



IESF Competition Regulations

(As of August 2019)

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Chapter 1 General Rules

Article 1 (Official Name)

The term of the Event, which is the subject to these Regulations is the 11th Esports World Championship Seoul 2019 (hereinafter called “the World Championship”).

Article 2 (Rights related to the World Championship)

International Esports Federation (hereinafter called “IESF”) has the exclusive right to the overall matters regarding to organizing and operating the World Championship as well as broadcasting the matches.

Article 3 (Period and Venue of the World Championship)

1. The host city/country of the World Championship is Seoul, Republic of Korea.
2. The Period of the World Championship is from 11th day of December to 15th day of December, 2019.
3. The venue for the World Championship is VSG Arena, Seoul, Korea

Article 4 (Rights related to the Official Name and Others)

IESF has the exclusive rights to the name the World Championship and all intellectual property rights thereof. If other parties want to use them, they must obtain approval from IESF beforehand.

Chapter 2 National Team Organization

Article 5 (Process of National Team Organization)

1. A National Team participating in the World Championship shall be organized by the corresponding National Federation (hereby called “NF”). The NF has the rights and responsibility to select and organize its own national team.
2. Each NF shall select their national team through a reasonable process, either reviewing the ranking or performance history of players or by operating its’ own national preliminary, and in case of a controversial circumstance, shall discuss the matter with IESF. IESF highly recommends conducting national preliminaries in all the titles.
3. All players in the National Team must be a citizen of the nation they are representing.
4. The process of Entry slot for each NF per each title shall be referred to the Entry Regulations, and the slots for the demonstration titles, if deemed by IESF, shall be announced by IESF . Only players over the admitted age in the host country’s rules may qualify to be a member of the National Team.

5. A player who gets denied entry into the host country due to any reason shall also be banned from the National Team roster. The roster of players for each title is not changeable once it is submitted; however, in case of an unavoidable circumstance may it be revised with approval from the IESF Board.
6. All team names of National Teams shall be names of their nations.

Article 6 (Official Referees and Record)

1. Official referees approved by the NF at the National Qualifier shall make judgments for all situations occurring in the matches. For unexpected situations not indicated in the rules and regulations, they shall make fair decisions after discussing the issue with the Referees' Commission.
2. In the absence of a recorder, the referee shall preserve replays and likewise take the role of the recorder for the relevant matches as well.

Article 7 (Misconduct)

1. When a player commits misconduct or inappropriate actions, official referees assigned by the NF may take disciplinary action against the player including but not limited to such measures as "caution, warning, forfeiture or expulsion."
2. When additional disciplinary actions are necessary, the relative NF and IESF may hold a disciplinary committee and take additional disciplinary action.
3. More detailed guidelines shall be referred to Article 7 "Referee Decisions" of "IESF Match Operation Regulations"

Chapter 3 Participation

Article 8 (Participation Application)

In accordance with the "Entry Regulations" provided by IESF, all NF shall register all participants to the World Championship including officials, media and players through the Entry Registration process. Any participant not registered through the Entry Registration process shall not be allowed to participate in the World Championship, and any late submission of the Entry shall not be counted.

Article 9 (Participation in the World Championship)

Individuals and teams for whom their NF filed an Entry to IESF shall participate in the World Championship, and are subject to the Player Registration Regulations of IESF and the "IESF Competition Regulations".

Chapter 4 Match Titles

Article 10 (Official Titles)

The Official Titles of “The World Championship” are as follows :

① Group Titles

DOTA2 (Valve Corporation) – Open for All

② Individual Titles

Tekken 7 (Bandai Namco Entertainment) – Open for All

③ Individual Titles

eFootball PES 2020 (Konami Digital Entertainment) – Open for All

Article 11 (Demonstration Titles)

Other titles, if deemed by the IESF, if necessary for further distribution and growth, can be run as Demonstration Titles, but such events are not subject to scoring as a Demonstration Title is not included in total scoring.

Chapter 5 Match Operation and Stadium

Article 12 (Operation of Matches)

All matches of the World Championship shall be operated in accordance with the “IESF Competition Regulations”.

Article 13 (Operation Method of Matches)

Main Matches of the World Championship shall be performed based on the competition regulation; however, depending on the format of a title, the method may be changed.

Article 14 (Player Availability, Breaks and Absence)

1. Other than a designated lunch break between the group stages and the knock out stages, there will be no breaks during the tournament. Players are asked to ensure they are present in the tournament area, and available to play their matches at all times during both the group and knockout stages.

2. Players who are not present within the tournament area when they are due to play their match risk having the match voided in favour of their opponent or elimination from the tournament. Referees are under no obligation to actively look for an absent player should this situation arise.

3. If players do need to leave the tournament area for any reason they must let a referee know so they can advise accordingly whether there is time to do this, and how long they are permitted to be absent.

Article 15 (Schedule and Draw for Brackets)

1. The match schedule for each title shall be decided by IESF.
2. The match draws shall be conducted with the presence of a referee assigned by IESF on the night prior to the World Championships. Under special circumstances, IESF may create the brackets.

Article 16 (Referees)

1. When conflict occurs in the course of play, the referee of the match shall address the situation.
2. During the event, any referee decisions that are contested will be first handled by the Jury of the event. If the players are still unhappy with the decision of the Jury they can move to the next stage.
3. The Protest Deliberation Committee shall be formed to consider the matter. If still unhappy with the outcome of the discussions the protester may move to the next stage.
4. Any appeals or opinions against the Protest Deliberation Committee decision or an unresolved referee decision shall be handled by the IESF Board.

Article 17 (Stadium)

The host shall provide equipment and manpower in accordance with “IESF Competition Regulations” & “IESF Event Manual”.

- ① Tables over 110cm in width, 65cm in length, and 70~80cm in height shall be provided for each individual for the match. (Changes for inevitable situations can be allowed under consultation with IESF)
- ② Height adjustable chairs which are between 20-30cm below the surface of the table and with removable armrests shall be provided.
- ③ PCs shall be maintained to prevent inconvenience for the players during the World Championship.
- ④ Specifications of PCs provided for the World Championship are as follows:
 - ▶ LCD&LED monitor shall be within 21~24 inches and GtoG shall be under 5ms and Panel shall be TN or IPS.
 - ※ Wide monitor should support size of normal monitor
 - ※ GtoG(Gray to Gray) : The time of the Change between Gray(10%) to Gray(90%)
 - ▶ Computer specifications (minimum requirements as below)

Parts	Details
CPU	6th generation Intel Core i7 3Ghz
Motherboard	CPU Home Type
Video Card	GeForce GTX 970 or higher
Memory	DDR4 PC4-17000 16Gb

Hardware	Desktop
Storage	SSD SATA3(6Gb/s)
Power	600w

⑤ Specifications of the software installed on the players' PCs are as follows:

- ▶ No program other than those necessary for the matches, such as operating system, tools handling multimedia tasks of the videogames, hardware drivers, etc., shall be installed on PCs used for the World Championship.
- ▶ Acceptable Operating Systems: Windows 7 or higher, 64bit, Professional or Enterprise.
- ▶ The OS, all needed tools and drivers should contain all necessary updates. Automatic or manual updates should be switched off (except for the videogames).
- ▶ The set of software shall be identical on all of the players' PCs.
- ▶ Console equipment
 - ※ Console titles will be played on Sony PlayStation®4
 - ※ All consoles titles in the event will be updated to run the latest version data pack of Tekken7 & efootball PES 2020(hereinafter called "PES 2020"). Game will be run in English.
 - ※ Official Sony PlayStation® Dualshock 4 controllers and controller cables will be made available for players to use within the event. Players may bring their own controllers to play with, however the final decision regarding the equipment usage will be made by the referees.

Article 18 (ID Pass to Access Stadium)

1. IESF shall issue ID Passes to all participants of the World Championship. All officials and players must wear their ID Passes at all times in the stadium to maintain order.
2. IESF shall issue separate ID Passes for organizers of the World Championship and volunteers.

Chapter 6 Players

Article 19 (Players)

1. Players shall uphold the spirit of fair play, non-violence, act professionally, and obey the direction of referees.
2. Both online and offline insults or threats of any kind against other players shall be forbidden.
3. If players have problems during matches, they may raise their hands and a referee will assist them.
4. If a replay save function is available, players should save replays after the match has ended.

Article 20 (Age)

1. The age of players is determined by "Match Rules" (Appendices) for each title.

2. Players, as well as other members of national delegations, under 18 (the age of minority in the host country) shall be accompanied by a duly responsible adult, who can also be a member of the same delegation.

Chapter 7 Uniform

Article 21 (Uniform Regulation)

1. All players participating in the World Championship shall wear the uniform representing his/her country, and such uniform shall be designed and provided by each National Federation.
2. Each National Federation can select the “Colors” and “Shape” of the uniform on their own.
3. On the left chest of the uniform, each National Federation can freely choose to place one among the options stated below:
 - 3-1. Emblem of the National Sporting Association/National Sporting Emblem
 - 3-2. Logo of the related National Federation
 - 3-3. National Flag of the related country
4. On the back of the uniform, the “Name” of the related country shall be placed.
5. BI exposure for sponsors can be determined by each National Federation.
6. In case of Players participating IESF World Championships without proper uniform, all supports provided to the National Federation shall be returned to IESF

Chapter 8 Sponsor

Article 22 (Sponsor Regulation)

1. The categories listed below must be completely avoided in any and all
 - ① Pornography (or extremely mature materials)
 - ② Alcohol
 - ③ Tobacco
 - ④ Firearms
 - ⑤ GAMBLING SITES (excluding direct funding from a National Lottery Funding Institution constituted to aid and assist national sporting codes)

Chapter 9 Scoring and Awarding

Article 23 (Ranking)

The national rank of each member country participating in the World Championship shall be determined based on the “IESF Scoring Regulations”.

Article 24 (Scoring)

The scoring of all official titles will be based on the “IESF Scoring Regulations”.

Article 25 (Division of Awards)

The award for players who participated in the World Championship shall be divided as follows:

- ① National rank performance awards (Overall Champion)
- ② Awards for each game title (1st place, 2nd place, 3rd place)

Article 26 (Method of Awards)

The awards for the World Championship are as follows:

- ① The 1st, 2nd and 3rd place for all game titles will be awarded with medals, and the overall champion will be awarded with a trophy.
- ② The prize money shall be announced separately when the details are decided.
- ③ All prize money shall be given to the NF that each player belongs to.

Chapter 10 Opening and Closing Ceremonies

Article 27 (Invitation)

The invitations to the opening and closing ceremony shall be written in the names of the president of IESF

Article 28 (Ceremony Schedule)

1. The opening ceremony shall be held on the 1st day of the World Championship in principle, but under unavoidable circumstances, the schedule can be changed.
2. The closing ceremony shall be held on the last day of the World Championship after the end of the last match of the final day.

Article 29 (Operation of Ceremonies)

Opening and closing ceremonies shall be managed together by IESF and “Organizing Member” of the host city/country.

Chapter 11 Broadcasting rights and Advertisement

Article 30 (Broadcast Rights)

IESF has the exclusive rights for live-broadcast or recorded-broadcast of the opening and closing ceremonies, all matches of the World Championship, and all derivative video products.

Article 31 (Host Broadcasting Company)

IESF selects a host broadcasting company which would have certain rights and responsibilities in regards to broadcasting rights and overall events at the World Championship including the opening and closing ceremonies.

Article 32 (Installation of Advertisement and Others)

1. IESF has exclusive rights to all advertisements installed within the stadium of the World Championship.
2. Any advertisements installed within the stadium including the ground and fences shall obtain IESF’s approval beforehand. This shall also apply to the advertisements on the player’s bibs.
3. Details on the advertisements within the stadium shall be based on established internal regulations and agreements with IESF.

Chapter 12 Protest and Resolution

Article 33 (Protest Deliberation Committee)

Under any misconduct or improper action done by officials or any application of protest or objection, IESF shall form The Protest Deliberation Committee to resolve the issue. The Protest Deliberation Committee shall include at least the Jury, Technical Delegate and specially appointed IESF Board Member for the IESF World Championships. The Committee may be supplemented by additional qualified personnel as seen fit.

Article 34 (Compliance Obligation)

1. Any organizations used for the preparation and operation of the World Championship, including member nations and participating nations, shall comply with “IESF Competition Regulations” in good faith.

2. If any organization fails to abide by the rules, additional instructions from IESF will be implemented and complied with.

Article 35 (Interpretation)

In the Case of any dispute arising out of the interpretation of any rule, or lack thereof, the Board of IESF shall be the final determining body

Chapter 13 Anti-Doping Rules

Article 36 (Preface)

These Anti-Doping Rules are adopted and implemented in accordance with IESF responsibilities under the World Anti-Doping Agency (WADA) Code, IESF Anti-Doping Rules, and IESF Doping Control Manual and in furtherance of IESF's continuing efforts to eradicate doping in esports. These Anti-Doping Rules are sport rules governing the conditions under which sport is played, and are distinct in nature from civil laws, and are not intended to be subject to any national requirements and legal standards applicable to civil proceedings. These Rules are necessary to protect and ensure clean esports.

Article 37 (Other Applicable Rules)

1. IESF Anti-Doping Rules

- IESF has enacted and approved the IESF Anti-Doping Rules in compliance with the WADA Code. These Rules are applicable during the period of the World Championship for supporting the detailed operation of Doping Control. IESF Anti-Doping Rules can be downloaded from the link:

https://www.iesf.org/images/9j6q2plki25i/6ig9E5cUrSIyGKmwM6MQ4o/d60e87d2a0df00cd91f99cd7a220f855/IeSF_Anti-Doping_Rules_As_of_July_2014_.pdf

2. IESF Board is responsible for establishing policies, guidelines and procedures to support the fight against doping, including management for results and violation of IESF Anti-Doping Rules.

Article 38 (Prohibited Substances and Prohibited Methods)

1. The Prohibited List International Standard of WADA Code shall be applied to Prohibited Substances and Prohibited Method enforced in competition Doping Control within the World Championship.

Link: https://www.wada-ama.org/sites/default/files/wada_2019_english_prohibited_list.pdf

2. Prohibited Substances

S0. Non-Approved Substances

- S1. Anabolic Agents
- S2. Peptide Hormones, Growth factors & related substances mimetics
- S3. Beta-2 Agonists
- S4. Hormone & Metabolic Modulators
- S5. Diuretics & Masking Agents
- S6. Stimulants
- S7. Narcotics
- S8. Cannabinoids
- S9. Glucocorticoids
- P1. Beta-Blockers

3. Prohibited Methods

- M1. Manipulation of Blood and Blood Components
- M2. Chemical and Physical Manipulation
- M3. Gene and Cell Doping

Article 39 (Doping Control)

1. IESF shall have the authority to conduct Doping Control and Testing during the period of the World Championship, and have the authority to appoint the responsible National Anti-Doping Organization deems appropriate to carry out Doping Test on its behalf.

2. Type of Doping Control

Type	Method of Sample Selection
In-Competition	Random Selection (A player from One of the top 3 teams/players) Target Selection (Former violator)

3. Type of Test

- Urine Sample Test

4. Sample Analysis

- IESF shall designate an Anti-Doping Laboratory among 34 laboratories accredited to WADA for sample Analysis as discussing with the relative National Anti-Doping Organization.

Article 40 (How to check the status of medication)

1. Advice for Players

- It is the responsibility of the player to determine whether a substance they are using, or considering for medical purposes, is prohibited. Before and during the World Championship, players are strongly advised to check the status of the medication they are taking or intend to take through the following websites:

1. WADA Website: <http://list.wada-ama.org/>
 2. Global Drug Reference Online: <http://www.globaldro.com>
 3. ASADA Website: <https://checksubstances.asada.gov.au/>
2. Therapeutic Use Exemption (TUE)
- If substance is found to be prohibited, they need to apply for the Therapeutic Use Exemption (TUE) to IESF Secretariat at least 10 days before the World Championship commences. If further clarification is required, the player should check with IESF Secretariat.
 - In a case that a Player obtained a TUE issued by a National Anti-Doping Organization in his/her country, the copy of such TUE shall be submitted to IESF Secretariat at least right upon the arrival for the World Championship.
 - IESF Secretariat can be reached at:
 - Mr. Leopold Chung Secretary General International Esports Federation
 - E-mail: chung@ie-sf.org
 - Fax: +82-51-743-5227
 - Post: 6F #615, Suyeonggangbyeon-daero 140, Haeundae-gu, Busan, Korea 48058

Article 41 (Anti-Doping Rule Violation and Result Management)

1. Anti-Doping Rule Violation
 - These Rules define any occurrence of one or more of the activities set below as the Anti-Doping Rule Violation:
 - a. Presence of a Prohibited substance or its metabolites or markers in a Player's urine sample
 - b. Use or attempted use of a Prohibited Substance or a Prohibited Method
 - c. Refusing or evading sample collection through Testing
 - d. Tampering, or attempting to tamper with any part of Doping control
 - e. Possession of Prohibited Substances or Prohibited Methods
 - f. Trafficking in any Prohibited Substance or Prohibited Method
2. Right to Fair Hearing
 - When IESF send a notice to a Player asserting an Anti-Doping Rule Violation, such Player shall have the right to request IESF for a Fair Hearing, and IESF shall appoint Doping Hearing Panel for hearing and adjudication. At the end of the hearing, the Doping Hearing Panel shall issue a written decision that includes the full reasons for the decision.
3. Disqualification of Individual Results
 - When an Anti-Doping Rule Violation is proved, the result obtained in the event by the team shall be automatically disqualified, including forfeiture of any medals, points and prizes.
4. Sanctions of Individual

- IESF may decide the period of Ineligibility of any future events for such individual Player detected with an Anti-Doping Rule Violation.

Supplementary Provisions

1. These rules shall be effective starting from August 2019.
2. Any amendment to the rules is subject to IESF's approval.

APPENDIX 1

IESF Match Operation Regulations

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Supplementary Provisions

Chapter 1 General Rules

Article 1 (Purpose)

The purpose of these regulations is to assist in the systematic and efficient operation of the matches.

Chapter 2 Operation of the Matches

Article 2 (Match Proceedings)

1. The World Championship shall be supervised by IESF.
2. If it is deemed too difficult to proceed with the match due to disputes over the mismanagement of a match or disorder in the stadium caused by participants of the match, IESF may cancel all scheduled relevant matches through the IESF's resolution. The relevant title falling into this case shall not be included in the composite scoring process as it is considered to have not competed in the World Championship.

Article 3 (Match Rules)

Matches of "The World Championship" shall be compliant with "IESF Competition Regulations" and they should be operated as outlined in Chapter 3.

Article 4 (Match Schedule)

The match schedule for each title shall be decided by IESF and the host city/country.

Chapter 3 Operation Method

Article 5 (Operation Method of Matches)

1. The brackets and schedule of "The World Championship" shall be decided by IESF and Organizing Member of the host city/country.
2. The method of "The World Championship" can be changed upon the IESF's approval.

Article 6 (Determination of Win/Loss)

No tie breaker rounds will be conducted between equal ranks (i.e. determination matches for 5th and 6th places or 7th and 8th places). If tied, win and loss shall be determined in accordance with the match rules of this year, unless otherwise stipulated in the guidelines for The World Championship participation.

Chapter 4 Personal Equipment and Settings

Article 7 (Personal Equipment & Software Installation)

1. Players both in competition and standby shall not bring unnecessary personal belongings. Also all mobile devices such as cell phones or smart devices are not allowed with the players in the stadium.
2. Players cannot use own devices other than a mouse, a keyboard, a mouse pad, internal earphones, external earphones, mouse bungee, and an earphone extension cord. A referee or the host can prohibit the usage of devices that may cause a negative effect on the match at their own discretion.
 - ① There is no such obligation or limitation when using personal devices, but they must be approved by the referee.
 - ② Players have the responsibility to actively cooperate with the referees. Inappropriate behavior such as saving a macro program shall lead to a “forfeit”, and the player shall take all responsibility.
 - ③ There is no limitation for using audio output devices such as headsets, but a player who uses a program with them shall act according to fair play and take all responsibilities.
 - ④ Only the voice chat programs provided by IESF can be used. However, when provided voice chat programs malfunction, another program allowed by a referee can be used.
 - ⑤ Players can choose between devices offered by the IESF and personal devices, and shall take responsibility operating them.
 - ⑥ Windows OS language is English as default and installing other language IME files are prohibited.
 - ⑦ No USB devices, other than mouse and keyboard, should be connected to the PC's. Any driver software required by the players should be readily available online for the referees to install.
 - ⑧ A ten-minute warm up time shall be given to players after being seated. If a player cannot finish setting up in the given time, the player shall take responsibility for their own settings.
3. The selection of PC and OS is the Host's authority. However, the host shall take responsibility to actively cooperate with the requests of players if reasonable.

Article 8 (Setting)

1. A ten-minute warm up time shall be given to players after setting up personal equipment & installing software.
2. Before the match begins, players shall check internal and external factors that may influence their performance, and if needed, they may seek a referee for help.
3. Players must raise complaints pertaining to all equipment before the match starts, and the host shall provide full support.

Chapter 5 Match Record Management

Article 9 (Match Record Report)

1. All match records of the World Championship shall be written in the format prescribed by IESF. They shall be confirmed and signed by the responsible Technical Delegate and delivered to IESF in an accurate and swift manner.
2. The referee for each title is responsible for recording any unusual occurrences during the match.
3. The referee is responsible for recording the numbers of PCs' used in the match and the replay of the match for reference in case if problems occur.
4. The official languages of all records shall be English.

Chapter 6 Misconduct

Article 10 (Misconduct)

Referees have the right to monitor and manage the misconduct of players, and may take disciplinary actions against confirmed cases of misconduct in accordance with the "IESF Competition Regulation". IESF may arrange a Disciplinary Committee for additional disciplinary action.

Chapter 7 Referee Decisions

Article 11 (Referee Decisions)

In a situation, such as misconduct or temporary stoppage of play occurs, the referee shall resolve such situations in accordance with the "IESF Competition Regulations" in a swift manner. In case of an unexpected emergency situation, the referee shall consult IESF personnel for resolution.

① Pause

– Players cannot stop the game with their own discretion and may express his or her request for pause by raising his or her hand. However, players can pause the game in the situations listed below, and shall explain the reason of game pause to a referee immediately. The referee is responsible for looking into the situation before resuming the match.

► When equipment malfunctions or network failure occurs.

► Participating players or teams using inappropriate behavior with direct impact on the outcome of the match or a concern which causes an interruption in the match

② Resume the match

– Upon the resolution of the situation, which leads to a temporary halt of the match, the referee may decide to resume the match, using his or her discretion, after assessing the impact of the situation on the match.

③ Rematch and Decision Win

– If it is impossible to resume the match due to computer, network failure or other unusual circumstances, the referee may announce either a rematch or decision win based on the advantages/disadvantages in accordance with the “IESF Competition Regulations”.

④ Draw

– If the match fails to determine a winner or loser, the referee may decide on a draw with the consent from both sides.

⑤ Time Out

– In case that a rematch or draw is called (this applies to both individual and team matches), the same players shall play on the same map, and a five-minute time out may be allowed upon the referee’s decision.

⑥ Decisions in other special situations may be made after consultation with the host organization.

Article 12 (Withdrawal)

Players may express intention of withdrawal to referee.

Article 13 (Disciplinary Action)

If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion. IESF may arrange a disciplinary committee to decide additional disciplinary measures.

Article 14 (Caution)

The referee may give a “caution” to participating players or teams in case of violating the regulations below:

- ① Requesting a halt of play based on rule violation of a player or a team
- ② Requesting a halt of play due to personal reasons (physiological reasons, defective set-up, etc.)
- ③ Late arrival of participating players
- ④ Equipment cords pulled out abruptly due to a player’s mistake
- ⑤ Watching a replay after the match is over
- ⑥ Other inappropriate behavior as a participating player

Article 15 (Warnings)

After receiving two “cautions” during play, the player will then get a “warning” and the previous “cautions” are no longer effective.

- ① Playing in the match with unauthorized software or hardware (e.g. failure to disclose headset driver needs or not informing the referee of using a personal extension cord)
- ② Causing intentional pauses in the match
- ③ Disobeying decisions and orders by the referee
- ④ Unsportsmanlike language and/or behavior
- ⑤ Unnecessary verbal conversations with unauthorized persons causing disruption of play
- ⑥ Disregarding the decisions of the referee or the host organization (continued disregard will lead to forfeiture)
- ⑦ Other behaviors which the referee decides as inappropriate

Article 16 (Forfeiture)

After receiving two “warnings” during the match, the player will get a “forfeiture”.

- ① Hacking into a computer, server or intentionally attacking computers used in The World Championship
- ② Player misconduct which directly impacts the outcome of the match or any intentional ill-mannered acts which result in similar effects
- ③ Using bugs to gain advantage in the match without notifying the referee
- ④ Not arriving at the stadium until the match begins
- ⑤ Causing intentional disconnects during the match

Article 17 (Expulsion)

If there is concern that a participating player or team will continue to use inappropriate behavior that directly impacts the outcome of the match or a concern which causes an interruption in the match, the referee may expel them upon the approval of the Technical Delegate.

Article 18 (Disciplinary Committee)

If a situation calling for disciplinary actions occurs during a match, as described below, IESF may hold a disciplinary committee to determine additional disciplinary measures.

- ① Disciplinary actions that amount to or exceed forfeiture or expulsion
- ② Other situations which call for disciplinary actions through a Disciplinary Committee

Chapter 8 Referee and Protest

Article 19 (Referee)

The certified referees appointed by IESF shall be responsible for all decisions. They are expected to make fair and reasonable decisions during unexpected emergency situations while consulting with IESF.

- ① The referee's decision shall be absolute based on "IESF Competition Regulations" and he or she shall hold the primary responsibility of his or her decision.
- ② The referee shall comply with the "Statutes of the Referee Committee" and resolve unexpected problems by consulting with IESF.
- ③ The referee shall be responsible for checking the condition of the stadium, PCs, players' registration status, and the delivery of instructions.

Article 20 (Protest)

As for matters which cannot be addressed by "IESF Competition Regulations" or fall outside of the referee's authority, IESF shall form the Protest Deliberation Committee to deliberate a resolution on the issue. A protest request shall be submitted in writing and the committee shall be attended by committee members, Technical Delegate and the relevant referee only.

Article 21 (Decision on Protest)

The decision by the Protest Deliberation Committee shall be the final decision and no objection to the delivered decision shall be allowed.

Supplementary Provisions

1. These Regulations shall be effective from August 2019.
2. Any amendment to the regulations is subject to IESF's approval.

APPENDIX 2

IESF Scoring Regulations

Table of Contents

Chapter 1 General Rules

Article 1 (Purpose)

Chapter 2 Scoring

Article 2 (Determination of Composite Ranking)

Article 3 (Total Scores of Matches)

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Article 7 (Scoring of Official Titles)

Supplementary Provisions

Chapter 1 General Rules

Article 1 (Purpose)

The purpose of this Scoring Regulations document is to outline the rules for the scoring method to determine the ranking of each member nation.

Chapter 2 Scoring

Article 2 (Determination of Composite Ranking)

The rank of each member nation shall be determined based on the sum of points acquired from matches of each Official Title. Non-members of IESF shall not be subject to scoring.

Article 3 (Total Scores of Matches)

Composite scores of matches shall be calculated as follows:

- ① The sum of the acquired scores from each Official Title is the Composite Score of the member nation.

e.g.: Calculation of Points

Country A

- DOTA2: 1st place = 100 points
- Tekken 7: 2nd place = 51 points
- PES 2020: 4th Place = 21 Points
- Total score: $100 + 51 + 21 = 172$ points

Country B

- DOTA2: 3rd place = 31 points
- Tekken 7: Round of 8 = 16 points
- PES 2020 : nonattendance = 0 points
- Total score: $31 + 16 + 0 = 47$ points

- ② In the event of a tie among 1st, 2nd and 3rd place, the nation with a higher rank in DOTA2 shall be the winner, and if the rank in DOTA2 ties, then, the nation with a higher rank in Tekken7 shall be the winner. If still rank is still tied, then the nation with a higher rank in PES2020 shall be the winner. If the rank is still tied there will be a coin-flip to determine the winner.

Article 4 (Scoring of Expulsion)

In the situation of an Expulsion, the score of 0, regardless of any excuse, shall be given. The right for the hearing session shall be given to the related player, team and NF, and the Protest Deliberation Committee shall decide on the matter, reviewing the statements explaining the reasoning submitted by the related NF.

Article 5 (Scoring of Demonstration Titles)

Demonstration Titles shall not be subject to scoring.

Article 6 (Responsibility of Scoring)

Scoring for each title shall be supervised by the Technical Delegate, yet it shall be subject to be reviewed by IESF.

Article 7 (Scoring of Official Titles)

1. Scoring of Official Titles shall be done from 1st to the bottom as follows:

Rank	1st	2nd	3rd	4th	Round of 8 (5th~8th)	Round of 16 (9th~16th)	Participation (16 th ~)
Distribution	100 points	51 points	31 points	21 points	16 points	11 points	5 points

Supplementary Provisions

1. These Regulations shall be effective from August, 2019.
2. Any amendment to the regulations is subject to IESF's approval.

APPENDIX 3

Match Rules **<DOTA 2>**

Table of Contents

Article 1 Name of the Title

Article 2 Participation

Article 3 Method of the Matches

Article 4 Determining a winner

Article 5 Pauses

Article 6 Disconnection

Article 7 Forbidden Behavior

Article 8 Change of Rules

Article 1 Name of the Title and Patch

1. Name of the Title: DOTA2 (Defense of the Ancients 2)
2. Current official patch available in the country is used for the competitions.
3. Client: Dota2 Official (Valve, Steam)
4. Server: Steam Server

Article 2 Participation

1. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race or disability.
2. Eligible Age of Participation in the World Championship competitions of this title is 16 and over (It is limited to people born on & before December 12th, 2003).
3. If necessary from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.

Article 3 Method of the Matches

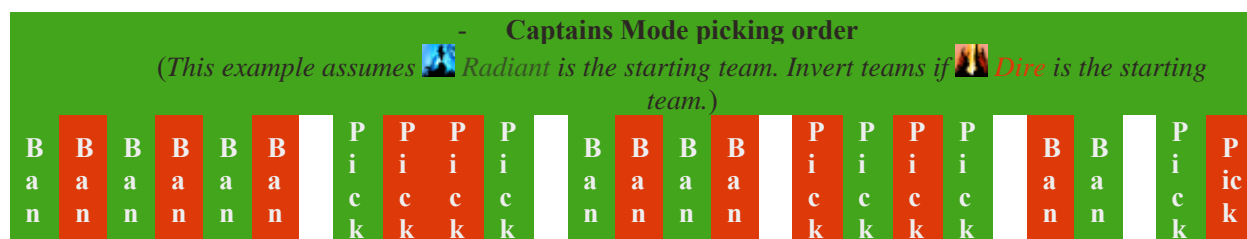
1. Set of Matches

- 2 teams
- Best of 3 all the matches (depends on the IESF conduct)

Winning every 2 matches of each series will earn 1 point for the Team, -1 Point for a loss result.

2. Game Mode

- Captain Mode



3. Side Selection

- For all match: A coin toss decides which team has ‘Selection Priority’ of picking side or drafting first.
- Next map will auto reverse from the coin toss decision until final match (odds match) will have another coin toss.

4. Steam server : Variable

Article 4 Determining a winner

- When the opponent team send 'gg' in public chat
- When a team destroys the opponent's home
- For other situations, the referee shall decide.

Article 5 Pauses

1. Pauses

Players can pause the game in situations listed below, and shall explain referee regarding the reason of game pause. The referee is responsible for looking into the situation before resuming the match.

- Equipment malfunctions or network failure occurs.
- Bugs occur in the game client.
- Waiting for disconnection to reconnect by 10 minutes, if still not connected then the game will be resume while the disconnected tries to reconnect.

2. Resume the match

Upon the resolution of the situation, which leads to a temporary halt of the match, the referee may decide to resume the match, using his or her discretion, after assessing the impact of the situation on the match.

Article 6 Disconnection

1. If BP player disconnected during BP period, the BP phase can be restarted with the same time limitation and line-up as before the disconnection.

2. If the game client crashes and cannot be reconnected to, and

- The game crashes within 10 minute from start, the games must be restarted. The heroes, item building, skill building, lanes, and first blood must be revived.
- The game crashes after 10 minute from start and cannot be revived, the referee can judge whether there exists big advantage and award game victory to the team instead of rematch. (Reference: 1 point for each kill, 3 points for each tower destroy, 5 points for each barrack destroy, 2 points for aegis of immortal, 2 points for each cheese, 2 points for refresher shard, 2 points for each 5k networth advantage before 20 minutes, 1 point for each 5k networth advantage after 20 minutes. At least 1 point difference to win the game)

3. If the observer's PC malfunction, the match shall be paused to wait for the reconnection of the observer.

Article 7 Forbidden Behavior

. When a player of a team uses settings exceeded the basic setting range through client manipulation, the referee may give the team a "forfeiture".

Article 8 Change of Rules

This regulation applies to the “IESF 2019. DOTA 2 Match Rules”, and may be altered in the following cases:

- Rules are subject to change after the release of new patches.
- Upon discovery of other reasonable factors.

APPENDIX 4

Match Rules **<TEKKEN 7>**

Table of Contents

Article 1 Name of the Title

Article 2 Participation

Article 3 Method of the Matches

Article 4 Configuration of the Matches

Article 5 Forbidden Behavior

Article 6 Disconnects

Article 7 Change of Rules

Article 1 Name of the Title

1. Name of the Title: Tekken7.
2. Videogame Platform: Playstation 4
2. For the World Championship and for the national qualifiers (preliminaries), current patch available in the country is used for the competitions.
3. IESF and NFs are responsible for notifying the relevant videogame producer about dates of competitions, asking to postpone patching the videogame so as it does not happen during the days of the event (the World Championship or national qualifiers/preliminaries).

Article 2 Participation

1. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race or disability.
2. Eligible Age of Participation in the World Championship competitions of this title is 16 and over (It is limited to people born on & before December 12th, 2003).
3. If necessary from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.

Article 3 Method of the Matches

1. Game Format: Individual Match
2. Set of Matches
 - ① A round is exhausting energy bar once (1 circle under the energy bar)
 - ② A set/game consists of 5 rounds (1 coin)
 - ③ A match consists of 3 sets (Preliminary), 7 sets (Quarterfinal), and 9 sets (Starting from semifinal)
 - ④ Group Preliminary

All players are placed into groups:

 - Round Robin (Best of 3, meaning up to two wins) among players from each group
 - Best of 3 sets, meaning up to 2 set wins
 - 1st and 2nd places of each group advance to the Main Rounds
 - ⑤ Main Rounds
 - Single-elimination
 - Best of 7 sets, meaning up to 4 wins (Quarterfinal), Best of 9 sets, meaning up to 5 wins (Starting from semifinal)

3. Tie Break

- ① Head to head result
- ② Point differential (Each round Win = 1 point, Lose = -1 point)
- ③ Rematch (single-game matches)
 - In case of 3-way tie the first pair of players is defined by coin toss. The third player matches the winner (if one of the three proceed from the play-off) or the loser (if two of the three proceed to the play-off).

Article 4 Configuration of Matches

1. Settings

- Game mode: VS mode
- Timer: 60 Seconds
- Each Game/Set: 5 Rounds
- Stage: Random

2. Side Selection

- Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively. If Players cannot agree, they will play Coin toss to determine who picks their side. This applies from Qualifier to Finals.

3. Match Procedure

- Players select their sides.
- Players select their characters (blind pick) and
- The Players play the first Game / Set of the Match.
- The losing Player of the preceding Match may choose to change characters.
- The next Game is played.
- Repeat steps 4 and 5 for all subsequent Games / Sets until the Match is complete.

4. Permitted Controllers

- All standard fight sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers other than DualShock 4 are not permitted. Players that use DualShock 4 but do not un-sync their controller after the Match are subject to disqualification at the discretion of Tournament Organizers.

5. Ties

- Since game cannot end in ties, when the 60 seconds runs out, whoever has the most remaining health will win the round. In case of double K.O. of the final round, you should start a new game and whoever wins first fight - wins the round and the entire game.

6. Match Obligations

- 10 minutes shall be given for preparation before the match begins. Players that are not ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.
- Players who forfeit a match will have the match count as a loss, and will be disqualified for the rest of the tournament.
- The referee has to declare the chosen characters that will be played during the next match.

7. Match Disruptions

– Pauses

If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits the current Round.

– Restarts

Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish.

– Stalling

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers.

8. Coaching

- Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.

9. Cheating

- Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction

10. Result

- After finishing a match, player shall confirm it with referee.
- The result not confirmed by referee shall not be counted.

Article 5 Forbidden Behavior

1. In case of situations listed below, the referee shall give a warning to players as disciplinary action.

- When uses custom skin set of characters.
 - When the game is paused, players shall not contact people outside until the referee permits it.
3. In case of situations listed below, the referee shall give a forfeit to players as disciplinary action.
- When uses a bug notified to be banned before the match.

Article 7 Malfunction

1. When the console or controller malfunctions, the player shall report it to the referee by raising a hand.
2. In the situations listed below, relevant set shall become void, and a rematch of the set shall be conducted.
 - In the case of unidentified bugs or unintentional occurrences of bugs.
 - When the decision of a win/loss is impossible to decide by the progress of the match.
3. In the event of either the referee's or an observer's PC malfunctioning, the match shall continue if it's considered to have no influence on the match.

Article 8 Change of Rules

1. This regulation applies to “The 11th Esports World Championship Seoul 2019. Tekken7 Match Rules”, and may be altered in the following cases:
 - Rules are subject to change after the release of new patches.
 - Upon discovery of other unreasonable factors.
2. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.

APPENDIX 5

Match Rules < PES 2020 >

Table of Contents

Article 1 Name of the Title

Article 2 Participation

Article 3 Structure and Game Settings

Article 4 Forbidden Behavior

Article 5 Malfunction

Article 6 Change of Rules

Article 1 Name of the Title

1. Name of the Title: eFootball PES 2020.
2. Video Game Platform: Playstation 4
2. For the World Championship and for the national qualifiers (preliminaries), current patch available in the country is used for the competitions.
3. IESF and NFs are responsible for notifying the relevant video game producer about dates of competitions, asking to postpone patching the videogame so as it does not happen during the days of the event (the World Championship or national qualifiers/preliminaries).

Article 2 Participation

1. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race or disability.
2. Eligible Age of Participation in the World Championship competitions of this title is 12 and over (It is limited to people born on & before December 12th, 2007).
3. If necessary from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.

Article 3 Structure and Game Settings

1. All matches must be played using ‘Stat Balancing’ within the Exhibition Match mode (offline) of efootball PES 2020.
 - the player sitting on the left-hand side whilst facing the screen is Player 1 (blue controller), and the player sitting on the right-hand side is Player 2 (red controller).
 - Referees will decide when set-up can start. After being instructed to players shall make all related settings within 5min.
 - Home & Away Decided by a coin toss.

2. Structure: BO1 in Group Stage; BO3 in ¼, Semi Final and Final

In group stage, If two or more players are tied on points, then players will be ranked by:

- 1 Total points (three points will be awarded for a win, one for a draw and none for a loss)
- 2 Goal difference

3 Goals scored

4 Result of their match

5 5min play-off (Extra Time and Penalty Kick (PK): ON)

3. Players are to use licensed teams only. The available teams are:

- ❖ Juventus
- ❖ Barcelona
- ❖ Manchester United
- ❖ Bayern Munich
- ❖ Arsenal
- ❖ Boca Juniors
- ❖ River Plate
- ❖ Palmeiras (and stadium Allianz Parque)
- ❖ Flamengo
- ❖ Sao Paulo
- ❖ Corinthians
- ❖ Vasco da Gama
- ❖ Universidad de Chile
- ❖ Colo-Colo
- ❖ Fully licensed leagues (All the teams)

- ★ Italian Serie A
- ★ French Ligue 1
- ★ French Ligue 2
- ★ Brazilian Brasileirao Serie A
- ★ Brazilian Brasileirao Serie B
- ★ Russian Premier League
- ★ Belgian Pro League
- ★ Danish Superliga
- ★ Argentinian Superliga

4. The following settings must be selected from the General Settings menu on the Match menu screen for all games:

Match Setting

Match Level: Super Star

Match Time: 10 Minutes (5 Minutes for play-off matches)

No. of Substitutions: 3

Emotional System: OFF

Condition: Home Yellow (Normal)

Condition: Away Yellow (Normal)

Injuries: OFF

Ball Type: Fuerza

Stadium Settings

Stadium: eFootball Stadium

Time: Night

Season: Summer

Weather: Fine

Length of Grass: Normal

Pitch Conditions: Normal

Camera Settings

Camera Type: Dynamic Wide

Zoom: 2

Height: 2

Sound Settings

Menu Screen Sound Effects: 15

BGM: 0

Commentary Volume Level: 0

In-Game: Crowd Noise 15

In-Game: PA Announcement 15

In-Game: Stadium Music 0

In-Game: Pitch Sounds 15

Match Screen Settings

Radar Appearance: Bottom

Player Name Plate: ON

Colour of Radar Dots (Home): Default

Colour of Radar Dots (Away): Default

Power Gauge: ON

Cursor Display: ON

Stamina Gauge: OFF

Time/Score: ON

Display opponent player name: ON

Set Piece Guides: ON

Game Speed Setting

Game Speed: 0

5. Tournament and Other Match Rules

1. Official Sony PlayStation® DualShock 4 controllers and controller cables will be made available for players to use within the event. Players may bring their own controllers to play with, however only official PlayStation® DualShock 4 controllers will be permitted for use.
2. Players may use any personal data and button configurations they wish. To save time when setting up matches, players are asked to save these configurations on each console once they have been set up using their PES League username as the Personal Data Name. Players are also asked not to

override the configurations of other players.

3. In the case that the player wants to pause the game at live-ball status due to force majeure (controller failure), the player should ask the referee for permission to pause the game.
4. In the case of a draw, Extra Time and Penalties of the match will be played to determine the winner.
5. The 2 players who finish the game needs to keep the final score interface and report the score to the referee after the end of a game. The opposing players need to sign to confirm the match result. In the case that any player has disputes about the result, he should inform the duty referee and the referee will judge the results according to the situation. Players must obey the final judgment of the referee. The result of the match is not valid without the confirmation of the referee.
6. Each player can pause 3 times in all in each single game. Players can pause the game only at dead-ball status; If a Player ran out of pause and Red card or Injuries happen, he/she can use pause for 1 more time.

Article 4 Forbidden Behavior

1. If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion.
2. In case of situations listed below, the referee may give a warning to players as disciplinary action.
 - Negative delaying the game, such as the goalkeeper's hand control, passing the ball in the backcourt, etc. may not exceed five minutes in 1 game. If the above behavior occurs once in the game, the player will be warned. If twice, the player will be punished as lose by referee decision.
 - When the game is paused, players shall not contact people outside until the referee permits it.

Article 5 Malfunction

1. When the console or controller malfunctions, the player shall report it to the referee by raising a hand.
2. In the situations listed below, relevant set shall become void, and a rematch of the set shall be conducted.
 - In the case of unidentified bugs or unintentional occurrences of bugs.
 - When the decision of a win/loss is impossible to decide by the progress of the match.
3. In the case that the interruption of the game is due to external irresistible factors (equipment failure), the game needs to be continued at the interruption time point. (For example, if the game is interrupted on the

70:00 minute with a score of 2-1, the new game will be played for 20:00 minute with the same score. In case of a Red card, the Player who had it will receive one extra goal against them.)

4. In the event of either the referee's or an observer's PS4 malfunctioning, the match shall continue if it's considered to have no influence on the match.

Article 6 Change of Rules

1. This regulation applies to “The 11th Esports World Championship Seoul 2019. PES 2020 Match Rules”, and may be altered in the following cases:

- Rules are subject to change after the release of new patches or upon release of a newer version of the game (namely eFootball PES 2020).
- Upon discovery of other unreasonable factors.

2. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.