



2015 WCS Player Handbook



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General Information

THE WORLD CHAMPIONSHIP SERIES

The World Championship Series (WCS) is the featured destination for StarCraft eSports, consisting of a unified WCS Premier league that operates in Europe and America, two global individual leagues in South Korea, and multiple sanctioned global events with open qualifiers. The WCS is dedicated to creating the best competitive experience for both players and spectators around the world.

CHARTER

To ensure fair administration and sportsmanlike conduct during the tournaments, the following document outlines the rules, regulations, and player responsibilities for the World Championship Series. **Each participant of the league agrees to abide and be subject to these rules and regulations, which shall govern all WCS league play.**

BLIZZARD ENTERTAINMENT, INC.:

Best known for blockbuster hits including *World of Warcraft*® and the *Warcraft*®, *StarCraft*®, and *Diablo*® franchises, Blizzard Entertainment, Inc. (www.blizzard.com), a division of Activision Blizzard (NASDAQ: ATVI), is a premier developer and publisher of entertainment software renowned for creating some of the industry's most critically acclaimed games. Blizzard Entertainment's track record includes nineteen #1-selling games and multiple Game of the Year awards. The company's online-gaming service, Battle.net®, is one of the largest in the world, with millions of active players.

Blizzard is responsible for the coordination of partner management, direction, and government of the World Championship Series.

PARTNERS / TOURNAMENT ORGANIZERS

The Official Partner for the WCS Premier League is the Electronic Sports League (ESL)

ESL is the world's largest eSports company, leading the industry across various games with numerous online and offline competitions. It operates high profile, branded international and national leagues and tournaments such as the Intel® Extreme Masters, ESL One, ESL Pro Series, StarCraft® II World Championship Series, as well as grassroots amateur cups, leagues and matchmaking systems. ESL covers a broad field of services in gaming technology, event management, advertising and TV production, fully catering to the needs of the eSport's ecosystem. With offices in Germany, Russia, France, Poland, Spain, China, North America and partners in many other countries, it has a truly global footprint. www.eslgaming.com

The Official Partner for the Global StarCraft II League is Gom eXP

Official information about the Global StarCraft II League is located at: <http://www.gomexp.com/>

The Official Partner for StarCraft II StarLeague is SpoTV

Official information about the StarCraft II StarLeague is located at: <http://www.spotv.net/>

OPEN COMPETITION

The World Championship Series is open to all participants: (1) that have an active Battle.net account that is in good standing; (2) who are over the age of sixteen before each season*; (3) who follow the rules of the WCS tournament; and (4) who earn their spot through Qualifiers. Players may also qualify through their performance in previous seasons of WCS.

NON DISCRIMINATION

The World Championship Series provides equal opportunity to qualified individuals regardless of race, color, age, religion, gender, national origin, pregnancy, marital status, sexual orientation, physical or mental disability, military status, and all other grounds of discrimination provided by local legislation.

GENERAL RELEASE

As a condition to being allowed to participate in the Tournament, participants are required to agree to the rules set forth in this handbook, including the rules and regulations set forth on the Appendix on page 26, as well as agreeing to release and hold harmless Blizzard Entertainment, Inc., Turtle Entertainment GmbH, Turtle Entertainment America, Gretech Corporation, SpoTV, and any of their respective parent companies, subsidiaries, affiliates, directors, officers, employees and agencies from any and all liability related to the participation of the participant in the World Championship Series whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the WCS or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory. Participants must also consent to the use of their name, biographical or occupational description, picture, portrait, likeness, voice or phrases, or any or all of them for promotional or commercial uses by Blizzard.

AMENDMENTS

The rules, regulations and code of conduct of the World Championship series may be amended from time to time by Blizzard Entertainment, Inc., and in such an event, notice of any such changes will be posted on the [WCS website](http://wcs.battle.net/sc2/en/about/handbook-and-policies) located at <http://wcs.battle.net/sc2/en/about/handbook-and-policies>.

World Championship Series Format

The World Championship Series consists of multiple tournaments in different regions around the world. WCS also maintains a direct partnership with the Global StarCraft II League and StarLeague as sister tournaments in South Korea. There are three seasons per year for participants to earn prizes and points in the main leagues. Players may also participate and earn prizes and points in sanctioned WCS Global Events run by tournament organizations around the world. At the end of all the seasons, tentatively October 5th 2015, the top 16 players in the official WCS Point Standings will be invited to participate in the Global Finals.

WCS Premier League Structure and Format

1.0 Residency Requirements

In order to compete in the WCS Premier League, all participants must be a resident of a country within the home regions for regional qualifiers into WCS Challenger. All participants in WCS will be required to verify their Battle.net account and proof of residency to the tournament organizer and Blizzard:

Eligible countries and regions*:

- Europe, Africa, Middle East
- North America (USA, Canada)
- China
- Latin America
- Oceania, Southeast Asia
- Taiwan, Hong Kong, Macau

*For additional information on eligibility, please see page 26

Battle.net account verification:

- The country of residence in each player's Battle.net account must show an eligible country within the region they wish to compete before each respective WCS Qualifier.
- The player's BattleTag must match those of their public persona and be pre-approved by tournament administrators before each respective WCS Qualifier.
- Participants are required to play all tournaments and ladder games from the country listed on the account during the tournament season. Blizzard will check IP connections at its discretion.
- Participants that need to travel outside of their country of residence during the tournament will be required to provide details to Blizzard for review.

Proof of residency verification:

Eligibility for Citizens: If the player is a citizen of an eligible country for the WCS Premier League, the player must provide a copy of a valid photo ID with a current address within the country.

- Examples of acceptable identification
 - Government-issued driver's license
 - Military photo identification card
 - Passport
 - Health card with photo (Canada, Australia, New Zealand)
 - Voter registration card with photo (Mexico)
 - Health card (Denmark)
 - Young Scot Card (Scotland)
 - Family book (Spain)
 - Bank card with owner's signature and picture on reverse (Norway/Sweden)
- Examples of non-acceptable identification
 - Expired identification
 - School-issued photo identification card
 - Gym membership card
 - Library card
 - Public transportation cards
 - Private ID cards

Eligibility for non-Citizens: If the player is a foreign resident of an eligible country for the WCS Premier League, the player must submit a copy of their passport along with a valid resident visa for the eligible country for an evaluation of their residency status. The visa must be acquired before the start of the qualifiers and is only considered valid if it allows the player to stay in the region, work in the region, and earn prize money in the region.

- Examples of acceptable identification
 - Professional athlete visa
 - Work visa
 - Student visa
- Examples of non-acceptable identification
 - Expired visa
 - Working holiday visa
 - General tourist/visitor visa

2.0 Qualifiers

The Qualifiers will take place online and will determine the top 31 players that will advance into the current season's Challenger matches (64 players in Season 1 of 2015).

- A. Qualifiers will be open to players that fulfill the residency requirements and are Master-level or above on the official qualifier region's StarCraft II ladder (preceding or current season). Individual regions may lower the Master-level requirement with Blizzard approval.
 - 1. If a player determines their opponent does not meet the requirements, the player can request a review from a tournament administrator before the match starts.
- B. Qualifiers will be free to enter.
- C. Apart from any special invitations, Qualifiers will be filled on a "first come, first serve" basis.
- D. Players may only participate in one region per season. Once a player participates in one region's Qualifier, they will be ineligible to play in other WCS regions until the start of the next season.
- E. The distribution of Qualifiers for WCS Premier League by region and type is below:

WCS Region	Server	# of Slots*	S1 Exception**
Europe/Africa/Middle East	Europe	14	28
North America	Americas	8	16
China	China	4	8
Latin America	Americas	2	4
Oceania/Southeast Asia	Southeast Asia	2	4
Taiwan/Hong Kong/Macau	Korea & Taiwan	2	4

*The Champion of the previous season will automatically qualify for Premier League. The Champion's region will have one less spot open for advancement.

**Season 1 exception will have 64 Qualifier spots to fill Challenger matches.

3.0 Challenger

Challenger matches will determine the Premier League players for each season. Challenger matches take place prior to each Premier League.

Over the course of the Challenger matches, there will be a total of 64 players that play in 32 single elimination matches.

- 31 players will come from the current season's Qualifiers (64 in Season 1 2015)
- 31 players from the previous season's Premier League (excluding Season 1 2015).
 - o The Champion of the previous season will automatically qualify for Premier League. The Champion's region will have one less spot open for advancement.

A. Challenger matches – Format

1. All Challenger matches will be a "Best of 5".
2. Each match will include one player from the previous season's Premier League versus one player from the region's respective qualifier.
 - a) 2015 Season 1 Challenger matches will be between players from qualifiers.
 - b) Players will be paired based on regional systems at the discretion of Blizzard Entertainment.
3. Players that win their Challenger match will advance to Premier League. Players that lose their Challenger match must participate in the next season's Qualifiers if they wish to participate in that WCS region.

4.0 Premier League

The Premier League is the featured tournament of the World Championship Series. Premier League will include 32 players (See Appendix for Group Selection). There are 3 rounds in the tournament:

- A. Round of 32 – Group Stage – Players will be required to be on-site
 1. 8 groups of 4 players each
 - a) 4 groups will play in the ESL America studio
 - b) 4 groups will play in the ESL Europe studio
 2. The matches will be played as a "Best of 3" using the Dual Tournament format (See Appendix).
 3. The top 2 players from each group advance to the Round of 16.
- B. Round of 16 – Group Stage – Players will be required to be on-site
 1. 4 groups of 4 players each
 - a) The location for the Round of 16 and Finals will vary between each season.
 2. The matches will be played as a "Best of 3" using the Dual Tournament format (See Appendix).
 3. The top 2 players from each group advance to the League Finals.

- C. League Finals – Single Elimination Bracket – Players will be required to be on-site
 1. The top 8 players are placed in a single elimination bracket.
 2. The matches will be played as a “Best of 5” until the finals which will be a “Best of 7”.

5.0 Advancement and Fill Policy

- A. Advancement policy – a player will be advanced in a bracket in the event that the opponent in their last recorded match forfeits the subsequent match or is disqualified for any reason, including a player’s inability to travel to the location of an event, before the subsequent match can be played. In the case of group play, the player directly below the advancement cutoff in the group will be advanced.
 1. If the advancement occurs mid-season for the vacating player, the advancing player will receive all Prize money and Points for the new placement, but none for their previous placement.
 2. If the advancement occurs post-season or pre-season for the vacating player, the player will gain all advancements via the Premier and Challenger fill policies, but no changes to Prize money or Points.
 - B. Premier fill policy – any positions vacated by a player in the Premier League will be filled by the player directly below the advancement cutoff in that player’s last group.
 - C. Challenger fill policy – any positions vacated by a player in the Challenger matches will be filled according to the rules below:
 1. If the vacated Challenger spot belonged to a player who earned their spot from a Qualifier in the current season, the spot will be filled by the next highest placing player from the same Qualifier.
 2. If the vacated Challenger spot belonged to a player who earned their spot from the previous season’s Premier League, the spot will be filled by the next highest placing player from the Regional Qualifier of the original player.
-

WCS Global Finals Structure and Format

6.0 Global Finals

- A. The Global Finals will be hosted by Blizzard and may span multiple days and multiple locations.
- B. The top players in the official WCS Points Standings will be invited to participate in the Global Finals.
 - 1. The cutoff date for the 2015 WCS Points Standings will tentatively be October 5th, 2015 or the last WCS League Final, GSL Final, or StarLeague Final event of the year.
- C. Further information on schedule, format, and rules that are specific to the Global Finals, will be released later in the year.

Online Tournament Regulations

7.0 Online Event Equipment and Settings

A. Equipment

1. Players must provide their own equipment.
2. Players must provide their own Internet connection to the Battle.net service.
3. Players must use their own Battle.net account with an active StarCraft II license with the latest expansion.
4. Players may be required to register with the partner and Blizzard.
5. Players may not have other players participate in their matches as a substitute.
6. Players are responsible in dealing with computer security and DDoS attacks to their own computer.

B. Computer Settings

1. No unapproved programs may be running during any matches.
 - a) Blizzard and the tournament organizer may determine acceptable programs at their discretion. Some programs that may be deemed acceptable: music, hardware monitoring, antivirus.
2. Players may not communicate with anyone besides their opponent and the tournament administrators during the game as outlined in the rules.
3. Interference by 3rd party programs may be cause for disqualification as ruled in the Code of Conduct.

C. Game Settings

1. Players will compete on the live version (current patch) of StarCraft II unless given notice at the discretion of Blizzard.
2. The “Busy” setting in Battle.net is required to be active.
3. Players must use default unit “skins” – Any extra unit “skins” are to be disabled.
4. Players may only use official team logos for custom decals.
5. The “Save All Replays” setting should always be active.

8.0 Online Tournament Rules

- A. Players must be online and available during the designated times of their matches.
- B. Any schedule conflicts must be brought up with the tournament organizer within the period designated by the tournament organizer.
 1. Organizer will attempt to accommodate any conflicts, but changes are not guaranteed.
- C. Players must check in and be ready to play 30 minutes before their scheduled match time. Ready to play is defined as being ready to start the game within 60 seconds.

- D. Players must get permission from the administrator anytime they must leave their computer and provide a return time.
- E. All matches will be played on the respective league's local Battle.net server or the server associated with a regional Qualifier at the discretion of organizer.
- F. Administrators will assign players either Blue or Red as their race colors for each match.
- G. Tournament administrators will host and start the matches unless declared otherwise.
- H. Players may request a blind pick where each player will communicate their race to the tournament administration team before map selection.
- I. Players may switch races after each match.
- J. During the game, players may not use chat except for a greeting, closing, and request for pause.
- K. Players may not pause a game unnecessarily and should inform tournament administration team immediately the reason if a pause is required.
- L. Players who intentionally quit a game before it has ended without a tournament organizer's permission will concede the game.
- M. In the case of a technical issue, the tournament organizer may restart the game from the beginning at their discretion or use "Recover Game" to start from an administrator designated point in time.
- N. If any player is disconnected from a game, they are required to wait for a tournament administrator to verify the situation and make one of the following decisions depending on the nature of the disconnect:
 - 1. Restart of the game from the beginning.
 - 2. Use "Recover Game" to start from an administrator designated point in time.
 - 3. Declare a winner or a forfeit.
- O. In case of the situation where both players are unable to win the game, tournament organizer will declare a draw and the game will be replayed.
- P. Per competition day, each player will be given a 10 minute exception for Battle.net disconnections. Players with multiple disconnections may be given a forfeit at the organizer's discretion.
- Q. In Qualifiers, replay watching may be considered as a delay of game and be grounds for a warning and subsequent penalties.
- R. In Challenger and Premier League, players may not watch any replays in the middle of a match. If there are any games that remain in the match, players must rejoin the designated tournament administrator group within 1 minute.
- S. Players may not share WCS match replays publically. Any requests for WCS replays for content creation purposes must be directed to esportsteam@blizzard.com.
- T. Players who fail to arrive for their scheduled matches will receive the loss of their first game 10 minutes after the organizer's match start time. Players will receive one loss for every additional 5 minutes they are late. The player will be considered forfeit if the player does not participate in any matches in that round of play.
- U. Qualifier Exception – during Qualifiers stricter guidelines may be used at the discretion of tournament organizers. Repeated warnings may lead to directly to disqualification.

Live Event Tournament Regulations

9.0 Live Event Equipment and Settings

A. Equipment

1. Players must use the computer and monitor provided by the organizer.
2. Tournament organizers may ban any electronic storage devices from their event. Consult with tournament organizers for their official policy.
3. Players must provide their own USB mouse.
4. Players must provide their own USB keyboard.
5. Players must provide their own in-ear USB headset or a headset that utilizes a standard 3.5mm stereo headset jack. Players may not use wireless or outlet powered headset.
6. All equipment must operate with preinstalled Windows drivers. The organizer may allow specialized USB drivers at their discretion. Players must contact organizer prior to the event if they wish to use specialized USB drivers.
7. The organizer reserves the right to deny the use of any equipment suspected of providing an unfair competitive advantage.
8. Players must use the organizer headset while playing in any matches that are commentated for soundproofing purposes, unless a different model is authorized by the organizer. Players may wear personal headsets around their neck.
9. Players must have their own Battle.net account in good standing with an active StarCraft II license with the latest expansion.
10. Players must use the same Battle.net account throughout the tournament.
11. Players may be required to use a special account during a Live Event tournament.

B. Computer Settings

1. No other programs may be installed without approval of the organizer.
2. During a match, no other applications, browsers, or streams other than the game should be open. The organizer may inspect a machine before a live match.
3. Players may not alter game files or modify drivers.
4. Video settings may only be adjusted under the supervision of the organizer.

C. Game Settings

1. Players will compete on the live version (current patch) of StarCraft II unless given notice at the discretion of Blizzard.
2. The “Busy” setting in Battle.net is required to be active.
3. Players must use default unit “skins” – Any extra unit “skins” are to be disabled.
4. Players may only use official team logos for custom decals.
5. The “Save All Replays” setting should always be active.

10.0 Live Event Tournament Rules

- A. Players must be in the venue at the designated player areas during the event.
- B. Players are required to be ready and check in at their game station at the time designated by the tournament organizer, but not exceeding 120 minutes before the match starts, and complete game preparations including PC setup. If the player requires additional time after setup has completed, additional time is at the purview of the tournament administrator.
- C. Players must request permission from a tournament administrator to leave designated player areas during the event.
- D. Players may consult with an advisor(s) between games in a match at the discretion of the tournament organizer. The organizer may set and change the amount of time for this consultation at their discretion.
- E. All matches will be played on the Battle.net server determined by the tournament organizer.
- F. Administrators will assign colors to players for each match.
- G. Tournament administrators will host and start the matches.
- H. Players may request a blind pick where each player will communicate their race to the tournament administration team before each match starts.
- I. Players may switch races after each match.
- J. During the game, players may not use chat except for a greeting, closing, and request for pause.
- K. Players may not pause a game unnecessarily. Should a pause be required, the player must inform tournament administration team immediately in the following manner: 1) type "PP" in the in-game chat, 2) physically raise his or her hand to notify the organizers, in the case that the keyboard is unresponsive.
- L. Players who intentionally quit a game before it has ended without a tournament organizer's permission will have conceded the game.
- M. In the case of a technical issue, the tournament organizer may restart the game from the beginning at their discretion or use "Recover Game" to start from an administrator designated point in time.
- N. If any player is disconnected from a game, they are required to wait for a tournament administrator to verify the situation and make one of the following decisions depending on the nature of the disconnect:
 - 1. Restart of the game from the beginning.
 - 2. Use "Recover Game" to start from an administrator designated point in time.
 - 3. Declare a winner or a forfeit.
- O. In case of the situation where both players are unable to win the game, tournament organizer will declare a draw and the game will be replayed.
- P. In order to dispute any game issue, players must notify the administrator immediately. Once the next game has started, players may not protest results. The tournament administration may investigate past results at their discretion.

- Q. In Challenger and Premier League, players may not watch any replays in the middle of a match. If there are any games that remain in the match, players must rejoin the designated tournament administrator group within 1 minute.
- R. Replays may not be removed or distributed from the tournament computers by anyone but the tournament staff. Any requests for WCS replays for content creation purposes must be directed to esportsteam@blizzard.com.
- S. Replays may be reviewed by the tournament organizer during down time between matches if available for production or administrative purposes.
- T. Replays of tournament matches can be used for the production of additional contents at the discretion of Organizers and Blizzard Entertainment. Replay packs may be made public after the conclusion of the season in which the original game was played.

Player Rules and Responsibilities

11.0 Player Code of Conduct

The World Championship Series is a professional league. All participants are expected to maintain a professional and respectful demeanor. Intentional or attempted violations of the following Player Code of Conduct may incur penalties as listed in Player Code of Conduct Offenses (Section 12).

Disputes and Redress – Any report of a violation or dispute of an action with the current operation of the league should first be addressed by email, telephone or in person to the tournament organizer. If the organizer does not provide an adequate response in a timely fashion, players and teams should contact Blizzard Entertainment at esportsteam@blizzard.com. Any unresolved situation should not be posted on personal social media or websites until the issue is addressed by an admin or Blizzard.

- A. Language – In all languages, players may not use obscene gestures, profanity and/or racist comments in their player handles, game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. Organizers reserve the right to enforce this at their own discretion.
- B. Behavior – Players are required to behave in a sportsmanlike manner towards other competitors, members of the administration team, media, and fans.
- C. Communication & Storage Devices – Players must consult with the organizer before bringing electronic storage devices to any event and are not allowed to use any mobile or external communication equipment during a match. All personal equipment must be in an enclosed bag or be given to an administrator while a match is played.
- D. Illegal substances – Players may not be under the influence or in possession of illegal substances. In addition to the standard Code of Conduct penalties, any offending players may be handed over to the authorities in accordance to the local laws.
- E. Alcohol – Players that are intoxicated during any event may be disqualified at the discretion of the tournament organizer.
- F. Cheating – Players must compete to the best of their ability at all times. Any form of cheating will not be tolerated. If the Sponsor determines that a player is cheating, the player will be immediately disqualified and removed from the tournament and may be restricted from participating in any events in the future, and have all of their licenses to all Blizzard games revoked. Players may be requested to install software on their computers for the duration of the tournament which is specially designed to detect cheating. Examples of cheating would include, without limitation:
 - Actions to intentionally alter or attempt to alter the results of any match, including losing a match with another player to advance one or the other's rank. If Sponsor determines that a player is colluding or match fixing, the player will be immediately disqualified and removed from the tournament and may be restricted from participating in future events and have all of their licenses to all Blizzard games revoked; and

- Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means, he or she may be disqualified from the Tournament; and
 - Any incidence of Eligible Participants allowing individuals who are not the Eligible Participant to play on an Eligible Participant's Battle.net account in any of Blizzard games.
- G. Software Exploitation – Any intentional or attempted use of any bugs or exploits in the game may result in a forfeit of the match and disqualification from the tournament. Bugs and exploits will be determined at the discretion of Blizzard Entertainment.
- H. Gambling – Players are not allowed to place or attempt to place wagers on any matches or actions in, or around, for any Blizzard title.

12.0 Player Code of Conduct Offenses

- A. Code of Conduct violations will be reviewed by Blizzard Entertainment and the organizer.
- B. Violations of the Code of Conduct may vary including a warning, an immediate disqualification, prize penalties, removal from the tournament, and/or restriction from participation in future events.
- C. Final decisions regarding player violations are up to the discretion of Blizzard Entertainment.

13.0 Player Tournament Offenses

- A. If a player does not follow the rules of the tournament, the player may receive a warning at the discretion of the tournament organizer.
- B. If a player causes a delay beyond the designated exceptions, the player will receive a warning.
- C. Once a warning has been issued, subsequent infractions will accrue a penalty at the discretion of the organizer and Blizzard Entertainment. A continuing or repeated infraction will cause multiple penalties at the discretion of the organizer.
- D. In a single competition day, if a player receives:
1. One (1) penalty will result in a 1% prize money deduction
 2. Two (2) penalties will result in a 2% prize money deduction
 3. Three (3) penalties will result in a 5% prize money deduction
 4. Each further penalty will result in an additional +5% prize money deduction
- E. Penalties accrue cumulatively throughout the season and are deducted from the players total season earnings – e.g. one penalty on Jan 5, 2015 and three penalties on Feb 9, 2015 cause a 1% + 5% = 6% total deduction in prize earnings.
- F. All Prize money deducted via penalties for a season will be added to the Prize of the highest placing Premier player in the tournament with the least penalties for the current season.
- G. Blizzard Entertainment and the tournament organizer reserve the right to disqualify or suspend any player from the league for rule violations or repeated misconduct.

14.0 Player Disqualification and Suspension

- A. If a player is disqualified or suspended by the organizer or Blizzard Entertainment for violating Online Match, Live Match or Player Code of Conduct regulations, the player will receive a forfeit (see Forfeit without 48 hour notice). The player will accrue no future placements (i.e. relegated to Qualifiers, relegated to Challenger, Premier League placement) from their performance. The player's ability to play in future WCS events will be at the sole discretions of the tournament organizer and Blizzard Entertainment.
- B. Suspensions from the World Championship Series may be any amount of designated time depending on the severity of the violation. The player's ability to play in future WCS events will be at the sole discretions of the tournament organizer and Blizzard Entertainment.

15.0 Player Forfeit Policy

- A. Challenger Forfeit – If a player does not participate in a scheduled WCS Challenger match – the player will be disqualified. No prize money or points will be awarded. The organizer will make the attempt to replace the player according to the Advancement and Fill Policy.
- B. Premier League Forfeit with 48 hour notice – If a player does not participate in a scheduled WCS match in Premier League and gives 48 hour notice prior to the scheduled play time – the player's placement will swap with the replacement player as according to the Advancement and Fill Policy. All applicable prize money and points will be paid out in the regressed position. The player will retain future season placements (Challenger or Premier League placement) if applicable from their regressed position.
- C. Forfeit without 48 hour notice – If a player does not participate in a scheduled WCS match in Challenger or Premier League and does not give notice 48 hours prior to the scheduled play time – the player's placement will regress in the tournament, so that their last played match is considered a loss. All applicable prize money and points will be paid out as if their last played match was a loss – or if their last match was in group play, all matches from that group will be counted as losses. In addition, the player will be disqualified from the season and will need to requalify.
- D. Repeated forfeits – if a player forfeits or fails to compete more than once without reasonable exceptions, Blizzard Entertainment and organizer reserve the right to prevent the competitor from participating in Qualifiers or future events.
- E. Forfeit exceptions – will be considered in light of family or personal emergency. Exceptions will be considered if the player provides a doctor's notes in case of sickness, injury, or death notice in case of a loss of a family member. Further causes for exception will be reviewed by the organizer and Blizzard Entertainment. Email tournament organizers, or in the case of disputes esportsteam@blizzard.com.

16.0 General Player Rights and Responsibilities

- A. Schedule – Players cannot be scheduled to play more than eight match series per day. Players must be given a minimum of a 10 minute break after every series, and a 30 minute

break after four consecutive series. Players have the right to a minimum of 10 hours break scheduled between the player's last series of a day and the player's first series of the following day.

- B. Player Handle – Players have the right to have an in-game name and Clan Tag as long as it does not contain any profanity or inappropriate references (See Code of Conduct).
- C. Interviews and media – Players must be polite to spectators and media, but players have the right to refuse non-official autograph signings, photo sessions, and interviews that are not in their tournament schedule. It is up to the player's discretion to participate in non-official autograph signings, photo sessions and interviews. Players have the right to participate in non-official autograph signings, photo sessions and interviews that do not conflict with their official tournament schedule.
- D. Opinions – Players have the right to express their opinions in a professional and sportsmanlike manner. Tournament disputes or player violation reports must be reviewed by the organizer and Blizzard before releasing information publicly. Depending on the severity, false statements and other forms of defamation may cause a warning, penalty or removal from the league.
- E. Documentation – Players are responsible for submitting all legal waivers, affidavits, and tax forms as requested by the tournament organizer within 3 weeks of any request.
- F. Prize money – Players will be paid after an event within thirty (30) days from when paperwork was submitted with complete and correct information and on complete verification of penalties.
- G. Personal Streams – Players have the right to stream ladder games on their personal time.
 - 1. WCS Qualifiers games – Players may stream WCS Qualifier games if they comply with the "Guidelines for non-official World Championship Series Shoutcasters and Streams" in the Appendix and tournament organizer rules.
 - 2. WCS Premier games – only official WCS partners may stream WCS Premier matches.
- H. Non-WCS Tournaments – Players have the right to participate in other StarCraft II licensed tournaments. Any conflict with scheduled WCS events or matches due to participation in another tournament is the player's choice and responsibility.
- I. Right of Refusal – Players have the right to refuse to play. Matches that are not played will result in an automatic forfeit. See Forfeit Policy for further information about the forfeit process.
- J. All players shall be free to play in any tournaments or leagues that they choose to play in, whether sanctioned or organized by a Licensee.

17.0 Live Event Player Rights and Responsibilities

- A. Live Attendance – Players must attend scheduled events in person as required. Players without a valid reason for absence or withdrawal may be disqualified and suspended from participating in future league competitions.
- B. Tournament Information – Players will be provided all necessary tournament information such as event schedules, maps, locations, and official player interviews. The information will

- be provided to the players or team management a minimum of three days before event travel.
- C. Travel – At the stages where players are required to travel to an event, varying levels of support for player travel expenses, such as flights, lodging, and meals, will be provided. The amount of support may vary per region and season. Each organizer will communicate the travel policy specifics before any travel is required.
 - 1. The leagues in South Korea are an exception to this regulation in consideration of their regional characteristic.
 - D. Travel Documents – Players are responsible for obtaining the necessary documents and identification papers for travel. Any negligence may result in a forfeit or disqualification. Blizzard and/or the event organizer will provide invitation letters in a timely manner for any visas application process where appropriate. Any visa or travel fees and approval will ultimately be the player responsibility.
 - E. Accommodations – The tournament organizer is required to provide hotel rooms for the players. Players will be given their own room at tournaments. If a region has limited space, Blizzard and the tournament organizer may deem sharing rooms as acceptable.
 - 1. The leagues in South Korea are an exception to this regulation in consideration of their regional characteristic.
 - F. Guests – Players are allowed to have guests stay with them but cannot exceed the capacity of the hotel room. Blizzard and the tournament organizer are not responsible for the travel or tickets for guests.
 - 1. The leagues in South Korea are an exception to this regulation in consideration of their regional characteristic.
 - G. Sponsors – Blizzard Entertainment will work to ensure players, teams and the tournament organizers collaborate to promote the sponsors of all parties. The following are guidelines for player and tournament organizer rights and responsibilities:
 - 1. Sponsor Conflict Arbitration: Blizzard Entertainment will arbitrate all conflicts between teams and players with respect to sponsor promotion
 - 2. Restricted Sponsor Categories –The following sponsor categories will not be allowed:
 - a) Pornography (or extremely mature materials);
 - b) Alcohol;
 - c) Tobacco or cigarettes;
 - d) Firearms;
 - e) Gambling websites; or
 - f) Any company that is detrimental to Blizzard’s business (hacking, gold services, account selling, key sellers)
 - 3. Dress Code – Players will have the right to wear official team apparel that displays their team’s sponsors unless it conflicts with the Restricted Sponsor Categories.
 - a) If a player’s apparel is not related to an approved sponsor, the organizer has the right to provide the player with neutral clothing to be worn during the event.

4. Player Sponsored Equipment – Players have the right to represent their sponsors with their personal equipment.
 - a) Standard Equipment – Sponsored player equipment must follow standard equipment rules and includes: keyboards, computer mice, mousepads, mouse bungies, and headsets. During matches where specific soundproof headsets are required by the organizer, the player is allowed to wear their personal headset around their neck at their discretion.
 - b) Other Player sponsored items – Players are allowed to bring additional items to their play area such as capped water bottles and towels. During any feature matches where the player is featured by the organizer, all items (non-equipment) must be stored under the desk unless the tournament organizer agrees to allow the items on the desk.
5. Organizer Sponsored Equipment – Organizers have the right to represent sponsors at the event and production.
 - a) Production Equipment – Organizers have the right to use sponsor related equipment and branding for the production of the show. Organizers may also require the use of specialized soundproof headsets for feature matches.
 - b) Other Organizer sponsored items – Organizers may offer players items from their sponsors. The player has the right to have the tournament organizer remove any non-production sponsored item from their area.
- H. Food – Players will be provided with a minimum of one meal every 6 hours of a live event. All other meals or snacks will be the player's responsibility.
- I. Environment – Players have a right to an acceptable competition environment. The tournament area should be roped off or separated from spectators. Tournament organizers must provide seats and tables for players to compete.
- J. Event Privacy – Players have the right to a private area apart from the public where they can go during off-times to relax, practice matches, and not have to interact with media or spectators.

Prize Pool, Points, WCS Global Events

18.0 WCS Prize Pool (America / Europe Regions)

- A. Prize money will only be awarded to participants in the tournament, or their stated representative.
- B. If a player is disqualified, they may forfeit their prize.
- C. Players must submit all required forms before the event or they may forfeit their prize.
- D. All prize money will be paid out by 30 days after each tournament has concluded and appropriate paperwork has been completed accurately.
- E. Prize money payments will be paid out by a check or wire transfer by the tournament organizer. Other cash payment methods may be available at the discretion of the organizer.
- F. Failure to redeem the check or to provide accurate information for the payments to be completed will result in the payments not being made.
- G. If a player has not collected the winnings or redeemed the check within one year of the initial payment date, the prizes may be forfeited.
- H. All prizes will be subject to local and country tax laws. The rate and the exact amounts may vary depending on the location.

WCS Challenger

Rank	USD
1st-31st*	Advance to Premier
Runner-ups	\$2,000

WCS Premier League

Rank	USD
1st	\$30,000
2nd	\$15,000
3rd-4th	\$10,000
5th-8th	\$8,000
9th-16th	\$6,000
17th-32nd	\$4,500

*Season 1 exception: There will be 32 players to advance to Premier. Season 2 & 3 will have the previous season's champion remain in Premier.

WCS Global Finals

Rank	USD
1 st	\$100,000
2 nd	\$50,000
3rd-4 th	\$15,000
5th-8 th	\$7,500
9th-16th	\$5,000

19.0 WCS Points

- A. Points will only be awarded to participants in any WCS approved tournaments.
 - 1. WCS Global Events will be announced throughout the year on the official [WCS website](#).
- B. If a player is disqualified, they may forfeit their points.
- C. WCS Global Events that award points must be pre-approved by Blizzard. Points will not be awarded at every StarCraft II tournament.

WCS Premier, GSL and StarLeague

Rank	Points
1st	2000
2nd	1250
3rd-4th	900
5th-8th	600
9th-12th	400
13th-16th	300
17th-24th*	150
25th-32nd*	100

*StarLeague will feature 16 players, and not offer points below 16th place.

WCS Challenger and GSL Code A will continue to offer 50 points to the eliminated player.

WCS Global Events

Total Points:	7000	Total Points:	4000	Total Points:	1800
Rank*	Points	Rank*	Points	Rank*	Points
1st	1500	1st	750	1st	300
2nd	800	2nd	500	2nd	200
3rd-4th	550	3rd-4th	375	3rd-4th	150
5th-8th	400	5th-8th	250	5th-8th	100
9th-16th	250	9th-16th	125	9th-16th	75

*Points will only be awarded to players that have advanced at least one round. If there are not enough players in the event to satisfy this requirement for all top 16 players, not all points will be awarded

20.0 WCS Global Events

StarCraft II is prevalent in many tournaments that are not directly part of the World Championship Series. In order to encourage participation and support other eSports organizers around the world, independent tournaments that represent a fair and competitive player environment may be considered as an outlet for WCS Points. Points may or may not be given to independent tournaments at Blizzard's discretion for balance and distribution. WCS Global Events must be pre-approved by Blizzard Entertainment (See Appendix for WCS Global Event Requirements and contact information)

APPENDIX

ADDITIONAL TOURNAMENT RULES AND REGULATIONS:

Eligibility

NO PURCHASE NECESSARY TO ENTER. BLIZZARD ENTERTAINMENT, INC. ("SPONSOR") IS THE SPONSOR OF THIS TOURNAMENT. THIS TOURNAMENT IS OPEN ONLY TO INDIVIDUALS WHO ARE, AS OF THE LATER OF THE COMMENCEMENT OF STARCRAFT II 2015 LADDER SEASON 1, OR FEBRUARY 6, 2015: (A) LEGAL RESIDENTS OF THE UNITED STATES, CANADA, ARGENTINA, BELIZE, BOLIVIA, BRAZIL, CHILE, COLOMBIA, COSTA RICA, ECUADOR, EL SALVADOR, GUATEMALA, HONDURAS, JAMAICA, MEXICO, NICARAUGA, PARAGUAY, PERU, PUERTO RICO, URUGUAY, AND VENEZUELA, AUSTRALIA, INDONESIA, HONG KONG, INDIA, JAPAN, MACAU, MALAYSIA, NEW ZEALAND, THE PHILIPPINES, SINGAPORE, SOUTH KOREA, TAIWAN, THAILAND; AND VIETNAM; AUSTRIA, BELGIUM, BELARUS, BULGARIA, CROATIA, THE CZECH REPUBLIC, DENMARK, ESTONIA, FINLAND, FRANCE, GERMANY, GREECE, HUNGARY, ICELAND, IRELAND, ISRAEL, ITALY, LATVIA, LITHUANIA, LUXEMBOURG, THE NETHERLANDS, NORWAY, POLAND, PORTUGAL, ROMANIA, RUSSIA, SERBIA, SLOVAKIA, SOUTH AFRICA, SPAIN, SWEDEN, SWITZERLAND, THE UKRAINE, TURKEY, AND THE UNITED KINGDOM; (B) THE AGE OF MAJORITY IN THEIR COUNTRY OF RESIDENCE, AND THE PEOPLE'S REPUBLIC OF CHINA (C) HAVE AUTHORIZED ACCESS TO A FULL BATTLE.NET ACCOUNT REGISTERED ON BLIZZARD'S NORTH AMERICA BATTLE.NET SERVICE (A BATTLE.NET LIGHT ACCOUNT IS NOT SUFFICIENT FOR THIS TOURNAMENT) THAT IS IN GOOD STANDING AND WHICH REMAINS IN GOOD STANDING THROUGHOUT THE TOURNAMENT (THE "ACCOUNT"); AND (D) WHO ARE NOT RESIDENTS OF THE US STATES OF ARIZONA, CONNECTICUT, NORTH DAKOTA, MARYLAND, VERMONT OR THE PROVINCE OF QUEBEC, CANADA (THE "ELIGIBLE PARTICIPANTS"). **If you are under the legal age of majority in your country of residence, but over the age of 16 (a "Minor"), you may still enter and be an Eligible Participant if you otherwise meet all of the eligibility criteria set forth above and one of your parents or legal guardians read and agree to these Official Rules on your behalf.** Directors, officers and employees of Sponsor, its parent, and any of their respective affiliate companies, subsidiaries, agents, professional advisors, advertising and promotional agencies, and immediate family and household members of each are not eligible to win any prizes. All applicable federal, state and local laws and regulations apply. Void where prohibited or restricted. Eligible Participants must have an Account which includes a valid email address. Sponsor reserves the right to verify the email address provided to Sponsor by the Eligible Participant. The Eligible Participant must be a natural person who is the person who registered the Account unless the Eligible Participant is a Minor using an Account registered by a parent or guardian. Blizzard shall have the right to disqualify any players that are rendered ineligible due to local law.

Collection of Information.

The information necessary to operate the Tournament was collected by Sponsor at the time that each Eligible Participant registered a Battle.net account used to participate in the Tournament, and without limiting Sponsor's rights under its privacy policies with regards to its use of the information, will be used to contact you specifically for operation of the Tournament. The Tournament is not open to anyone

under the age of majority in your country of citizenship, and in the event that Sponsor becomes aware that you are under the age of majority in your country of citizenship and your parent or guardian has not provided specific permission to Sponsor for you to participate in this Tournament, Sponsor will delete, erase or destroy any and all personally identifiable information related to the Tournament. In the event that you are a citizen of France and/or any of the other countries whose citizens are eligible for this Tournament, and pursuant to French law pertaining to data collection and processing, you are informed that the data collector is Blizzard Entertainment, Inc., and the data collected will be transferred to the United States of America. Upon request, you will be provided with access to your personal data. You also have a right of opposition to the data collection, under certain circumstances. To exercise such right, you may write to "2015 WCS - Personal Data," c/o Blizzard Entertainment, P.O. Box 18979, Irvine, CA 92612. You may also withdraw your personal data upon request, however you will be disqualified as an Eligible Participant in the Tournament if you withdraw your personal data prior to the determination and fulfillment of the prizes listed in Section 5 herein. Information collected in connection with the Tournament will otherwise be collected in accordance with Sponsor's privacy policy, available at <http://eu.blizzard.com/en-gb/company/about/privacy.html>.

Prizing and Travel

Prizes are not transferable. No substitutions or exchanges (including for cash) of any prizes will be permitted, except that Sponsor reserves the right to substitute a prize of equal or greater value for any prize. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose). STATE, LOCAL TAXES, INCLUDING VAT TAXES WHICH ARE ASSOCIATED WITH THE RECEIPT OR USE OF ANY PRIZES ARE THE SOLE RESPONSIBILITY OF THE WINNER. All cash prizes will be paid in U.S. currency. Winners will be required to complete and submit to Sponsor an IRS form W-8 or W-9 to receive a cash prize. All ad must take place on the dates and times as specified by Sponsor. Eligible Participants who qualify for prizes hereunder shall be responsible, at their own cost and expense, for obtaining all the necessary visas, passports, or other travel documents issued by the government of their country of citizenship so that they have the legal capacity to travel to WCS event, regardless of where in the world that event may be held, and are responsible for any and all other costs and expenses associated with their prize that are not specifically set forth herein. Should an Eligible Participant who qualifies for a prize hereunder be a "minor" in their country of residence, a parent or legal guardian shall travel on the same itinerary with the Eligible Participants, and shall be responsible for all of their own travel and accommodation costs including, without limitation, transportation and accommodation costs and any cost or expense associated with obtaining all the necessary visas, passports, or other travel documents issued by the government of their country of citizenship so that they have the legal capacity to travel to a WCS event.

Affidavit & Release

As a condition of being awarded any prize, winners will be required to execute and deliver to Sponsor a signed affidavit of eligibility and acceptance of these Official Rules and release of liability. In the event that a winner is under the age of majority in his or her country of residence, winner's parent or legal guardian will be required to execute and deliver such documents. Failure to return a signed affidavit

within seven (7) days may result in forfeiture of prize. Potential winners are responsible for ensuring return of all required materials; proof of sending will not be considered proof of receipt by Sponsor.

Winners List; Rules Request

A list of winners will be posted at <http://us.battle.net/WCS> no later than November 30, 2015 and will remain available until March 31, 2016. For a copy of the winners list, send a stamped, self-addressed, #10 business-size envelope (4 1/8" x 9 1/2") after November 30, 2015, and before March 31, 2016 to Sponsor at, "2015 WCS - Winners List, c/o Blizzard Entertainment, P.O. Box 18979, Irvine, CA 92612." To obtain a copy of these rules, send a stamped, self-addressed business-size envelope to Sponsor at the address listed below, "2015 WCS - Rules Request, c/o Blizzard Entertainment, P.O. Box 18979, Irvine, CA 92612." Canadian residents may omit return postage.

Miscellaneous

Sponsor reserves the right to patch or update StarCraft II at any time to fix bugs, change balance, or add features as deemed appropriate by the Sponsor, in its sole discretion, without suspending or canceling the Tournament. The Tournament and these Official Rules will be governed, construed and interpreted under the laws of the state of California in the United States, provided that Blizzard shall have the right to disqualify any players that are rendered ineligible due to local law. Eligible Participants agree to be bound by these Official Rules and by the decisions of Sponsor, which are final and binding in all respects. Sponsor reserves the right to change these Official Rules at any time, in its sole discretion, and to suspend, cancel or modify the Tournament or any Eligible Participant's participation in the Tournament should viruses, bugs, unauthorized human intervention or other causes beyond Sponsor's control affect the administration, security or proper play of the Tournament, or Sponsor otherwise becomes (as determined in its sole discretion) incapable of running the Tournament as planned. Due to server capacity and other technical limitations beyond the control of Sponsor, Sponsor reserves the right to limit the number of Eligible Participants. Eligible Participants who violate these Official Rules, tamper with the operation of the Tournament or engage in any conduct that is detrimental or unfair to Sponsor, the Tournament or any other Eligible Participant (in each case as determined in Sponsor's sole discretion) are subject to disqualification from entry into the Tournament. Sponsor reserves the right to lock out persons whose eligibility is in question or who have been disqualified or are otherwise ineligible to enter the Tournament. If you have any questions about these Official Rules or the Tournament, please email them to wow-tourneyinfo@blizzard.com or send written questions to: **2015 WCS c/o Blizzard Entertainment eSports, P.O Box 18979, Irvine, CA 93623.**

TOURNAMENT FORMAT

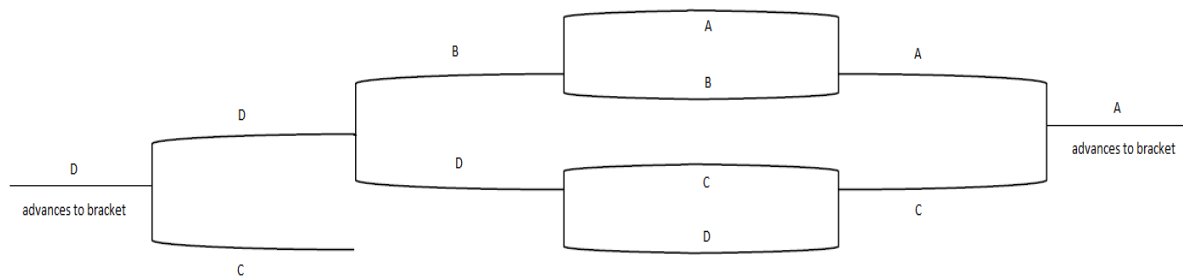
Glossary of Terms

- A. Group Stage – general term for a round in the tournament where players are split into smaller groups where they compete with the players in their group. The WCS uses the "Dual Tournament Format" for all group stages.
- B. Bracket Stage – general term for a round in the tournament where players are placed into a standard tournament bracket.
- C. Game – is defined in this document by a single "1 versus 1"
- D. Match – is defined by a series of multiple games. Typically "Best of <Odd Number>"

"Best of <Odd Number> Games" – is a type of "Match". The <Odd Number> represents the maximum number games in the Match. Games are played until a player has won more than 50 percent of the maximum number of games.

Dual Tournament Format

A group of 4 players are placed into a standard double elimination bracket where each match is a best of 3 games. The matchups will follow a standard double elimination bracket until the following scores are achieved: 1st place (2-0), 2nd place (2-1), 3rd place (1-2), 4th place (0-2).



WCS Premier League Flowchart



Premier League – Round of 32 Group Selection Method

In the Premier League Round of 32, the eight groups of four players will be selected by random draw from set player pools. Each player pool may be organized according to travel constraints according to the discretion of the organizer. The following rules will apply when selecting groups:

1. Each group in the Round of 32 will have no more than one (1) representative per qualifying region with the exception of the Europe region.
2. The Europe region will have no more than two (2) representatives per group.

Premier League – Round of 16 Group Selection Method

In the Premier League Round of 16, the four groups of four players are selected as follows:

1. The first place finishers (8 players) of the Round of 32 Group stage will be randomly placed - 2 players per group.
2. The second place finishers (8 players) of the Round of 32 Group stage will be randomly placed - 2 players per group and each player placed must not be put into the same group as someone they faced in the Round of 32.

Premier League - Round of 8 Single Elimination Selection Method

In the Premier League Round of 8, the bracket is selected as follows:

1. The second place finishers (4 players) of the Round of 16 Group stage will be seeded into the 8 player single elimination bracket.
2. The first place finishers (4 players) of the Round of 16 Group stage will be seeded into the 8 player single elimination bracket to play against a second place finisher. The Round of 8 opponent cannot be someone each player faced in the Round of 16.

WCS Map Pool

The map pool for the World Championship Series follows the official map pool on the active StarCraft II Ladder. The maps are chosen by a council of partners and Blizzard and will be listed on the WCS website. The map pool will change in with each Season of WCS.

*GSL and StarLeague in South Korea will be allowed to have a different map pool.

WCS Premier League Map Selection Process

1. All Map Vetoes and Map Choices must be made prior to the start of a Match.
2. If no higher seed can be determined, the administrator will flip a coin to define the higher seeded player.
3. For all Matches, the higher seeded Player must choose to act as Player A or Player B.
4. For all Best of 3 Games Matches, Player A must veto one Map first, then Player B must veto two Maps, and then Player A must veto one more Map. The vetoed Maps will not be played in the Match. Player B must choose the Game 1 Map and then Player A must choose the Game 2 Map. The Game 3 Map will be the Map that hasn't been chosen or vetoed.
5. For all Best of 5 Games Matches, Player A must veto one Map first and then Player B must veto one Map. The vetoed Maps won't be played in the Match. Next, the Players must alternate

choosing each Game's Map, starting with Player A choosing the Game 1 Map. The Game 5 Map will be the Map that hasn't been vetoed or chosen for Games 1-4.

6. For all Best of 7 Games Matches, there will be no Vetoes. Players must alternate choosing each Game's Map, starting with Player A choosing the Game 1 Map.
7. No Map may be played more than once in a Match.

WCS Global Event Requirements

	Requirements
MAP POOL	<ul style="list-style-type: none"> WCS Season Maps (same as ladder) for all Global Events The qualifiers should use the same map pool as the actual onsite event. If this is not possible due to the timeline of the qualifier and a map pool update, the live map pool should be used for the qualifier. This is not a requirement during the WCS off-season.
NUMBER OF PLAYERS	<ul style="list-style-type: none"> 16+ Tournament Players Players from Qualifiers (that did not Qualify to the actual Tournament) do not count towards Tournament Players
GLOBAL QUALIFIERS	<ul style="list-style-type: none"> WCS Events with 32 or more players: At least 25% of the total spots must be attainable through an open qualifier WCS Events with less than 32 players: At least 8 spots must be attainable through an open qualifier Global Qualifiers cannot be other WCS Global Events Global Online Qualifiers must not have a cap or limit to players Global Onsite Qualifiers must have a minimum of 64 players The Global Qualifiers dates must be published in English at least one week prior to the start of the qualifier tournament
FORMAT	<ul style="list-style-type: none"> In addition to Global Qualifiers, WCS partners may invite additional players at their discretion Any player in the tournament that did not qualify through a Global Qualifier will be considered an invitee Invitees may not be seeded into the Top 8 and will only earn points after advancing a round WCS Events must use pre-approved tournament formats as listed in the WCS Handbook Other formats may be approved by Blizzard during the application process
POINTS	<ul style="list-style-type: none"> WCS points can only be awarded after advancing at least one round within the tournament Different formats will have different definitions of a round
PLAYER RIGHTS	<ul style="list-style-type: none"> WCS Player Rights and Responsibilities
BRANDING	<ul style="list-style-type: none"> WCS and StarCraft II branding

Total WCS Point Pool	7000	4000	1800
WCS Points for 1st place	1500	750	300
Prize pool minimum	\$75,000	\$25,000	\$10,000
No. of players on-site	8+	8+	4+
Global Stream/Broadcasting	Free 720p in English	Free 720p in English	Free 480p in Local Language
On-Site Casters	Required	Required	Optional
Sound Dampening	Required	Required	Required
Live Audience	Required	Required	Optional

Additional WCS Global Event notes:

1. Round Advancement – Players must advance one round in a WCS Global Event in order to claim WCS Points for that placement.
 - a. A round within the tournament is defined as
 - i. In single-elimination, a match victory.
 - ii. In double-elimination, a match victory.
 - iii. In group play, advancing from the group.
 1. If a group does not eliminate any player, it will not count as a round.
 - iv. Blizzard reserves the right to review and define a round for approved tournaments with unique formats.
 - b. Proceeding from a Qualifier will also be considered advancing one round if the qualifying event is specific to a unique WCS Global Event and does not serve as a separate/standalone/linked tournament. A separate/standalone/linked tournament is any event that awards prize money and/or WCS Points.
2. Pre-approved Tournament formats – All WCS Global events must get approval from Blizzard. Formats that differ from the following may require additional review:
 - a. Dual Tournament
 - b. Double elimination
 - c. Round-Robin

Become a WCS Partner

If you're interested in setting up a partner tournament that feeds into the WCS ranking system, please contact us at sc-tourneyinfo@Blizzard.com.

****Note** that meeting the requirements listed above does not automatically grant you partner status—we'd like to work with you directly to ensure your event fits well into the schedule and doesn't overlap other partner events. Exceptions to the requirements may be made under the discretion of Blizzard.

Guidelines for non-official World Championship Series Shoutcasters and Streams

Broadcasting:

- The shoutcaster must receive permission from the tournament broadcast partner;
- The shoutcaster must receive permission from both players to broadcast if the game is being broadcast on a non-official World Championship Series Qualifier stream;
- The stream must be broadcast on a minimum 5 minute delay;
- The stream must not be broadcast on television without permission from Blizzard
- The shoutcaster may not charge fees of any kind for spectators to watch the broadcast;
- The shoutcaster may run pre-roll commercial ads and inventory commercial ads;
- The shoutcaster must follow the Blizzard Entertainment Video Policy;

Sponsorships and Endorsements:

- The shoutcaster may not run ads for their own products or endorsements, including portions of overlays, video commercials, and/or verbal shoutouts, without permission from the tournament broadcast partner and Blizzard Entertainment;
- The stream cannot be sponsored by any companies that sell or promote any of the following products:
 - Pornography (or extremely mature materials);
 - Alcohol;
 - Tobacco or cigarettes;
 - Firearms;
 - Gambling websites; or
 - Any company that is detrimental to Blizzard's business (hacking, gold services, account selling, key sellers)
- Gambling, including raffles, cannot be associated with a stream;

Behavior and Professionalism:

- The shoutcasting should promote a fun and engaging experience for the viewers;
- The shoutcaster must refrain from using vulgar language or swear words;
- The shoutcaster must treat all players with respect and cannot comment negatively on the player's overall skill or character;
- The shoutcaster must cast with the utmost professionalism;
- The stream must comply with all applicable laws and regulations.

If you have any questions regarding the non-official World Championship Series Shoutcaster Streams, contact the Blizzard eSports team at esportsteam@blizzard.com.

Blizzard eSports Website

Visit the official World Championship Series website for updates and information.

<http://www.StarCraft2.com/WCS>

Feedback

If you have any feedback regarding the rules, please email: esportsteam@blizzard.com, with the subject "WCS Handbook Feedback".

Handbook Version Details

Version 1.1.0 – February 6, 2015

- Complete update for WCS 2015

PLAYER CERTIFICATION

I hereby acknowledge receipt of the 2015 World Championship Series Handbook ("Handbook"). I understand that my compliance with the Handbook is a condition of my participation in the World Championship Series. I acknowledge that the Company reserves the right to impose discipline for any conduct it deems inappropriate, including, but not limited to, disqualification from a World Championship Series Tournament, or the World Championship Series altogether. I have carefully read and I understand the Handbook. I understand and support these standards set forth in the Handbook, and I will act in accordance with them.

Print Name: _____

Signature: _____ Date: _____

