

***ESPORTS
WORLD CUP***

Street Fighter 6

Esports World Cup

2024

TOURNAMENT

RULEBOOK

Version 1.3

Street Fighter 6 EWC 24 Tournament Rulebook

1. General Rules

1.1 Overview

Esports World Cup Street Fighter 6, hereafter referred to as “EWC-SF6” is a video game competition conducted by ESL FACEIT GROUP, hereafter referred to as “Organizer” featuring the Street Fighter 6 video game title published by Capcom Co., Ltd. The competition is in no way sponsored, endorsed or administered by, or otherwise associated with Capcom Co., Ltd. The information Players provide in connection with this event is being provided to the event organizer and not to Capcom Co., Ltd.

By participating in this event, to the extent permitted by applicable law, Players agree to release and hold harmless Capcom Co., Ltd., its licensors, its and their affiliates, and its and their employees, officers, directors, agents, contractors, and other representatives from all claims, demands, actions, losses, liabilities, and expenses related to the event

1.2 Range of Validity

This Rulebook outlines all the official rules that should at all times be followed when participating in the EWC-SF6 tournament. Failure to adhere to these rules may be penalized as outlined.

1.3 Tournament Administration

The Tournament Administration always has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

Players must follow the instructions of Tournament Administration at all times. Failure to adhere may be penalized with a game loss, or a match loss depending on the severity of the situation.

1.4 Confidentiality

The contents of private messages, support tickets, any discussions at all, email conversations or any other correspondence with Tournament Officials and Administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the EWC-SF6 tournament directors.

1.5 Rule Changes

The Tournament Administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without a further notice.

1.6 Code of Conduct

All participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, and the Tournament Administration. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race or religion.

Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention. Similar restrictions apply not only to the participants, but every single person involved with or present at a stage of EWC-SF6.

Participants breaking the above conditions are subject to a penalty outlined in [7.8 Conduct Unbecoming](#) rule.

2. Eligibility

2.1 Player Age

All the Players who wish to participate in the competition must be at least eighteen (18) years of age at the moment of registration.

2.2 Players holding a Qualification Spot

If a Player is already qualified to the Final, they are still eligible to register and participate in other Qualifier Events. In case one (1) or more Players would qualify again, the qualification spot(s) are being passed down to the next eligible Player(s) within the given Qualifier Event.

In case the next eligible Player(s) cannot be determined due to similarities between their results, the Tournament Organizer may arrange an additional tiebreaker match or set of matches to determine the final outcome.

Please refer to the rule [3.3 Qualifier Event Tiebreakers](#) for more information regarding the tiebreaker matches.

2.3 Upholding the Qualification

In an event that a Player who possesses a qualification spot to the Final is unable to attend the event, they must immediately inform the Tournament Administration about that fact.

The Tournament Administration may then grant the Qualification Spot to the next eligible Player in accordance with the rule [2.2 Players holding a Qualification Spot](#).

In a case where granting the Qualification Spot to another Player of the same Qualifier Event is no longer possible due to time constraints, the Tournament Administration reserves the right to:

- A. Award the next Qualifier Event with an additional Qualification Spot.
- B. If there are no upcoming Qualifier Events, the Qualification Spot will be awarded to the next eligible Player of the most recent Qualifier Event.

2.4 Check In

The Tournament Organizer may request the Players to arrive at the location of an event at a certain time, before their matches are supposed to start. Failure to show up to check in will result in a Player being removed from the tournament.

3. Tournament Format

3.1 Schedule

Players may qualify for the EWC-SF6 Final by achieving or surpassing the placement thresholds outlined in the following table during the specified Qualifier Events or 3rd Party Events..

In case a player qualifies multiple times due to participation in multiple Qualifier Events or 3rd Party Events, the rule [2.2 Players holding a Qualification Spot](#) shall be applied.

Please note that the below listed Qualifier Events are not governed by the regulations outlined in this Rulebook. Instead, they are separate entities governed by their respective organizers, unless specifically stated otherwise. The ESL FACEIT GROUP is not responsible nor liable and/or

accountable for the below listed Qualifier Events with the exception of DreamHack Dallas 2024 and DreamHack Summer 2024. ESL FACEIT GROUP shall be held harmless from all claims, demands, actions, losses, liabilities, and expenses related to these Qualifier Events.

Qualifier Event	Dates	Location	Qualification
EVO Japan 2024	27th-29th April, 2024	Ariake GYM-EX, Tokyo, Japan	Top 6 Players
DreamHack Dallas 2024	31st May - 2nd June, 2024	Kay Bailey Hutchison Convention Center. Dallas, United States	Top 8 Players
Battle Arena Melbourne 2024	31st May - 2nd June, 2024	Moonee Valley Racecourse, Moonee Ponds, Australia	Top 2 Players
DreamHack Summer 2024	14th-17th June, 2024	Elmia Congress & Concert Hall. Jönköping, Sweden	Top 8 Players
CEO 2024	28th-30th June, 2024	Daytona Beach Ocean Center, Daytona Beach, United States	Top 2 Players
The MIXUP 2024	13th-14th July, 2024	The Espace 140, Lyon, France	Top 2 Players
EWC 2024 Festival LCQ	1st-3rd August, 2024	The Boulevard Riyadh, Saudi Arabia	Top 4 Players

Players who successfully obtained a qualification spot will participate in the Final event, hereinafter referred to as the "Final":

Final	Dates	Location
Esports World Cup Riyadh 2024 (Final Event)	8th-11th August, 2024	The Boulevard Riyadh, Saudi Arabia

Detailed schedule will be announced by the Tournament Organizer for each of the above DreamHack Events and the Final Event.

3.2 DreamHack Event Format

First phase:

Up to 512 participating Players are split into sixteen (16) Double Elimination pools of up to 32 Players.

The pools will be populated by the Players in such a way that the maximum number of pools is used, and contains as equal number of Players as possible.

All the matches played in this phase are First to 2 (Best of 3).

Up to two (2) Players from the Upper Bracket, and up to two (2) Players from the Lower Bracket of each pool advance to the next phase.

The Player seedings for this phase will be determined by Player's tournament results history.

Second phase:

Up to 64 participants are seeded into a Double Elimination bracket:

- Players who have qualified to this phase through Phase 1 Upper Bracket are placed into the Upper Bracket (up to 32 Players).
- Players who have qualified to this phase through Phase 1 Lower Bracket are placed into the Lower Bracket (up to 32 Players).

All the matches played in this phase are First to 2 (Best of 3).

Four (4) Players from the Upper Bracket, and four (4) Players from the Lower Bracket of each pool advance to the next phase.

The Player seedings for this phase will be determined based on the Player's performance during phase 1.

Third phase (TOP 8):

Up to 8 participants are seeded into a Double Elimination bracket with double Grand Final:

- Players who have qualified to this phase through Phase 2 Upper Bracket are placed into the Upper Bracket (up to 4 Players).
- Players who have qualified to this phase through Phase 2 Lower Bracket are placed into the Lower Bracket (up to 4 Players).

All matches played in this phase are First to 3 (Best of 5).

All Players who made it to the third phase receive their qualification spots in the Final.

3.3 Qualifier Event Tiebreakers

In case a Qualification Spot must be passed down to another Player, additional tiebreaker matches may be played in accordance with the rule [2.2 Players holding a Qualification Spot](#).

Those additional matches will be based on existing brackets. Please see the examples below:

- **For the 2 Players placing 5th place:** a First to 2 (BO3) match is played between those Players.
- **For the 2 Players placing 7th place:** a First to 2 (BO3) match is played between those Players.
- **For the 4 Players placing 9th place:** 4 First to 2 (BO3) matches are played based on Players position in the lower bracket.
 - **First match** will be played by Players positioned on the North part of the lower bracket.
 - **Second match** will be played by Players positioned on the South part of the lower bracket.
 - **Third match** will be played by Players that won the first and second match, the winner of this match will finish 9th place, the loser of this match will finish 10th place.
 - **Fourth match** will be played by players that lost the first and second match, the winner of this match will finish 11th place, the loser of this match will finish 12th place.
- **For the 4 Players placing 13th place:** 4 First to 2 (BO3) matches are played based on Players position in the lower bracket.
 - **First match** will be played by Players positioned on the North part of the lower bracket.
 - **Second match** will be played by Players positioned on the South part of the lower bracket.
 - **Third match** will be played by Players that won the first and second match, the winner of this match will finish 13th place, the loser of this match will finish 14th place.
 - **Fourth match** will be played by players that lost the first and second match, the winner of this match will finish 15th place, the loser of this match will finish 16th place.

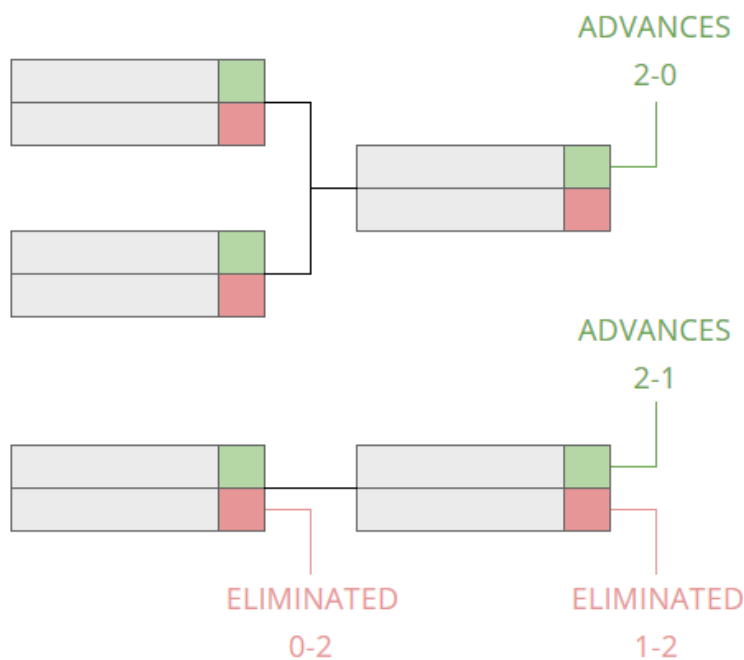
The same logic applies to any position in the tournament in case of next eligible Player(s) not being able to be determined due to similarities between their results.

3.4 Final Format

Thirty-two (32) Players who have obtained a valid Qualification Spot will compete in the Final.

First phase:

The thirty-two (32) Players will be split into 8 Double Elimination brackets (GSL-style).



The seeding method for this phase will be announced by the Tournament Organizer at a later date.

All the matches in this phase are First to 3 (Best of 5).

Players who score two (2) match wins advance to the next phase of the tournament. Remaining Players are eliminated.

Second phase:

Remaining sixteen (16) Players are split into four (4) Double Elimination Groups (GSL-style) in a similar fashion like in the previous phase.

For this phase, the Players will be seeded using the following pattern:

- New Group A:
 - Phase 1 Group A & Group B first place
 - Phase 1 Group C & Group D second place
- New Group B:
 - Phase 1 Group C & Group D first place
 - Phase 1 Group A & Group B second place
- New Group C:
 - Phase 1 Group E & Group F first place
 - Phase 1 Group G & Group H second place
- New Group D:
 - Phase 1 Group G & Group H first place
 - Phase 1 Group E & Group F second place

For the initial fixtures in each of the brackets, Players will be paired against each other based on their origin Group from phase 1 as follows:

- Group A vs Group D
- Group B vs Group C
- Group E vs Group H
- Group F vs Group G

All the matches in this phase are First to 3 (Best of 5).

Players who score two (2) match wins advance to the next phase of the tournament. Remaining Players are eliminated.

Third phase:

Remaining eight (8) Players are placed into a Single Elimination bracket.

For the initial rounds of this phase, the Players will be paired up in the following way depending on their standing and origin Group from phase 2:

- Group A first place vs Group D second place
- Group B first place vs Group C second place
- Group C first place vs Group B second place
- Group D first place vs Group A second place

All matches played in this phase are First to 5 (Best of 9).

4. Gameplay

4.1 Match Rules

Each match within the EWC-SF6 tournament consists of a given number of games, which are played between individual Players. There are three (3) types of matches that are recognized:

- First to 2 (BO3) - played until one of the Players wins two (2) games
- First to 3 (BO5) - played until one of the Players wins three (3) games
- First to 5 (BO9) - played until one of the Players win five (5) games

4.2 Game Rules

Every game played within the EWC-SF6 tournament is a single game of Street Fighter 6 play, consisting of up to three (3) rounds. Every game must follow the below listed in-game settings:

- Game mode: Versus, One on One
- Timer: 99 seconds
- Stage: Random (players may opt to use an agreed stage)
- First to 2 / First 3 wins depending on the Phase of the tournament

The **Training Room** stage is banned from tournament play. If a banned stage is randomly selected, players must repeat the stage selection process until a tournament legal stage appears.

4.3 Controls

- "Modern" and "Classic" control types are allowed to be used.
- "Dynamic" control type is not allowed to be used.

4.4 Round Rules

A round is a single round of Street Fighter 6 play, with a generic timer of 99 seconds. A round ends when one or both of the characters are at zero (0) health, or the round timer hits zero (0).

4.5 Ties

In case the final round of a game ends with a tie signaled on the game screen as “Double K.O.” or “Draw Game” respectively, and results in both players receiving a round point for it, this game does not count towards the record, and must be played again. Both Players may switch their characters for the re-game.

4.6 Side Selection

At the beginning of each match, players select their in-game sides, either the left or right, designated as Player 1 (P1) and Player 2 (P2), respectively. Once chosen, these positions are maintained throughout the match. If players are unable to agree on side selection, the issue will be settled by a Best-of-Three Rock-Paper-Scissors match. The winner of this contest will earn the right to select their side first and must stick to this choice for the entire match.

4.7 Character Selection

Players may change their character selection based on the following rules:

- The player who won the game must keep their character
- The player who lost the game may switch or keep their character

Both Players are allowed up to sixty (60) seconds to select their character.

4.8 Game Break

Players shall not exceed sixty (60) seconds of allowance between games of their matches

4.9 Blind Pick

Players may request a method of character selection known as blind pick to keep their character selection secret until the first game of their match begins. In the Blind Pick process, the Players will each tell a Referee, in secret, their character selection for the first game. Players will then select their character with the Referee validating their selections. If a Player purposely does not select the character they told the Referee, that Player will forfeit the game the invalid character was picked for.

4.10 Game Platform

The platform used to conduct all games within the EWC-SF6 tournament is PlayStation 5 (PlayStation 5 game version).

4.11 Game Restarts

A Game Restart may be called by the Tournament Administration in exceptional circumstances. This includes, but is not limited to bugs and glitches significantly impacting the gameplay and competitive integrity of the Game, or is directly impacting any Player's ability to start or continue the Game, or the Game cannot be concluded.

4.12 Pausing the Game

It is not allowed to pause the ongoing game during a live round. It is also not allowed to return back to the console settings or main screen by pressing the home button on the controller. Doing so will result in a round loss for the offending Player.

4.13 Cheating

Using non-compliant equipment (please see rule [5.2 Permitted Game Controllers](#)), or other equipment that provides an unfair competitive advantage, or using any unintentional game mechanics, bugs or glitches that provide said advantage are considered cheating. Doing so is strictly prohibited, and results in a direct disqualification from the tournament.

5. Equipment

5.1 Provided Equipment

The following equipment items will be provided by the Tournament Organizer:

- PlayStation 5 console
- Monitor
- Desk
- Chair
- Headsets

Other equipment items must be provided by the Players. This includes a compliant game controller compatible with the PlayStation 5 platform, and any required cables and/or adapters

if needed. All player equipment is subject to Tournament Administration approval. Tournament Organizer reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage.

5.2 Permitted Game Controllers

It is at the participating Players to bring a proper, tournament compliant game controller. This includes:

- Game pads
- Fight sticks
- Mix boxes / Fight boxes
- Other compliant game controller devices

In order for the game controlling device to be allowed, it must not support the below listed features:

- Any form of SOCD (simultaneous opposite cardinal directions) inputs activated upon pressing a single button on the controller.
- Any other to SOCD inputs, that introduce opposite analog inputs at the same time upon pressing a single button on the controller.
- Linear inputs (any sort of input that changes depending on how much, or how deep the button is pressed)
- Any macros, which send multiple inputs at once or at a succession
- Any macros, turbos or other features that alter the input of the Player on the controller (e.g. altering a continuous signal to a string of inputs)
- Any other features that may provide an unfair competitive advantage over other participants

For avoidance of doubt, controllers supporting the SOCD function, or allowing the introduction of opposite analog inputs other to SOCD are allowed to be used, as long as the only scenario in which the SOCD function may be activated is upon pressing more than one (1) button.

Failure to adhere to the controller restrictions will result in a direct disqualification of the offending Player.

5.3 Wireless Controllers

Wireless controllers must be tethered to the console via a cable during gameplay. The cable must be securely connected to both the controller and the console at all times.

Any wireless functionality of the controller and stage console, including but not limited to Bluetooth connectivity, must be turned off prior to the start of gameplay.

Participants are responsible for ensuring that the wireless functionality of their controllers remains disabled throughout the duration of the tournament.

5.4 Equipment Malfunction

In case the equipment malfunction occurs:

- To an equipment item provided by the Tournament Organizer (e.g. the console or a monitor):
 - The Tournament Organizer must fix the malfunction. In case the malfunction happened or was discovered during the game, and it has been recognized that the said malfunction prevented the game from being completed, or completed in a fair way, the Tournament Administration shall deem the game void, and order the Players to play it again at its sole discretion.
- To an equipment item provided by the Player:
 - The Player takes full responsibility for their own brought equipment. In case the Player's equipment malfunctions, the Tournament Administration may allow the Player to switch their equipment at its sole discretion.

5.5 Controller Malfunction During a Live Game

In case the Player's controllers malfunction or are physically disconnected from the console during a live game, the Player will defeat the round it happened. The Player is also responsible for resolving any problems related to their equipment. The Tournament Administration may allow the Player to change their equipment at its sole discretion in case it is not possible to resolve the issue.

Please note that the Tournament Organizer does not provide any spare controllers, cables or other devices required to play the game.

5.6 Safety of Equipment

At the sole discretion of the Tournament Organizer, the Players may be granted permission to utilize the equipment belonging to another Player for the duration of their own Match(es) provided that there is a valid reason to do so (such as but not limited to equipment failure or malfunction).

To proceed, the Player in question must first secure an approval from the owner of the equipment being borrowed. It is imperative to note that the Tournament Organizer bears no responsibility for any borrowed equipment, and Players must assume all associated risks when borrowing said equipment.

5.7 Additional Equipment Restrictions

It is strictly forbidden to touch, or otherwise interfere with other Player's equipment during their games and matches. Failure to follow these guidelines may result in an official warning.

5.8 Clothing

All Players are responsible for ensuring that they are properly dressed. Team branded clothes and jerseys are preferred. Any vulgar, offensive, profane, harming or hazardous clothing is strictly prohibited. This includes, but is not limited to any references to religion, beliefs or sexual orientation. Failure to adhere may result in a penalty as outlined in [7.8 Conduct Unbecoming](#) rule.

5.9 Personal Devices

Any personal devices such as

- Mobile phones
- Tablets
- Smartwatches
- Cameras
- Other portable, personal devices

will not be confiscated at any point during the tournament, but using them must follow the below listed restrictions:

- Small portable devices such as phones may be used on the stage, but only before, or after playing a match. They cannot be actively used by a Player currently playing.
- Bigger devices such as tablets or laptops are not allowed to be used on the stage
- Taking photos or recordings while being on the stage is strictly prohibited

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

5.10 Unused Items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by Tournament Organizer.

6. Rosters

6.1 Roster Size

EWC-SF6 is a Player-based competition. Only individual Players may register and participate.

Players may still represent their Teams, Clubs and sponsors if they wish to.

6.2 Player Transfers

The Qualification Spot obtained through participation in the Qualifier Events or 3rd Party Events are not tradeable or otherwise transferable. Any attempts to sell, buy or trade a spot are strictly prohibited and may result in the offending Player being disqualified from the competition.

6.3 Coaches/Managers

Coaches/Managers are not allowed to actively participate in this competition with their respective Players. They will not be allowed to enter the stage, and must not communicate with their Player by any means during their matches.

7. Conduct

7.1 Food, Drinks, Smoking and Behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by Tournament Organizer, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden. Any violations may be punished according to [7.8 Conduct Unbecoming](#) rule.

7.2 Sportsmanship

Players are not allowed to look at any screens in the arena that may provide them an advantage in the game. Penalties will be given to the Players that do not follow this rule

7.3 Punctuality and No-show

All matches should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the Tournament Administration. We expect every player to be at the tournament area as stated in the tournament directions info mails to set up, prepare and solve any technical problems that might occur. If you notice at any point you will be late for any match, please inform a Tournament Official as soon as possible. Any delays caused by showing up late may lead to a penalty:

- If a Player is **between 5 and 10 minutes** late to their match or a game, they receive a game loss in that match.
- If a Player is **over 10 minutes** late to their match or a game, they receive a match loss in that match.

In case of repeating offenses to this rule, the offending Player may be disqualified from the tournament.

7.4 Delaying a Game or a Match

Players who deliberately delay the start of a game or a match, may receive an official warning.

7.5 Competition Manipulation

All participants are expected to play their games and matches to their best ability. Any attempts to trade, or otherwise fix matches are strictly prohibited, and are subject to a direct disqualification of the involved Player(s).

Any attempts to alter the outcome of a match of other participants fall into this category as well.

7.6 Betting

Players, organizations and close family members as well as employees of the Tournament Organizer are prohibited from being involved in betting within the competition.

7.6 Using Alcohol or Other Psychoactive Drugs

It is strictly prohibited to play under the influence of alcohol or other psychoactive drugs, and leads to being disqualified from the tournament.

Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

7.6 Illegal Substances

Players are strictly prohibited from using or consuming any substances that may provide an unfair advantage. Usage or consumption of such goods is strictly prohibited, and any violations to that are a subject to disqualification.

The exclusion to this rule is prescription medication, but must be presented to Tournament Administration for investigation.

7.8 Conduct Unbecoming

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. We expect all participants and other parties involved to behave professionally and in a proper manner. Below are listed a few examples of behaviours that cannot be tolerated:

- Excessive swearing
- Insulting
- Hate speech

- Sexual assault
- Destroying other player's equipment
- Destroying tournament equipment
- Theft
- Possessing illegal items and/or substances (such as firearm, drugs)
- Causing a direct threat to someone
- Threatening others
- Violence and/or harm towards others
- Promoting any profane, vulgar, pornographic and/or other not tolerated content

Any attempts of actions listed above are a violation to Conduct Unbecoming ruling. Such instances will be penalized accordingly at the discretion of the Tournament Administration depending on the severity of the case. The Tournament Administration distinguishes these three (3) types of breaches:

- **Minor**
 - Penalty: 10% deduced from the prize money
- **Major**
 - Penalty: disqualification from the tournament

7.9 Sponsors

The tournament participants may not promote any content that falls into the following categories:

- Betting, gambling, bookmaking
- Sexual content
- Tobacco
- Prescription medication
- Political campaigns
- Illegal substances
- Counterfeit items
- Firearm, ammunition and/or firearm accessories
- Unassociated Esports Teams/Organizations
- Any other Tournament or Esports Organizations

All the sponsored content owned by the Players (which includes but is not limited to their clothing) is a subject to review of the Tournament Organizer. The Tournament Organizer may

request a Player to remove or cover certain logos, texts or other symbols promoting undesired content.

7.10 Player Names

Each Player will be asked to submit their nickname upon registration. The nicknames are subject to revision by the Tournament Organizers to avoid any inappropriate content.

7.11 Deception

Any attempts to deceive other participants, tournament crew, Tournament Organizer or Tournament Administration in order to obtain any unfair competitive advantage, financial gains and/or physical goods will not be tolerated. Spreading any sort of misinformation also falls into this category, and will be penalized accordingly:

- Match loss - if the infraction is related to a specific match.
- 10% prize money monetary fee - if the infraction is not related to a specific match, or the result of a given match can no longer be altered

8. Penalties

8.1 List of Penalties

The Tournament Administration foresees the following penalties. These penalties are always issued towards the Player(s) who made a violation to any of the rules outlined in this document.

- **Official Warning** - official warnings are issued as a last resort of notifying the Player of the fact that their actions are not in line with the rules. Official warnings are valid for a Player for the entirety of the tournament.
- **Round loss** - a player must defeat the round the penalty was issued by holding forward
- **Game loss** - a player must defeat the game
- **Match loss** - a player defeats the whole match
- **Prize money monetary fee** - this penalty is only applied with major breaches of rules, or when the initial warnings issued towards the Player did not resolve the situation
- **Disqualification** - the Player will be removed from the tournament, lose their record and will forfeit all prize money

8.2 Penalty Application

The penalties outlined in this document are in place to ensure a pleasant and fair experience for all participants. They should be treated as the last sort of action when the instructions given by Tournament Organizers or Tournament Administration did not bring any positive effect.

8.3 Repeating Offenses

In case the initially issued penalty did not bring any positive effect towards one's behaviour or actions, the Tournament Administration reserves the right to increase further offense penalties accordingly.

9. Prizes

9.1 Prizing Disclosure

All monetary prizes are delivered in ninety (90) days counted starting from the completion of the tournament in accordance with our prize delivery policy.

The prize is delivered to a bank account of the winner.

9.2 DreamHack Prizing

The following prizing only applies to the DreamHack Dallas 2024 and DreamHack Summer 2024 Qualifier Events. For other Qualifier Events, please refer to their respective documentation.

Place	Prize
#1	15000,00 USD
#2	7500,00 USD
#3	5000,00 USD
#4	3500,00 USD
#5-6	2500,00 USD
#7-8	2000,00 USD
#9-12	1500,00 USD
#13-16	1000,00 USD

TOTAL: 50.000 USD

9.3 Final Prizing

Place	Prize
#1	300.000,00 USD
#2	140.000,00 USD
#3-4	75.000,00 USD
#5-8	45.000,00 USD
#9-12	20.000,00 USD
#13-16	12.500,00 USD
#17-24	7.500,00 USD
#25-32	5.000,00 USD
TOTAL: 1.000.000 USD	

9.4 Prize Deductions

Any monetary fees related to rule violations outlined in this document deducted from Player's money prize shall be re-added to the pool, and distributed across all other eligible participants in line with their respective existing prize distribution percentage.

9.5 Prizing Information

Upon a Tournament Organizer's request, the participating Players are obligated to provide all required data for a bank transfer to the information of the Tournament Organizer before August 7th 2024 23:59 AST (Arabia Standard Time).

9.6 Delayed Prizing Information Submission

In case the deadline specified for bank transfer data submission is not met, the offending Player shall forfeit all demands or claims for the prize to be delivered within the ninety (90) days timeline (calculated from time of submission of all required tax and banking details to the Tournament Organizer).

In addition to that, the offending Player will have their total prize money earned deducted by 2%.

Additional deduction of 2% will happen on every following Sunday at 23:59 AST (Arabia Standard Time) for as long as the requested bank transfer data is not submitted.

When more than 10% of prize money has been deducted due to violations of this rule by a single Player, the offending Player is instead awarded with 15% of total prize money deduction (replacing the deductions that happened until now), and the prize payout is delayed until a reasonable time after the complete bank transfer data is submitted.

No more than 15% of total prize money won by a Player can be deducted due to violations of this rule.

Example:

- Data is not provided before 11th August 2024 23:59 AST - 2% total prize money deduction
- Data is not provided before 18th August 2024 23:59 AST - 4% total prize money deduction
- Data is not provided before 25th August 2024 23:59 AST - 6% total prize money deduction
- Data is not provided before 1st September 2024 23:59 AST - 8% total prize money deduction
- Data is not provided before 8th September 2024 23:59 AST - 10% total prize money deduction
- Data is not provided before 15th September 2024 23:59 AST - 15% total prize money deduction. No further prize money deductions may happen due to violations of this rule to a Player that has already accumulated a total deduction of 15%.

10. Travel & Accommodation

10.1 DreamHack Events

The Tournament Organizer explicitly states that it does not offer nor reimburse for expenses pertaining to travel, accommodation, tickets, or any other costs associated with attending and engaging in the DreamHack Events.

10.2 Final

The Tournament Organizer hereby commits to furnishing the subsequent services and provisions to Players partaking in the Final:

- Round-trip transportation to the designated destination (inclusive of airfare)
- Ground transportation from an airport to the hotel, and from the hotel to the venue
- Admission to the event
- Catering (food & beverage)
- Accommodation in a hotel

10.3 Reimbursing Costs

The Tournament Organizer expressly clarifies that it does not reimburse any supplementary expenses associated with travel to and from the designated destination, as such amenities are expected to be provided by default.

Players are responsible for paying for anything not included in the rule [10.2 Final](#) (e.g. travel insurance (if desired), luggage fees, hotel incidentals, activities, souvenirs, WiFi).

10.4 Travel Information

Players who have qualified for the Final event are required to furnish their personal travel-related data to the Tournament Organizer within a timeframe stipulated by the Organizer. Failure to comply with this requirement may result in forfeiture of the qualification spot.

10.5 Valid Travel Documentation

Players qualified for the Final event must possess a passport valid for a minimum of six (6) months from the date of travel and must not be subject to any restrictions preventing entry into Saudi Arabia.

11. Media Obligations and Stage Matches

11.1 Interviews

If the Tournament Organizer decides that one or more Players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video-session, then the players cannot deny this and must attend.

Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the Tournament Organizer crew for the event presentation. The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

11.2 Stage Matches

Each participant is required to play his stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided. Tournament Administration reserves the right to disallow the player from participating in the tournaments matches if it's justified by the health condition of the participant

12. Privacy and Data Protection

ESL FACEIT GROUP will collect, store, transfer and otherwise process personal data of all participants, including players and other individuals associated with their participation. As the tournament operator, we, ESL FACEIT GROUP, process personal data, including but not limited to image, voice, age, full name, nickname, game statistics, etc., as set out in our privacy policy available at www.eslgaming.com/privacypolicy . Prior to participating in the tournament, you should carefully read the privacy policy, as it sets out the terms in which we will process your personal data, as well as the way in which you may exercise your rights with regard to such personal data. Personal data we process to execute the tournament, so you can play the matches and compete with others and to grant support to you is required to either enter into a contract with you or perform such a contract (legal basis: Art. 6 para. 1 let. b) GDPR). Apart from this, we also have a legitimate interest in processing this personal data so you can compete in a fully functioning and fair esports tournament (legal basis: Art. 6 para. 1 let. f) GDPR). You can exercise your rights to access, rectify or delete your personal data, or object to or restrict the processing of your personal data, by contacting us at privacy@eslgaming.com.