



WSL

World eSports League

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- Standard Ruleset -

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1. Introduction

This is a document describing the rules of the World eSports League (the "WSL"), a global eSports event hosted by Technoblood Co., Ltd.

'The WSL Standard Ruleset' applies to all players participating in the WSL. The players are responsible for complying with these rules in order to participate in the event. Failure to comply with these rules may result in penalties, fines, disqualification from participation, sanctions, collection of prizes, or other penalties at the discretion of the WSL Organizing Committee (the "WSLOC").

This regulation describes the common matters that must be observed by players. The matters related to the competition are different for each game title, and this is defined in a separate "Game Title Regulations". If the regulations in this document are different from the regulations for "Game Title Regulations", the "Game Title Regulations" shall take precedence.

The WSLOC has authority to preserve the best interests of WSL and related partners or Technoblood Co., Ltd. This authority is not restricted by language not used in this document.

When there are any significant changes in the rules, the WSLOC must make reasonable efforts to inform the players of this fact. The WSLOC is entirely entitled to make decision on the interpretation of these rules, the qualifications of the players, the schedule of preparation for the competition and penalties for non-compliance with the rules. Unless otherwise specified, the decision made by the WSLOC is the final decision, and it cannot be subject to compensation for monetary damages and legal or equitable remedies.

2. Competition Outline

2.1 Format

WSL is a national based eSports competition in which countries that have joined the International Esports Federation (IESF) participate. Each country's eSports federation selects players within their own country and officially grants the status of national players.

2.2 Eligibility for Participation

WSL is a pro-am competition that both professionals and amateurs can participate in. Any eSports user from a country that has joined IESF can participate. However, the participation may be restricted if it falls under the reasons for disqualification determined by the WSLOC.

2.3 Competition Structure

National Final

It is a competition in which national e-sports federations participating in the WSL select players representing their country.

Regional Final

It is a competition held by region divided into four. National players selected through the National Final will participate. Regions and countries are classified as follows.

Regional Classification	Countries
America	Argentina, Bahamas, Brazil, Chile, Colombia, Costa Rica, Dominican Republic, Ecuador, Guatemala, Honduras, Jamaica, Mexico, Panama, Peru, USA, Suriname, Venezuela
Asia-Oceania	Australia, New Zealand, Brunei, Cambodia, China, Chinese Taipei, Hong Kong, India, Indonesia, Iran, Japan, Kazakhstan, Korea, Kyrgyzstan, Laos, Macau, Malaysia, Maldives, Mongolia, Myanmar, Nepal, Pakistan, Philippines, Sri Lanka, Syria, Thailand, Turkmenistan, Uzbekistan, Vietnam
Europe	Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia, Croatia, Czech Republic, Denmark, Estonia, Finland, Georgia, Germany, Hungary, Ireland, Israel, Italy, Lithuania, Luxembourg, Macedonia, Malta, Monaco, Montenegro, Netherland, Norway, Poland, Portugal, Russia, San Marino, Serbia, Slovakia, Slovenia, Sweden, Switzerland, Turkey, Ukraine, Wales
ME-Africa	Bahrain, Congo, Djibouti, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Mauritania, Morocco, Namibia, Saudi Arabia, South Africa, Tunisia, UAE

Global Final

It is the final of the year in which amateur players selected through Regional Final and professional players selected through invitation participate in.

- Amateur: Players can participate in the Global Final according to the number of tickets assigned by region.
- Pro: Players can participate in the Global Final by invitation, and the invitees are selected by fan voting through WSL's official channels and partner channels.

3. Definition of Terms

The definitions of specific terms used in this document are as follows.

Official schedule	All schedules related to WSL. It is a term collectively referring to the event schedule and preparation schedule.
Competition schedule	From the point players enter the venue to the point of leaving the venue. It refers to all schedules related to the competition.
Preparation schedule	Off-match schedule. Refers to the schedule for competition-related matters such as making promotional videos, profile pictures and sub contents.
Venue	The place where the WSL is held. It includes a gaming booth, a stage, an interview space, a player waiting room, an audience seat, and a sponsor booth.
Gaming Booth	It refers to the space where the players are seated and play the match.
Official Equipment	It refers to the basic equipment set in the gaming booth, and it includes PC, monitor, desk, chair, keyboard, mouse, and headset.
Personal Equipment	Personal equipment brought by a player for use in a competition.
Referee	Person who makes decisions related to the match. Referee makes the final decision on the match and proceeds the match in accordance with the rules of each events. They also have the authority to referee situations not specified in the rules.
Operation Staff	A person who makes decisions about the entire WSL schedule.
General Regulation	Collective term for the 'Basic and Competition Regulation' of WSL, and it corresponds to the general rules.
Basic Regulation	Rules that all players must follow. The basic regulation is not limited to the match and must be observed during off-match hours.
Competition Regulation	It refers to the rules related to the WSL competition.
Regulations for Each Game Title	Detailed rules for each game title in compliance with the characteristics of games.

4. Basic Regulation

4.1 Compliance

Players must comply with the general regulation and the official WSL schedule announced in advance. If it is necessary to change the schedule due to on-site conditions and other factors, the WSLOC must immediately inform the players, and the players must cooperate as much as possible.

4.2 Maintaining Dignity

Players must aware that they represent their countries and maintain the appropriate dignity, and this applies during not only official schedule, but during the event period. If inappropriate words and actions are detected, penalties may be given accordingly.

4.3 Attire

Players must wear the uniforms provided by WSL when appearing on the schedule of the WSL, such as competitions and interviews. In addition, the followings must be observed when wearing the WSL uniform in the venue. The WSLOC may request rectification that violates the regulations.

- Should wear long pants and shoes with closed fronts.
- Do not alter or damage the uniform. (Scribbling, Attaching Patches, Etc.)
- Wearing separate jumpers or jackets over the official WSL uniform is prohibited when appearing in competitions or interviews.
- Beanies, hats, etc. should not be worn, and if it is inevitable to wear it due to religious reasons, prior approval from WSLOC is required.
- In addition, rectification may be requested if the WSLOC determines that it is inappropriate.

4.4 Restriction on Access

Only authorized people who are players, coaches, managers, referees and operation staffs can enter the venue. Other personnel may enter the venue with approval of the WSLOC. Depending on the venue circumstance, the number of coaches and managers per team may be limited to enter the venue for smooth operation.

At the start of the match, all personnel except for the players, referees and operation staffs

must exit the venue, and any personnel who do not immediately leave the venue may be penalized.

4.5 Minors

Minors must submit the consent of their legal representative to participate in the WSL. The criteria to determine minors follow the criteria set by the laws and regulations of the country to which the player belongs to. The eSports federation of the country in which minor players participate must obtain the consent of legal representative from the player and submit it to the WSLOC.

5. Competition Regulation

5.1 Personal Equipment

Official Equipment used for competition and practice is provided to the players, and personal equipment may be used only for the following items if necessary.

- Mouse, Mouse Pad, Mouse Holder, Keyboard
- Gamepad
- Headphone and Earphones
- External Sound Card

When players use the personal equipment described above, prior approval of the referee must be required, and the personal equipment to be used must be able to operate without a separate internet connection.

If it is impossible to proceed with the match due to technical problems with personal equipment, equipment replacement may be permitted at the discretion of the referee. However, the player is responsible for any in-game problems caused by malfunction of personal equipment, as it is solely attributable to the player.

5.2 Restricted Items

Items that have been approved in advance by the referee only can be brought into the gaming booth, and the items that are not related to the match cannot be approved. Penalties can be imposed if unauthorized items are uncovered.

In the gaming booth, players are only allowed to eat and drink food and drink provided by an official WSL sponsor/partner. As an exception, beverages in containers with lids can be brought

in and eaten with prior approval from the WSLOC. In this case, the logo on the container must be covered, and it must be kept under the desk before the start of the match or taken out via team officials.

5.3 Preparation

Players are given time to prepare for the match. During the given time, players must check, set up and test the official equipment and personal equipment provided by WSL.

If the official equipment does not work properly, the players must inform the referee immediately, and the referee must suggest the best alternative.

During the preparation time, players may install drivers, necessary for personal equipment, and installation of software other than the drivers used for personal equipment is strictly prohibited.

The preparation time is different for each event, and the preparation time may change depending on the on-site operating environment and the schedule of the previous match.

The players must be seated five minutes before the start of the match so that the referee can check that the setting has been completed. All the equipment and setup related problems arising thereafter will be considered the responsibility of the players.

5.4 During the Match

If equipment and other problems arise during the match, players may report to the referee in a manner specified for each event. If you report to the referee in an unspecified manner, you may be penalized.

Players must remain seated during the match, and after the match is over, they must not stand up or move from their seats until express permission from the referee has been given.

It is forbidden to run or use application programs other than the official event client during the competition. Also, switching the game screen with Alt+Tab, Ctrl+ESC, or the Windows key is not allowed. Computers may not be turned off or restarted in the event client without the express permission of the referee.

5.5 Result Decision

After the match is over, the referee confirms the match result and finalizes it. If a violation of the rules has occurred during the match, or if there are violation of regulations or any other unfair acts not uncovered by the referee, players or team officials can raise an objection to the

referee. If the referee determines that there is a good reason for the objection raised, it will report to the WSLOC and the WSLOC will proceed with the necessary procedures to decide.

5.6 Interview

After the match is over, an interview may be conducted depending on the content and result of the match. Interviewees will be notified after the results are confirmed.

6. Participation Agreement

By participating in the WSL, competitors are deemed to be aware of and agree to the followings:

6.1 Derivative Content

All players must actively cooperate with the derivative content related to the WSL competition. Derived contents are classified as follows:

- Interview
- Promotional Video
- Players Profile
- Official Sponsor/Partner Related Sub Content
- Additional Promotional Content

6.2 Content Rights

WSL reserves all rights to all content produced in relation to the official WSL schedule, and players and teams cannot claim any rights to the content.

6.3 Portrait Rights

WSL may use photographs, interviews, etc. of players to promote the WSL brand. The use of portrait rights and usage rights is not limited to online, offline, media, or period.

7. Penalty

Players must obey the general regulation, and if they violate the general regulation, a penalty may be given accordingly.

The penalty level is: Caution-Warning- Lost by Forfeit -Suspension. If caution is accumulated twice, a warning is given, and if the warning is accumulated twice, players may be lost by forfeit. However, penalties are not always given in stages, and it varies depending on the severity of the violation.

A player who is declared to be lost by forfeit will not be able to compete in the next year's WSL and may be suspended for multiple years or indefinitely depending on the severity of the violation.

Caution	<ul style="list-style-type: none">·In case that the reason for violating the general regulation is a player's personal error or mistake, and it is so minor that it does not interfere with the progress of the official schedule.·In case of damage to sportsmanship, such as abusive language or unsportsmanlike behavior.
Warning	<ul style="list-style-type: none">·Violating the general regulation and interfering with the progress of the official schedule.·In the case of failure to comply with the reasonable instructions of the referee or the WSLOC.
Lost by Forfeit	<ul style="list-style-type: none">·Serious violations of the general regulations for each event, thus impairing the fairness of the competition.·Players or teams not being present at the stage at the scheduled match time.
Suspension	<ul style="list-style-type: none">· Damaging reputation of WSL by serious violations such as using of illegal program and match manipulation.· In case of committing a serious crime, such as violence or sexual harassment that violates the actual laws of the region where the competition is held.·In case of slander, disparagement, or defamation of the WSL host, organizer, or official sponsor/partner.·In case of failure to follow the official schedule without reasonable cause.

7.1 Speech and Behavior

Penalties may be imposed upon detection if players violate the rules in following categories:

- Acts that violate public morals, such as profanity or inappropriate words and actions.
- Degrading or discriminating against race, country, gender, etc.
- Others-acts that are difficult to see as illegal but harm the universal public order or are not morally allowed.

7.2 Defamation

All players must not in any way slander, disparage, or defame WSLOC and official sponsors and partners. This provision continues even after the competition is over.

8. Miscellaneous

8.1 Restricted Players and Teams

Players and Teams that fall under the following may be restricted from participating in the WSL.

- Players or teams that have been deprived of eligibility for serious violations in competitions hosted by WSL partners such as IESF's World Championship.
- Players or teams with a history of causing social controversy through Social Media, Live-Streaming, YouTube, etc.
- Players or teams that are sentenced to a sentence of imprisonment or higher in violation of the laws.
- Others-those who the WSLOC considers to be inappropriate.

8.2 Confidentiality Obligation

All players and officials (including the secretariat and coaching staff) must not disclose any confidential information related to the competition, obtained through participation in the competition, to the outside. This provision continues after the competition is over.

8.3 Legal Action

Legal action may be taken if violation that seriously damages the WSL competition brand, such as illegal program use, proxy games, match manipulation, defamation, etc. occurs.

8.4 Others

WSLOC may revise these regulations at any time, and any matters not specified in the regulations may be judged by the WSLOC for the purpose of fair competition and sportsmanship.