



ESWC

GAMING AS A SPORT

ESWC 2015 CSGO
Conditions of Participation
version 1.1

INTRODUCTION

Regulation committee

The present Conditions of Participation are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. The Regulations Committee can be contacted at smailard@eswc.com.

Updates

The Regulations Committee reserves the right to modify the present Conditions of Participation from time to time without notice. It is encouraged to review these regulations from time to time in order to be apprised of any changes.

DEFINITIONS

Electronic Sports World Cup

The Electronic Sports World Cup (ESWC) is a world-wide video games competition composed of ESWC National Preliminaries, ESWC Regional Preliminaries and an International Final event.

OXENT SAS

OXENT SAS is the company that organizes the Electronic Sports World Cup. OXENT SAS is located at 8 rue du Caire, 75002, Paris, France (www.oxent.net).

Mondial des Jeux Loto-Québec

Mondial des Jeux Loto-Québec is the company that operate festival "Just for Laugh" in Montreal which will welcome the ESWC 2015 CSGO Final.

ESWC National Preliminaries

ESWC National Preliminaries are qualification tournament organized in a country by an ESWC Organizing Committee partner.

ESWC Regional Preliminaries

ESWC Regional Preliminaries are qualification tournament open to every players and teams of countries from the same region of the world (i.e: European countries, South and North American countries...) by an ESWC Organizing Committee partner. It can be either online or offline.

ESWC 2015 CSGO Final

ESWC 2015 CSGO Final is an offline event managed by ESWC Organizing Committee and Mondial des Jeux Loto-Québec which will be held from July 9th to July 12th 2015 during festival "Just for Laugh" in Montreal.

Official tournament

Official tournaments are ESWC National Preliminaries, ESWC Regional Preliminaries or ESWC 2015 CSGO Final.

Player

A player is a person which undertakes the present conditions of participation.

Club

A club is a legal entity or company registered in a country, and which holds teams and players.

Team

A team is a group of 5 players on Counter-Strike:Global Offensive.

TEAMS AND PLAYERS RULES

Age limitation

Player must be 16 years old to be eligible to qualify and participate at ESWC 2015 CSGO Final. A team cannot qualify for ESWC 2015 CSGO Final by entering in a preliminary tournament with a player not respecting the above age limitation.

Player under 18 years old and qualified for ESWC 2015 CSGO Final will have to provide a parental authorization to enter the tournament.

Banned player

Player with a Counter-Strike:Global Offensive account currently banned cannot participate in a ESWC preliminary tournament or its final.

Player banned by Valve Software company for any reason cannot participate in a ESWC preliminary tournament or its final.

Team lineup change

Between two preliminaries:

A player can change of team between two different preliminaries. However, the player will be able to participate at ESWC 2015 CSGO Final only for the last team in which he qualified.

Between preliminaries and Final:

After a team qualified through any preliminaries, or received slot from ESWC Organizing Committee for the ESWC 2015 CSGO Final, the team can only replace a maximum of 2 members.

The team lineup change cannot modify the nationality of the team according to the team nationality rules.

During International Final:

A team cannot change his lineup on the first day of ESWC 2015 CSGO Final. If a team appears with a different lineup than the one registered toward the Organization it will be disqualified.

Qualified team replacement

If a qualified team for ESWC 2015 CSGO Final canceled its participation, or requires more team member substitution than 2, the team will be replaced by the next highest finishing team from its ESWC National or Regional tournament.

If a team who receives a slot from ESWC Organizing Committee canceled its participation, the team will be replaced by another one contacted directly by ESWC Organizing Committee.

Team nationality rules

If a team has 3, 4 or 5 players from the same nationality, it is this nationality which will be retained to define team nationality.

i.e: a team with 3 Swedish and 2 German players will have Swedish nationality and will be able to participate in Scandinavian Regional Qualifier.

i.e: a team with 3 French, 1 Belgium and 1 Switzerland players will have French nationality and will be able to participate in French National Qualifier.

If a team has no clear majority of players with the same nationality, this is the Club nationality* which will be retained to define its nationality.

i.e: a team with 2 Ukrainian, 2 Russian, 1 Kazakh players and owned by an Ukrainian club will have Ukrainian nationality and will be able to participate in Russia / CIS Regional Qualifier.

Moreover, to participate in a Regional Qualifier, the team must be composed of a majority of players with nationality from countries belonging to the region or sub-region.

i.e: a team with 2 Swedish, 1 Norwegian, 1 Belgium and 1 Russian players can participate in Scandinavian Regional Qualifier.

Team can't change the nationality it represents after its first participation in a National or Regional preliminary tournament.

**The Organizing Committee of ESWC considers a 'Club' to be a legal entity or company registered with its national Company House, or whose main headquarters are in that country, attested to by the provision of copies of the relevant legal documentation.5Q*