

## **World Electronic Sports Games (“WESG”) 2018 – USA National Qualifier Official Rules and Regulations**

We are excited to be hosting the USA National Qualifiers for the World Electronic Sports Games, operated by Alisports Co. Ltd. We will be hosting eight unique tournaments (each a “Tournament”, collectively, “Tournaments”), where the winners of each Tournament will compete against players from around the globe in the WESG Grand Finals in Shanghai China in March 2019. Below are the rules for the Tournaments. In addition, all Entrants must adhere to the Esports Code of Conduct, attached to these Official Rules as Schedule “B” (the “Code of Conduct”).

UNLESS OTHERWISE STATED, THE FOLLOWING RULES AND THE STRUCTURE FOR EACH TOURNAMENT, AS SET OUT IN SCHEDULE “A” (THE “TOURNAMENT STRUCTURE”), APPLY TO EACH OF THE TOURNAMENTS SET OUT BELOW. FOR DETAILS AND RULES UNIQUE TO EACH TOURNAMENT, PLEASE REFER TO THE EVENT PAGE FOR THE TOURNAMENT YOU ARE INTERESTED IN.

IN ORDER TO PARTICIPATE, ENTRANTS MUST BE AT LEAST 16 YEARS OF AGE AND BE A US CITIZEN OR PERMANENT RESIDENT OF THE USA (AS DEFINED BELOW) ON OR BEFORE THE DATE THEY REGISTER FOR THE TOURNAMENT. SOME TOURNAMENTS REQUIRE TEAM PARTICIPATION, WHILE OTHERS ARE FOR INDIVIDUALS PLAYERS. PLEASE REVIEW SECTION 5 BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING A TOURNAMENT. 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.

### **Tournaments:**

Counter-Strike: Global Offensive (teams)  
Counter-Strike: Global Offensive (female teams)  
Dota 2 (teams)  
Hearthstone  
Hearthstone (female)  
Pro Evolution Soccer 2019  
Starcraft II  
Vainglory (teams)

### **Tournament Rules:**

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.

#### **1. TOURNAMENT PARTIES**

- Collegiate StarLeague Inc., 1444 West 2nd St San Pedro, CA 90732, USA, is solely responsible for organizing and administrating the Tournament (“CSL” or “Administrator”).
- 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, Online Qualifiers and Online Playoffs rounds, and a live event USA Finals (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, if eligible, the USA Finals for each Tournament may overlap. In the event an Entrant qualifies for

the USA Finals for more than one Tournament, that Entrant must choose which Tournament they wish to compete in at the USA Finals, and notify the Administrator no less than three (3) weeks prior to start of the USA Finals.

### **3. TOURNAMENT PRIZES**

Unless otherwise set out in the individual Tournament pages, cash prizes will be awarded to the top four 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 USA Finals. 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 the United States of America at the WESG 2019 Grand Finals in Shanghai, China, in March 2019 (dates to be confirmed) (the "Global Event"). For the Team Tournaments, only those Entrants/Team Members that participated in the USA 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 Grand 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 or a single player eligible to compete 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 at the WESG 2019 Grand Finals 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.

The specific details, including the duration, exact dates, accommodations, travel arrangements and the approximate retail value ("ARV") for the trip to China (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, 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 China 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 "US Representative", or collectively, the "US 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 thirty (30) 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 all federal, state, and/or local taxes, and the reporting consequences thereof, and for any other fees, costs or required withholdings associated with the applicable prize as required by law. In addition, Winners must note that the value of the accepted prize is taxable as income and an IRS Form 1099 in the name of the Winners will be filed for the value of the Prize.

#### **4. TRAVEL ALLOWANCE TO PARTICIPATE IN THE TOURNAMENT USA FINALS**

- Each Finalist (as defined below) will be provided with airfare (economy class and from the closest airport with direct flights to Los Angeles) and paid accommodation for up to four 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 USA Finals, as set out in the attached individual Tournament pages. If a Finalist lives close enough to the location of the USA 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 Arcadia, CA on the dates set out in the individual Tournament pages or they will forfeit their right to participate in the USA Finals. All decisions of the Administrator are final. For US tax reporting purposes: the approximate retail value of the travel allowance is \$1,000 USD if airfare is required, or \$500 USD if airfare is not required. The value of the travel allowance is taxable as income and an IRS Form 1099 in the name of the Entrant will be filed for the applicable value stated above.
- 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), 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 to travel to Arcadia, CA and to present valid identification at hotel check-in along with a valid credit card for potential incidentals or damages.

#### **5. ELIGIBILITY**

- To enter a Tournament, each Entrant must: (a) reside in the USA while participating in the Tournament; (b) be a permanent resident (as such term is defined by USA immigration) or citizen of the USA; and (c) be 16 years of age or older on or before the date that they register for the Tournament. Citizens of the USA 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. For any Tournament-specific eligibility requirements, see the individual Tournament pages.
- 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 at least 16 years old, but is under the age of majority in their 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 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 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 must meet the requirements set out in the individual Tournament pages, including but not limited to the possession of a copy of the game and a game account with the platform required to play the game.
- All Entrants participating in a Tournament for individual participation must have a WorldGaming 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 WorldGaming account.
- Employees, officers and directors of the Administrator, Alisports and each party’s respective parents, affiliated and subsidiary entities are not eligible to participate in the Tournaments.
- 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, 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 the USA Finals 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 travel will be booked and the Entrant 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, travel will not be booked and the Entrant will not be permitted to participate. While a parent or legal guardian is permitted to travel with their Minor child to the USA Finals, it is at their sole cost and expense.
- The Tournament is subject to all applicable US federal, state 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 USA Finals must contact the Administrator at [support@cstarleague.com](mailto:support@cstarleague.com) with “WESG – Accommodation Request” in the subject line at least two (2) weeks prior to the start of the USA Finals. Administrator will work with you to arrange for a suitable accommodation.

## 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 of five (5) Entrants (a “Team”, or collectively, “Teams”), as either a “Team Captain” or “Team Participant”, (each a “Team Member”, or collectively, “Team Members”). A team of four (4) or fewer Team Members will not be eligible to participate at any Tournament Stage. Each Entrant is only permitted to be a Team Member of one (1) Team that qualifies for the Canadian Finals.
- **Player Substitutions:** In addition to a Team’s five (5) registered Team Members, each Team may have one (1) additional Entrant designated as a substitute player (a “Substitute”). The Substitute must be identified by the Team Captain when registering for one of the Online Qualifiers’ online tournaments, and may participate in place of one of the other registered Team Members during any Tournament Stage. Substitutes may not be registered as a Team Member or designated a Substitute on any other Team, and must meet the eligibility requirements set out in these Official Rules. For the Canadian Finals, the Team Captain must advise the Administrator if they plan to use their Substitute in place of one of their registered Team Members before travel arrangements have been made.
- **Roster Changes:** A Team may change their Substitute, provided that the new Substitute has not previously qualified for the Canadian Finals or earned points towards qualification for the Online Playoffs on a different Team. Please contact [support@worldgaming.com](mailto: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 any such request that does not meet the above requirement. Rosters may not be changed after the start of the Online Playoffs.

## 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 USA 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 USA 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 the USA Finals (the "Finalists"), 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 at the USA Finals, and use the Entrants name, photo, image and any footage or photo taken of the Entrant; (iv) release of the Administrator, Alisports, 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 USA Finals. In the event that Finalist is a Minor, their parent or legal guardian must sign the Declaration on their behalf and provide consent for their Minor child to travel to the USA Finals. While a parent or legal guardian is permitted to travel with their Minor child to the USA Finals, it is at their sole cost and expense. If the parent or legal guardian does not consent to the foregoing, the affected Finalist will be disqualified. Declarations for the USA Finals must be received by Administrator no later than 11:59pm ET on October 31, 2018.
- In addition, the US Representative of each Tournament will also be required to sign a Declaration in the manner and form determined sufficient by Administrator and/or Alisports, in their sole discretion, before being permitted to travel to China and participate in Global Event. In the event that US Representative is a Minor, their parent or legal guardian must: (a) sign the Declaration on their behalf and provide consent for their Minor child to travel to the Global Event; and (b) may be required at their sole cost and expense, in Alisports' sole discretion, to accompany their Minor child to the Global event or may be permitted to designate an adult over the age of majority in their state of residence to accompany their Minor child to the Global Event. If applicable, proof of airfare and other documentation may be required by Alisports to confirm, in their sole satisfaction, that an unaccompanied Minor is not travelling to China on their own. If the parent or legal guardian of the first place Winner does not accept this responsibility, the first place winner will still be entitled to receive the cash portion of the prize, but will be disqualified from travelling to China to participate in the Global Event.

## **9. PUBLICITY RELEASE**

- Please note, the USA 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, Alisports, 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 USA Finals; and (ii) their name, city and 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 applicable law.

## **10. LIMITATION OF LIABILITY**

- By entering this Tournament, 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, USA 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 reserve 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://wesg.com/usa>.

## **11. CHOICE OF LAW**

The Tournament is subject to all applicable federal, state 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 State of California. By entering, Entrants consent to the jurisdiction and venue of the federal, provincial and local courts located in Los Angeles, California.

## **12. WINNERS LIST**

- The list of winners will be posted on <http://wesg.com/usa> 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) or five (5) Games, as identified below, between two (2) Entrants/Teams.
- Round: an individual round of the Tournament (i.e. Round One, Winners Finals, etc.)

### Online Qualifiers

- How to Enter:
  - The Online Qualifiers are open to all eligible Entrants/Teams and will consist of two (2) online tournaments per game-specific Tournament. For dates and times see the game-specific Tournament page below.
  - To register for and participate in the Online Qualifiers, an Entrant, or for team-based Tournaments, the Team Captain, must:
    - Navigate to <http://wesg.com/usa> (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 Online Qualifiers. Available spots are assigned on a first come, first served basis.
  - During registration, the Entrant must provide a valid game account. 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 whose game accounts match those initially registered are eligible to play in the 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 their 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 will be disqualified.
  - An Entrant may enter into more than one (1) online tournament, provided space is available.
- How to Play:
  - **Format:** Double elimination bracket
  - **Check-in:** With the exception of Counter-Strike: Global Offensive Tournaments, all online tournaments have a designated start time which can be found under the "My Tournaments" tab of the Entrant's/Team Captain's WorldGaming account. 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 Captains WorldGaming account when both participating Entrants/Teams have been determined.
- **No-shows:** Any Entrant/Team that is not ready to play within 10 minutes of the designated start time may forfeit the first Game in the series, at the discretion of the Administrator; further, any Entrant/Team that is not ready to play within 15 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 USA Finals and Online Playoffs:** The winning Entrant/Team from each online tournament will automatically qualify for the USA Finals, will be deemed a Finalist, and will not be permitted to participate in further online tournaments. The 2<sup>nd</sup> through 6<sup>th</sup> place Entrants/Teams will earn points based on the final results of each online tournament. After the Online Qualifiers, the four (4) Entrants/Teams with the most accumulated points will qualify for the Online Playoffs. In the event that a qualified Entrant/Teams is unable to attend the Online Playoffs, 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 Entrant/Team with the 5<sup>th</sup> most accumulated points. Points will be distributed as follows:
    - 2<sup>nd</sup>: 12
    - 3<sup>rd</sup>: 5
    - 4<sup>th</sup>: 3
    - 5<sup>th</sup>/6<sup>th</sup>: 1
  - **Tiebreaker:** If two or more Entrants/Teams have the same number of accumulated points at the end of the Online Qualifiers, the Entrant/Team with the highest placing in any single online tournament will be considered the higher ranked Entrant/Team. If both Entrants'/Team's highest placing in any single online tournament is the same, the Entrant/Team that achieved the highest placing in the more recent online tournament will be considered the higher ranked Entrant/Team.
    - For example, If Entrant/Team A placed 2<sup>nd</sup> in the online tournament on September 23, and Entrant/Team B placed 2<sup>nd</sup> in the online tournament on September 30, Entrant/Team B will be considered the higher ranked Entrant/Team.

#### Online Playoffs

- The four (4) Entrants/Teams that qualify for the Online Playoffs will play a double elimination bracket to determine the two (2) additional Finalists that will qualify for the USA Finals.
- **Format:** Double elimination bracket
  - The Entrant/Team that wins the Winners Finals will qualify for the USA Finals as the 3<sup>rd</sup> seed.
  - The Entrant/Team that wins the Losers Finals will qualify for the USA Finals as the 4<sup>th</sup> seed.
- **Check-in:** Qualified Entrants/Team Captains must check in and confirm their attendance on the WorldGaming Website at the designated start time of the Online Playoffs. Any qualified Entrant/Team Captain that does not check in will be removed from the Online Playoffs at the discretion of the Administrator.
- **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 the Counter-Strike: Global Offensive Tournaments, all Matches will appear automatically under the "My Tournaments" tab of the Entrant's/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 10 minutes of the designated start time may forfeit the first Game in the series, at the discretion of the Administrator; further, any Entrant/Team that is not ready to play within 15 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 the Online Playoffs, or they may be disqualified at the discretion of the Administrator.
- **Seeding:** Entrants/Teams will be seeded into the Online Playoffs based on their total accumulated points during the Online Qualifiers, with the highest seeds going to the Entrants/Teams with the most points.
- **Proof of Results:** Entrants/Teams 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 USA Finals:** The Entrants/Teams that win the Winners Finals and Losers Finals will qualify for the USA Finals and will be deemed Finalists. In the event that a qualified Entrant/Team is unable to attend the USA 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 Entrant/Team that finished 3<sup>rd</sup> place during the Online Playoffs.

### USA Finals

- The USA Finals event will consist of a live in-person tournament, open to the two (2) Entrants/Teams that qualified directly during the Online Qualifiers and the two (2) additional Entrants/Teams that qualified during the Online Playoffs.
- **Travel Requirement:** Each Finalist must be willing and available to travel to Arcadia, California and participate in the USA 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 Arcadia, California.
- **Format:** Single elimination bracket
- **Seeding:** The Finalist that won Online Qualifier A will be seeded 1<sup>st</sup>; the Finalist that won Online Qualifier B will be seeded 2<sup>nd</sup>; the Finalist that won the Winners Finals during the Online Playoffs will be seeded 3<sup>rd</sup>; and the Finalist that won the Losers Finals during the Online Playoffs will be seeded 4<sup>th</sup>.
- **Competition Rules:** Entrants/Teams will have 10 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, 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.
  - With the exception of those Finalists participating in the Vainglory USA Finals, all Finalists must provide and use their own controller or USB-powered mouse and keyboard, and in-ear buds. Vainglory Finalists must provide and use their own device for all Tournament Matches. All hardware 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.
  - In the event of equipment failure during a Game, the Finalist has the option to stop the Game in progress to obtain a replacement. If a Game is stopped in progress, the reporting Finalist must forfeit the current Game, at the discretion of the Administrator and provided no game-specific exceptions are made below. The Finalist will have two (2) minutes to find a suitable replacement or will forfeit the current Match. Administrator will have a limited quantity of replacement equipment available.

**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 players 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 players’ 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 players 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 female only CS:GO Tournaments. These Tournaments are for participation by Teams only.

## 1. DATES

Stage	Date/Time	Location
“Registration Period”	August 8, 2018 at 9:00 AM Eastern Time (“ET”) to October 6, 2018 at 10:59 AM ET	N/A
“Online Qualifiers”	September 22 and October 6, 2018 at 12:00 PM ET	N/A
“Online Playoffs”	October 20, 2018 at 12:00 PM ET	N/A
“USA Finals”	November 9 - 11, 2018. Start time to be determined by Administrator.	Santa Anita Park, 285 Huntington Dr, Arcadia, CA 91007, USA

## 2. PRIZES

In addition to the Trip, the following prizes will be awarded for the mixed and female only Tournaments:

- Total prize pool: \$38,000 USD
  - First place: \$20,000 and qualify to represent the USA at WESG 2019 Grand Finals in Shanghai, China, in March 2019 (details to be confirmed by Alisports).
  - Second place: \$10,000
  - Third/fourth place: \$4,000

## 3. ELIGIBILITY

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

- The “female 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 through TeamSpeak 3 at [ts.cevo.com](http://ts.cevo.com). For all other inquiries please contact [support@cstarleague.com](mailto:support@cstarleague.com).
  - 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-usa> (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.

- **Online Qualifiers:** All Matches are Best of 1 Games series, except for Losers Finals and Grand Finals, which are Best of 3 Games series.
- **Online Playoffs and USA Finals:** All matches are Best of 3 Games series.
- **Game Settings:**
  - Team size: 5
  - Freeze Time: 15 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.
  - Overtime: 3 rounds per half; \$10,000 start money
- **Game Server:** Automatic
  - Teams may request a server change if network performance is an ongoing issue and both Teams consent to the change.
- **Map Pool:**
  - de\_inferno
  - de\_nuke
  - de\_train
  - de\_mirage
  - de\_dust2
  - de\_cache
  - de\_overpass
- **Map Selection:** Determined through the Platform's built-in map veto process. The higher seeded Team in any Match will be designated Team A.
  - VETO Process – Best of 1 Games series:
    1. Team A bans one map.
    2. Team A bans one map.
    3. Team B bans one map.
    4. Team B bans one map.
    5. Team B bans one map.
    6. Team A picks the map out of the two that remain (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 picks map #3 out of the two that remain (side choice to Team B).
- **Timeouts:**
  - To call a Timeout, a Team Member must type ".timeout" inside of the in-game chat.
  - Each Team is allowed four (4) 30-second tactical Timeouts 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 30 seconds.
  - A countdown in the center of the screen will show the remaining time before the game automatically resumes.
  - After a Team has used all of their tactical Timeouts, 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.
- **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.

# 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"	August 8, 2018 at 9:00 AM Eastern Time ("ET") to October 6, 2018 at 11:59 AM ET	N/A
"Online Qualifiers"	September 29 and October 6, 2018 at 12:00 PM ET	N/A
"Online Playoffs"	October 20, 2018 at 12:00 PM ET	N/A
"USA Finals"	November 9 - 11, 2018. Start time to be determined by Administrator.	Santa Anita Park, 285 Huntington Dr, Arcadia, CA 91007, USA

## 2. PRIZES

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

- Total prize pool: \$38,000 USD
  - First place: \$20,000 and qualify to represent the USA at WESG 2019 Grand Finals in Shanghai, China, in March 2019 (details to be confirmed by Alisports).
  - Second place: \$10,000
  - Third/fourth place: \$4,000

## 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 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
  - **Online Qualifiers:** All Matches are Best of 1 Games series, except for Grand Finals, which is a Best of 3 Games series.
  - **Online Playoffs and Canadian Finals:** All matches are 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, side selection, and draft order:**
  - The higher seeded Team (the Team that appears on top of the bracket) will host the first Game.
  - For all Best of 1 Games series, a coin toss will determine which Team receives side selection and which Team receives first ban/pick.
  - For all Best of 3 Game series, a coin toss will determine which Team receives side selection and which Team receives the first ban/pick for the first Game. The winner of the first coin flip will choose either side selection or first ban/pick. For the second Game, the loser of the first coin flip will choose either side

selection or first ban/pick. If applicable, before the third Game, the winner of a second coin flip will choose either side selection or first ban/pick.

- The hosting Team is responsible for inviting the opposing Team's Team Captain in-game using their Steam ID and is responsible for ensuring that all lobby settings are correct. Any Game started with the wrong settings may result in a forfeit for the hosting Team.
- If the draft is interrupted at any point it must be restart and repeated exactly as it was before being interrupted. Any Team that attempts to change one of their previous selections may be disqualified, at the discretion of the Administrator.

■ **Pausing and/or Leaving a Game In-progress:**

- Each Team is allowed one (1) pause per Game for disconnects and other issues. Each pause is allowed to last up to a maximum of five (5) minutes. After five (5) minutes, the Game must be resumed or the pausing Team will forfeit, 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 a Team, at their discretion.

■ **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.

# Hearthstone

The following rules apply to the mixed and female only Hearthstone Tournaments. These Tournaments are for participation by individual Entrants only.

## 1. DATES

Stage	Date/Time	Location
"Registration Period"	August 8, 2018 at 9:00 AM Eastern Time ("ET") to October 6, 2018 at 12:59 PM ET (mixed) and 4:59 PM ET (female only)	N/A
"Online Qualifiers"	Mixed: September 22 and October 6, 2018 at 1:00 PM ET  Female only: September 22 and October 6, 2018 at 5:00 PM ET	N/A
"Online Playoffs"	Mixed: October 20, 2018 at 3:00 PM ET  Female only: October 20, 2018 at 5:00 PM ET	N/A
"USA Finals"	November 9 - 11, 2018. Start time to be determined by Administrator.	Santa Anita Park, 285 Huntington Dr, Arcadia, CA 91007, USA

## 2. PRIZES

In addition to the Trip, the following prizes will be awarded for the mixed and female only Tournaments:

- Total prize pool: \$19,000 USD
  - First place: \$10,000 and qualify to represent the USA at WESG 2019 Grand Finals in Shanghai, China, in March 2019 (details to be confirmed by Alisports).
  - Second place: \$5,000
  - Third/fourth place: \$2,000

## 3. ELIGIBILITY

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

- The "female 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 Blizzard Account (i.e. Player#123)
- A valid copy of Hearthstone®, 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

- **Game Mode:** Conquest, Standard, Best of 5 ("Bo5"), with one ban.

- **Game Server:** For all Tournament Matches, Entrants will use Hearthstone card decks that they have created, using cards that they have collected, on the Battle.net Americas servers where the Tournament is being played. Card decks created on other regions' servers are not eligible for play in Tournament Matches.
- **Game Format:** Conquest
  - During tournament registration, each Entrant must submit a total of four (4) Standard decks, each from a separate class. Entrants will be able to modify their decks until the scheduled start time of each tournament.
    - To submit a deck: Copy the deck from Hearthstone (open the game, select the deck, and click "Copy") and paste the copied text into the designated field during tournament registration.
    - To edit a previously submitted deck: On the "My Tournaments" tab of an Entrant's WorldGaming account, select the tournament entered into, and click "Edit Decks".
  - Before each Match, Entrants will choose one of their opponent's decks to ban.
  - Entrants must win one Game with each of their unbanned decks to win the Match. Once a deck has won a Game, it cannot be played again by the Entrant for the remainder of the Match. If an Entrant loses a Game with a deck, they may re-use the same deck or switch to a different unbanned deck of their choice.
  - Entrants will be made aware of their opponent's classes prior to the start of each Match, but individual Game picks will be blind.
  - Any Entrant that attempts to use a banned deck/class, or a deck/class that has already been used to win a Game during a Match, will forfeit the current Game.
- **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.
- **Leaving a Game In-progress:**
  - Any Entrant that leaves a Game in-progress, after the first cards have been drawn, will be given a loss for that Game.
- **Tied Game:**
  - Any Game that ends in a draw, as determined by the game, must be replayed.
- **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.

## **Pro Evolution Soccer 2019 (“PES 2019”)**

The following rules apply to the PES 2019 Tournament. This Tournament is for participation by individual Entrants only.

### **1. DATES**

<b>Stage</b>	<b>Date/Time</b>	<b>Location</b>
“Registration Period”	August 8, 2018 at 9:00 AM Eastern Time (“ET”) to October 6, 2018 at 2:59 PM ET	N/A
“Online Qualifiers”	September 22 and October 6, 2018 at 3:00 PM ET	N/A
“Online Playoffs”	October 21, 2018 at 3:00 PM ET	N/A
“USA Finals”	November 9 - 11, 2018. Start time to be determined by Administrator.	Santa Anita Park, 285 Huntington Dr, Arcadia, CA 91007, USA

### **2. PRIZES**

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

- Total prize pool: \$14,500 USD
  - First place: \$7,000 and qualify to represent the USA at WESG 2019 Grand Finals in Shanghai, China, in March 2019 (details to be confirmed by Alisports).
  - Second place: \$3,500
  - Third/fourth place: \$2,000

### **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 PSN ID (i.e. Player123)
- An active PlayStation® Plus paid membership. There is a cost associated with maintaining a PlayStation Plus account.
- A valid copy of PES 2019

### **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**

- All Matches are Best of 3 Games series.
- **Team Selection:** Entrants must choose to play as one of the following teams.
  - FC BARCELONA
  - LIVERPOOL FC
  - 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 (5 Minutes for play-off matches)
  - 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
- **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.
  - 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.
- **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.

# 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"	August 8, 2018 at 9:00 AM Eastern Time ("ET") to October 7, 2018 at 2:59 PM ET	N/A
"Online Qualifiers"	September 23 and October 7, 2018 at 3:00 PM ET	N/A
"Online Playoffs"	October 20, 2018 at 1:00 PM ET	N/A
"USA Finals"	November 9 - 11, 2018. Start time to be determined by Administrator.	Santa Anita Park, 285 Huntington Dr, Arcadia, CA 91007, USA

## 2. PRIZES

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

- Total prize pool: \$19,000 USD
  - First place: \$10,000 and qualify to represent the USA at WESG 2019 Grand Finals in Shanghai, China, in March 2019 (details to be confirmed by Alisports).
  - Second place: \$5,000
  - Third/fourth place: \$2,000

## 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. Player#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; Game Speed: Faster
  - **Online Qualifiers:** All Matches are Best of 3 Games series, except for Grand Finals, which is a Best of 5 Games series.
  - **Online Playoffs and USA Finals:** All matches are Best of 5 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:**
  - Acid Plant LE
  - Blueshift LE
  - Cerulean Fall LE
  - Dreamcatcher LE

- Fracture LE
- Lost and Found LE
- Para Site LE
- **Map Selection Procedure:**
  - Prior to all Matches a map veto (pick and ban) will take place. The higher seeded Entrant (the Entrant that appears on top of the bracket) will be deemed Player A and the lower seeded Entrant will be deemed Player B.
    - 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.
- **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.
- **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.

# Vainglory

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

## 1. DATES

Stage	Date/Time	Location
"Registration Period"	August 8, 2018 at 9:00 AM Eastern Time ("ET") to October 14, 2018 at 12:59 PM ET	N/A
"Online Qualifiers"	October 7 and 14, 2018 at 1:00 PM ET	N/A
"Online Playoffs"	October 21, 2018 at 5:00 PM ET	N/A
"USA Finals"	November 9 - 11, 2018. Start time to be determined by Administrator.	Santa Anita Park, 285 Huntington Dr, Arcadia, CA 91007, USA

## 2. PRIZES

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

- Total prize pool: \$14,500 USD
  - First place: \$7,000 and qualify to represent the USA at WESG 2019 Grand Finals in Shanghai, China, in March 2019 (details to be confirmed by Alisports).
  - Second place: \$3,500
  - Third/fourth place: \$2,000

## 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 Vainglory Account (i.e. Player123)
- A valid copy of Vainglory

## 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:** Private – 5v5 Draft
  - **Online Qualifiers:** All Matches are Best of 3 Games series.
  - **Online Playoffs and Canadian Finals:** All matches are Best of 5 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 and side selection:**
  - **Online Qualifiers and Online Playoffs:** The higher seeded Team (the Team that appears on top of the bracket) will host and pick sides for the first Game of a series. For all further Games side selection will swap between Teams.
  - **Finals:** The winner of a coin toss will receive side selection for the first Game. For all further Games side selection will swap between Teams, with the exception of the fifth Game, if applicable. Before the fifth Game the winner of a second coin flip will receive side selection.

- The hosting Team is responsible for inviting the opposing Team's Team Captain in-game using their Vainglory Account name and 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.
- If the draft is interrupted at any point, it must be restart and repeated exactly as it was before being interrupted. Any Team that attempts to change one of their previous selections may be disqualified, at the discretion of the Administrator.
- **Pausing and/or Leaving a Game In-progress:**
  - Each Team is allowed one (1) pause per Game for disconnects and other issues. Each pause is allowed to last up to a maximum of five (5) minutes. After five (5) minutes, the Game must be resumed or the pausing Team will forfeit, 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 a Team, 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 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.
- **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.