

**World Electronic Sports Games (“WESG”) 2019 – North American Qualifier
Official Rules and Regulations**

WorldGaming Network is excited to be hosting the North American Qualifier for WESG 2019, operated by Alisports Co. Ltd. We will be hosting five unique tournaments (each a “Tournament”, collectively, “Tournaments”), where the winners of each Tournament will compete against players from around the globe in the WESG Global Finals in March 2020 in Chongqing, China. Below are the rules for the Tournaments. In addition, all Entrants must adhere to the [Esports Code of Conduct](#), attached to these Tournament Rules as Schedule “B” (the “Code of Conduct”).

THE TOURNAMENT IS OPEN TO LEGAL RESIDENTS OF CANADA OR THE CONTINENTAL USA WHO ARE AT LEAST 16 YEARS OLD AND MEET THE ELIGIBILITY REQUIREMENTS SET OUT IN SECTION 5 BELOW. UNLESS SPECIFICALLY PROVIDED FOR BELOW, IF ANY ENTRANT IS FOUND TO BE INELIGIBLE OR IS DISQUALIFIED AT ANY STAGE OF THE TOURNAMENT THEY WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE TOURNAMENT AND IF APPLICABLE WILL BE REQUIRED TO RETURN ANY PRIZES THAT MAY BE AWARDED.

TO PARTICIPATE IN PRO EVOLUTION SOCCER 2020 (“PES 2020”), ENTRANTS MUST HAVE A PLAYSTATION PLUS (“PS PLUS”) ACCOUNT. THERE ARE COSTS ASSOCIATED WITH MAINTAINING SUCH ACCOUNTS.

Tournaments:

Counter-Strike: Global Offensive (teams)
Counter-Strike: Global Offensive (women’s teams)
Dota 2 (teams)
Pro Evolution Soccer 2020
StarCraft II

By entering and participating in a Tournament, each Entrant, as defined below, unconditionally accepts and agrees to comply with and abide by the Official Rules and Regulations (the “Tournament Rules”). All decisions regarding the interpretation of these Tournament Rules lie solely with the Administrator, the decisions of which are final and binding in all respects. Reference to Entrant(s)/Team(s) or Entrant(s)/Team Member(s) are as applicable.

Tournament Rules:

1. ADMINISTRATOR

- WorldGaming Network LP (“WGN”), 1303 Yonge Street, Toronto, Ontario, M4T 2Y9, is solely responsible for organizing and administrating the Tournament.
- Alisports Co., Ltd, No. 640 Longchang Road, Yangpu District, Shanghai, is solely responsible for providing the prizes (“Alisports”).

2. TOURNAMENT DATES

The specific dates that apply to each Tournament are set out in the individual Tournament pages. Each Tournament will have a registration period, Open and Closed Qualifier rounds, and a live Regional Finals event (collectively, the Tournament Stages”). All dates, times, and locations are subject to change. In the event that there is a change to the date, time and/or location of a Tournament Stage, Administrator will use reasonable efforts to notify all Entrants at least 72 hours prior to the event date. For Team Tournaments, the Team Captain will be notified for any changes. It will then be their responsibility to relay the information to the remaining Team Members. While each Entrant may participate in more than one Tournament, in the event an Entrant qualifies for the Closed Qualifier for more than one Tournament, that Entrant must choose which Tournament they wish to compete in and notify the Administrator no less than five (5) business days prior to start of the Closed Qualifier.

3. TOURNAMENT PRIZES

Unless otherwise set out in the individual Tournament pages, cash prizes will be awarded to the top eight players or Teams for each Tournament. All cash prizes are awarded in United States dollars (“USD”), and will be paid directly to and in the name of the Entrants and will not be paid to any third party, including but not limited to agencies, agents or representatives for the Entrants. Cash prizes awarded to teams will be evenly split among the Team Members that competed in the Tournament. Individual cash prizes valued at \$500 or less may be awarded in the form of a pre-paid credit card. Please see the individual Tournament pages for the cash prizes to be awarded.

In addition, the confirmed winner/winning Team of each Tournament will qualify to represent North America at the WESG 2019 Global Finals in March 2020 (dates and exact location to be confirmed) (the “Global Event”). For the Team Tournaments, only those Entrants/Team Members that participated in the Regional Finals will be eligible to travel to the Global Event. In the event that a Team Member on the winning Team is unable to participate in the Global Event, the Administrator reserves the right to permit the

winning Team to make up to one (1) player substitution, provided that the substituted Entrant is not already a member of another Team participating in the Global Event and otherwise meets all eligibility requirements as set forth below. Travel arrangements and accommodations for the confirmed winners/winning Team Members to participate in the Global Event to be coordinated and booked at a later date. In order to participate in the Global Event, all Entrants must adhere to the rules and regulations set by the organizer. Administrator is not responsible for or organizing the Global Event, and makes no representations or warranties regarding an Entrant's ability to participate.

Approximate retail value ("ARV") of the trip to Chongqing, China (the "Trip") is \$3,625 USD plus applicable taxes based on sample New York departure. The specific details, including the duration, exact dates, accommodations, and travel arrangements for the trip to Chongqing (the "Trip") are still to be determined, but will be communicated as soon as the information becomes available. Notwithstanding the foregoing, the actual value of Trip will vary depending upon point of departure and fluctuation in hotel and airfare rates and the winners will not be entitled to any difference between the actual value of the Trip and the ARV. Accommodations and flight times are subject to availability and black-out periods, and must coincide with the Global Event. The details of each component of the Trip, including, without limitation, choice of airline and accommodation are as determined by Alisports in its sole discretion. No change in travelling or accommodation arrangements can be made once the booking has been confirmed. None of the Releasees (as defined below) are responsible if any scheduled event, including the Global Event, is delayed, postponed or cancelled for any reason and the winners will not be reimbursed for tickets or any additional costs, including costs of accommodation. Unless otherwise provided by Alisports, all other costs and expenses associated with Trip, including but not limited to, ground transportation between the winners' residence and the departure airport, and between the destination airport and hotel, additional accommodations if required, meals, gratuities, insurance, items of a personal nature, applicable taxes (including airport taxes), personal charges at lodging, luggage fees, security fees or other expenses not specifically described as included in travel package are the responsibility of the winners of the Trip. The winners of the Trip are responsible for arranging and obtaining in advance of departure all necessary travel documentation, passports, Visas, health and other insurance as may be required. The Trip is subject to space availability at time of booking and advance reservations are required. The winners of the Trip will be required to present their ID at hotel check-in along with a valid credit card for potential incidentals or damages. Failure to comply with all travel, Global Event and accommodation rules and regulations may result in the forfeiture of all or part of the Trip, including the participation in the Global Event, and none of the Releasees will have any obligation to provide any compensation in respect thereof. Travel restrictions, conditions and limitations may apply. None of the Releasees are responsible for and will not replace any lost, mutilated, or stolen tickets, travel vouchers or certificates. It is recommended that the winners of the Trip obtain sufficient personal insurance prior to departure. None of the Releasees will be responsible if the winners are denied entry onto aircraft, into the destination, or return entry into departure point. In such a situation, the winners will be responsible for any and all additional costs incurred. In the event that a winner is Minor, Alisports, may in their sole discretion, require that the Minor be accompanied by a parent or legal guardian, or another adult designated by the parent or legal guardian, at their sole cost and expense.

Unless disqualified by Administrator, in the event the first place winner/Team of a Tournament forfeits the Trip, or is unable to travel to Chongqing to participate in the Global Event, for any reason, the first place winner/Team will still receive the cash portion of the first place prize and the second place winner/Team will be awarded the Trip and opportunity to participate in the Global Event, unless they are also found ineligible to receive the prize. No additional compensation will be provided to the winner/Team in lieu of the Trip. This process will continue until the Trip has been awarded. The Entrants/Team Members that qualify for and otherwise accept the Trip are defined as a "North American Representative", or collectively, the "North American Representatives".

All prize values are listed in United States dollars ("USD"), are non-transferable, and must be accepted as awarded, without substitutions. The cash portion of the prize will be distributed to the winners within 90 days of verification by Administrator. Additional information regarding prize distribution may be provided to the winners at the time of notification. With the exception of the Trip, unclaimed prizes will not be awarded. Winners shall be solely responsible for the payment of all applicable taxes in the jurisdictions where they reside, and the reporting consequences thereof, and for any other fees, costs or required withholdings associated with the applicable prize as required by law.

4. TRAVEL ALLOWANCE TO PARTICIPATE IN THE REGIONAL FINALS

- Each Finalist (as defined below) residing in Canada or the United States will be provided with airfare (economy class and from the closest airport from their place of residence with direct flights to Montreal). If a Finalist lives outside of Canada or the United States ("International Travelers"), a travel subsidy will be provided up to the value of their flight, or \$750 USD (whichever is lower). International Travelers will be required to pay the full cost of their flight upfront and then provide the Administrator with a receipt and a copy of confirmed travel documents by no later than November 8, 2019 in order to receive their subsidy, which shall be paid by Administrator within from the verification of the documents provided. All Finalists will receive paid accommodation for up to two (2) nights, at the Administrator's selection and depending on the Tournament entered into. The specific dates will be set to coincide with the date(s) of the Regional Finals, as set out in the attached individual Tournament pages. If a Finalist lives close enough to the location of the Regional Finals that airfare would not be reasonably required (as determined by Administrator) an alternate form of transportation may be provided, otherwise the

Finalist will be responsible for their own transportation to the hotel. Hotel accommodation will be provided for all Finalists. Finalists must be available to travel to Montreal on the dates set out in the individual Tournament pages or they will forfeit their right to participate in the Regional Finals. All decisions of the Administrator are final. For tax reporting purposes: the approximate retail value of the travel allowance to compete at the Regional Finals is \$1,000 USD.

- The specific details of the trip will be determined by the Administrator at its sole discretion. No change in travelling arrangements will be made once the booking has been confirmed. The Releasees are not responsible if any scheduled event is delayed, postponed or cancelled for any reason. All other costs and expenses associated with the trip, including but not limited to, ground transportation between a Finalist's residence and the departure airport, and between the destination airport and hotel, additional accommodations if required, meals, gratuities, medical and travel insurance, travel documentation (i.e. valid photo ID, such as a driver's license or other ID required to travel, or a valid passport, and VISA, if applicable, if travelling between two or more countries), items of a personal nature, applicable taxes (including airport taxes), personal charges at lodging, luggage fees, security fees or other expenses not specifically described herein are the sole responsibility of each Finalist. Entrants will be required to have valid photo identification in order to travel and to present valid identification at hotel check-in along with a valid credit card for potential incidentals or damages.

5. ELIGIBILITY

- To enter the Tournament, each Entrant must: (a) be a legal or permanent resident (as such term is defined by Canadian or USA immigration) or citizen of Canada or the USA; (b) reside in Canada or the USA while participating in the Tournament; and (c) be 16 years of age or older on or before the date that they first participate in the Tournament. Canadian or American citizens living abroad for work or school may be permitted to compete at the discretion of Administrator. Proof of foreign work or school visa or similar document may be required. Entrants may only enter into the country-specific Open Qualifiers for the country in which they are a citizen or legal resident of. For any Tournament-specific eligibility requirements, see the individual Tournament pages. For Team-specific Tournaments only and during all Tournament Stages, each Team must have at least three Team Members (as defined below) from the corresponding country, and they must meet all of the requirements set out above. For clarity, at least three Americans must be on a Team in order to participate in the USA Qualifiers, and at least three Canadians must be on a Team in order to participate in the Canadian Qualifiers. Additionally, a Team may have a maximum of two Team Members from different countries, provided that they meet the eligibility requirements. Entrants, regardless of their nationality, may only compete in either the USA or Canada Qualifiers.
- With the sole exception of Cineplex part-time Cast Members, employees, officers, and directors of the Administrator, Cineplex Entertainment LP ("Cineplex"), and any Tournament sponsors, and each party's respective parents, affiliated and subsidiary entities, are not eligible to participate in the Tournaments.
- The Administrator shall have the right at any time to require proof, to its sole satisfaction, of identity, date of birth and/or residency to show eligibility to participate in the Tournament and to deny any Entrant from playing or from being awarded any prize in the event that it is determined that one or more of the Entrants does not meet the eligibility criteria herein.
- Any Entrant that is under the age of majority in their province or state of residence (each a "Minor"), must have permission from a parent or legal guardian to participate. If it is determined that an Entrant is a Minor in their province or state of residence and does not have parental consent to participate, they will be disqualified and will not be permitted to continue in the Tournament. Note: Age of majority may differ depending on province or state of residence. It is an Entrant's responsibility to verify the age of majority where they live.
- Prior to the start of the Tournament:
 - All Entrants on PlayStation 4 ("PS4") must have a PlayStation Network ID with active PS Plus account, and Entrants on PC must have either a Blizzard Account or a Steam ID (collectively known as an Entrant's "Game Account").
 - All Entrants must have a physical copy of the game that they are participating in or a valid digital game license.
- All Entrants participating in a Tournament for individual participation must have a WGN account and agree to the Terms and Conditions found at <http://worldgaming.com/terms-and-conditions> (the "WorldGaming Terms and Conditions"). There are no fees or service charges to create or maintain an account. If an Entrant attempts to bypass the age gate by entering a false date of birth that Entrant will be disqualified. For Tournaments that require team participation, and with the exception of those entering into the Counter-Strike: Global Offensive Tournaments, only the Team Captain, as defined below, shall be required to have a WGN account
- During the Tournament, if it is determined by the Administrator that an Entrant has a WorldGaming account that is suspended or was cancelled due to a violation of current or past WorldGaming Terms and Conditions or the Code of Conduct, harassment of other WorldGaming players and/or WorldGaming employees or suspected or confirmed fraud or unfair gameplay, that Entrant will be considered ineligible, will be disqualified from the Tournament, will not move forward to the next round and, if applicable, will be required to return any prizes that may be awarded.
- As set out in Section 8 below, all Entrants that qualify for and participate in a Closed Qualifier will be required to sign a declaration and release confirming their understanding of, compliance with, and acceptance of the Tournament Rules with a standard release of all liability (the "Declaration") before the Entrant is permitted to participate. If the Entrant is a Minor, their parent/legal guardian must sign the Declaration on their behalf before being allowed to participate. If the parent or legal guardian does not consent to signing the Declaration, the Entrant will not be permitted to participate. While a parent or legal guardian is permitted to travel with their Minor child to the Regional Finals, it is at their sole cost and expense.

- The Tournament is subject to all applicable Canadian federal, provincial and local laws and regulations and is VOID WHERE PROHIBITED BY LAW.
- **Accessibility:** Any Entrant with a disability that requires accommodation to play at the Regional Finals must contact the Administrator at support@worldgaming.com with “WESG – Accommodation Request” in the subject line at least two (2) weeks prior to the start of the Regional Finals. Administrator will work with you to arrange for a suitable accommodation.
- **Quebec Entrants ONLY:** The Regional Finals will be hosted, conducted and broadcast in English; however Entrants from Quebec will be permitted to play the Game in English or French. Unless the Entrant provides their language preference at least 24 hours prior to the start of the Regional Finals, they will be required to play the Game in English.

6. TEAM TOURNAMENTS – The following rules apply to Tournaments that require team participation

- In order to participate, each individual must be a member of a team consisting of a minimum of five (5) Entrants, but no more than six (6) Entrants, (a “Team”, or collectively, “Teams”), as either a “Team Captain”, “Team Participant”, or “Team Substitute” (each a “Team Member”, or collectively, “Team Members”). A Team of four (4) or fewer Team Members will not be eligible to participate during any Tournament Stage. Each Entrant is only permitted to be a Team Member of one (1) Team that qualifies for the Closed Qualifier.
- **Roster Changes:** A Team may change, add, or remove their Team Substitute and one (1) additional Team Member prior to the start of the Closed Qualifier, provided that the new Team Members are not already on a Team that has qualified for the Closed Qualifier. Qualification for the Closed Qualifier, and/or Points previously earned, will only carry over following roster changes if a Team retains at least four (4) of the original Team Members (those initially registered by the Team Captain). If three (3) or fewer of the original Team Members are able to participate, they would be considered a new Team and any previous qualification or Points earned will not carry over. Please contact support@worldgaming.com regarding roster changes with the subject “WESG – Roster Change” or contact the Administrator in the [WorldGaming Discord](#) server. All roster changes must be approved by the Administrator and will only be accommodated if circumstances would prohibit the Team’s further participation in the Tournament. The Administrator reserves the right to deny or approve any such request that does not meet the above requirement. Rosters will be considered locked and may not be changed during any one (1) of the individual Open Qualifiers, and after the start of the Closed Qualifier.
- **Substitutions:** A “Substitution” is defined as a change to a Team’s Starting Roster during Tournament play. This is not permitted during a Match, either in between or during Games. Substitutions may only occur in between Matches, and a Team may only Substitute a Team Member that is already registered as part of their Team.

7. WINNER NOTIFICATION

- Entrants that win a prize (each a “Prize”) will be notified by email within twenty-four (24) hours of the conclusion of the Regional Finals. Each Winner must send their full mailing address to the Administrator within five (5) days from the date of the email advising them that they are a winner, to successfully claim the Prize or such Prize may be deemed forfeited. In the event of any dispute concerning the operation of any element of the Tournament, the Regional Finals, or these Tournament Rules, the decision of the Administrator will be final. Any Entrant found to have violated these Tournament Rules, even after a Prize has been awarded, will be disqualified and will be required to return the Prize awarded, or cash equivalent in full within thirty (30) days following notice from Administrator that the Entrant has violated the Tournament Rules.

8. RELEASES

- All Entrants participating in a Closed Qualifier will be required to execute and deliver to the Administrator a Declaration that confirms: (i) eligibility to participate in the Tournament and acceptance and compliance with these Tournament Rules; (ii) acceptance of the Prizes as offered (if deemed a winner); (iii) permission to record the Entrant’s participation in and presence in the Closed Qualifier or Regional Finals, and use the Entrant’s name, photo, image and any footage or photo taken of the Entrant; (iv) release of the Administrator, Cineplex, any Tournament sponsors and promoters, and each party’s respective parent, related and affiliated companies and entities, subsidiaries, members, dealers, advertising and promotional agencies, and each of their respective directors, successors, sponsors, partners, licensees, officers, subsidiaries, agents, employees, advisors, assignees, and all others associated with the development and execution of the Tournament (collectively, the “Releasees”) from any and all liability in connection with this Tournament or participation in any Tournament related activities, including any travel related thereto and attendance at the Regional Finals. In the event that the Entrant is a Minor, their parent or legal guardian must sign the Declaration on their behalf and provide consent for their Minor child to participate in the Closed Qualifier and, if applicable, travel to the Regional Finals. While a parent or legal guardian is permitted to travel with their Minor child to the Regional Finals, it is at their sole cost and expense. If the parent or legal guardian does not consent to the foregoing, the affected Entrant will be disqualified. Declarations for the Closed Qualifier must be received by Administrator no later than 11:59 PM ET on November 1, 2019.

9. PUBLICITY RELEASE

- Please note, the Regional Finals will be filmed for entertainment and promotional purposes and that photographs and video footage will be taken during the events. By participating in the Tournament, each Entrant grants the Administrator, Cineplex, the Game providers, and Tournaments sponsors with the right to use: (i) their name, email address, mailing address, telephone number and other personal information provided during their registration in the Tournament and any data collected

while the Entrant is playing the Game, for the purpose of administering the Tournament, including but not limited to contacting and announcing the individuals who have qualified for the Regional Finals; and (ii) their name, city and province or state of residence, video footage, images, voice recording, comments and opinions for entertainment, publicity and promotional purposes relating to the Tournament, in any and all media now known or hereafter devised, without further compensation unless prohibited by law. In addition, by participating in the Tournament all Entrants acknowledge and agree that the Releasees may disclose their Personal Information to third-party agents and service providers in order to affect any of the activities listed above, in accordance with the Administrator's privacy policy located at <http://worldgaming.com/privacy/>.

10. LIMITATION OF LIABILITY

- By entering this Tournament, and to the extent permitted by law, each Entrant, or in the case of a Minor, their parent or legal guardian on their behalf, acknowledges compliance with, and agrees to be bound by, these Tournament Rules and consents to the use of their name, city of residence, and/or likeness in any publicity carried out by Releasees, and/or their advertising and promotional agencies and agents without further notice or compensation. Entrants release and hold harmless the Releasees from and against any and all manner of action, causes of action, suits, debts, covenants, contracts, claims and demands, including legal fees and expenses, whatsoever, including but not limited to, claims based on negligence, breach of contract and fundamental breach and liability for physical injury, death, or property damage which the Entrants or their administrators, heirs, successors or assigns might have or could have, by reason of or arising out of the Entrants participation in the Tournament, Regional Finals, and/or in connection with the acceptance, use and/or misuse by the Entrant of the prize.
- None of the Releasees shall be responsible for or bear any liability for: (i) late-received, lost, unintelligible/illegible, incomplete, or misdirected registrations, entries or Game scores; (ii) entries or game plays which fail to comply with the Tournament Rules; (iii) any technical or human error that may occur in the administration of the Tournament, including any problems or technical malfunction of any computer online systems, servers, access providers, computer equipment, software, failure of any e-mail or entry to be received on account of technical problems or traffic congestion on the Internet or at any website, or any combination thereof, all of which may affect an Entrants ability to participate in the Tournament, or the ability of the Administrator to receive and/or record and Entrants Game score; and (iv) any unauthorized human and/or mechanical intervention in any part of the entry process of the Tournament.
- As a condition of participating in this Tournament, Entrant agrees that (i) under no circumstances will Entrant be permitted to obtain awards for, and Entrant hereby waives all rights to claim, punitive, incidental, consequential, or any other damages, (ii) all causes of action arising out of or connected with this Tournament, or any prizes awarded, shall be resolved individually, without resort to any form of class action, and (iii) any and all claims, judgments, and awards shall be limited to actual out-of-pocket costs incurred, but shall in no event include attorney's fees. Void if prohibited by law.
- Any attempt to deliberately undermine the legitimate operation of this Tournament is a violation of the Tournament Rules and criminal and civil laws, and should such an attempt be made, the Administrator reserves the right to seek remedies and damages to the fullest extent permitted by law, including criminal prosecution. Entrants agree to abide by the Tournament Rules.
- The Administrator reserves the right, in their sole discretion, to disqualify any Entrant who violates the Code of Conduct, tampers with the entry process and/or void any game results submitted fraudulently. Should multiple users of the same email account enter the Tournament and a dispute thereafter arise regarding the identity of the Entrant, the authorized account holder of said e-mail account at the time of entry will be considered the Entrant. "Authorized account holder" is defined as the natural person who is assigned an e-mail address by an Internet access provider, online service provider or other organization which is responsible for assigning email addresses or the domain associated with the submitted e-mail address. If, for any reason, the Tournament is affected by any computer virus, worm, bug, tampering, hacking, unauthorized intervention, fraud, technical failure or other cause which, in the sole opinion of the Administrator, corrupts or otherwise affects the administration, security, fairness, integrity or proper conduct of this Tournament, the Administrator may, in their sole discretion, cancel, terminate, modify, or suspend the Tournament, and determine winners from gameplay already received or as otherwise deemed fair and equitable by the Organize and/or Administrator. Automatic gameplay is prohibited, and any use of automated devices will cause disqualification.
- Administrator reserves the right, in its sole discretion, to terminate the Tournament, in whole or in part, and/or to modify, amend or suspend the Tournament, and/or to the Tournament Rules in any way, at any time, for any reason without prior notice. Any changes will be made available on <http://worldgaming.com/wesg2019>.

11. CHOICE OF LAW

- The Tournament is subject to all applicable Canadian federal, provincial and local laws. All issues and questions concerning the construction, validity, interpretation and enforceability of the Tournament Rules or the rights and obligations as between the Entrant and the Administrator in connection with the Tournament shall be governed by and construed in accordance with the laws of the Province of Ontario. By entering, Entrants consent to the jurisdiction and venue of the federal, provincial and local courts located in the city of Toronto, Ontario.
- Should there be any discrepancies between the English and French versions of these Tournament Rules, the English version shall govern and supersede.

12. WINNERS LIST

- The list of winners will be posted on <http://worldgaming.com/wesg2019> once the verification process has been completed.

Schedule "A"

Tournament Structure

All details are subject to change at the discretion of the Administrator. Any changes will be communicated to each participating Entrant and posted on the Website (as defined below) as early as possible. In the event of Team Tournaments, changes will be communicated to the Team Captain only. It will be their sole responsibility to communicate these changes to the rest of the Team. Any disputes will be resolved by the Administrator, whose decision shall be final, conclusive and binding. The Administrator's decisions shall be made strictly in accordance with these Tournament Rules and any other rules and procedures put in place during each of the individual Stages. References to Entrant/Team(s) or Entrant/Team Captain are as applicable.

Glossary

- Game: a single game competition played between two (2) Entrants/Teams.
- Match: a "Best of" series, consisting of either three (3), five (5), or seven (7) Games, as identified below, between two (2) Entrants/Teams.
- Round: an individual round of the Tournament (i.e. Round One, Upper Finals, etc.)

Open Qualifiers

- How to Enter:
 - The Open Qualifiers are open to all eligible Entrants/Teams and will consist of two (2) online tournaments per game-specific Tournament, per country. There will be separate Open and Closed Qualifiers for Canada and the USA. Entrants/Teams will only compete against other Entrants/Teams from their home country during these Stages. For dates and times see the game-specific Tournament page below.
 - To register for and participate in the Open Qualifiers, an Entrant, or for team-based Tournaments, the Team Captain, must:
 - Navigate to <http://worldgaming.com/wesg2019> (the "Website") during the Registration Period, and under "HOW TO JOIN", scroll to preferred game-specific Tournament section.
 - Select their preferred date from the options presented.
 - With the exception of those entering into the Counter-Strike: Global Offensive Tournaments, the Entrant/Team Captain, will be required to create and/or login to their WorldGaming account on <http://worldgaming.com/> (the "WorldGaming Website") prior to being able to join any online tournament during the Open Qualifiers. Available spots are assigned on a first come, first served basis.
 - **Schedule Changes:** The Administrator reserves the right to postpone one or more Rounds of an online tournament due to technical issues, participation levels, or for any other reason. If an online tournament is postponed it will be resumed on the following day at 7:00 PM ET.
 - During registration, the Entrant must provide a valid Game Account. For team-based Tournaments, the Team Captain must provide a Team Name and a valid Game Account for all Team Members. The required Game Account will vary, based on the game-specific Tournament being entered into. *For example: Blizzard Account, PlayStation Network ID ("PSN™ ID"), etc.* Only Entrants who's Game Accounts match those initially registered are eligible to play in a Tournament. Any Entrant playing during any Stage of the Tournament using a Game Account that does not match the one initially registered will be disqualified and will not be eligible to continue in the Tournament, or if applicable, receive a prize. Each Entrant permits the Administrator to verify that his/her name is registered to the Game Account used to enter the Tournament. In the event the Administrator is unable to conclusively verify that the name of an Entrant matches the Game Account used to enter the Tournament, that Entrant, and his/her Team, will be disqualified.
 - An Entrant may enter into more than one (1) online tournament, provided space is available and that they have not already qualified for the Closed Qualifier.
- **Format:** Double elimination bracket; see game-specific Tournament page for more details.
- **Check-in:** With the exception of those participating in Counter-Strike: Global Offensive Tournaments, qualified Entrants/Team Captains must check in and confirm their attendance on the WorldGaming Website at the designated start time of each online tournament that they've registered for. Any Entrant/Team Captain that does not check in will be removed from the online tournament at the discretion of the Administrator.
- **Seeding:** Seeding is generated randomly based on the number of Entrants/Team Captains that check in.
- **Round "Byes":** Any Entrant/Team without an opponent in an online tournament Round will receive a "bye" to the next Round, at the discretion of the Administrator. With the exception of Counter-Strike: Global Offensive Tournaments, all Matches will appear automatically under the "My Tournaments" tab of the Entrant's or Team Captain's WorldGaming account when both participating Entrants/Teams have been determined.
- **No-shows:** Any Entrant/Team that is not ready to play within 15 minutes of their designated start time may forfeit the first Game of their Match at the discretion of the Administrator; further, any Entrant/Team that is not ready to play within 25 minutes

of the designated start time may forfeit the first Match, at the discretion of the Administrator. If a Match is not played and neither Entrant/Team requests a no-show victory through either a Support Ticket or through the Discord server, both Entrants/Teams will forfeit the Match and will be eliminated from the online tournament.

- **Discord:** All Entrants/Teams must be available in the game-specific channel of the [WorldGaming Discord](#) server for the duration of each online tournament that they've registered in, or they may be disqualified at the discretion of the Administrator.
- **Proof of Results:** Entrants/Team Captains are required to take appropriate in-game screenshots or videos that display the final results of each Game, and should be prepared to provide them immediately at the request of the Administrator. Failing to do so, or providing false or doctored information, may result in immediate disqualification from the Tournament and future tournaments, at the discretion of the Administrator.
- **Qualifying for the Closed Qualifier:** The winning Entrant/Team from each online tournament will automatically qualify for that country's Closed Qualifier and will not be permitted to participate in further online tournaments. The 2nd through 6th place Entrants/Teams will earn points based on the final results of each online tournament. After the Open Qualifiers, the four (4) Entrants/Teams with the most accumulated points will also qualify for that country's Closed Qualifier. In the event that a qualified Team is unable to attend the Closed Qualifier, or is disqualified or found to be ineligible by the Administrator a replacement will be determined, at the discretion of the Administrator, by selecting the Team with the 5th most accumulated points. Points will be distributed as follows:
 - 2nd: 12
 - 3rd: 6
 - 4th: 3
 - 5th/6th: 1
- **Tiebreaker:** If two or more Entrants/Teams have the same number of accumulated points at the end of the Open Qualifiers, the Entrant/Team with the highest placing in any single online tournament will be considered the higher ranked entrant/Team. If both Entrants'/Teams' highest placing in any single online tournament is the same, the Entrant/Team that achieved the highest placing in the earlier online tournament will be considered the higher ranked entrant/Team.
 - For example: If Team A placed 2nd in the online tournament on October 19, and Team B placed 2nd in the online tournament on October 26, Team A will be considered the higher ranked Team.

Closed Qualifier

- The six (6) Entrants/Teams per Tournament that qualify for each country's Closed Qualifier will play a double elimination bracket to determine the Finalist that will qualify for the Regional Finals.
- **Format:** Double elimination bracket; see game-specific Tournament page for more details.
- **Check-in:** Entrants/Team Captains must check in and confirm their attendance on the WorldGaming Website at the designated start time of the Closed Qualifier. The designated start time can be found under the "My Tournaments" tab of the Entrant/Team Captain's WorldGaming account. Any Team Captain that does not check in will be removed from the Closed Qualifier at the discretion of the Administrator.
- **Seeding:** Entrants/Teams will be seeded into each country's Closed Qualifier based on their total accumulated points during the Open Qualifiers, with the highest seeds going to the Entrants/Teams that placed 1st in their respective online tournament (with the highest seeds being given to those that qualified earliest), followed by the Entrants that qualified based on accumulated points (with the highest seeds being given to the Entrants with the most points). For example:
 - 1st seed = 1st place Open Qualifier A
 - 2nd seed = 1st place Open Qualifier B
 - 3rd seed = Most accumulated points
 - 4th seed = 2nd most accumulated points
 - Etc.
- **Round "Byes":** Any Entrant/Team without an opponent in an online tournament Round will receive a "bye" to the next Round, at the discretion of the Administrator. With the exception of Counter-Strike: Global Offensive Tournaments, all Matches will appear automatically under the "My Tournaments" tab of the Entrant's or Team Captains WorldGaming account when both participating Entrants/Teams have been determined.
- **No-shows:** Any Entrant/Team that is not ready to play within 15 minutes of their designated start time may forfeit the first Game of their Match at the discretion of the Administrator; further, any Entrant/Team that is not ready to play within 25 minutes of the designated start time may forfeit the first Match, at the discretion of the Administrator. If a Match is not played and neither Entrant/Team requests a no-show victory through either a Support Ticket or through the Discord server, both Entrants/Teams will forfeit the Match and will be eliminated from the online tournament.
- **Discord:** All Entrants/Teams must be available in the game-specific channel of the [WorldGaming Discord](#) server for the duration of each online tournament that they've registered in, or they may be disqualified at the discretion of the Administrator.
- **Proof of Results:** Entrants/Team Captains are required to take appropriate in-game screenshots or videos that display the final results of each Game, and should be prepared to provide them immediately at the request of the Administrator. Failing to do so, or providing false or doctored information, may result in immediate disqualification from the Tournament and future tournaments, at the discretion of the Administrator.

- **Qualifying for the Regional Finals:** The Team that places 1st in each country's Closed Qualifier will qualify for the Regional Finals and will be deemed a Finalist. In the event that a qualified Team is unable to attend the Regional Finals or is disqualified or found to be ineligible by the Administrator a replacement will be determined, at the discretion of the Administrator, by selecting the Team that finished in 2nd place during that country's Closed Qualifier.

Regional Finals

- The Regional Finals event will consist of a live in-person Match between the Finalists from Canada and the USA for each game-specific Tournament.
- **Travel Requirement:** Each Finalist must be willing and available to travel to Montreal, Quebec and participate in the Regional Finals on the date and time as determined by the Administrator or the Finalist will forfeit their right to participate in said event. Releasees, as defined below, are not responsible and not liable if any Finalist is not able to or prevented from travelling to Montreal, Quebec.
- **Format:** Single Match; see game-specific Tournament page for more details.
- **Competition Rules:** Entrants/Teams will have 15 minutes prior to the start of each Match and 5-10 minutes between each Game of a series (10 minutes for CS:GO and Dota 2, all other game titles 5 minutes) to setup and ensure their equipment, earbuds, and headset are working properly. Time limits will begin immediately after the end of the preceding Match or Game (of a series). Both Entrants/Teams must wait for the Administrator's approval prior to starting all Games. All time limits will be strictly enforced. Any Entrant/Team that is not ready to start at the designated time may forfeit the Game and/or Match.
- **Equipment:**
 - All Finalists must use the hardware, software, monitor, over-ear headset, and any other additional third-party hardware provided for the full duration of all Games. If a Finalist finds that an issue has occurred with any provided equipment, they should notify the Administrator immediately. If an issue with provided equipment has occurred, the Administrator will determine the appropriate course of action.
 - All Finalists must provide and use their own wired controller or USB-powered keyboard and mouse, controller cables, and in-ear earphones. All standard controllers are permitted. All equipment is subject to approval by the Administrator. Administrator will not permit the use of any equipment that may provide an unfair competitive advantage. If a Finalist suspects that their opponent is using prohibited equipment that Finalist must inform the Administrator immediately. Administrator will attempt to help resolve technical issues related to Finalist-provided equipment, but will not allow such issues to delay the Tournament.
 - All Finalists competing in a Tournament Match must wear their earbuds in their ears and the Administrator-provided headset over their ears for the full duration of all Games.

Gameplay Rules

- **Network Issues:**
 - With the approval of the Administrator and within the first minute of any Game, Entrants/Teams may agree to restart and/or switch either the host or the Server (if applicable) if connectivity issues significantly hinder gameplay.
- **Finality of Results:**
 - At the discretion of the Administrator, any Game that is played in full will not be open for review and the results will be considered final.
- **Broadcasts:**
 - The Administrator reserves the right to record and/or and live stream, broadcast or exhibit any Match of the Tournament, at its sole discretion. If Administrator chooses to live stream, broadcast or exhibit a Match, Administrator will choose to either: (a) host each individual Game, and all participating Team Members on both Teams must join that Game; or (b) join a Game that's being hosted by a participating Team Member.

Schedule “B”
Esports Code of Conduct

At WorldGaming and Collegiate StarLeague, we are a team of passionate esports enthusiasts. It is our desire to create a community of equally passionate individuals who wish to compete in and/or watch esports events. In order to do so, we aspire to create esports events and tournaments that are engaging, fun, and welcoming to all players and spectators.

As the esports world is ever evolving, this document will continue to change. Any changes to this document will be posted online. Your continued participation in any event or tournament, either as a player or spectator, means that you consent to the rules below, and any updates. We recommend that you review the Code of Conduct (the “Code”) regularly to ensure you are aware of your rights and responsibilities.

The following Code applies to all online and live esports events and tournaments operated by either WorldGaming Network LP or Collegiate StarLeague Inc.

The Code is meant as a guide to ensure that all players compete in a fair and sportsmanlike manner, and that players and spectators demonstrate appropriate social behaviour. Anyone participating in or watching an event or tournament is bound by the Code, and may be asked to leave the venue, and if applicable, disqualified or prohibited in participating in future events or tournaments if they fail to do so.

The following rules apply to individuals participating in an event or tournament (each a “player”).

All players are expected to conduct themselves in a manner that reflects positively on the event or tournament, including all individuals and organizations affiliated with the event or tournament.

■ **Competition:**

- Players are expected to compete to the best of their ability at all times during the event or tournament, and must at all times act in accordance with the rules for the event or tournament, including any direction given by the administrator or anyone acting on its behalf.
- Cheating is defined as any act that gives one player a competitive advantage over another. If a player feels that they have been cheated by another player, that player must raise their concern with the administrator immediately, by providing as much detail as possible. Complaints should always be accompanied by video or photographic evidence, if available, or other documentation to validate the claim. All complaints will be handled on a case-by-case basis, and depending on severity may result in: i) an initial warning, or for a second offense, immediate forfeit of the current game or match; ii) immediate forfeit of current game or match; or iii) immediate disqualification from the event or tournament and prohibition from participating in future events or tournaments. Examples of cheating include, but are not limited to:
 - Collusion and Match Fixing, defined as any agreement between two (2) or more players to disadvantage opposing players.
 - Hacking or modifying the game.
 - Using a prohibited class, team, weapon, item, or action during a game.
 - Spectating an opposing player's monitor or live streams.
 - Using restricted hardware or equipment during a game.
 - Using any player that was not registered during registration.
 - Intentionally disconnecting from any game prior to its official conclusion.
 - Exploiting known in-game bugs, glitches, and unintended game features to disadvantage opposing players.

■ **Sportsmanship:**

- We are committed to providing players with a competitive environment that is free of harassment and discrimination. To that end:
 - Players may not use language in relation to the event or tournament that is deemed by the administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable.
 - Players may not engage in the harassment of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, ability, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

■ **Prohibited Content:**

- We encourage players to wear their own jerseys and to create unique team names and player nicknames. However, jerseys, team names and player nicknames containing the following are prohibited, and may not be worn or used at any event related to the event tournament, including but not limited to, game play, player/team interviews, public

appearances, or any other event where the players are appearing on behalf of or representing the event or tournament:

- Sponsorship categories including but not limited to, drugs, alcohol or tobacco, legal or otherwise, pornography, or R rated content, firearms, political or religious organizations, hazardous products or services, gambling related products or services, products or services that represent trade with countries subject to embargoes or trade sanctions by Canada and/or the United States;
- Language that is obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive or objectionable;
- Language that espouses insults, hate or harassment, or is demeaning towards individuals or groups; or
- Content that may infringe the rights of any third party, including but not limited to intellectual property rights, or rights of a person, including parodies or satirical references to third party intellectual property.

■ **General:**

- Players are expected to respond to requests from administrators in a timely manner. Players may not disclose any confidential information provided by administrators or any parties related to the event or tournament, by any method of communication, including all social media channels.
- In addition to the Code of Conduct, players may be obligated to comply with any rules or regulations imposed on them by the game manufacturer or equipment providers (i.e. terms and conditions associated third party accounts required for participation in an event or tournament, including but not limited to PlayStation, Xbox, or Blizzard).

The following rules apply to individuals attending a live event or tournament (each a “Spectator”):

- While watching an esports tournament live is an exciting opportunity, players are not merely participating for the enjoyment of the audience. They are there to compete in an event or tournament, which requires a level of concentration.
- Applauding and cheering for your favourite player or team is encouraged. However, heckling and abusive language towards players, referees, commentators or other spectators is not. Further, any attempt by a spectator to influence the result of a game will be dealt with accordingly and may result in immediate expulsion from the venue (for example, calling out one player’s position on a map, to give an advantage to another player).
- Spectators found to be using language that is deemed by the administrator to be obscene, foul, vulgar, insulting, threatening, abusive, or otherwise offensive, objectionable espouses insults, hate or harassment, or is demeaning towards individuals or groups will be asked to leave the venue.

The following rules apply to both Players and Spectators:

■ **No Drugs or Alcohol:**

- Use of drugs or alcohol, legal or otherwise, may lead to disruptive behaviour. Players and spectators believed to be under the influence of drugs or alcohol may be removed, and in the case of players, disqualified from the event or tournament at the sole discretion of the administrator.

All decisions regarding the enforcement of the Code are at the discretion of the Administrator and are final and binding.

Dated: July 30, 2018

Counter-Strike: Global Offensive (“CS:GO”)

The following rules apply to the mixed and women’s only CS:GO Tournaments. This tournament is for participation by Teams only.

1. DATES

Stage	Date/Time	Location
“Registration Period”	September 26 at 9:00 AM Eastern Time (“ET”) to October 26, 2019 at 10:59 AM ET	Online
“Open Qualifiers”	October 12 & 26, 2019 at 12:00 PM ET (USA) & 12:30 PM ET (Canada)	Online
“Closed Qualifier”	November 3, 2019 at 12:00 PM ET	Online
“Regional Finals”	December 7, 2019. Start time to be determined by Administrator.	Montreal, Quebec

2. PRIZES

In addition to the Trip, the following prizes will be awarded for this Tournament:

- Total prize pool: \$61,000 USD
 - 1st: \$25,000 and qualify to represent North America at WESG Global Finals in March 2020 (details to be confirmed by Alisports).
 - 2nd: \$15,000
 - 3rd/4th: \$6,000
 - 5th/6th: \$3,000
 - 7th/8th: \$1,500

3. ELIGIBILITY

In addition to the Tournament Rules above, the following eligibility requirements pertain to this Tournament):

- The “women’s only” Tournament is open to individuals who either are or identify as female (as determined by their government issued ID or passport), who otherwise meet the eligibility requirements.
- Entrants may enter either the mixed or female only Tournament, and may not participate in both.

4. REQUIREMENTS

In order to participate in the Tournament, each Entrant must have the following:

- A valid Steam Account and Steam ID (i.e. STEAM_1:1:12345678)
- A valid CEVO account
- A valid copy of CS:GO

5. TOURNAMENT STRUCTURE

- In addition to the Tournament Structure set out in Schedule “A”, the following rules pertain to this Tournament only:
 - Entrants should note that all Tournament gameplay will be played through the CEVO CS:GO Desktop client (the “Platform”), which can be downloaded for free [here](#). Entrants not using the client are not permitted to participate in the Tournament.
 - For all in-game, server, or client-related questions/issues, please contact the Administrator through <http://cevo.com/support> or visit the [CEVO Discord](#) server. For all other inquiries please contact support@worldgaming.com or visit the [WorldGaming Discord](#) server.
 - All Tournament Matches will be played using CEVO’s default CS:GO ruleset, configuration, and Match guidelines. For more details visit <http://cevo.com/event/wesg-na> (the “CEVO Website”).

6. GAMEPLAY

- Each game will consist of two 15-round halves. A game will end if a Team reaches 16 round wins. If the score of a game is ever tied at 15 round wins, Overtime will be played.
 - **Open Qualifiers:** All Matches are Best of 1 Games series, except for Grand Finals, which is Best of 5 with a one game advantage to the Team coming from the Upper bracket (no bracket reset).
 - **Closed Qualifier:** Round One Matches are Best of 1 Games series; all other Matches are Best of 3, except for Grand Finals, which is Best of 5 with a one game advantage to the Team coming from the Upper bracket (no bracket reset).
 - **Regional Finals:** Best of 3 Games series.
- **Game Settings:**
 - Team size: 5
 - Freeze Time: 20 seconds
 - Buy Time: 20 seconds
 - Bomb Timer: 40 seconds
 - Round Time: one-minute and 55 seconds
 - Max Rounds: 30
 - Start Money: \$800
 - Pauses/Timeouts are allowed, but only in Freeze Time.
 - Break during half time: 2 minutes 30 seconds
 - Break during half time in overtimes: disabled.
 - Overtime: 3 rounds per half; \$10,000 start money
 - Maps for selection:
 - de_dust2
 - de_inferno
 - de_mirage
 - de_nuke
 - de_overpass
 - de_train
 - de_vertigo
- **Game Server:** Automatic
 - Teams may request a server change if network performance is an ongoing issue and both Teams consent to the change.
- **Map Selection:** Determined through the Platform's built-in map veto process. The higher seeded Team (the Team that appears on top of the bracket) in any Match will be designated the Home team/Team A, except during the Regional Finals, which will use a coin flip to determine the Home team/Team A.
 - VETO Process – Best of 1 Games series:
 1. Team A bans two maps.
 2. Team B bans three maps.
 3. Team A bans one map.
 4. Remaining map is played (side choice to Team B).
 - VETO Process – Best of 3 Games series:
 1. Team A bans one map.
 2. Team B bans one map.
 3. Team A picks map #1 (side choice to Team B)
 4. Team B picks map #2 (side choice to Team A)
 5. Team B bans one map.
 6. Team A bans one map.
 7. Remaining map is map #3 (side choice to Team B).
 - VETO Process – Best of 5 Games series:
 1. Team A bans one map.
 2. Team B bans one map.
 3. Team A picks map #1 (side choice to Team B)
 4. Team B picks map #2 (side choice to Team A)
 5. Team A picks map #3 (side choice to Team B)
 6. Team B picks map #4 (side choice to Team A)
- **Timeouts:**
 - To call a Timeout, a Team Member must type ".timeout" inside of the in-game chat.
 - Each Team is allowed one two (2) minute tactical Timeout per game.
 - After a Timeout has been called, a pause will occur at the next (or current) Round's Freeze Time/Buy Time.
 - If a Team Member on each Team types ".resume" the game will resume immediately; if both Teams do not type ".resume" the game will automatically resume at the end of the five minutes.
 - A countdown in the center of the screen will show the remaining time before the game automatically resumes.
 - After a Team has used their tactical Timeout, they will not be able to use another Timeout for the duration of the current game.

- **Technical Problems** (hardware/network issues, etc.):
 - To call a technical pause, a Team Member must type ".problem" inside of the in-game chat. ".problem" is for technical issues only and will not charge a Team their tactical Timeout.
 - Each Team is allowed an indefinite number of ".problem" technical pauses per game.
 - To resume the game a Team Member on the pausing Team must type ".resume". The other Team will have two minutes to confirm that they are ready to resume by having a Team Member type ".resume". If they do not type ".resume" within the two-minute window the Match will automatically resume.
 - A countdown in the center of the screen will show the remaining time before the game automatically resumes.
 - Teams/Team Members that are caught abusing the .problem command will be penalized at the discretion of the Administrator.
- **Use of Bugs and Glitches**
 - The intentional use of any bugs, glitches, or errors in the game is forbidden. It is up to the Administrator's discretion whether or not the use of said bugs had an effect on the Game, whether or not rounds or the Game or Match will be awarded to the opposing Team, or to force a rematch. The usage of the following bugs is strictly forbidden. If any bug is used which is not listed here it is up to the Administrator's discretion whether or not a punishment is necessary.
 - Moving through clipped areas where the movement is not intended by the design of the map is strictly forbidden (any walls, ceilings, floors, etc.).
 - The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the beeping sound or the planting sound is also forbidden.
 - Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over, under and/or through a solid object (i.e. wall, box, ceiling) that should not be allowed according to map design.
 - Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.
 - It is recommended to check with the Administrator whether or not certain bug or glitch is considered illegal.

Dota 2

The following rules apply to the Dota 2 Tournament. This tournament is for participation by Teams only.

1. DATES

Stage	Date/Time	Location
"Registration Period"	September 26 at 9:00 AM Eastern Time ("ET") to October 19, 2019 at 11:55 AM ET (USA) & 12:25 PM ET (Canada)	Online
"Open Qualifiers"	October 12 & 19, 2019 at 12:00 PM ET (USA) & 12:30 PM ET (Canada)	Online
"Closed Qualifier"	November 2, 2019 at 12:00 PM ET	Online
"Regional Finals"	December 8, 2019. Start time to be determined by Administrator.	Montreal, Quebec

2. PRIZES

In addition to the Trip, the following prizes will be awarded for this Tournament:

- Total prize pool: \$61,000 USD
 - 1st: \$25,000 and qualify to represent North America at WESG Global Finals in March 2020 (details to be confirmed by Alisports).
 - 2nd: \$15,000
 - 3rd/4th: \$6,000
 - 5th/6th: \$3,000
 - 7th/8th: \$1,500

3. ELIGIBILITY

In addition to the Tournament Rules above, the following eligibility requirements pertain to this Tournament): None

4. REQUIREMENTS

In order to participate in the Tournament, each Entrant must have the following:

- A valid Steam Account and Steam ID (i.e. STEAM_1:1:12345678)
- A valid copy of Dota 2

5. TOURNAMENT STRUCTURE

- In addition to the Tournament Structure set out in Schedule "A", the following rules pertain to this Tournament only: None

6. GAMEPLAY

- **Game Mode:** 5v5 Captains Mode
 - **Open Qualifiers:** All Matches are Best of 1 Games series, except for Grand Finals, which is Best of 5 with a one game advantage to the Team coming from the Upper bracket (no bracket reset).
 - **Closed Qualifier:** Round One Matches are Best of 1 Games series; all other Matches are Best of 3, except for Grand Finals, which is Best of 5 with a one game advantage to the Team coming from the Upper bracket (no bracket reset).
 - **Regional Finals:** Best of 3 Games series.
- **Game Server:** US East
 - Teams may request a server change, if network performance is an ongoing issue and both Teams consent to the change.
- **Game hosting:**
 - The Team that appears on top of the bracket must host each Game.

- The hosting Team is responsible for inviting the opposing Team's Team Captain in-game using their Steam ID.
- The hosting Team is responsible for ensuring that all settings are correct. Any Game started with the wrong settings may result in a forfeit for the hosting Team.
- **Ban/Pick Priority:**
 - Best of 1 Matches:
 - Coin flip to determine the ban/pick priority. The winner of the coin flip will decide either side choice or the first ban.
 - Best of 3/5 Matches:
 - A coin flip will determine the ban/pick priority. The winner of the coin flip will decide either side choice or the first ban for the first Game. For subsequent Games side choice or first ban will flip (the loser of the coin flip will decide for Game 2, the winner of the coin flip will decide for Game 3, etc.).
 - If a Game 3 (for Best of 3 Games series) or Game 5 (for Best of 5 Games series) is required, another coin flip will similarly determine ban/pick priority.
- **Pausing and/or Leaving a Game In-progress:**
 - If the drafting Team Member disconnects during the draft phase and no reconnection is possible, the lobby should be remade with the same bans and picks in the same sequence. If any other Team Member but the one drafting disconnects from the Game, he/she should attempt to reconnect as quickly as possible while the draft phase continues.
 - Each Team has 10 minutes' pause time per map played. If the pause time of a team runs out, their opponents can give them a maximum of 10 minutes of their own pause time at their discretion.
 - Each Team has 10 minutes of pause time available per Game.
 - If one (1) or more Team Members lose connection to the game, it is the Team's responsibility to pause the game, inform their opponents for the reason of the pause and wait for the missing Team Member to reconnect. Under no circumstances should the pause be longer than the Team's 10 minutes of pause time.
 - Both teams need to agree on resuming the gameplay before unpausing. The Administrator has the right to force a Team to unpause if their pause time has expired. Any Team refusing to unpause in such cases will forfeit the Game.

Pro Evolution Soccer 2020 (“PES 2020”)

The following rules apply to the PES 2020 Tournament. This Tournament is for participation by individual Entrants only.

1. DATES

Stage	Date/Time	Location
“Registration Period”	September 26 at 9:00 AM Eastern Time (“ET”) to October 27, 2019 at 1:55 PM ET (USA) & 2:25 PM ET (Canada)	Online
“Open Qualifiers”	October 20 & 27, 2019 at 2:00 PM ET (USA) & 2:30 PM ET (Canada)	Online
“Closed Qualifier”	November 9, 2019 at 2:00 PM ET	Online
“Regional Finals”	December 8, 2019. Start time to be determined by Administrator.	Montreal, Quebec

2. PRIZES

In addition to the Trip, the following prizes will be awarded for this Tournament:

- Total prize pool: \$17,000 USD
 - 1st: \$6,000 and qualify to represent North America at WESG Global Finals in March 2020 (details to be confirmed by Alisports).
 - 2nd: \$4,000
 - 3rd/4th: \$2,000
 - 5th/6th: \$1,000
 - 7th/8th: \$500

3. ELIGIBILITY

In addition to the Tournament Rules above, the following eligibility requirements pertain to this Tournament): None

4. REQUIREMENTS

In order to participate in the Tournament, each Entrant must have the following:

- A valid PSN ID (i.e. WorldGaming123)
- An active PlayStation® Plus paid membership. There is a cost associated with maintaining a PlayStation Plus account.
- A valid copy of PES 2020

5. TOURNAMENT STRUCTURE

- In addition to the Tournament Structure set out in Schedule “A”, the following rules pertain to this Tournament only: None

6. GAMEPLAY

- **Game Mode: 1v1**
 - **Open Qualifiers:** All Matches are Best of 3 Games series, except for Grand Finals, which is Best of 5 with a one game advantage to the Entrant coming from the Upper bracket (no bracket reset).
 - **Closed Qualifier:** All Matches are Best of 3 Games series, except for Grand Finals, which is Best of 5 with a one game advantage to the Entrant coming from the Upper bracket (no bracket reset).
 - **Regional Finals:** Best of 5 Games series.
- **Team Selection:** Entrants must choose to play as one of the following teams.
 - FC BARCELONA
 - ARSENAL FC
 - FC SCHALKE 04

- INTER
- AC MILAN
- SC CORINTHIANS PAULISTA
- CA RIVER PLATE
- COLO COLO
- **In-game Match Settings:** The following settings must be selected from the General settings menu on the Match Menu screen for all Games.
 - **General Settings**
 - Match Level: Super Star
 - Match Time: 10 Minutes
 - No. of Substitutions: 3
 - Player Emotions: OFF
 - Condition: Home Yellow Arrow
 - Condition: Away Yellow Arrow
 - Injuries: OFF
 - Ball Type: TRIPLETTA
 - **Stadium Settings**
 - Stadium: Use team home
 - 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**
 - OFF (only MC, play by play)
 - **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: OFF
 - Set Piece Guides: ON
 - **Game Speed Settings**
 - Game Speed: 0
- **Draw:**
 - In the case of a draw, Extra Time and Penalties will be played to determine the winner.
- **Game hosting:**
 - The Entrant that appears on top of the bracket must host each Game.
 - The hosting Entrant is responsible for inviting the opposing Entrant in-game using their PSN ID.
 - The hosting Entrant is responsible for ensuring that all settings are correct. Any Game started with the wrong settings may result in a forfeit for the hosting Entrant.
- **Pausing and/or Leaving a Game In-progress:**
 - Entrants can pause each Game up to three (3) times at dead-ball status to make changes in Game Plan.
 - Any Entrant that pauses outside of dead-ball status, or leaves a Game in-progress, may be given a warning or a forfeit loss for that Game, at the discretion of the Administrator.
 - A Game must be restart if an Entrant disconnects in the first 30 seconds and before the first goal is scored. If an Entrant disconnects from a Game after the first 30 seconds or after the first goal is scored, the Administrator may allow the Game to be restart at the point of interruption or may reward the win to an Entrant, at their discretion.
 - In the case of a technical issue (i.e. network or equipment failure), the Administrator may allow the Game to be restart at the point of interruption or may reward the win to an Entrant, at their discretion.

StarCraft II

The following rules apply to the Starcraft II Tournament. This Tournament is for participation by individual Entrants only.

1. DATES

Stage	Date/Time	Location
"Registration Period"	September 26 at 9:00 AM Eastern Time ("ET") to October 19, 2019 at 1:55 PM ET (USA) & 1:25 PM ET (Canada)	Online
"Open Qualifiers"	October 12 & 19, 2019 at 1:00 PM ET (USA) & 1:30 PM ET (Canada)	Online
"Closed Qualifier"	November 9, 2019 at 1:00 PM ET	Online
"Regional Finals"	December 8, 2019. Start time to be determined by Administrator.	Montreal, Quebec

2. PRIZES

In addition to the Trip, the following prizes will be awarded for this Tournament:

- Total prize pool: \$30,000 USD
 - 1st: \$10,000 and qualify to represent North America at WESG Global Finals in March 2020 (details to be confirmed by Alisports).
 - 2nd: \$7,500
 - 3rd/4th: \$3,250
 - 5th/6th: \$2,000
 - 7th/8th: \$1,000

3. ELIGIBILITY

In addition to the Tournament Rules above, the following eligibility requirements pertain to this Tournament): None

4. REQUIREMENTS

In order to participate in the Tournament, each Entrant must have the following:

- A valid Blizzard Account (i.e. WorldGaming#123)
- A valid copy of StarCraft II, by Blizzard Entertainment

5. TOURNAMENT STRUCTURE

- In addition to the Tournament Structure set out in Schedule "A", the following rules pertain to this Tournament only: None

6. GAMEPLAY

- **Server:** Americas
- **Game type:** 1v1 Versus
 - **Open Qualifiers:** All Matches are Best of 3 Games series, except for Upper/Lower Finals, which are Best of 5, and Grand Finals, which is Best of 7 with a one game advantage to the Entrant coming from the Upper bracket (no bracket reset).
 - **Closed Qualifier:** All Matches are Best of 5 Games series, except for Grand Finals, which is Best of 7 with a one game advantage to the Entrant coming from the Upper bracket (no bracket reset).
 - **Regional Finals:** Best of 7 Games series.
- **Game hosting:**
 - The Entrant that appears on top of the bracket must host each Game.
 - The hosting Entrant is responsible for inviting the opposing Entrant in-game using their Blizzard Account.

- The hosting Entrant is responsible for ensuring that all settings are correct. Any Game started with the wrong settings may result in a forfeit for the hosting Entrant, at the discretion of the Administrator.
- **Map Pool:** Any changes made by Blizzard to the 1v1 map pool will take precedent over the maps listed below.
 - Acropolis LE
 - Disco Bloodbath LE
 - Ephemeron LE
 - Thunderbird LE
 - Triton LE
 - Winter's Gate LE
 - World of Sleepers LE
- **Map Selection Procedure:**
 - Prior to all Matches a map veto (pick and ban) will take place. The higher seeded Entrant will be deemed Player A and the lower seeded Entrant will be deemed Player B, except during the Regional Finals, which will use a coin flip to determine Player A.
 - Best of 3:
 - Player A vetoes one map
 - Player B vetoes two maps
 - Player A vetoes one map
 - Player B chooses the map for Game 1
 - Player A chooses the map for Game 2
 - The map that hasn't been chosen or vetoed will be the map for Game 3.
 - Best of 5:
 - Player A vetoes one map
 - Player B vetoes one map
 - Players take turns choosing the maps to be played, beginning with Player A.
 - For example: Player A selects the map for Game 1, Player B selects the map for Game 2, etc.
 - The map that hasn't been chosen or vetoed will be the map for Game 5.
 - Best of 7:
 - Players take turns choosing the maps to be played, beginning with Player A.
 - For example: Player A selects the map for Game 1, Player B selects the map for Game 2, etc.
 - The map that hasn't been chosen will be the map for Game 7.
- **Race Selection and Unit Skins:**
 - Entrants may not change race after each Game in a series.
 - Entrants may only use default unit skins.
- **Pausing and/or Leaving a Game In-progress:**
 - Any Entrant that pauses, stops, or leaves a Game in-progress may be given a warning or a forfeit loss for that Game, at the discretion of the Administrator.
 - In the case of a technical issue (i.e. network or equipment failure), the Administrator may allow the Game to be restart or may reward the win to an Entrant, at their discretion.
- **Tied Game:**
 - Any Game that ends in a draw, as determined by the game, must be replayed.