1. This rulebook applies to the 12th Esports World Championship (the “World Championship”) tournaments and all official games within.

2. This rulebook is an extension to the IESF Competition Regulations, available to download from IESF Website.

3. IESF (International Esports Federation) is the owner and organizer of the 12th Esports World Championship. All rights not explicitly granted to another party, including sponsorship rights, media rights, and other rights, are reserved with IESF.

4. Participation in the World Championship constitutes a full and binding agreement to the rules herein and all other applicable IESF rules.

5. Uniform rules
   a. All participating players in the offline events must wear official national team uniforms.
   b. Uniforms shall include the national flag on the right chest.
   c. Uniforms shall include the National Federation (“N.F.”) logo on the left chest.
   d. Uniforms shall include the player name (or nickname) on the back.
   e. N.F. is free to choose the design, colors, and shapes of the uniform.
   f. Brand exposure to team sponsors is allowed, as long such sponsors are permitted according to the IESF Competition Regulations.
   g. In case any member of the national team is supported with flights/accommodation in accordance to the World Championship Entry Regulations, the uniform will also include the IESF logo, or W.C. logo, or both (the N.F. shall determine position and size)
Game Rules – Tekken 7

1. General
   a. **Platform:** Sony PlayStation 4®
   b. **Controller:** Participants can use their personal controllers.
      - In offline stages, personal controllers shall be reviewed and approved by the referee.
      - Macro functions (e.g., turbo buttons) are not permitted.
      - In offline stages, only referees can pair controllers to prevent any accidental match disruptions; participants must unpair their controllers after the match series is over.
   c. **Communication**
      - During a match, the participants are only allowed to communicate with their opponent and the referee about matters concerning the match itself.
      - Between sets, the participants are allowed to talk to their team members, coach, and manager for a maximum of 1 minute.

2. Definitions
   a. **Match**
      - A match consists of sets of rounds being won. The number of sets per match is defined in the tournament format:
        i. For the regional tournament, the local operator shall inform the participants;
        ii. For the finals, the IESF referee shall inform the participants.
   b. **Set**
      - A set consists of three (3) rounds being won.
   c. **Round**
      - Winning a round means exhausting the opposing energy bar once.

3. Ingame
   a. **Mode:** VS mode
   b. **Rounds:** According to the number defined above
   c. **Time limit:** 60 seconds
   d. **Stage:** Random
   e. **Character choice**
      - All characters within the game are allowed
      - Custom skins on the characters are not allowed
   f. **Ties**
      - After 60 seconds have passed the player with the most energy left in their health bar wins the round
      - If the set ends in a double K.O. in the final round, a new game will be started with just one round. These games will be continued to be played until a winner is found
   g. **Set loss**
      - If a player loses a set they may change their character if they wish and may request the stage to be changed as well. The stage decision remains random.
4. Pausing
   a. Participants are permitted to pause the game in case of a technical issue
      • Be aware of the outside factors. As online matches are held at home or other venues, an environment that does not interfere with the game must be created in advance.
      - E.g. If a player pauses when the player’s dog suddenly enters the room during the tournament and interrupts the game, the player will be forfeited for the game.
   b. The participant who initiated the pause must immediately inform both their opponent and the referee what the reason for the pause is. Participants are not allowed to communicate with anybody else during the pause.
   c. The game may be unpaused only when both participants and the referee agree to it.
   d. If a participant accidentally pauses the game by either pressing the start button or unplugging their or their opponent’s controller, the participant who paused forfeits the current round.

5. Tiebreakers
   a. The following tiebreaker mechanism shall break ties:
      a. Head to head result – or, if not possible, then:
      b. Point differential overall (Round win gives 1 point, round loss gives -1 point) – or, if not possible, then:
      c. In the case of three or more participants being tied after the first two steps, a series of round-robin rematches will be played until the correct amount of participants remain.
Game Rules – DOTA 2

1. General
   a. Games are to be played using the latest version of DOTA 2 available from Steam
   b. Games should be played on the closest possible official Steam server that is
      available to both participants. In case the lowest ping server is not shared, the
      games should be played on the server where both participants have the smallest
      amount of discrepancy between pings, as long as the ping is not over 100
   c. **Team size:** 5 players with no substitutions.
      a. Matches may not be started without a full 5 player lineup
   d. **Communication**
      a. The team is only allowed to talk to their coach during the draft phase and
         during half-times
      b. During the match the team is only allowed to communicate with
         themselves and the referee where necessary

2. Ingame
   a. **Game mode:** Captain’s Mode
   b. Player nicknames must follow the officially registered nicknames from their
      registration.
   c. Player and team profile pictures must represent their team (national flag)
   d. **Determining priority**
      a. **Coin toss**
         • Whoever wins the coin toss has selection priority for the first map.
           They can select between Radiant / Dire or First pick / Second pick
         • The losing participant then chooses between the remaining pair of
           Radiant / Dire or First pick / Second pick
         • For the next map the priority is reversed
         • This process is repeated every odd-numbered map in the series (3, 5, 7 and so on)
      b. **Higher seed**
         • The participant with the higher seed / placement has selection
           priority for the first map. They can select between Radiant / Dire or
           First pick / Second pick
         • The lower ranked participant then chooses between the remaining
           pair of Radiant / Dire or First pick / Second pick
         • For the next map the priority is reversed
         • This process is repeated every odd-numbered map in the series (3, 5, 7 and so on)
      c. A participant may forego selection priority if both teams agree
      e. If the participant’s captain disconnects during the pick and ban phase, then the
         game must be immediately paused. The lobby must be remade using the same picks
         and bans up until the point the disconnect occurred and then continued as normal
      f. Forfeiting is allowed by typing “gg” or “ggwp” in the ingame chat
         a. Participants may not cancel the initiated countdown after gg is called and
            even if they do the match is still considered forfeit.
3. Lobby Settings
   a. In case the tournament referees are unable to host the lobbies themselves, the participants should host with the following settings:
      • Enable cheats: No
      • Fill empty slots with bots: No
      • Bot difficulty: Default
      • Version: Tournament
      • Starting team: Dire/Radiant (depending on the host)
      • Spectators: Enabled
      • Penalties (both): None
      • Server: Closest server according to this rulebook
      • DotaTV delay: 5 Minutes
      • All chat: On
      • Pausing: Unlimited
      • Lobby visibility: Public

4. Pausing
   e. Participants are permitted to pause the game in case of a technical issue
      • Be aware of the outside factors. As online matches are held at home or other venues, an environment that does not interfere with the game must be created in advance.
        - E.g. If a player pauses when the player’s dog suddenly enters the room during the tournament and interrupts the game, the player will be forfeited for the game.
   a. The participant who initiated the pause must immediately inform both their opponent and the referee what the reason for the pause is. Participants are not allowed to communicate with anybody else during the pause
   b. The game may be unpause only when both participants and the referee agree to it
   c. The maximum time allowed for pausing per participant is 10 minutes
   d. If a player is unable to reconnect to the match after the 10-minute timer is over, the match must continue with the remaining four players in the team unless the match fulfills the requirements for a remake. A remake can be issued before the match becomes a Game of Record
   e. If more than one player has disconnected, the 10-minute timer has run out, and the match is unable to be remade, then the affected team is considered to have forfeited the applicable game, and the timer for the next game will start

5. Game of Record
   a. A game of record (“GOR”) refers to a game where all ten players have loaded, and which has progressed to the point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which remakes may be permitted, and a game will be considered as on record from that point onward.
   b. Conditions which establish GOR:
      • Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes
      • Line-of-sight is established between players on opposing teams
      • Setting foot, establishing a vision, or targeting a skillshot ability into the opponent’s jungle
• The countdown timer reaches zero (0:00)
1. General
   a. **Platform:** Sony PlayStation 4®
   b. **Controller:** Participants can use their personal controllers.
      - In offline stages, personal controllers shall be reviewed and approved by the referee.
      - Macro functions (e.g., turbo buttons) are not permitted.
      - In offline stages, only referees can pair controllers to prevent any accidental match disruptions; participants must unpair their controllers after the match series is over.
   c. **Communication**
      - During a match, the participants are only allowed to communicate with their opponent and the referee about matters concerning the match itself.
      - Between sets, the participants are allowed to talk to their team members, coach, and manager for a maximum of 1 minute.
   d. Players may use any personal data and button configurations they wish. To save time when setting up matches, players are asked to keep these configurations on each console once they have been set up using their username as the Personal Data Name. Players must not override the configurations of other players.

2. Ingame
   a. All matches must be played using ‘Stat Balancing’ within the Exhibition Match mode, where possible. If not, then regular Exhibition Match.
   b. Allowed teams for the World Championships are available on this list.
      - Use the teams listed in ‘Partner Clubs’ section only, which consist of 23 clubs in total.
   c. Home and away positions are decided via randomization.
   d. In case of a draw, Extra Time and Penalties will be played to determine the winner.
   e. A participant is not allowed to delay the game (via actions like holding the ball with the goalkeeper) for more than five in-game minutes.

3. Match Settings
   a. **Match Level:** Super Star
   b. **Match Time:** 10 Minutes (5 Minutes for play-off matches)
   c. **No. of Substitutions:** 3
   d. **Emotional System:** OFF
   e. **Condition:** Home Yellow (Normal)
   f. **Condition:** Away Yellow (Normal)
   g. **Injuries:** OFF
   h. **Ball Type:** Fuerza

4. Stadium Settings
   a. Stadium: eFootball Stadium
   b. Time: Night
c. Season: Summer
d. Weather: Fine
e. Length of Grass: Normal
f. Pitch Conditions: Normal

5. Camera and Sound Settings
a. Camera Type: Dynamic Wide
b. Zoom: 2
c. Height: 2
d. Menu Screen Sound Effects: 15
e. BGM: 0
f. Commentary Volume Level: 0
g. In-Game: Crowd Noise 15
h. In-Game: PA Announcement 15
i. In-Game: Stadium Music 0
j. In-Game: Pitch Sounds 15

6. Match Screen Settings
a. Radar Appearance: Bottom
b. Player Name Plate: ON
c. Colour of Radar Dots (Home): Default
d. Colour of Radar Dots (Away): Default
e. Power Gauge: ON
f. Cursor Display: ON
g. Stamina Gauge: OFF
h. Time/Score: ON
i. Display opponent player name: ON
j. Set Piece Guides: ON
k. Game Speed: 0

7. Pausing
f. Participants are permitted to pause the game in case of a technical issue
   • Be aware of the outside factors. As online matches are held at home or other venues, an environment that does not interfere with the game must be created in advance.
     – E.g. If a player pauses when the player’s dog suddenly enters the room during the tournament and interrupts the game, the player will be forfeited for the game.
   a. The participant who initiated the pause must immediately inform both their opponent and the referee what the reason for the pause is. Participants are not allowed to communicate with anybody else during the pause
   b. Each participant can use pause three times in every single game, not counting the pauses caused by rule A above. Players can typically pause the game only at Deadball status; if a participant runs out of pauses and a Red card or an Injury happens, they can pause for one more time
   c. The game may be unpaused only when both participants and the referee agree to it
d. If a participant accidentally pauses the game by either pressing the start button or unplugging their or their opponent’s controller, the participant who paused will receive a caution.