, undesirable, or negative behavior towards anybody involved with the competition in any way.
All participants shall abstain, at all times, from any action or inaction, illegal or otherwise, that could bring anybody involved with the competition in any way into public disrepute, contempt, scandal, ridicule or harms the public relations or commercial value of any involved party. This includes derogatory comments aimed at EWC, its partners or products in interviews, statements and/or social media channels.

5.1.15.3. Insults

All insults occurring in connection with EWC will be punished. This primarily applies to insults during a match but also on any EWC-owned or -affiliated platforms. Insults on messenger programs, email or other means of communication will be punished if they can be linked to EWC and the evidence is clear. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or disqualification of the participant. Depending on the nature and severity of the offense, the sanction will be assigned to the player or to the team.

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5.1.15.4. Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming by the TA. Spamming on any EWC-owned or -affiliated platforms will be punished depending on the nature and severity of the offense.

5.1.16. Damaging or Soiling

Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the item to its original state, handling efforts to fix the issue and damaged reputations with third parties or the public.

5.1.17. Misleading TA or Players

Any attempts to deceive opposing players, the TA, or anyone else related to EWC may be penalized with one (1) to ten (10) penalty points.
For more severe offenses, higher sanctions will be applied.

5.1.18. Clothing

This rule only applies to competitions where players may be visible to audiences.
Players that are representing the same Club and teams need to ensure that they are all in equal colored team attire. This attire will be subject to individual approval, and no deviation from the approved version allowed.
It is also required to wear long trousers and closed shoes (e.g. shorts, flip-flops and foam clogs like crocs clogs are not allowed). Any kind of headwear is forbidden.
Special exceptions may be granted on a case-by-case basis for unavoidable medical or religious reasons. Any such exceptions must be requested directly via email to the TA at least 48 hours before the start of the competition, unless a medical emergency prevents timely submission.
Sanctions will be awarded for minor violations of this rule (a minimum of $250 fine), but in major cases (for example offensive content, other team branded clothing, headwear that impacts functionality of the noise cancelling headsets etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced.
If possible, and deemed appropriate by the TA, the TO will provide suitable clothing for the participants that are not dressed accordingly. Any such provided clothing will be mandatory to wear in absence of another rule-compliant option. The cost of provided clothing will then be subtracted from the prize

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money awarded to the participants. Any delay caused by change of clothing will be considered the players' fault and penalized according to the rules of punctuality.

5.1.19. Match Broadcasting

5.1.19.1. Rights

All broadcasting rights of EWC are owned by the EF. This includes, but is not limited to: IRC bots, shoutcast streams, video streams (e.g. POV-streams), GOTV, replays, demos or TV broadcasts.

5.1.19.2. Waiving These Rights

The EF has the right to award broadcasting rights to a third party or the participants themselves. In such cases the broadcasts must have been arranged with the EWC Broadcast Distribution team before the start of the match.

5.1.19.3. Participant Responsibility

Participants cannot refuse to have their matches broadcast by broadcasts that are authorised by the TO, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the TA. The participant agrees to make sufficient accommodations so that the broadcasting of matches can take place.

5.1.19.3.1. Photo and Other Media Rights

By participating in the event, all players and other team members grant the TO the right to use any photographic, audio or video material on their website or for any other promotional purpose.

5.1.19.4. Media Obligations

If the TO decides that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video session, then the players cannot refuse and must attend. For all EWC tournament matches, participants cannot refuse a request to provide an interviewee. The interviewee must be a player, unless otherwise specifically requested by the TO. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by EWC-personnel for the event presentation. When applicable, participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than five (5) minutes. In some cases, participants may be asked to provide assets for use on broadcasts arranged

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by the TO. Failure to provide them on time when requested will be considered a missed media obligation.

5.1.19.4.1. Missing Media Obligations

Not fulfilling media obligations will result in fines. Their range depends on the situation. The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the TA alone.

5.1.20. Limitation of Marketing Activity

Only marketing activities that have been authorized by the TO are allowed in any areas provided by the TO.

5.1.21. Stage Matches

Each player is required to play their matches in designated areas (e.g. tournament area, main stage etc). Participants cannot choose or veto where they play their matches.

5.1.22. Tournament Ceremonies

As part of the proceedings related to the tournament multiple ceremonies might be organized. Players have to attend those that are related to their respective GTT and be readily available to follow instructions from the EWC staff.

5.1.23. Gaming Areas

5.1.23.1. Food, Drinks, Smoking and Behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in closed cups or bottles that have been provided by EWC-staff, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden.
Players have to follow the hotel or venue rules in the practice areas.

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5.1.23.2. Flags and Country Identifiers

No flags and country identifiers are allowed to be present as part of player apparel or individual items during the tournament.

5.1.23.3. Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the TA.

5.1.23.4. Mobile Phones, Tablets, Cameras or Similar Devices

Participants are not allowed to bring any electronic devices, cameras or similar devices (examples: smart watch, vaporizer, smart ring) into the gaming area unless priorly permitted by the head admin. Such devices have to be left outside the competition area or handed to tournament officials during setup, before the match. Only authorized tournament devices are excluded from this rule.
Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.

5.1.23.5. Interaction with Persons outside the Area

Any interaction with people outside the area, be it visual, acoustical, digital or otherwise, is prohibited. This includes but is not limited to any sort of signaling or advising from the audience (see 5.1.7.2).

5.1.23.6. Unused Items

Items that are not immediately necessary have to be stored out of sight as indicated by The TA.

6. Prize Money

Punctual execution of the prize money payment is subject to timely, correct and complete submission of the required data by the participant. Please refer to the TPA regarding the details of the prize money payment procedure for EWC 2026.
For specific amounts and distributions, please refer to Appendix II.

6.1. Prize Deductions Due to Penalty Points

Prize deductions due to penalty points are calculated out of the grand total of prize money awarded to that participant at the end of the last part of the competition, including both online and offline prize

money, but excluding the part that is meant to compensate for travel expenses (if any). The deducted prize money will be proportionally distributed among the other participants; no prize money is lost through penalty points.

6.2. Prize Deductions Due to Fines

Fines are removed from the winnings of the Participant in question. They are not redistributed to the other participants.

6.3. Withdrawal of Prize Money

As long as the prize money for the competition has not been paid out, the TO reserves the right to cancel any pending payment if any evidence of fraud or foul play is discovered.

6.4. Prize Money in Case of Ongoing Investigations

If, at the due date of the prize payment an investigation into a player or a team is ongoing, the payment for that player or a team will be postponed until after that investigation has been concluded. If the investigation ends after the end of the third year after the competition, but the result is that the player should have received prize money, that payment will still be executed.

6.5. Transfer of Prize Money

The prize money will be sent as a bank transfer, as specified by the appointed representative.
If a player is underage and has no Club nor team to represent them, a legal guardian is required to appoint a recipient of full age and provide the bank details and/or supporting documents for the transfer.
If valid payment details are not provided within eighteen (18) months of the end date of the corresponding GTT or overarching competition, the payment claim of the participant shall be deemed irrevocably forfeited and the TO shall have no further obligation to make such payment.

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7. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that the TO may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information regarding the processing of Participant Personal Data is set out in the applicable privacy notices made available through the EWC website, Participant Portal, mobile application and/or otherwise provided to Participants.

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Appendix I - Protest Rules

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1. General

1.1. Purpose

These Rules set out the exclusive process by which a Participant may submit a Protest in connection with the competition.

There are only two types of Protests:

- Match-Related Protest
- General Protest

1.2. Decisions

Protests may be deemed:

- Inadmissible
- Successful in whole or in part, or
- Unsuccessful

A Protest is inadmissible if it fails to meet the formal or procedural requirements set out in these Rules, including those relating to standing, scope, timing, form, category, and the minimum information required for proper review.

A Protest is Successful if, after a review on the merits, any ground of the Protest is upheld. Relief or other measures may be granted where appropriate, but are not required for a Protest to be Successful.

A Protest is unsuccessful if, after review on the merits, it is not upheld and no relief or other measure is granted.

Protests will be reviewed on a case by case basis by the EF, the TO, and/or their designated officials. In doing so, additional information may be requested and, if deemed appropriate, affected parties may be invited to comment.

1.3. Standing

A Protest may only be submitted by a person who has standing under these Rules.
A Protest submitted by a person without standing is Inadmissible.

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Repeated submission of Protests by persons without standing may constitute an abuse of process under Section 1.5 (Misuse or Abuse of Process and Club Responsibility for Its Personnel).

1.4. Reasons of Decisions

Where appropriate, a Protest decision may be issued without reasons, particularly in the context of a live Match.

1.5. Misuse or Abuse of Process and Club Responsibility for Its Personnel

Participants must not misuse nor abuse the Protest process, which may include without limitation the below:

- submitting information known to be false, misleading, or materially incomplete;
- using the Protest process to harass, delay, obstruct, or improperly pressure officials or other Participants;
- repeatedly raising substantially the same matter after a final decision;
- repeatedly failing to comply with formal or content requirements set out in these rules, including bypassing or failing to follow the prescribed form or escalation channels;
- repeatedly submitting a Protest without standing; or
- engaging in abusive, improper, or disruptive conduct in connection with a Protest.

Any misuse or abuse of the Protest process may result in the relevant submission being deemed Unsuccessful and counted toward the limit in Section 1.6 (Limit on Unsuccessful Submissions). This includes repeated or improper submissions by Club or Team personnel, whether made by the same individual or by different individuals. A submission may be counted towards this limit regardless of how it is labelled or where it is submitted.

Clubs and Teams are responsible for ensuring that their personnel comply with these Regulations and may be held responsible for such conduct. Such conduct may also constitute a separate violation and may result in separate disciplinary action against the individuals concerned.

1.6. Limit on Unsuccessful Submissions

Each Participant may have up to three Unsuccessful submissions per competitive season. Any further Unsuccessful submission may be subject to a fine of up to USD 100,000.

The following may count toward this limit:

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- any General Protest determined to be Unsuccessful;
- any submission that constitutes misuse or abuse of process under Section 1.5 (Misuse or Abuse of Process and Club Responsibility for Its Personnel); and
- any other submission that these Regulations expressly provide may count toward this limit.

The EF or the TO may decide, in its discretion, whether a submission counts toward this limit. Said decisions are final and binding.

For the purposes of this Section, accountability rests with the Club Operator. Where there is no Club Operator, accountability rests with the Team or, in a solo competition where the Player does not represent or is not affiliated with a Club Operator, the individual Player.

1.7. Outside of Scope: Cheating, Corruption and Other Serious Integrity Reports

The EF encourages the good-faith reporting of suspected cheating, match-fixing, doping, corruption, safeguarding or safety concerns, and other serious integrity, ethics, anti-corruption, or conduct matters.

A Serious Integrity Report means any allegation or information concerning suspected conduct that may endanger Participant safety, undermine the fair and honest conduct of a Match or Competition, or constitute a serious breach of applicable integrity, ethics, anti-corruption, anti-doping, or safeguarding standards. Serious Integrity Reports may be reviewed, investigated, referred, or otherwise addressed under the applicable rules, codes, or procedures.

Integrity and Conduct Reports are not Protests and are not subject to the Protest process, even where the alleged conduct occurs during, affects, or is connected with a specific Match. Such matters will be assessed and handled under the applicable regulations, the relevant conduct provisions of the Rulebooks, the ESIC Codes, and any applicable procedures.

For the purpose of these Rules, such matters include, without limitation, reports concerning:

- corruption, bribery, or other improper influence;
- match-fixing, or other manipulation of competitive results;
- cheating or the use of prohibited hardware, software, or other unfair means;

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- the use of non-public, restricted, or improperly obtained information to gain an unfair competitive advantage, including through stream sniping, audience signaling, or similar conduct;
- safeguarding concerns;
- doping or other violations of applicable anti-doping rules; and
- serious breaches of applicable ESIC or Competition codes relating to ethics, corruption, or competitive misconduct.

Such matters may be reported directly to TO or their Match Officials, the EF or through the ESIC reporting mechanism (https://esic.gg/report-cheating-match-fixing/).
Where relevant to a live Match, such matters may be raised directly with the Referee or match officials, at the venue.

Based on the information then available, the Match Referee may take any necessary operational measures to protect the integrity, safety, or orderly conduct of the Competition, without prejudice to any later review, investigation, or decision by the EF, the TO, or its designated officials.

Such operational measures may include, without limitation, temporarily or definitely securing or removing suspicious equipment/hardware, removing a Participant from the Match or competition area, suspending participation, pausing play, or taking any other appropriate operational measure.
The EF is committed to a thorough, fair, and evidence-based process.

Investigations of this nature are complex and sensitive, and may lead to serious consequences for the accused. Each report is assessed on a case-by-case basis. Allegations may require further assessment, verification, or investigation, and the information needed for that process may not be immediately available when the submission is made.

For this reason, communication on these investigations must be controlled and limited to protect the proper course of the investigation, its confidentiality and the subsequent proceedings. A Participant submitting such a report is not a party to any resulting assessment, investigation, or proceedings, and has no right to participate in, be heard in, or receive information about any outcome, unless deemed otherwise necessary.

Additionally, such reports do not oblige the TO or the EF to open an investigation, commence proceedings, or take any other action, particularly where the report is unsupported, insufficiently specific, or otherwise does not provide a reasonable basis for further action. Information provided may

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nevertheless be retained and used for intelligence, monitoring, risk assessment, and case-linking purposes.

Baseless, malicious, or bad-faith reports may disrupt the smooth running of operations and may seriously harm the accused, the EF, and the wider esports ecosystem. Where it is established that a report was made maliciously or in bad faith, or that a person repeatedly submits baseless reports, that person may be subject to disciplinary action.

2. Match-Related Protest

2.1. Standing

A Match-Related Protest may only be submitted by:

- the Coach;
- a Player participating in the relevant Match.

After a Match has ended, and before the seventy-two (72) hours deadline in Section 2.3 (Timing) expires, a Match-Related Protest may also be submitted by any person with standing to submit a General Protest under Section 3.1 (Standing).

2.2. Scope

A Match-Related Protest is a claim, complaint or request for a decision or action from the EF, the TO or its designated Officials, in relation to a matter arising during a specific live match, requiring immediate or near-immediate attention.

A Match-Related Protest will typically be unsuccessful where the matter does not directly and asymmetrically affect one or more Participants in the match. Conditions affecting all players equally, such as monitor size, room temperature, or internet routing, are venue or operational matters and will generally not be Successful.
A Match-Related Protest may include, without limitation, a request for a decision or action in relation to:

- an alleged breach of the Rules during a Match;
- the alleged participation of an ineligible Player in a Match;
- a factual or procedural error materially affecting a Match;
- a technical issue materially affecting a Match, including any issue relating to game software, lobby, server, side selection, pick/ban, draft, or any equivalent process;

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- an operational, hardware, or equipment issue materially affecting play; or
- any other matter materially affecting the conduct, integrity, or outcome of a specific Match or series.

A Match-Related Protest does not include reports or allegations of Serious Misconduct under Section 1.7 (Outside of Scope: Cheating, Corruption and Other Serious Integrity Reports), even where the alleged conduct occurred during or in connection with a Match. Such matters may be raised with the Referee or Match Officials for immediate operational purposes, but they will be assessed under the applicable integrity, conduct, disciplinary, or investigation procedures.

2.3. Timing

A Match-Related Protest may be submitted:

- on-site, during the match; or
- no later than seventy-two (72) hours after the actual start time of the relevant match.

By way of illustration, a Match-Related Protest may be unsuccessful if the delay prevented an effective remedy, prejudiced proper review of the matter, or if admitting the Protest would materially disrupt operations or interfere with the orderly running of the Competition.

Once the seventy-two (72) hour deadline for a Match-Related Protest under Section 2.3 (Timing) has expired, any submission concerning that Match remains a Match-Related Protest, but must satisfy the standing, form, content, submission, and other procedural requirements applicable to General Protests.

It will not be inadmissible solely because it concerns a specific Match or because it was submitted after the Match-Related Protest deadline. However, if reviewed and not upheld, including because of delay, it may be deemed Unsuccessful and may count toward the limit in Section 1.6 (Limit on Unsuccessful Submissions).

2.4. Form and Content

A Match-Related Protest may be submitted:

- verbally, on-site, during a live-match,
- in writing once the match has ended, in the manner specified by the Tournament Operator and/or the EF in writing, by email or as published on the website.

A Match-Related Protest must include sufficient detail to allow review, including when relevant:

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- the applicable rule or requirement,
- the grounds for the Protest,
- the Match concerned and its official start time,
- the specific stage of the Match (for example, during the break between Map 1 and Map 2 of Match X),
- the Participants involved, and
- relevant supporting information or documentation.

Match-Related Protests that do not meet these criteria may be deemed inadmissible.

2.5. Limit On Match-Related Protests

Unsuccessful Match-Related Protests do not count toward the limit set out in Section 1.6 (Limit on Unsuccessful Submissions), unless they constitute misuse or abuse of process under Section 1.5 (Misuse or Abuse of Process and Club Responsibility for Its Personnel).

2.6. Decision

Match-Related Protests raised during the match shall be decided by the Referee or, where applicable, the TO, at its sole discretion, based on the information available at the time of the decision. For clarity, the fact that a Match-Related Protest is decided during a Match does not prevent a later determination that the submission, or conduct connected with it, constitutes misuse or abuse of process under Section 1.5 (Misuse or Abuse of Process and Club Responsibility for Its Personnel). In such cases, the submission may be treated as Unsuccessful and counted toward the limit in Section 1.6 (Limit on Unsuccessful Submissions).

Any Match-Related Protest raised after the Match Period has ended shall be decided by the EF or the TO, as applicable, at its sole discretion.
The Referee's decisions on Match-Related Protests are final and may not be challenged through any further Protests.

Repeated, abusive, or disruptive conduct in connection with a Match-Related Protest, including conduct that hinders the orderly administration of the Match or surrounding operations, may be considered an abuse of process under Section 1.5 (Misuse or Abuse of Process and Club Responsibility for Its Personnel) and may constitute a separate violation of the Rules and may result in disciplinary measures.

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3. General Protest

3.1. Standing

A General Protest may only be submitted by:

- a person with legal authority to represent its Club Operator in relation to the Competition (such as the Chief Executive Officer);
- a person duly authorized by the Club Operator to act on its behalf in relation to the Competition;
- In a team competition, where not representing a Club, the team manager;
- in a solo competition, where not representing a Club, the relevant Player.

3.2. Scope

A General Protest is a request or complaint addressed to the EF, the TO or its Designated Officials, concerning a competition-related matter, that does not concern a specific Match and by which a Participant seeks a decision, action, approval, exception, correction, or any other remedy.

A General Protest may relate to any non-match-specific matter, including, without limitation:

- an eligibility determination not tied to a specific Match;
- a roster approval, roster status, or participation status decision;
- an administrative decision affecting qualification, ranking, seeding, standings, or other competitive status;
- an alleged clerical, factual, mathematical, or administrative error, in the application of the Rules; or
- any other non-match-specific matter in respect of which a Participant seeks relief under the applicable Rules.

3.3. Form and Content

A General Protest must be submitted in the manner specified by the TO and/or the EF in writing, by email or as published on the website.

A General Protest must contain sufficient detail to permit review, including:

- the challenged act, omission, decision, or calculation;
- the grounds on which the Protest is made;
- the material facts relied upon; and
- any reasonably available supporting information or evidence.

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A General Protest may be rejected if it is unsubstantiated, does not contain specific information or proper supporting documentation.

3.4. Limit on General Protests

Unsuccessful General Protests may be counted toward the limit set out in Section 1.6 (Limit on Unsuccessful Submissions).

3.5. Examples of unsuccessful General Protests

A General Protest may be deemed unsuccessful if its goal is to merely challenge or seek changes to:

- a rule, including its content, spirit or purpose;
- the Competition format or structure established by the Rules or otherwise determined by the EF or the TO;
- prize money allocation established by the Rules; or
- event production, stage environment, or other operational decisions that equally affect all participants.

The above list is indicative only, and is a non-exhaustive list of examples.

4. Feedback

Feedback submissions relate to competition rules, competition format, operations, travel, accommodation, catering, or player experience that do not seek a decision, action, exception, correction, or any other measure.

Feedback submissions are not Protests. While constructive Feedback is welcomed, the EF, the TO, and/or their designated officials are under no obligation to take any action, provide any remedy, or issue any response in relation to Feedback.

If a Feedback submission expressly or implicitly seeks a decision, action, exception, correction, or any other remedy under these Regulations, it may be treated as a General Protest and deemed inadmissible for failure to meet the formal requirements set out in Section 3.3 (Form and Content). For the avoidance of doubt, this means that the Feedback submission may not be considered on the merits, even if the underlying matter would otherwise have had merit.

Improperly framing a Protest as Feedback may constitute misuse or abuse of process under Section 1.5 (Misuse or Abuse of Process and Club Responsibility for Its Personnel) and, on that basis, may

result in the Feedback submission being counted towards the limit set out in Section 1.6 (Limit on Unsuccessful Submissions).

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Appendix II - Prize Money Splits

1. “Versus” GTTs

COD BO7		COD BO7 LCQ		Chess		Chess LCQ		CS2		CS2 LCQ	
$1,800,000		$100,000		$0		$50,000		$2,000,000		$100,000	
Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount
1	$600,000	1	Q	1	$250,000	1-5	Q	1	$600,000	1-4	Q
2	$320,000	2	$10,000	2	$190,000	6	$8,000	2	$340,000	5-8	$9,500
3	$210,000	3	$9,000	3-4	$145,000	7-8	$5,000	3	$190,000	9-16	$7,750
4	$130,000	4	$8,000	5-8	$72,500	9-12	$3,250	4	$110,000	Rest	$0
5-8	$75,000	5-6	$7,000	9-12	$52,500	13-16	$2,250	5-8	$60,000		
9-12	$40,000	7-8	$6,500	13-16	$40,000	17-20	$1,500	9-16	$35,000		
13-16	$20,000	9-12	$6,000	17	$32,000	21-24	$1,000	17-23	$20,000		
		13-16	$5,500	18	$27,000			24-32	$20,000		
				19-20	$25,000						
				21-22	$23,000						

CROSSFIRE		Dota2		EA Sports FC		EA Sports FC LCQ		FATAL FURY		FATAL FURY LCQ	
$2,000,000		$2,000,000		$1,045,000		$273,000		$1,000,000		$50,000	
Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount
1	$750,000	1	$750,000	1	$250,000	37-46	$8,000	1	$250,000	1	Q
2	$350,000	2	$340,000	2	150000	47-56	$6,500	2	$130,000	2	Q
3	$210,000	3	$200,000	3	75000	57-66	$5,500	3	$70,000	3	Q
4	$130,000	4	$120,000	4	70000	67-76	$4,000	4	$50,000	4	Q
5-8	$75,000	5-8	$70,000	5-8	40000			5-8	$37,500	5-6	$5,750
9-12	$40,000	9-12	$40,000	9-16	15000			9-12	$27,500	7-8	$4,250
13-16	$25,000	13-16	$20,000	17-24	12500			13-16	$20,000	9-12	$3,000
		17-20	$10,000	25-36	10000			17-24	$12,500	13-16	$2,000
		21-24	$7,500					25-32	$7,500	17-24	$1,250

HoK	LoL	MLBB	MLBB Women	OW	R6

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$3,000,000		$2,000,000		$3,000,000		$500,000		$1,000,000		$2,000,000	
Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount
1	$600,000	1	$600,000	1	$1,000,000	1	$150,000	1	$400,000	1	$750,000
2	$360,000	2	$340,000	2	$500,000	2	$90,000	2	$180,000	2	$350,000
3	$280,000	3	$220,000	3	$250,000	3	$50,000	3	$100,000	3	$200,000
4	$200,000	4	$140,000	4	$150,000	4	$30,000	4	$60,000	4	$115,000
5-8	$150,000	5-8	$90,000	5-8	$100,000	5-8	$20,000	5-8	$35,000	5-8	$60,000
9-12	$110,000	9-12	$55,000	9-12	$65,000	9-12	$15,000	9-12	$20,000	9-12	$35,000
13-16	$80,000	13-16	$30,000	13-16	$45,000	13-16	$10,000	13-16	$10,000	13-16	$25,000
17-18	$60,000			17	$35,000					17-18	$20,000
19-20	$40,000			18-19	$31,500					19-20	$17,500
				20-21	$29,000					21-22	$15,000
				22-23	$27,000						
				24-25	$25,000						

RL		**RL LCQ**		**SF6**		**SF6 LCQ**		**TFT**		**TEKKEN**	
$1,000,000		$100,000		$1,000,000		$50,000		$500,000		$1,000,000	
Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount
1	$400,000	1st	Main Event Slot	1	$250,000	1-5	Q	1	$150,000	1	$250,000
2	$180,000	2nd	10000	2	$130,000	6	$6,500	2	$90,000	2	$130,000
3	$100,000	3rd-4th	8000	3	$70,000	7-8	$4,750	3	$50,000	3	$70,000
4	$60,000	5th-8th	7000	4	$50,000	9-12	$3,250	4	$30,000	4	$50,000
5-8	$35,000	9th-12th	6000	5-8	$37,500	13-16	$2,250	5-8	$20,000	5-8	$37,500
9-12	$20,000	13th-16th	5500	9-12	$27,500	17-24	$1,500	9-12	$15,000	9-12	$27,500
13-16	$10,000			13-16	$20,000			13-16	$10,000	13-16	$20,000
				17-24	$12,500					17-24	$12,500
				25-32	$7,500					25-32	$7,500

TEKKEN LCQ	**Trackmania**	**VALORANT**

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$50,000		$500,000		$2,000,000	
Rank	Amount	Rank	Amount	Rank	Amount
1-3	Q	1	$130,000	1	$600,000
4	$6,500	2	$70,000	2	$340,000
5-6	$4,500	3	$35,000	3	$220,000
7-8	$3,500	4	$25,000	4	$140,000
9-12	$2,500	5-6	$20,000	5-8	$90,000
13-16	$1,825	7-8	$15,000	9-12	$55,000
17-24	$1,275	9-12	$12,500	13-16	$30,000
		13-16	$10,000		
		17-20	$8,000		
		21-24	$6,000		
		25-28	$4,000		
		29-32	$2,000		

2. “Battle Royale” GTTs

Apex Legends		**COD WZ**		**Fortnite**		**Free Fire**	
$2,000,000		$1,000,000		$1,000,000		$1,000,000	
Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount
1	$600,000	1	$250,000	1	$260,000	1	$300,000
2	$300,000	2	$150,000	2	$150,000	2	$180,000
3	$200,000	3	$100,000	3	$90,000	3	$120,000
4	$150,000	4	$72,000	4	$60,000	4	$80,000
5	$125,000	5	$55,000	5	$45,000	5	$61,000
6	$100,000	6	$45,000	6	$35,000	6	$47,000
7	$80,000	7	$35,000	7	$30,000	7	$37,000
8	$60,000	8	$30,000	8	$28,000	8	$30,000
9	$50,000	9	$27,000	9	$26,000	9	$26,000
10	$40,000	10	$24,000	10	$24,000	10	$22,000
11	$30,000	11	$21,000	11	$22,000	11	$18,000
12	$27,000	12	$19,000	12	$20,000	12	$14,000
13	$24,000	13	$17,000	13	$18,000	13	$11,000
14	$22,000	14	$15,000	14	$16,000	14	$9,000
15	$20,000	15	$14,000	15	$15,000	15	$7,000

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16	$18,000	16	$13,000	16	$14,000	16	$6,000
17	$16,000	17	$12,000	17	$13,000	17	$5,500
18	$14,000	18	$11,500	18	$12,000	18	$5,000
19	$12,000	19	$11,000	19	$11,000	19	$4,500
20	$10,000	20	$10,500	20	$10,000	20	$4,000
21	$9,000	21	$10,000	21	$9,500	21-22	$3,500
22	$8,250	22	$9,500	22	$9,000	23-24	$3,000
23	$7,500	23	$9,000	23	$8,500		
24	$7,000	24	$8,500	24	$8,000		
25	$6,500	25-26	$8,000	25	$7,500		
26	$6,000	27-28	$7,500	26	$7,000		
27	$5,750			27	$6,500		
28	$5,500			28	$6,000		
29	$5,250			29	$5,500		
30	$5,000			30	$5,000		
31	$4,750			31	$4,500		
32	$4,500			32	$4,000		
33	$4,250			33	$3,500		
34	$4,000			34	$3,000		
35	$3,750			35-36	$2,500		
36	$3,500			37-38	$2,250		
37	$3,250			39-40	$2,000		
38	$3,000						
39	$2,750						
40	$2,500						

PUBGM						**PUBG BG**			
$3,000,000						$2,000,000			
Grand Final		**Survival Stage**		**Group Stage**		**Finals**		**Group Stage**	
$1,700,000		$152,000		$1,148,000		$1,772,000		$228,000	
Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount	Rank	Amount
1	$500,000	1	$17,000	1-2	$71,000	1	$650,000	1	$15,000
2	$250,000	2	$16,000	3-4	$65,000	2	$300,000	2	$14,000

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3	$150,000	3	$15,000	5-6	$60,000	3	$200,000	3	$13,000
4	$120,000	4	$14,000	7-8	$57,500	4	$134,000	4	$12,000
5	$100,000	5	$13,000	9-10	$55,000	5	$100,000	5	$11,000
6	$90,000	6	$12,000	11-12	$29,000	6	$74,000	6	$10,000
7	$80,000	7	$11,000	13-14	$28,000	7	$56,000	7	$9,000
8	$70,000	8	$10,000	15-16	$27,000	8	$45,000	8	$8,000
9	$60,000	9	$9,000	17-18	$26,000	9	$37,000	9	$7,000
10	$55,000	10	$8,000	19-20	$25,000	10	$32,000	10	$6,000
11	$50,000	11	$7,000	21-22	$24,000	11	$28,500	11	$5,000
12	$45,000	12	$6,000	23-24	$23,000	12	$26,500	12	$4,000
13	$40,000	13	$5,000	25-26	$22,000	13	$24,500	13	$3,000
14	$35,000	14	$4,000	27-28	$21,000	14	$23,000	14	$2,000
15	$30,000	15	$3,000	29-30	$20,500	15	$21,500	15	$1,000
16	$25,000	16	$2,000	31-32	$20,000	16	$20,000	16	$0
								17	$17,000
								18	$16,000
								19	$15,000
								20	$14,000
								21	$13,000
								22	$12,000
								23	$11,000
								24	$10,000

3. Club Championship & Awards

Club Championship		**MVP Award**		**Jafonso Award**	
$30,000,000		$475,000		Up to $400,000[1]	
Rank	Amount	Game	Amount	Game	Amount
1	$7,000,000	Apex	$25,000	Chess	$50,000
2	$5,000,000	COD BO7	$25,000	COD BO7	$50,000
3	$4,000,000	COD WZ	$25,000	CS2	$50,000
4	$3,000,000	CS2	$25,000	EA Sports FC	$50,000
5	$2,000,000	CROSSFIRE	$25,000	FATAL FURY	$50,000

[1] Unlike prize money and other awards, this award might or might not be won by someone.

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6	$1,400,000	Dota 2	$25,000	RL	$50,000
7	$1,150,000	Fortnite	$25,000	SF6	$50,000
8	$950,000	Free Fire	$25,000	TEKKEN	$50,000
9	$800,000	HoK	$25,000		
10	$650,000	LoL	$25,000		
11	$550,000	MLBB	$25,000		
12	$500,000	MLBB Women	$25,000		
13	$450,000	OW	$25,000		
14	$400,000	PUBGM	$25,000		
15	$350,000	PUBG BG	$25,000		
16	$300,000	R6	$25,000		
17	$275,000	RL	$25,000		
18	$250,000	TFT	$25,000		
19	$225,000	VALORANT	$25,000		
20	$200,000				
21	$175,000				
22	$150,000				
23	$125,000				
24	$100,000				

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