

IeSF 2013 World Championship

Rules of Tournament

International e-Sports Federation

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Chapter 1 General Rules

Article 1 (Official Name)

This tournament is titled as IeSF 2013 World Championship (hereinafter called “The Tournament”) and International e-Sports Federation (hereinafter called “IeSF”) host the “The Tournament”.

Article 2 (Rights related to “The Tournament”)

“IeSF” has the exclusive right for overall matters related to organizing and operating “The Tournament,” as well as broadcasting the matches.

Article 3 (Period and Venue of “The Tournament”)

1. The host city of “The Tournament” is Bucharest city, Romania.
2. “The Tournament” is held from 31st of October to 3rd of November in principle.
2. The venue of the next tournament will be announced by “IeSF” at “The Tournament,” in case it is not fixed, the announcement may be skipped.

Article 4 (Rights related to the Official Name and Others)

“IeSF” has the exclusive right for the official name of “The Tournament” and all intellectual property rights thereof. If other parties want to use them, they shall obtain approval from “IeSF” beforehand.

Chapter 2 National Qualifier

Article 5 (Process of National Qualifier)

1. The National Qualifier shall be hosted by the relative Member National Association (hereinafter called “NeSA”), and the “NeSA” has the rights responsibilities for the own National Qualifier in full scale.
2. The “NeSA” shall select the national team by operating its own national preliminary, and in the case of unavoidable circumstance, shall call for a discussion with “IeSF.”
3. Players participating in the National Qualifier shall reserve the relative country’s nationality, and each player is allowed to compete in only one title.
4. The available slot for an official title is 1 team (or 1 player), and the slot for the demonstration titles will be announced separately to each “NeSA”. Only players over the admitted age in the host country’s standard shall qualify to be a member of the national team.
5. A player denied entrance into the host country is not admitted as a national representative player. The players list for each title is not changeable once it is fixed; however, only in the case of unavoidable circumstance, it may be revised under approval of “IeSF.”

Article 6 (Official Referees and Record)

1. Official referees approved by “NeSA” shall make judgments for all situations occurring in the matches and, for unexpected situations not indicated in the rules and regulations, shall make fair decisions under discussion with the host.
2. In the absence of the recorder, the referee shall conduct preserving replays and substitute as the role of the recorder for the relevant match as well.

Article 7 (Misconduct)

1. When a player commits misconduct or inappropriate action, official referees assigned by “NeSA” may take disciplinary action against the player such as “caution, warning, forfeiture or expulsion.”
2. When forfeiture, expulsion, or other disciplinary actions are necessary through the disciplinary committee, the relative “NeSA” and “IeSF” may hold the disciplinary committee and take additional disciplinary action.
3. The other detailed action shall be guided by Article 7 “referee Decisions” of “IeSF 2013 World Championship Match Operation Regulation”

Chapter 3 Participation

Article 8 (Participation Application)

In accordance with the “Entry Regulation” provided by “IeSF”, all “NeSA” shall register all participants to “The Tournament” including officials, media and players through the Entry System. Any participant not registered through the Entry System shall not be allowed to participate in “The Tournament”, and any late submission of the Entry shall not be counted.

Article 9 (Participation in “The Tournament”)

Individuals and teams for whom their “NeSA” filed Entry to “IeSF” shall participate in “The Tournament,” and are subject to the Player Registration Regulations of “IeSF” and IeSF 2013 World Championship Rules of Tournament.

Chapter 4 Match Titles

Article 10 (Official Title)

The Official Titles of “The Tournament” are as follows :

- ① Male
 - League of Legends (Riot Games)

- A.V.A (Neowiz games)

② Female

- Starcraft® II : Heart of the Swarm (Blizzard)
- TEKKEN TAG TOURNAMENT 2 (NAMCO BANDAI Games)

Article 11 (Demonstration Title)

Other titles, if deemed by “IeSF” as necessary for further distribution and growth, can be run as Demonstration Titles, but such events are not subject to scoring as a Demonstration Title is not in the scope of composite scoring.

Chapter 5 Match Operation and Stadium

Article 12 (Operation of Matches)

All matches of “The Tournament” shall be operated in accordance with Rules of The Tournament of the year.

Article 13 (Operation Method of Matches)

Match titles of “The Tournament” are run as a tournament in principle; however, depending on the features of a title, the method can be changed.

Article 14 (Schedule and Draw for Match Table)

1. The match schedule for each title shall be decided by “IeSF” Secretariat.
2. Draw for Matches shall be conducted under presence of the referee assigned by “IeSF” by Online before the tournament. Yet, under special circumstances, “IeSF” Secretariat may make the decision.

Article 15 (Referees)

1. When conflict occurs in the course of play, the referee of the match shall address the situation.
2. Any appeal or opinion against the referee’s decision or unresolved referee call shall be handled by “IeSF”.

Article 16 (Stadium)

The host shall provide equipment and manpower in accordance with “The Rules of The Tournament.”

- ① No program other than those necessary for the matches, such as programs for played titles, mouse driver, etc. shall be installed on PCs used for “The Tournament.”
- ② Tables over 110cm in width, 65cm in length, and 70~80cm in height shall be provided for each

individual for the match. (Changes for inevitable situations can be allowed under consultation of “IeSF”).

- ③ Height adjustable chairs which are 20-30cm below the surface of the table and with removable armrests shall be provided.
- ④ PCs shall be maintained to prevent inconvenience for the players during “The Tournament.”
- ⑤ Specifications of PCs provided for “The Tournament” are as follows:
 - ▶ LCD monitor shall be within 21~24 inches and GtG shall be under 5ms and Panel shall be TN or IPS.
 - ※ wide monitor should support size of normal monitor
 - ※ GtoG(Gray to Gray) : The time of the Changed between Gray(10%) to Gray(90%)
 - ※ GtoG shall change each of panels like TN > IPS > PLS > VA
 - ▶ Computer main body (minimum requirements as below)

Parts	Details
CPU	Core i3
Main Board	CPU Home Type
Video Card	G-Force GTX 650 or higher
Memory	DDR3 PC3-12800(1,600MHz) 4Gb or higher
Hard Ware	Desktop
CD-ROM	DVD 16X/CD 48X or higher
OS	Window 7(64bit) Professional & Enterprise (English version)

- ⑥ Specification of console and peripherals for “The Tournament” are as follows:
 - ▶ Console equipment shall be based on Playstation 3 of Sony Computer Entertainment Inc.
 - ▶ As basic option of controller, the default pad (Wireless Dual Shock 3) shall be used; however, usage of personal equipment shall be allowed.
 - ▶ For the details of usage of personal equipment, it shall be guided by Article 7 “Personal equipment” of “IeSF 2013 World Championship Match Operation Regulation”

Article 17 (ID Pass to Access Stadium)

1. “IeSF” shall issue ID Passes to the executive members of “The Tournament” and the matches, as well as the players for the sake of maintaining order in the stadium.
2. “IeSF” shall issue ID Passes separately to staff for organizing “The Tournament” and volunteers.

Chapter 6 Players

Article 18 (Players)

1. In pursuance of “Players Committee Regulations”, players shall uphold the spirit of fair play and non-violence and act accordingly, and shall obey the direction of referees.
2. Both online and offline insults or threats of any kind against other players shall be forbidden.
3. If players have problems during matches, they may raise their hands in which a referees will assist them.
4. If replay save function is available, players should save reply after the match is closed.

Chapter 7 Scoring and Awarding

Article 19 (Ranking)

The composite ranking of each member country participating in “The Tournament” shall be determined based on “IeSF’s” internal rules of scoring.

Article 20 (Scoring)

1. Scoring of “The Tournament” shall be a compound formula, and titles which are subjects to be scored are Male (A.V.A, League of Legends) and Female(StarCraft® II: Heart of the Swarm, TEKKEN TAG TOURNAMENT 2)
2. Regardless of the number of participating countries, the results for the top two places shall be announced. In the case of special circumstances, separate rules stipulated in the internal scoring regulation shall apply.

Article 21 (Division of Awards)

The award for “The Tournament” shall be divided as follows:

- ① Composite performance award (1st place nation, 2nd place nation and 3rd place nation)
- ② Male and Female award (1st place, 2nd place, 3rd place)

Article 22 (Method of Award)

The method for awarding “The Tournament” is as below:

- ① The 1st, 2nd and 3rd place nations are provided with trophy for composite performance award.
- ② Total prize money shall be ~~₩~~**₩56,000,000(KRW)** and detail shall be as follows :
 - A.V.A : Total prize money shall be ~~₩~~**₩20,000,000(KRW)**
 - League of Legends : Total prize money shall be ~~₩~~**₩30,000,000(KRW)**
 - Starcraft2 : Total prize money shall be ~~₩~~**₩3,000,000(KRW)**
 - TEKKEN TAG TOURNAMENT2 : Total prize money shall be ~~₩~~**₩3,000,000(KRW)**

- ③ The prize money for each title will be given to the association that each player belongs to.

Chapter 8 Opening and Closing Ceremonies

Article 23 (Invitation)

The invitation to the opening and closing ceremony shall be made in the names of the president of “IeSF” and the mayor of the host city.

Article 24 (Schedule of Ceremonies)

1. The opening ceremony shall be held on the 2nd day of “The Tournament” “in principle but under inevitable circumstances, the schedule may be changed.
2. The closing ceremony shall be held on the last day of “The Tournament” after the closure of the last match on the final day.

Article 25 (Composition and Operation of Ceremonies)

IeSF and Host(PGL) shall manage opening and closing ceremonies by mutual consent

Chapter 9 Broadcasting rights and Advertisement

Article 26 (Broadcast Rights)

“IeSF” has the exclusive rights for live-broadcast or recorded-broadcast of the opening and closing ceremonies and all matches of “The Tournament,” as well as all derivative video products.

Article 27 (Host Broadcasting Company)

“IeSF” selects a host broadcasting company which would have certain rights and responsibilities in regard to broadcasting rights and overall events of “The Tournament,” including the opening and closing ceremonies.

Article 28 (Installation of Advertisement and Others)

1. “IeSF” has exclusive rights for all advertisements installed within the stadium of “The Tournament.”
2. Any advertisements installed within the stadium including ground and fence shall obtain “IeSF’s” approval beforehand. This shall also apply to the advertisements on the player’s bibs.
3. Details on the advertisements within the stadium shall be based on distinguished internal regulations and agreements of “IeSF.”

Chapter 10 Protest and Resolution

Article 29 (Protest Deliberation Committee)

Under any misconduct or improper action done by executive members, players or cheering squads, or any application of protest or objection, “IeSF” shall form The Protest Deliberation Committee for resolution.

Article 30 (Compliance Obligation)

1. Any relative organization for preparations and operations of “The Tournament,” including member nations and participating nations, shall comply with the Rules of The Tournament in good faith.
2. If relative organization fails to abide by the rules, additional instructions from “IeSF” must be implemented and complied.

Supplementary Provisions

1. (Effective date) These rules shall be effective starting from August 20. 2013.
2. Any amendment to the rules is subject to “IeSF’s” approval.

IeSF 2013 World Championship

Match Operation Regulation

International e-Sports Federation

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Supplementary Provisions

Chapter 1 General Rules

Article 1 (Purpose)

This regulation is purposed to assist the systematic and efficient operation of matches.

Chapter 2 Operation of Matches

Article 2 (Proceeding of Matches)

1. All matches of IeSF 2013 World Championship (hereinafter called “The Tournament”) shall be organized by International e-Sports Federation (hereinafter called “IeSF”).
2. If deemed as difficult to proceed with the match due to dispute over mismanagement of a match or disorder in the stadium caused by participants of the match, “IeSF” may cancel all the schedule of relevant matches through “IeSF’s” resolution, and the relevant title fell into this case shall not be included in the composite scoring process as it is considered to have not competed in this year’s tournament.

Article 3 (Match Rules)

Matches of “The Tournament” shall be compliant with “IeSF’s” match rules of this year and they should be operated as prescribed in Chapter 3.

Article 4 (Match Schedule)

“IeSF” shall determine the match schedule.

Chapter 3 Operation Method

Article 5 (Operation Method of Matches)

1. The matches of “The Tournament” shall be operated as follows:
 - ① Tournament method:
 - Female Titles (Starcraft® II : Heart of the Swarm, TEKKEN TAG TOURNAMENT2)
 - ② League / Tournament mixed method:
 - Male Titles (League of Legends, A.V.A)
2. The method of “The Tournament” can be changed with the “IeSF’s” approval.

Article 6 (Determination of Win/Loss)

No play-offs will be conducted between equal ranks (i.e. determination matches for 5th and 6th places or 7th and 8th places). If tied, win and loss shall be determined in accordance with the match rules of this year, unless otherwise stipulated in the guidelines for the tournament participation.

Chapter 4 Personal Equipment and Setting

Article 7 (Personal Equipment & Software Installation)

1. Both active and standby players shall not bring unnecessary personal belongings such as cell phones or MP3 players to the stadium.
2. Players cannot use devices other than a mouse, keyboard, mouse pad, internal earphones, mouse driver, mouse bungee, and an earphone extension cord. A referee or the host can prohibit the usage of these devices which may cause negative effect on the match at their discretion.
 - ① There is no such obligation or limitation for using personal device, but shall be approved by the referee.
 - ② However, for using personal device, players shall obtain the approval by the referee, and players shall have responsibility to actively cooperate with the referee in the range of possibility. Inappropriate behaviors such as saving macro program shall be led to “forfeit”, and player shall take all the responsibility.
 - ③ There is no limitation for using audio output devices such as headset, but player who uses the program shall take responsibility of operating.
 - ④ There is no limitation for using voice chat program and player who uses the program shall take responsibility of operating.
 - ⑤ Players can choose equipment to use between devices offered by IeSF and personal device, and shall take responsibility of operating.
 - ⑥ Windows OS language is English as default, and installing other language IME files are prohibited.
 - ⑦ Installing other software is allowed via USB only, and all responsibilities shall be at the player if any issues occur due to the installed program.
 - ⑧ A ten-minute warm up time shall be given for players after being seated. If a player cannot finish setting in the given time, the player shall take responsibility for the loss.
 - ⑨ Usage of hardware equipment which may cause additional effect using keyboard or mouse with the Auto MACRO function (i.e. G9X Mouse) is prohibited.
3. The selection for PC and OS is basically under Host’s authority. However, the host takes the responsibility to actively cooperate with the request of players in the range of possibility.

Article 8 (Setting)

1. A ten-minute warm up time shall be given for players after setting personal equipment & install software.
2. Before the match begins, players shall check internal and external factors that may have influence on their performance and if needed, may seek a referee for help.
3. Players must raise complaints pertaining to all equipment before the match starts, and the host shall provide full support.

Chapter 5 Match Record Management

Article 9 (Match Record Report)

1. All match records of “The Tournament” shall be written in the format prescribed by “IeSF,” which then shall be confirmed and signed by the responsible record manager and delivered to “IeSF” in an accurate and swift manner.
2. The record keeper is responsible for recording any unusual occurrences during the match.
3. The record keeper is responsible for preserving PC numbers used in the match and the replay of the match for reference in case problems occur.
4. If a record keeper is not assigned to the match, the referee shall assume the role of the record keeper.
5. The official languages of all records shall be English.

Chapter 6 Misconduct

Article 10 (Misconduct)

Referees have the right to monitor and manage misconduct of players, and may take disciplinary actions against confirmed cases of misconduct in accordance with “the Rules of The Tournament”. “IeSF” and the member nations may arrange a Disciplinary Committee for Additional disciplinary action.

Chapter 7 Referee Decisions

Article 11 (Referee Decisions)

If a situation, such as misconduct or temporary stoppage of play occurs, the referee shall resolve such situation in accordance with “The Rules of The Tournament” in a swift manner. In the case of an unexpected emergency situation, the referee shall consult “IeSF” for resolution.

① Pause

- Players cannot stop the tournament discretionally and may express his or her intention of withdrawal by raising his or her hand in an unexpected situation stated below. The referee is responsible for looking into the situation before resume the match.

- When equipment is in malfunction/disorder or network failure is occurred.
- Participating players or teams using appropriate behavior with direct impact on the outcome of the match or a concern which causes an interruption in the match

② Resumption of the match

- Upon the resolution of the situation, which leads to a temporary halt of the match, the referee may decide resumption of the match, using his or her discretion, to assess the impact of the situation on the match.

③ Rematch and Win by Decision

- If it is impossible to resume the match due to computer or network failure or other unusual circumstances, the referee may announce either a rematch or win by decision based on the advantage/disadvantage in accordance with “The Rules of The Tournament.

④ Draw

- If the match fails to determine win and loss, the referee may decide a draw with consent from both sides.

⑤ Time Out

- In the case that a rematch or draw is called (this applies to both individual and team matches), the same players shall play on the same map, and a five-minute time out may be allowed upon the referee’s decision.

⑥ Decision in other special situations may be made in consultation with the host organization.

Article 12 (Withdrawal)

Players may express his or her intention of withdrawal by walking out from the match or raising his or her hand.

Article 13 (Disciplinary Action)

If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion. “IeSF” and member countries may arrange a disciplinary committee to decide additional disciplinary measures.

Article 14 (Caution)

The referee may give a “caution” to participating players or teams in the case of violating the regulations below:

- ① Requesting a halt of play based on rule violation of a player or a team
- ② Requesting a halt of play due to personal reasons (physiological reasons, defective set-up, etc.)
- ③ Late arrival of participating players
- ④ Equipment cords pulled out abruptly due to a person’s mistake
- ⑤ Replay play after the match is over
- ⑥ Other inappropriate behavior as a participating player

Article 15 (Warning)

After receiving two “cautions” during play, the player will then get a “warning” and the previous “cautions” are no longer effective.

- ① Playing in the match with unauthorized software, hardware or variables
- ② Causing intentional halt of the match
- ③ Disobeying decisions and orders by the referee and the head referee
- ④ Foul language and/or behavior
- ⑤ Unnecessary verbal conversation with unauthorized personnel causing disturbance in play
- ⑥ Disobedience against the decision of the referee or the host organization
- ⑦ Causing intentional disconnect of the match
- ⑧ Other behaviors which the referee decides inappropriate

Article 16 (Forfeiture)

After receiving two “warnings” during the match, the player will get the “forfeiture” and the previous two warnings are no longer effective.

- ① Hacking into a computer or server, or intentionally attacking computers used in the tournament
- ② Player’s misconduct with direct impact on the outcome of the match or any intentional ill-mannered acts which result in a similar effect
- ③ Using bugs specifically listed in “Title Regulations” or new bugs to gain advantage in the match without notifying the referee
- ④ Not arriving at the stadium until the match begins

Article 17 (Expulsion)

If there is a concern over participating players or teams continuing to use appropriate behavior with direct impact on the outcome of the match or a concern which causes an interruption in the match, the referee can expel them.

Article 18 (Disciplinary Committee)

If a situation calling for disciplinary actions occurs during a match, as described below, “IeSF” and member countries may hold a disciplinary committee to determine additional disciplinary measures.

- ① Disciplinary actions that amount to or exceed forfeiture or expulsion
- ② Other situations which call for disciplinary actions through a Disciplinary Committee

Chapter 8 Referee and Protest

Article 19 (Referee)

The certified referees appointed by “IeSF” shall be responsible for all decisions, and, as for unexpected emergency situations, shall make a fair and reasonable decision in consultation with “IeSF.”

- ① The referee’s decision shall have an absolute effect based on “The Rules of The Tournament,” and he or she shall hold the primary responsibility of his or her decision.
- ② The referee shall comply with “Statutes of the Referee Committee” and resolve unexpected problems in consultation with “IeSF.”
- ③ The referee shall be responsible for checking the condition of the stadium and PCs, the players’ registration status, and the delivery of instructions.

Article 20 (Protest)

As for matters which cannot be addressed by “The Rules of The Tournament,” or fall outside of the referee’s authority, “IeSF” shall form a sub-committee for protest deliberation for a resolution of the issue. A protest request shall be submitted in writing and the sub-committee shall be attended by sub-committee members and the relevant referee only.

Article 21 (Decision on Protest)

The decision by the Protest Deliberation Committee shall be the final decision and no objection to the delivered decision shall be allowed.

Supplementary Provisions

1. (Effective date) This Regulation shall be effective from August 20. 2013.
2. Any amendment to the regulation is subject to “IeSF’s” approval.

IeSF 2013 World Championship

Scoring Regulation

International e-Sports Federation

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Supplementary Provisions

Chapter 1 General Rules

Article 1 (Purpose)

The purpose of this regulation is to prescribe rules and regulations for the scoring method for “IeSF” to determine the ranking of each member nation.

Chapter 2 Scoring

Article 2 (Determination of Composite Ranking)

The rank of each member nation shall be determined based on the sum of points acquired from matches of each Official Title (League of Legends, StarCraft® II: Heart of the Swarm and TEKKEN TAG TOURNAMENT 2, A.V.A) and non-member of IeSF shall not be subject to scoring.

Article 3 (Composite Scores of Matches)

Composite scores of matches shall be calculated as follows:

1. The sum of acquired scores for each Official Title of a member nation = Composite Score of the member nation

e.g.: Calculation of Points

Singapore

- A.V.A : 1st place = 100 points
- League of Legend : 2nd place = 51 points
- Starcraft2 : 3rd place = 31 points
- TEKKEN TAG TOURNAMENT2 : nonattendance (0 points)
- Composite score : $100 + 51 + 31 + 0 = 182$ points

Austria

- League of Legend : 1st place = 100 points
- A.V.A : 3rd place = 31 points
- TEKKEN TAG TOURNAMENT2 : 4th place = 21 points
- Starcraft2 : nonattendance (0 points)
- Composite score : $100 + 31 + 21 + 0 = 152$ points

2. In the event of a tie among 1st, 2nd and 3rd, the Nation with higher rank of League of Legends, TEKKEN TAG TOURNAMENT 2 and StarCraft® II: Heart of the Swarm, A.V.A will be the winner.

Article 4 (Scoring of Withdrawal, Forfeiture & Absence)

In the situation of withdrawal, forfeiture, or absence, a score as 0 regardless of reasons shall be issued. However, in the case that the match cannot be conducted based on “The Rules of The Tournament,” the Protest Deliberation Committee shall decide on the matter, reviewing the statement of reason submitted by a member country.

Article 5 (Scoring of Demonstration Titles)

Demonstration Titles shall not be subject to scoring.

Article 6 (Responsibility of Scoring)

Scoring for each title shall be supervised by those who are in charge of match record keeping, yet it shall be subject of confirmation by “IeSF”.

Article 7 (Scoring of Official Titles)

1. Scoring of Official Titles shall be done from 1st to 16th place as follows:

Rank	1st	2nd	3rd	4th	Round of 8 (5th~8th)	Round of 16 (9th~16th)	Participation Point
Distribution	100 points	51 points	31 points	21 points	16 points	11 points	5 points

2. The nations participated in A.V.A continental preliminary shall obtain 5 points in general which is for Participation Point.

Supplementary Provisions

1. (Effective date) This Regulation shall be effective from August 20, 2013.
2. Any amendment to the rules is subject to “IeSF’s” approval.

Match Rules

<A.V.A(Alliance of Valiant Arms)>

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Article 1 Name of the Title

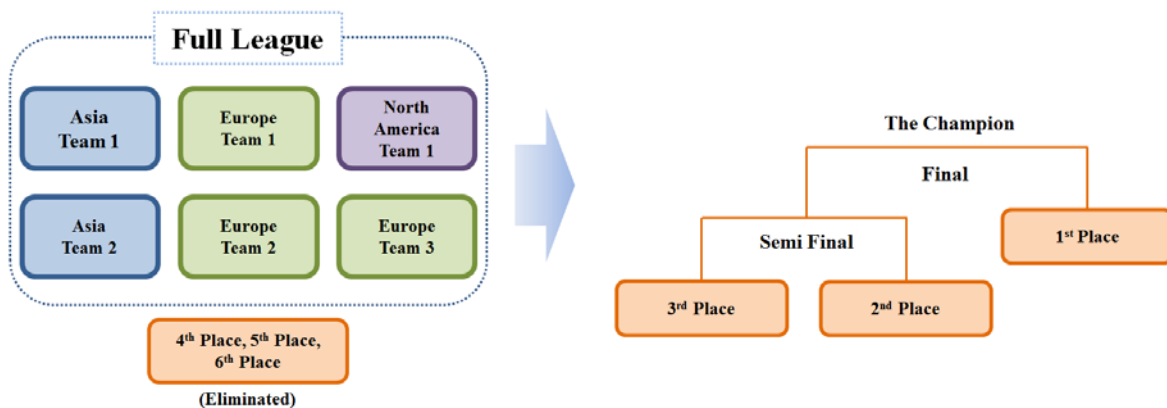
1. Name of the Title: A.V.A(Alliance of Valiant Arms)

Article 2 Eligible Age of Participation

1. Korea: 15 and over (N.B. Considering the practice period, it is limited to people born before June 30, 1998)
2. Other nations: It shall follow relevant nation’s rating criteria.

Article 3 Method of Matches

1. Participating Players: Team Matches (5 men team, No substitutions)
2. Set of Matches
 - ① Preliminary
 - Asia Qualifier full league (5 nations)
 - Best two out of three
 - Full league’s best 1-2 team advances to” Main matches”
 - ② Main matches
 - Full league among selected nations from each continent (6 Nation)
 - Best two out of three
 - ③ Final
 - Match between 2nd place and 3rd of “Main matches”
 - Match between Winner of “Semi Final” and 1st place of “Main matches”
 - Best two out of three



3. Round of Matches: Offense and defense are automatically shifted, and each of them consists of 6 rounds. Regarding a special situation, 12 rounds may be given as maximum. In case of a draw at the end of the 12th round, 1 extra round shall be given without changing the offense and defense. (Maximum is 13round)

4. Mode: 5vs5 Demolition mission

5. Team Selection: After the referee's coin toss, the winner selects

6. Tie Break

- 1st : sum of win/loss of set difference decide the rank > sum of win/loss of round difference
decide the rank > head-to-head (2team or 3team tie)
- 2nd : If it still ties, the extra single match shall be conducted.

Article 4 Configuration of Matches

1. Official Map: Random Selection among 7 most favorable demolition mission maps (Dual Site, Black Cent, Fox Hunting, Hammer Blow, Canon, India and Airplane)
2. Round Time: Standard
 - Limitation of Rank: None
 - Condition of Victory: Best 7 out of 13 rounds
 - Friendly Damage: Not Accepted
 - Observation: Accepted
 - Entrance during the match: Accepted
 - Chat of Killed: Not accepted
 - Automatic Team Balance: Not Accepted
 - 3rd person's Observation: Accepted

Article 5 Forbidden Behavior

1. If a player of a team commits misconduct or any inappropriate act in a Team Event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion.
2. When a player of a team uses forbidden bugs listed below, the referee may give the team a "warning" as disciplinary action for it.
 - Illegal or improper movement, not normally made by using "Map Bug" (Boosting).
 - Chatting with the language other than English ("The Tournament" is operated with English version of client.)
3. When a player of a team uses unauthorized item or character, the referee may give the team a "forfeit" as disciplinary action for it.

Article 6 Account

1. Players shall participate in the match with their contest IDs. The contest IDs shall be given from the referee on the match day.
2. Players shall not be allowed to use contest IDs other than his or her own.

Article 7 Disconnect

1. When disconnect occurs, the player shall give a notice to the referee by raising a hand
2. In case of disconnect, situation before/after the engagement shall be concerned for the judgment, and the standard for significance of before/after the engagement is defined as more than one Killed in Action.
3. When disconnect occurs before any engagement
 - The match shall not be counted, and the new match shall be started.
4. When disconnect occurs after the engagement
 - The player shall access again, and resume the match.
 - When the re-access is not smooth, the relevant player shall be considered as killed. For the following round, other players shall wait, and the referee shall make decision and process the following round.
 - When the problem is solved by referee's call, the match shall be started.
 - If the problem is not solved, the rounds progressed previously shall be admitted, and the number of remaining rounds shall be conducted as re-match.
5. When disconnect occurs for more than 3 players after the engagement, it is considered as server malfunction. In this case, the referee can call either the decision win or re-match.
 - When the problem is solved by referee's call, the re-match shall be started from the round which had the problem.
 - When the problem is not solved and regarded impossible to continue the match, the referee shall call either the decision win or re-match.
 - When this happens during the first half, the relevant match shall not be counted.
 - When it happens during the second half, basically decision win shall be called, but re-match can be called when the decision is vague.

Article 8 Classes, Weapons and Items

1. "The Tournament" shall be operated with a special version for IeSF 2013 World Championship A.V.A (English version).
2. There is no such obligation or limitation for class selection and change.
3. In case of character use, Each team is allowed to choose only 1 character by class without repetition.
4. 2 slot weapon replacing is only allowed in the start time of each round.
5. The weapons and items stated in the separated document named below are allowed for use at "IeSF 2013 World Championship A.V.A"
*Separate document: "IeSF 2013 World Championship A.V.A Contents List"
 - Applicable weapons and items shall be announced 15 days before "The tournament."

- Since the range of applicable weapons and items may possibly change by the operation group without special announcement, participants are responsible to check if there are any alternations by staying tuned for the notice of “The Tournament.”
- 6. In this League, only allowed specific items and weapons described in the above attachment, but if League manager judges certain items, weapons, characters use can cause serious problems, match rule can be revised so that some items, weapons, characters are restricted

Chapter 3 Supplementary Provisions

Article 9 Change of Rules

1. This regulation applies to ‘IeSF 2013 World Championship A.V.A’, and may be altered in the following cases:
 - Newest patches for the respective title and its application on release of a newer version
 - Upon discovery of other irrational factors
2. Player takes responsibility to check match rule at his pleasure in the range of possibility.
3. When match rule is revised under the circumstance, the host have obligation to announce revision by web site or any other sources.

Match Rules

<LoL (League of Legends)>

International e-Sports Federation

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Article 1 Name of the Title

1. Name of the Title: League of legend (The Newest version in the host country)

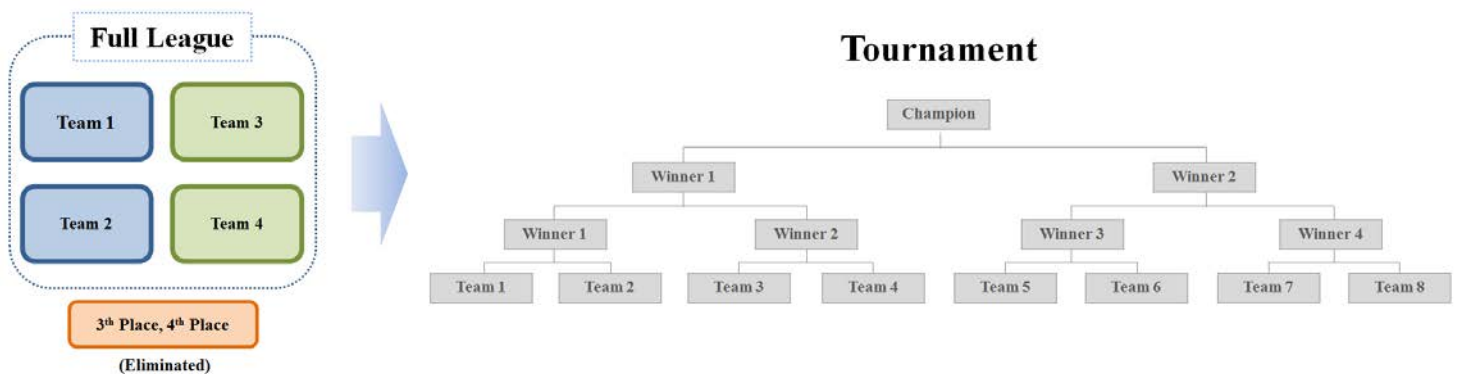
Article 2 Eligible Age of Participation

1. Korea: 12 and over (N.B. Considering the practice period, it is limited to people born before June 30, 2001)
2. Other nations: It shall follow relevant nation's rating criteria.

Article 3 Method of Matches

1. Participating Players: Team Matches (5-man team, No substitutions)
2. Set of Matches
 - Group Preliminary
 - Total is 16 Nations. (13 seeds for Europe (Include host-city advantage), 2 seeds for Asia, 1 seed for Africa)
 - Full league (round-robin, best of 1) among selected nations from each group
 - Single set (4 nations will be 1 group, 1st and 2nd places of each group advance to the main matches)
 - Main matches & Final (Tournament)
 - Best of three - single elimination bracket
 - After the group stage, teams will be seeded in the single-elimination bracket as follows:
 - Quarter Final #1: A1 vs. B2
 - Quarter Final #2: C1 vs. D2
 - Quarter Final #3: B1 vs. A2
 - Quarter Final #4: D1 vs. C2

※ This method can be modified when the number of teams changes



3. Determination of winner

- When the opponents surrender
- When a team is first in destroying the opponent's nexus
- For other situations, the referee shall decide

4. Tie Break

- 1st : Winning point (Win-1 point, Lose-0 point)
- 2nd : Head to head result
- 3rd : In a 3-way tie: for each team, the total match time of the victories will be subtracted from the total match time of all the losses (therefore, teams are encouraged to win fast or fight until the very last possible second if facing defeat). Only the matches between the tied teams will be taken into consideration. The team(s) with the highest values will proceed to the bracket stage.

Article 4 Configuration of Matches

1. Side Selection

- A coin toss will be conducted before each match by a referee with the captain of each team. The correct guess of the coin toss determines which captain has the choice to select either blue side (first draft pick) or purple (second draft pick).

- In the second and third matches of a best of 3 set, blue side will be awarded alternatively, according to the coin toss outcome.

2. Setting of Match

- Game mode: Classic, Tournament Draft

- Map: Summoner's Rift – Classic (Summer) version

- Allow spectators: Lobby only

- Runes, Masteries, Summoner spells, Champions: All available (restrictions may be added prior or while the tournament is in progress if there are known / new bugs with any items/champions or if specified by Riot Games)

- Banned skins list

- Arclight Varus
- Astronaut Nautilus
- BlackThorn Morgana
- Commando Jarvan IV
- Dark Valkyrie Diana
- Eternum Nocturne
- Frostfire Annie
- iBlitz
- Justicar Syndra
- Pentakill Olaf
- Sad Robot Amumu
- Steel Legion Lux
- Underworld Twisted Fate

Players have to arrange themselves in the lobby according to their role in-game - Top > Jungle

> Mid > AD Carry > Support

Article 5 Forbidden Behavior

1. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team including a caution, warning, forfeit, or expulsion.
2. When a player of a team uses Setting exceeded basic setting range through client manipulation, the referee may give the team a “forfeit” as disciplinary action for it.

Article 6 Accounts

1. Players shall participate in the match with their contest IDs. The contest IDs shall be given by the referee on match day.
2. Players are not allowed to use contest IDs other than their own.

Article 7 Disconnect

When disconnected, the athlete shall report it to the referee by raising a hand.

- ① When disconnected before starting the match, selected runes, masteries, Summoner spell shall be remained.
- ② When disconnected after starting the match, runes, masteries, Summoner spell can be newly selected.
- ③ When it is not possible to resume the match, the referee decide either rematch or decision win according to the situation.

Chapter 3 Supplementary Provisions

Article 8 Change of Rules and Referee conduct

1. This regulation applies to ‘IeSF 2013 World Championship League of Legends’, and may be altered in the following cases:
 - Newest patches for the respective title and its application on release of a newer version
 - Upon discovery of other irrational factors
2. Any last-minute changes to the rules will be discussed and explained to participating teams by the referees and will also be announced on the IeSF as quickly as possible.
3. The rules are in place to ensure fair and competitive play, and they will be enforced based on the

spirit of the game, not the letter of the ruleset.

4. In a situation where the referees have to make a judgment call, the only interpretation which matters is that of the referees.
5. Referees will issue rulings in a professional and impartial manner, with no bias towards any player, team, team manager, owner, or other individual.

Match Rules

< StarCraft® II: Heart of the Swarm >

International e-Sports Federation

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Chapter 3 Supplementary Provisions

Article 8 Change of Rules

Chapter 1 Outline of the Title

Article 1 Name of the Title

1. Name of the Title: StarCraft® II: Heart of the Swarm

Article 2 Eligible Age of Participation

1. Eligible Age of Participation: 12 and Over (N.B. Considering the practice period, it is limited to people born before June 30. 2001)
2. Other nations: Act on relevant nation's rating criteria.

Chapter 2 Match Rules

Article 3 Method of Matches

1. Participating Players: Individual Matches
2. Set of Matches

- Group Preliminary

Total is 13 nations, randomly seeded into 4 groups:

- Group A – 3 nations
- Group B – 3 nations
- Group C – 3 nations
- Group D – 4 nations

Full league (round-robin, best of 3) among selected nations from each group

1st and 2nd place of each group advance to the main matches (bracket-stage)

- Main matches and final (Tournament)

Single-elimination, best of 3 for quarter-finals and semi-finals / Best of 5 for the 3rd place decider and Grand Final

After the group stage, players will be seeded in the single-elimination bracket as follows:

Quarter Final #1: A1 vs. B2

Quarter Final #2: C1 vs. D2

Quarter Final #3: B1 vs. A2

Quarter Final #4: D1 vs. C2

※ This method can be modified when the number of teams changes

3. Tie Break

- 1st : Winning point (Bo 3 Win -1 point, Bo3 Lose - 0 point)
- 2nd : Head to head result
- 3rd : In a 3-way tie, the map difference of each player will be considered (total number of map wins minus the total number of map losses). Players with a better map difference will qualify (4-1 in favor of 3-2). If the map difference is equal, the player with more map wins will advance.
- 4th: Sudden death: Best of 1, round-robin between tied players

Article 4 Configuration of Matches

1. Match Maps

- Akilon Wastes
- Bel'Shir Vestige
- Derelict Watcher
- Frost
- Polar Night
- Whirlwind
- Yeonsu

- Each player will ban, in turn, a total of 2 maps before a set, according to the following model:

Player #1: 1 map / Player #2: 2 maps /Player #1: 1 map

- The order of play for the remaining three maps will be determined according to the following model:

Player #1: map for match #3 / Player #2: map for match #2

- The player that starts the banning phase will be determined by the referee via coin toss

2. Setting of Match

- Option – Battle.net – Turn off the usage option of Notice Window
- Before the commencement of the match, click 'Friends List' and set personal state as "Busy."
- 1 to 2 observers from the host side can participate.
- Players may control the resolution and graphic option on their own.

Article 5 Forbidden Behavior

1. If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion.
2. In the case of situations listed below, the referee may issue a warning to players as disciplinary action.
 - When the 'Friend Access Notice' is presented during the match
 - When whispers from other users are received during the match
 - In case of unnecessary chatting during the match, except for declaration of loss such as 'GG,' 'gg,' 'ㅎㅎ,' and 'ㅈㅈ.'
 - When the game is paused, players shall not contact people outside until the referee permits it.

Article 6 Account

1. Players shall participate in the match with their contest IDs. The contest IDs shall be given from the referee on the match day.
2. Players shall not be allowed to use contest IDs other than his or her own.

Article 7 Disconnect

1. When disconnected, the athlete shall report it to the referee by raising a hand.
2. In the situations listed below, relevant matches shall become void, and a re-match shall be conducted
 - In the case of unidentified bugs or unintentional occurrences of bugs.
 - When the decision of win/loss is impossible by the considering progress of the match.
 - In the situations listed above, if the win/loss is considered to be decided by the host and the referee's decision, win/loss is announced at the completion of the match.
3. Even if the broadcast becomes unavailable by a referee or observer's PC failure, the match shall continue if it is considered to have no influence on the match. Enough time for psychological stabilization of players and reorganization of exposed strategies shall be provided. The host and the referee may operate matches flexibly by considering the situations.

Chapter 3 Supplementary Provisions

Article 8 Change of Rules

1. This regulation applies to 'IeSF 2013 World Championship StarCraft® II: Heart of the Swarm', and may be altered in the following cases:
 - Newest patches for the respective title and its application on release of a newer version
 - Upon discovery of other irrational factors

2. Player takes responsibility to check match rule at his pleasure in the range of possibility.
3. When match rule is revised under the circumstance, the host have obligation to announce revision by web site or any other sources.

Match Rules

<TEKKEN TAG TOURNAMENT 2>

International e-Sports Federation

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Article 6 Character

Chapter 3 Supplementary Provisions

Article 7 Change of Rules

Chapter 1 Outline of the Title

Article 1 Name of the Title

1. Name of the Title: TEKKEN TAG TOURNAMENT 2

Article 2 Eligible Age of Participation

1. Eligible Age of Participation: 15 and Over (N.B. Considering the practice period, it is limited to people born before June 30. 1998)
2. Other nations: Act on relevant nation's rating criteria.

Chapter 2 Match Rules

Article 3 Method of Match

1. Participating Players: Individual Matches
2. Set of Matches

Preliminary groups

Total is 10 nations, randomly seeded into three groups:

- Group A – 3 nations
- Group B – 3 nations
- Group C – 4 nations

Full league (round-robin, best of 5) among selected nations of each group

Two nations advance out of each group (for a total of 6) in the double-elimination bracket

The 4 nations that don't advance straight in the double-elimination bracket will be placed in a Redemption Group, where they will play again in a full league (round-robin, best of 5)

1st and 2nd place from the Redemption Group will advance in the double-elimination bracket, where they will be seeded alongside the 6 nations already qualified

* Main matches and final (Tournament)

- Best of 5, double-elimination bracket

※ This method can be modified when the number of teams changes

3. Tie Break

- 1st : Winning point (Win-1 point, Lose-0 point)

- 2nd : Head to head for a two-player tie

- 3rd : In the case of a three-player tie, the total number of rounds lost will be subtracted from the total number of rounds won. A higher score will be considered better.

Article 4 Configuration of Matches

1. The configuration of matches shall be operated as follows:
 - Game Type : Offline Mode – vs. Battle
 - Game mode: TAG
 - Round Count : 3 (Best 3 out of 5)
 - Handicap : 100%
 - Guard Damage : Off
 - Quick Select : Off
 - Round Time : 80 Seconds
 - Stage Select : Random Choice
2. The referees shall confirm each item of configuration before the match starts.
3. In case of mismanagement of any item of configuration, relative match shall not be counted.
4. Selection of character's position (1P, 2P) shall be decided by referee.

Article 5 Disconnection

In any case of unintentional disconnection, a rematch shall be conducted.

Article 6 Character

1. Players shall notify the characters which will be used at the match to the referee before each set.
2. Players shall not change characters during the sets.
3. Any of Character Customization shall be off.

Chapter 3 Supplementary Provisions

Article 7 Change of Rules

1. This regulation applies to 'IeSF 2013 World Championship TEKKEN TAG TOURNAMENT 2', and may be altered in the following cases:
 - Newest patches for the respective title and its application on release of a newer version
 - Upon discovery of other irrational factors
2. Player takes responsibility to check match rule at his pleasure in the range of possibility.
3. When match rule is revised under the circumstance, the host have obligation to announce revision by web site or any other sources.