

**CALL OF DUTY<sup>®</sup>**  
**WARZONE™**  
**RESURGENCE**  
**SERIES**



***ESPORTS***  
***WORLD CUP***

**Call of Duty<sup>®</sup>: Warzone Resurgence Series  
Championship at 2026 Esports World Cup**

**Rulebook**

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# 1. Introduction.

- 1.1. **Purpose.** Activision Publishing, Inc. and its affiliates (collectively, “**Activision**”) created the Call of Duty®: Warzone Resurgence Series (“**COD:WRS**”) to showcase the premier Call of Duty®: Warzone™ (the “**Game**”) players in the world through the Call of Duty®: Warzone Resurgence Series Championship at 2026 Esports World Cup (the “**Tournament**” or “**COD:WRS Championship at EWC 26**”). The official Tournament operator for COD:WRS will be the Esports World Cup (“**EWC**”). These Call of Duty®: Warzone Resurgence Series Official Rules, including any updates, amendments, or supplements thereto (these “**Rules**”), are established to ensure the competitive integrity of all Tournaments, protect the image and reputation of COD:WRS and the franchise, and guarantee a consistent, high-quality experience for spectators. These Rules apply to all individuals actively participating, or intending to participate, in the Tournament (each, a “**Participant**”). They set forth the mandatory standards of conduct, player eligibility, and prize distributions required as a strict condition of participation. Furthermore, these Rules contain limitations of liability, license grants, and additional legally binding contractual terms that dictate each Participant’s rights and obligations.
- 1.2. The following terms and conditions defined in the Rules apply to the COD:WRS Championship Qualifiers, COD:WRS Championship at EWC 26, as well as the Participants.
- 1.3. **Call of Duty®: Warzone Resurgence Series.** COD:WRS Championship at EWC 26 is additionally under the jurisdiction of the [Call of Duty®: Warzone Resurgence Series Rulebook](#)
- 1.4. **EWC Global Rulebook.** COD:WRS Championship at EWC 26 is additionally under the jurisdiction of the [EWC Global Rulebook](#).
- 1.5. EACH PARTICIPANT IS REQUIRED TO READ, UNDERSTAND, AND AGREE TO THESE RULES AND ANY OTHER APPLICABLE TOURNAMENT RULES PRIOR TO, AND AS A CONDITION TO, PARTICIPATING IN A TOURNAMENT. THESE RULES FORM A CONTRACT BETWEEN EACH PARTICIPANT, ON THE ONE HAND, AND ACTIVISION, AND EWC (THE “**ADMINISTRATION**” or “**EWC**”), ON THE OTHER HAND.
- 1.6. THESE RULES AND ALL DISPUTES RELATED TO OR ARISING OUT OF YOUR PARTICIPATION IN A TOURNAMENT ARE GOVERNED BY A BINDING ARBITRATION CLAUSE AND A WAIVER OF CLASS ACTION RIGHTS IN SECTION 11 AS WELL AS LIMITATIONS OF LIABILITY AND RELEASE PROVISIONS IN SECTION 10. THESE CLAUSES AFFECT YOUR LEGAL RIGHTS AND REMEDIES, AND YOU SHOULD REVIEW THEM CAREFULLY BEFORE ACCEPTING THESE RULES.
- 1.7. **Validity of the rules.** If a provision of this rulebook is or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.
- 1.8. **Local laws.** If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.
- 1.9. Violation of these Rules or any other applicable rules may subject a Participant to discipline, including, but not limited to Map forfeitures, prize forfeitures, fines, disqualification or removal from current and future Esports World Cup competitions (including the Tournament) at the Administration’s sole discretion and as further described herein.

1.10. **Acceptance.** Participants may accept these Tournament Rules by any of the following methods:

- (a) By registration or other participant sign-up method;
- (b) or participating in any Tournament or other officially sanctioned Map that is part of COD:WRS; and
- (c) such other methods as may be prescribed by these Rules.

1.11. **Changes to and Enforcement of these Rules.** The field of esports competitions is still relatively new and changing rapidly, and these Rules will evolve in real time to keep pace with those changes. Accordingly, in its sole discretion, EWC reserves the right to amend, remove, or otherwise change the rules, without prior notice. EWC also reserves the right to make judgements on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship. Administration's authority, responsibility, obligations and consent rights as expressed herein will be exercised in Administration's sole discretion. Any material changes to these Rules will be provided to the Participants prior to the next Tournament to which the changed Rules will apply. Participation in the Tournament will constitute acceptance of the changed Rules.

1.12. **Additional Authority.** The Administration's authority, responsibility, obligations, and consent rights may be exercised in its sole discretion and to the maximum extent permitted by applicable law, and the Administration's exercise of its sole discretion will not be subject to any requirement of reasonableness, good faith or fair dealing, except as otherwise explicitly stated in the relevant provision of these Rules. The Administration reserves the right to exercise necessary authority, without limitation, to protect the interests of the Call of Duty® video game franchise, including without limitation the Game (collectively, "Franchise"), any person or entity who is associated with Franchise or Administration to provide products or services for COD:WRS, any authorized person or entity to create and/or publish media for any reason at any time during COD:WRS, and any person who is present at an event related to COD:WRS. All decisions made by the Administration are final.

## 2. Participation.

2.1. **Eligibility.** To be able to compete in the Tournament, each Participant must:

- (a) Be over the age of eighteen (18) as of the first day of the applicable Tournament; and
- (b) Reside in an eligible jurisdiction for the Tournament; and
- (c) Physically compete from an eligible jurisdiction within the Region(s), as defined below for the applicable Tournament:
  - (i) APAC: Australia, Hong Kong, India, Indonesia, Japan, Macau, Malaysia, New Zealand, Philippines, Singapore, Taiwan, Thailand, Vietnam
  - (ii) Europe: Austria, Belgium, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Luxembourg, Netherlands, Norway, Poland, Portugal, Romania,

- Serbia, Slovakia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom
- (iii) LATAM North: Belize, Colombia, Costa Rica, Dominican Republic, Ecuador, El Salvador, Guatemala, Honduras, Mexico, Nicaragua, Panama, Venezuela
  - (iv) LATAM South: Argentina, Bolivia, Brazil, Chile, Paraguay, Peru, Uruguay
  - (v) MENA: Bahrain, Egypt, Israel, Jordan, Kuwait, Lebanon, Oman, Qatar, Saudi Arabia, South Africa, United Arab Emirates
  - (vi) North America: Canada, United States, Puerto Rico, Jamaica
- (d) Regions may be added, removed, or otherwise modified by the Administration at any time and for any reason in the Administration's sole discretion.
  - (e) Players may only compete in one Region for the duration of the Tournament.
    - (ii) Residency Requirements.
      - A. **Resident Defined.** A Player will be considered a "Resident" of a Region if the Player either is a citizen or legal resident of a country included in a Region
      - B. **Proof of Residency.** In order to prove residency in a Region, Players are required to provide the Administration with proof that such Player is a legal resident or citizen of a country in such Region.
    - (iii) Mixed Region Rosters
      - A. Mixed-region rosters are permitted, however, two (2) out of three (3) players must be from the same region. For example, if a team consists of two (2) players who are Residents of European countries and one (1) player who is a Resident of a MENA country, the team will participate in the Europe qualifiers; and
      - B. All players must be physically located in an eligible location within their team's designated qualifying Region during all qualifier matches. For the avoidance of doubt, this means if a team is competing from the Europe region, then all 3 players must be physically present in the Europe region at the time of competition in order to be eligible for that qualifier.
  - (f) agree to be bound by these Rules, EWC Terms & Conditions, the EWC Global rulebook, Team Participation Agreement (TPA) and any other applicable end user license agreement (collectively, the "**End User License Agreement**"), and the decisions of the Administration;
  - (g) not be on the roster of more than one team participating in the Tournament
  - (h) be in good standing with respect to any Activision, Battle.net, Xbox Live and PlayStation Network accounts ("**Participant Accounts**"), as applicable, with no undisclosed violations

of the End User License Agreement;

- (i) EWC reserves the right to refuse players who have standing bans from the game publisher to take part in EWC tournaments.
- (i) be in good standing with respect to the applicable broadcast platform on which the Tournament is distributed (as determined by such operator or its affiliates);
- (j) fully comply with and successfully pass any anti-cheat or other security clearance process or investigations as administered by Administration from time to time, including immediately prior to the Tournament;
- (k) have valid travel documentation and/or governmental authorization (including a valid passport) sufficient to enable travel to the COD:WRS Championship at EWC 26 in Paris, France;
- (l) not be a director, officer, or employee of EWC, relative of an EWC employee, or any entity which controls, is controlled by, or is under common control with EWC unless EWC has been notified of and has expressly authorized such relationship in writing;
- (m) if applicable, be formally invited by the Administration; and
- (n) meet any additional qualification requirements set forth by the Administration in any other EWC-related rules, including leaderboard rankings or other requirements.

2.2. **Compliance with Applicable Laws.** Participants shall only participate in the Tournaments so long as their participation does not violate applicable local laws and/or the federal, state and local laws of the United States, including any such laws applicable to jurisdictions outside the United States. Participants are responsible for ensuring that their participation in the Tournament complies with all laws of the jurisdiction(s) in which they are a resident and any region in which such Participants are competing, and Participants shall take all steps necessary to ensure such compliance including obtaining any necessary visa or other governmental authorization required for your participation in the COD:WRS Championship at EWC 26. Notwithstanding anything to the contrary contained herein or any specific Tournament rules, Administration shall have the right in its sole and absolute discretion to determine the eligibility of any and all Participants, provided that Participants may only compete from one eligible jurisdiction during the Tournament and that if the jurisdiction from which the Participant competes is different from that in which they permanently reside the Participant shall be solely responsible for, and shall ensure, that Participant has all necessary visas, permits and other documentation to enable them to lawfully participate from the non-resident Territory, and failure to secure or to provide on request by EWC such documentation or permissions shall be grounds for immediate disqualification. For the avoidance of doubt, any travel and accommodations Participants undertake to participate in the Tournament, excluding COD:WRS live events, is at Participants' sole cost and expense. Each Participant acknowledges and agrees that such Participant's eligibility status as determined by Administration may change at any time and such determination shall be final.

- 2.3. **Roster size.** Participants will compete as “Trios”. An eligible roster consists of three (3) main Players. Each team is allowed to have one, optional, substitution player to act as an emergency substitute for the on-site LAN.
- (a) Squads that have qualified for a COD:WRS Championship at EWC 26 are not permitted to make substitutions unless a Squad’s Participant is unable to travel for emergency, logistical, or personal reasons, as acknowledged by the Administration in writing.
  - (b) Squads must inform the Administration of any emergency substitutions as soon as possible. The Administration will work with this Squad to find an eligible replacement player. The Administration reserves the right to select a replacement Participant for such Squad in its sole discretion.
  - (c) Participants will not be allowed to participate in a COD:WRS Championship at EWC 26 remotely for any reason.
  - (d) During a set of drops (*ie: Group A*), the substitute can only be utilized by being part of the trio at the start of a set/series of drops. Once the first drop begins, that Trio must remain competing for the remaining drops in that set/series.
- 2.4. **Multiple teams.** It is not allowed for a team to participate in an COD:WRS Championship at EWC 26 tournament if:
- (a) Another team of the same organisation has been invited or qualified to the main event.
- 2.5. **Participant Names.** Participants must use a name acceptable to the Administration in the Tournament. If a Participant does not use such Participant’s legal name, Administration reserves the right to restrict or change a Participant’s tag, handle, clan tag or other name in its sole discretion. Administration reserves the right to revoke the eligibility of any Participant whose Activision ID, Xbox Live Gamertag or PlayStation ID is offensive, toxic, incorporates any third-party intellectual property, or is deemed to be inappropriate or unacceptable by Administration, to be determined in the sole discretion of the Administration.
- (a) Participant names may not include a sponsor name.
  - (b) Participant names may not include a product name or description.
  - (c) Participant names may not include any words that are purely commercial.
  - (d) Participant names may not include a personal or political statement.
  - (e) Participant names must comply with these Official Rules and not be in violation of Section 8.1 (Behavior).

### 3. Tournament Structure.

#### 3.1. Tournament Game Modes.

- (a) Participants in each Tournament will compete in a set number of matches on a map announced by Administration prior to the start of the tournament (each, a “**Map**”) featuring a maximum of 48 Participants divided into “**Trios**” of three (3) Participants each led by a single “**Captain**”.
- (b) Participants in each Tournament will compete using the “Ranked Play” game mode (the “**COD:WRS Trios Ruleset**”). The COD:WRS Trios Ruleset will utilize a competitive Resurgence trios ruleset. The Administration reserves the right to update the game mode and settings at any time.
- (c) **Map Pool.**
  - (i) Haven’s Hollow
  - (ii) Rebirth Island
  - (iii) Fortune’s Keep
- (d) **Map Rotation.**

- (i) **Group Stage.** The played map will rotate every 2 matches.

Match	Played Map
1	Haven’s Hollow
2	Haven’s Hollow
3	Rebirth Island
4	Rebirth Island
5	Fortune's Keep
6	Fortune's Keep
7	Haven’s Hollow
8	Haven’s Hollow
9	Rebirth Island
10	Rebirth Island
11	Fortune's Keep
12	Fortune's Keep

- (ii) **Survival Stage.** The active map played will rotate every 2 matches for the first 6 matches of the series. Starting from match 7, the map played will rotate every match. The map played for match 10 will be randomly selected from the official map pool. This draw will be conducted at the start of the Survival Stage day,

strictly prior to the commencement of the first match.

Match	Played Map
1	Haven's Hollow
2	Haven's Hollow
3	Rebirth Island
4	Rebirth Island
5	Fortune's Keep
6	Fortune's Keep
7	Haven's Hollow
8	Rebirth Island
9	Fortune's Keep
10	Random <i>(drawn before the first match)</i>

- (iii) **Finals.** The active map played will rotate every 2 matches for the first 6 matches of the series. Starting from match 7, the map played will rotate every match.

Match	Played Map
1	Haven's Hollow
2	Haven's Hollow
3	Rebirth Island
4	Rebirth Island
5	Fortune's Keep
6	Fortune's Keep
7	Haven's Hollow
8	Rebirth Island
9	Fortune's Keep
10 and above	<i>order from Match 7</i>

	<i>continues</i>
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- (e) The Administration reserves the right to update the COD:WRS Trios Ruleset and Map Rotation at any time.

3.2. **COD:WRS Points.**

- (a) **Scoring.** Participants in the Tournament will accrue Call of Duty®: Warzone Resurgence Series Points (“**COD:WRS Points**”) in each Map in accordance with the below. Administration reserves sole discretion to modify COD:WRS Point distribution and introduce new point systems at any time. Administration will provide Participants with notice of any changes to the distribution of COD:WRS Points prior to the start of the next impacted Tournament.

- (i) **Kills.** A Participant will receive one (1) COD:WRS Point for every kill made by such Participants during each Map (each, a “**Kill**”). For the avoidance of doubt, Kills earned in the Gulag count towards a Participant’s Kill count total. The in-game Kill count shall be the official scorekeeping mechanism for purposes of calculating COD:WRS Points.
- (ii) **Placement Multiplier.** Placement Multipliers are applied to a Participant’s Kill count based on the final ranking of such Participant’s Trio at the end of each Map. Below is the application of multipliers based on final placement. The Administration reserves the right to change the multiplier system in its sole discretion.

<b>Placement Multiplier</b>	
1st place	1.6x Multiplier
2nd - 5th place	1.4x Multiplier
6th - 10th place	1.2x Multiplier
11th - 16th place	1x Multiplier

- (iii) **Forfeited COD:WRS Points.** COD:WRS Points totals for Participants who are unable to compete due to equipment failure or other technical issues not related to providing a gameplay feed will continue to be counted towards the Trio total. Participants who are removed from a Tournament due to violating the official rules will have their COD:WRS Points revoked and removed from their Trio’s COD:WRS Points total.

### 3.3. **COD:WRS Championship at EWC 26 Registration.**

#### (a) **COD:WRS Championship at EWC 26 Registration.**

- (i) **Participation.** All eligible Participants from their respective region are eligible to participate and represent their region.
- (ii) **Registration.** Participants will qualify directly to participate in the tournament through official COD:WRS Championship at EWC 26 qualifiers, or from direct invitations at the sole discretion of the Administration.
- (iii) **Roster Lock.** Trios will have their rosters locked upon qualification or direct invitation from the Administration. A Trio that qualifies to the tournament through an official COD:WRS Championship at EWC 26 Qualifier or COD:WRS LAN must compete with the same roster they qualified with. Trios will not be able to alter their rosters for the Tournament without advance written approval from the Administration.
  - A. Any team competing under the designation of "Title Defender" is strictly required to maintain roster continuity by retaining no fewer than one (1) player from the original Title-Winning Trio. Teams that fail to satisfy this minimum retention requirement will be stripped of their Title Defender classification and subject to standard roster and qualification rules.
- (iv) **Advancement.** In order to advance to the COD:WRS Championship at EWC 26 after receiving your invite, you must complete and fill out all required information. If a team is unable to do so, their place in the tournament will be passed onto the next eligible team as written in Section 4.13.

### 3.4. **COD:WRS Championship at EWC 26**

#### (a) **Participant Pool.** The Participant pool for the COD:WRS Championship at EWC 26 will consist of:

- (i) One (1) Trio: EWC2025 WZ Champion
- (ii) Four (4) Trios from COD:WRS Birmingham at DreamHack
- (iii) Five (5) Trios from COD:WRS Atlanta at DreamHack
- (iv) Six (6) Trios from North America;
- (v) Six (6) Trios from Europe;
- (vi) Five (5) Trios from South America;
  - A. Three (3) Trios from LATAM N
  - B. Two (2) Trios from LATAM S

- (vii) Three (3) Trios from MENA;
- (viii) Two (2) Trios from Asia Pacific;
- (ix) In the event that a qualified Trio chooses not to participate in the COD:WRS Championship at EWC 26, the Administration will select a replacement Trio to participate in its sole discretion as written in Section 4.13.
- (x) The Administration reserves the right to alter the final participant pool for the COD:WRS Championship at EWC 26 in its sole discretion

(b) **Group Stage Seeding.**

- (i) Seeding for teams who participated in these events will be set at the sole discretion of the Tournament Administration.

- (ii) The teams will be sorted into 16 different pools as listed below:

Pool #	Slot Source
Pool 1	Title Defender + COD:WRS Birmingham #1
Pool 2	COD:WRS Birmingham #2 + COD:WRS Birmingham #3
Pool 3	COD:WRS Birmingham #4 + COD:WRS Atlanta #1
Pool 4	COD:WRS Atlanta #2 + COD:WRS Atlanta #3
Pool 5	COD:WRS Atlanta #4 + COD:WRS Atlanta #5
Pool 6	COD:WRS Qualifiers: APAC #1 + COD:WRS Qualifiers: APAC #2
Pool 7	COD:WRS Qualifiers: EU #1 + COD:WRS Qualifiers: EU #2
Pool 8	COD:WRS Qualifiers: EU #3 + COD:WRS Qualifiers: EU #4
Pool 9	COD:WRS Qualifiers: EU #5 + COD:WRS Qualifiers: EU #6
Pool 10	COD:WRS Qualifiers: LATAM N #1 + COD:WRS Qualifiers: LATAM N #2
Pool 11	COD:WRS Qualifiers: LATAM N #3 + COD:WRS Qualifiers: MENA #3
Pool 12	COD:WRS Qualifiers: LATAM S #1 + COD:WRS Qualifiers: LATAM S #2
Pool 13	COD:WRS Qualifiers: MENA #1 + COD:WRS Qualifiers: MENA #2
Pool 14	COD:WRS Qualifiers: NA #1 + COD:WRS Qualifiers: NA #2
Pool 15	COD:WRS Qualifiers: NA #3 + COD:WRS Qualifiers: NA #4
Pool 16	COD:WRS Qualifiers: NA #5 + COD:WRS Qualifiers: NA #6

- (iii) Drawing Rules:

- A. Teams in the same pool will be drawn into different groups respectively.
- B. Teams in the same pool will be drawn simultaneously.

(c) **Format.** The COD:WRS Championship at EWC 26 will be played in a custom Game lobby hosted by the Administration. The exact format will change throughout the competition:

(i) **COD:WRS Championship at EWC 26 Group Stage.**

- A. The Group Stage will be organized in a custom Game lobby hosted by the Administration.
- B. The Group Stage will feature a total of 32 teams. These teams will be divided into two (2) groups of sixteen (16) Trios.
- C. The Group Stage will span two days, with each day comprising 12 matches. This accumulates to a total of 24 matches in the Group Stage (12 matches per Group).
- D. Each day, each Group will play opposing Trios within their own Group. Each Group will play six drops total per day. The schedule is as follows:

Day 1	Match 1	Group A
Day 1	Match 2	Group A
Day 1	Match 3	Group A
Day 1	Match 4	Group A
Day 1	Match 5	Group A
Day 1	Match 6	Group A
Day 1	Match 7	Group B
Day 1	Match 8	Group B
Day 1	Match 9	Group B
Day 1	Match 10	Group B
Day 1	Match 11	Group B
Day 1	Match 12	Group B
Day 2	Match 13	Group A
Day 2	Match 14	Group A
Day 2	Match 15	Group A
Day 2	Match 16	Group A
Day 2	Match 17	Group A

Day 2	Match 18	Group A
Day 2	Match 19	Group B
Day 2	Match 20	Group B
Day 2	Match 21	Group B
Day 2	Match 22	Group B
Day 2	Match 23	Group B
Day 2	Match 24	Group B

- E. Each group will have its own leaderboard composed of COD:WRS Points earned in each Match.
- F. Once Day 2 of the Group Stage has concluded, the top five (5) scoring Trios of each Group, as determined by COD:WRS Points (outlined in section 3.2), will advance to COD:WRS Championship Finals. The 6th to 13th scoring Trios of each Group will advance to the COD:WRS Championship Survival Stage which occurs on Day 3. The bottom three (3) scoring Trios of each Group will be eliminated from the Tournament.
  - 1. In the event of ties in COD:WRS Points after a total of twelve (12) maps are played for each Group, ties will be broken according to the tiebreakers listed in Section 4.16, Tiebreakers.

(ii) **COD:WRS Championship at EWC 26 Survival Stage**

- A. COD:WRS Championship at EWC 26 Survival Stage will be organized in a custom Game lobby hosted by Administration.
- B. The 6th to 13th scoring Trios of each Group from the Group Stage will compete across ten (10) Maps to score COD:WRS Points.
- C. The six (6) Trios that accrue the highest number of COD:WRS Points across ten (10) Maps will advance to the COD:WRS Championship Finals.
  - 1. In the event of ties in COD:WRS Points after a total of ten (10) Maps are played, ties will be broken according to the tiebreakers listed in Section 4.16, Tiebreakers.

(iii) **COD:WRS Championship at EWC 26 Finals.**

- A. The COD:WRS Championship at EWC 26 Finals will be organized in a custom Game lobby hosted by the Administration.
- B. The Top sixteen (16) Trios (Ten (10) from Group Stage and six (6) from Survival Stage) will compete in a “Match Point” Finals format.

**C. Match Point**

1. The number of COD:WRS Points required to reach the “COD:WRS Match Point Threshold” is 150 COD:WRS Points.
2. When a Trio has accrued the requisite number of COD:WRS Points to reach the “COD:WRS Match Point Threshold” the squad is declared “Match Point Eligible” for the remainder of the COD:WRS Championship Finals, subject to the following:
  - If a Trio accrues the requisite number of COD:WRS Points during a map, they will not be declared Match Point Eligible” until the following map.
  - Multiple Trios may be Match Point Eligible at the same time.
  - When a Trio that is Match Point Eligible places 1st in a Map (excluding the Map that the Squad became Match Point Eligible), the Map will be considered the final Map and the Trio will be declared the COD:WRS Championship at EWC 26 Champion Trio.
  - The remaining placements will be determined in order of each Trio’s accrued COD:WRS Points in the COD:WRS Championship at EWC 26 Finals, including points accrued in the final Map.

**(d) Schedule**

- (i) All participants will arrive in Paris, France on July 27th, 2026, and depart August 3rd, 2026. On July 28th and 29th, 2026, all participants will be required to participate in media activities, rehearsals, and equipment testing.
- (ii) The Group Stage is scheduled to take place on Thursday, July 30th, 2026, and Friday, July 31st, 2026.
- (iii) The Survival Stage is scheduled to take place on Saturday, August 1st, 2026.
- (iv) The COD:WRS Championship at EWC 26 Finals is scheduled to take place on Saturday, August 2nd, 2026.

- (e) Map Arrival Times:** Trios participating in the COD:WRS Championship at EWC 26 have a five (5) minute grace period to arrive at their station after a Map has been called. At the Administration’s discretion, penalties may range from Map forfeiture to disqualification.

The Administration reserves the right to alter this timing.

(f) **Travel.**

- (i) COD:WRS Championship at EWC 26 will be conducted as an in-person, LAN event. All Participants in the COD:WRS Championship at EWC 26 will be expected to travel to the venue for the COD:WRS Championship at EWC 26. Participants who are unable or unwilling to travel at the times and places designated by the Administration may forfeit their qualification to the COD:WRS Championship at EWC 26.
- (ii) All Participants are required to have a valid, eligible passport issued by the government of their respective country (with at least six (6) months validity) and/or other required travel documentation to enable them to travel to the COD:WRS Championship at EWC 26. If one or more of a Trio's Participants do not have a valid passport with at least six (6) months of validity and/or other required travel documentation, such Participants shall be responsible, at their own cost and expense, for obtaining a passport or other such required travel documents, including evidence of COVID-19 vaccination if required, issued by the government of their country of citizenship so that they have the legal capacity to travel to the COD:WRS Championship at EWC 26. The Administration may assist Participants in obtaining such documentation/approvals in its sole discretion.
- (iii) The Administration will provide (as required) the below travel benefits to each Participant that has qualified for the COD:WRS Championship at EWC 26:
  - A. One (1) roundtrip economy flight from the Participant's country of residence to the COD:WRS Championship at EWC 26, as booked by the Administration.
    - 1. Travel & Accommodation Coverage.
      - Obligatory 3 position covered  
3 Main Players
      - Optional 1 positions covered  
0-1 Additional Staff Member
  - B. Hotel lodging near the COD:WRS Championship at EWC 26 venue. If a Participant lives within driving distance of the COD:WRS Championship at EWC 26 venue, the Administration will instead cover ground transportation costs associated with traveling to and from the COD:WRS Championship at EWC 26 venue.
  - C. Meals will be provided to Participants.

- D. Ground transportation (i) to and from the airport, and (ii) to and from the hotel to the COD:WRS Championship at EWC 26 venue, as needed. If the player is within driving distance, ground transportation is provided.

Additional details regarding such travel benefits will be provided to such qualified Trios in advance of the COD:WRS Championship at EWC 26. The Administration reserves the right to modify such travel benefits at any time in its sole discretion.

- (iv) Participants must timely complete all documentation as required by the Administration to receive any travel benefits described. Participants are required to provide travel documentation by the deadline communicated by Administration upon qualification or invitation, or the Participant(s) risk forfeiture from the competition.
- (v) All travel must take place on the dates and times as specified by the Administration. The Administration shall select the appropriate hotel, transportation/airfare provider, etc. for all travel expenses covered by the Administration. In the event that a Participant requests a modification to the Administration's standard transportation bookings, the Administration reserves the right to require Participants to cover the difference in cost between the Administration's rates and the rate of the modified travel expenses, if the alteration is approved by Administration. All expenses other than those explicitly stated to be covered by the Administration (i.e. incidental costs at hotels booked by the Administration) shall be the sole responsibility of the relevant Participant.
- (vi) Trios are responsible for any and all other costs, taxes, and expenses associated with participating in the event.
- (vii) Trios must inform the Administration of any emergency substitutions thirty (30) days prior to the start of the COD:WRS Championship at EWC 26. If a Trio requests an emergency substitution thirty (30) days prior, the EWC Administration will work with this Trio to find an eligible replacement player. The Administration cannot guarantee travel benefits to replacement Participants if the Administration is not informed at least (30) days prior to the COD:WRS Championship at EWC 26.

## 4. Competitive Rules and Game Settings.

- 4.1. **Game.** The featured title for each Tournament will be the Game.
- 4.2. **Game Settings.** The mode and settings for each Tournament shall be Ranked Play - Resurgence for the game mode unless otherwise communicated by the Administration or stated in these Official Rules. Ranked Resurgence will follow standard Ranked Play - Resurgence game mode rules wherever possible. The Administration reserves the right to make certain modifications at its sole discretion and will communicate any changes to the gameplay settings to Participants prior to each Tournament.

A full overview of the Ranked Play Restrictions can be found here:

<https://support.activision.com/warzone-2/articles/ranked-play-in-warzone-2>

For any recent updates or modifications to these restrictions, please check the latest patch notes here: <https://www.callofduty.com/blog>

- 4.3. **Restricted Items.** Any additional restrictions placed on in-game items above those in the Ranked Play - Resurgence mode will be officially communicated to all Competitors via the official tournament Discord channel. Players are responsible for actively monitoring this channel for updates and adjusting their gameplay accordingly.
- 4.4. **Platform.** PC
- 4.5. **Equipment.**
  - (a) Participants may compete using a mouse and keyboard or a controller that is compatible with Windows PC.
    - (i) Participants have to bring their own peripherals (in particular: keyboard, mouse, mousepad, controllers, in-ear headphones with long enough cables, sound cards if needed), and are also responsible for maintaining a set of replacements in the event that their primary hardware fails. Our machines do not support PS2-keyboards. All player equipment is subject to the approval of the tournament administration. EWC reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Participants might be asked to hand in their equipment for additional checks. Participants who want to use more than one piece of the same equipment need to ask the tournament administration for approval.
  - (b) All Participants are required to have facecam (or webcam) turned on and it must be always pointed at their face while competing. Please consider this rule before competing in the competition if for any reason you believe you would be unable or unwilling to comply.
  - (c) Participants shall not use a turbo controller that allows a single button press to replicate pressing the button multiple times. Participants shall not use a button macro controller or keyboard utilizing macro inputs that allow a single button press to perform a set of actions that would normally require the Participant to press multiple buttons or keys. Trios found to be using ineligible equipment will be required to forfeit all rights to any points and prizing earned or otherwise awarded during the Tournament and will be removed immediately from the Tournament.
  - (d) For the avoidance of doubt, if a Participant who is part of a Trio is found to be using ineligible equipment, all Participants on the Trio will be removed from the Tournament and will be required to forfeit all points and prizing. The Administration reserves the right to inspect and review Participant equipment to ensure compliance with these Rules.

- (e) Participants attending the COD:WRS Championship at EWC 26 may be required to use equipment provided by the Administration, including, but not limited to: PCs, Monitors, and Headsets. Failure to use specified equipment may lead to disqualification from the COD:WRS Championship at EWC 26.
  - (f) Participants are responsible for the functionality of their personal peripherals. If an equipment swap is needed due to a personal equipment failure, the replacement process must take place during official break periods. Match schedules will not be delayed to accommodate personal equipment issues, and any resulting delays will be subject to the standard penalties outlined in Section 4.8.
  - (g) Teams are required to maintain active gameplay at all times regardless of any disputes or technical issues, until told otherwise. In the event of a disruption, players must immediately notify a Tournament Official; however, participants are obligated to continue gameplay to the best of their abilities until explicitly directed otherwise by an Official. Refusing to continue playing (e.g. unilaterally exiting a match or staying idle on the map) while awaiting a resolution, can be grounds for a game forfeit.
- 4.6. **Referees.** Each Map will be regulated by referees selected by the Administration. Referees are Tournament officials responsible for making judgments on every Map-related issue, question and/or situation which occurs before, during and immediately following a Map. Their oversight includes, but is not limited to:
- (a) Checking Trios before a Map to ensure each Participant is on the appropriate Trio;
  - (b) Escalating penalties in response to rule violations during each Map;
  - (c) Communicating gameplay and Participant equipment issues to the Administration.
- 4.7. **Warm-Up.** No warm-up or practice games are permitted once the Map's first game has begun. If a Map is played before the scheduled time, it will not be considered a warm-up and will count as the official results.
- 4.8. **Delays.** Trios shall not delay the start of a Map beyond its scheduled start time without the approval of an Administration official.
- (a) For delays with players being ready at the start of a match, or between maps or breaks, participants will be sanctioned with 2 penalty points for every five minutes after the deadline. From 15 minutes onwards, a no show will be awarded.
  - (b) Participants that won't be ready to play their match until 15 minutes after the scheduled start of the match, will automatically be given 0 points for the game and additional receive 10 penalty points.
- 4.9. **Lag.** If lag occurs, the Map should be completed. Leaving the game prior to completion of the Map may result in a forfeit by the Trio of all COD:WRS Points and prizing in respect of such Map. For the avoidance of doubt, Participants should continue competing through lag and inform Administration it is occurring.

- 4.10. Normal Boundaries.** Participants who move their character outside of the normal boundaries of a map may forfeit the game. Moving outside of the normal boundaries of a map includes but is not limited to part of the character's body passing through what should be a non-permeable surface or object and moving into any area from which a Participants' character registers shots on an opponent who is not able to register shots on the Participants' character.
- 4.11. Game Altering Bugs. "Bugs"** are errors, flaws, or failures that produce an incorrect, unexpected, or unintended result during gameplay. For the purposes of procedure regarding the occurrence of Bugs during live gameplay, and at the discretion of the Administration, Bugs are separated into two categories.
- (a) **Minor Bug.** At the discretion of the Administration, a Minor Bug is one that does not significantly alter the outcome of a Map and is, at worst, considered an inconvenience to Participants. The occurrence of a Minor Bug would not result in the replay or remake of any Map and Participants should be instructed to play through the Bug.
- (b) **Major Bug.** At the discretion of the Administration, a Major Bug is one that critically or significantly alters the outcome of a Map and severely hinders the performance of multiple Trios and/or Participants. The occurrence of a Major Bug would result in a restart as set forth in Section 4.16.
- 4.12. Replacement Participants.** If at any time any Participant is deemed ineligible to compete in the Tournament for any reason as determined by Administration in its sole discretion, such Participant may be replaced by another eligible Participant (such Participant, a "**Replacement Participant**") at the Administration's sole discretion, including pursuant to selection by the affected Trio's Captain from a waitlist of eligible Participants as may be provided by the Administration. For the avoidance of doubt, Participants on any such waitlist will not be eligible to receive prizing in a Tournament unless and until such Participant is selected pursuant to this Section and fully competes in the Tournament during a Tournament Map.
- 4.13. Replacement Trio.** If a participant is, for any reason, unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the replaced participant.
- (a) **Replacement Trio Tiebreakers.** If participants have an identical score/position on/in the relevant invite list or qualifier, the one with the smallest change in lineup since then will be preferred. If that leaves several options, the tournament administration will make a choice based on other criteria, including potential played tiebreakers. Replacement participants will be considered and contacted to ask whether or not they want to participate.
- (b) **Replacement Trio Deadline.** A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead. If no earlier deadline has been set, the public announcement of the competition drawing is usually the replacement deadline.

- (c) **Before Replacement Trio Deadline.** In the event a team forfeits their qualification slot for COD:WRS Championship at EWC 26 for any reason, their advancement spot will be immediately rescinded. In most cases, the vacated slot will then be awarded to the next highest-ranking eligible team from the forfeiting team's original regional qualifying tournament. The Administration reserves the right to supersede this process and select a Replacement Trio at its sole discretion.
    - (i) In the event the official Title Defender forfeits their qualification slot, the vacated spot will be reallocated to the Title Defender's home region. The slot will be awarded to the next eligible team from the most appropriate qualifying tournament within that region, as determined by the Administration.
  - (d) **After Replacement Trio Deadline.** The tournament Administration will try to find any replacement by all available means.
- 4.14. Usually competition groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the tournament administration can still change or even re-draw the competition.
- 4.15. **Substitution Policy.** The Tournament is subject to the Participant substitution policy as detailed below. The Administration reserves the right to alter such policies in its sole discretion.
- (a) **COD:WRS Championship at EWC 26:**
    - (i) Trios that have qualified for the COD:WRS Championship at EWC 26 are not permitted to make substitutions unless otherwise approved by Tournament Administration in writing.
      - A. Typically, a substitution request will not be granted if requested outside of the window mentioned in Section 3.4.(f), Travel.
    - (ii) Participants will not be allowed to participate in the COD:WRS Championship at EWC 26 remotely for any reason.
- 4.16. **Map Restarts.** Once all Participants have left the pre-game lobby and transitioned to the airdrop ship and Game Map, the Map will be considered underway and will not be restarted. In certain extraordinary circumstances (e.g., in the event Participants experience a mass disconnect that affects multiple Trios in the early stages of a Map, or an issue is determined to have altered the outcome of a Map) the Administration, at its sole discretion, shall have the right to restart the Map.
- 4.17. **Tiebreakers.** In the event of any tie of COD:WRS Points between two or more Trios at the conclusion of a Stage in the Tournament, the Tournament will not be replayed. The results will stand, and ties will be resolved using the following tie breaker mechanisms (in order). If the tie breakers fail to resolve a clear winner, the Administration reserves sole discretion to resolve the tie pursuant to any other method.
- (a) **Trio Tiebreakers:**

- (i) First, the Trio with the higher number of total Kills across all Maps of the current Stage of the Tournament without the inclusion of any Placement Multipliers will prevail.
- (ii) Second, the Trio with the highest number of Kills in a single Map of the current Stage of the Tournament will prevail.
- (iii) Third, the Trio with the highest placement in a single Map of the current Stage of the Tournament will prevail.
- (iv) Finally, the Trio with the Participant with the highest number of kills in a single Map of the current Stage of the Tournament among the Participants on the tied Trios will prevail.

4.18. **Practices.** Participants are required to attend any practice scrimmages or Maps as scheduled by the Administration. Failure to attend these practices may result in disciplinary measures, including disqualification from the Tournament. The schedule for such practices Maps will be distributed to Participants in advance.

4.19. **Breaks.** Teams are permitted a mandatory amount of time between each given Map in a series, in accordance with what is outlined below.

- (a) Short breaks: 5 minutes, after every Map
  - (i) During “short breaks”, teams are to remain seated and ready to compete. During this time, up to 1 coach/manager may come on stage to speak with the team. These two extra staff members are subject to penalties as outlined in Section 4.8 as well.
- (b) Long breaks: 10 minutes, after every 3 Maps.
  - (i) During “long breaks”, teams are allotted a mandatory 10-minute break prior to the start of the next Map. Players are allowed to leave the Stage during these breaks. During this time, up to 1 coach/manager may come on stage to speak with the team. These two extra staff members are subject to penalties as outlined in Section 4.8 as well.

## 5. Tournament Areas

5.1. **Internet Access.** Internet access on tournament computers is restricted for all participants, and may only be used with the approval of Administration.

5.2. **Mandatory Scrim.** The Tournament Administration reserves the right to conduct testing and rehearsal scrim on Media Day and official Tournament days. Should these scrim blocks be implemented, an official schedule will be distributed to all Participants. Participation in all officially scheduled scrim blocks is mandatory; failure to attend may result in sanctions.

## 6. Broadcast and Event Requirements.

6.1. **COD:WRS Championship at EWC 26 Player Handbook.** All Participants in the Tournaments are required to comply with the guidelines and requirements contained in this ruleset to be made available to each Participant prior to each Tournament, including streaming, technical, Game settings, Discord, and other guidelines and requirements.

## 6.2. **Trio Branding.**

- (a) Trio branding shall not include, without limitation:
  - (i) the name, word mark, service mark, moniker, symbol, or other identifier relating to any third-party intellectual property, including sponsors, commercial products, or Call of Duty League or Call of Duty Challengers teams, except as may be expressly permitted by the Administration.
  - (ii) any city or other geographic designation, except as may be expressly permitted by the Administration; and
  - (iii) any elements in violation of [Section 8.1](#) (Behavior).
- (b) While a Participant is visible to the Tournament’s live and camera audience(s), Participants shall not wear, display, or otherwise convey personal messages without express approval from the Administration, which approval shall not be granted for political messages.

6.3. All proposed official Squad apparel for Tournaments must be submitted to Administration at least two (2) weeks before it is intended to be shown on broadcast or appear at a live event. While a Participant is visible to the Tournament’s live and camera audience(s), Participants shall not wear, display, or otherwise convey personal messages without express approval from the Administration, which approval shall not be granted for political messages. Squads and Participants are prohibited from using any Game or COD:WRS live or on-demand stream; COD:WRS match highlights, game clips or other footage; Game images, game-related logos, artwork, animations; or other protected intellectual property owned or controlled by Activision or its affiliates (collectively, “**Game Materials**”) in connection with any third-party sponsorships, advertising, promotions, or marketing.

6.4. **Finals Pre-Show.** A dedicated broadcast moment is planned to introduce the competition Finals. Teams qualified to Finals are required to make one (1) player available for this broadcast segment. The specific schedule will be communicated in line with the overall daily schedule. The broadcast production team may require a specific player to be present, which will be communicated at least 3 hours prior to the segment.

## 7. **Sponsorship Restrictions.**

7.1. For full Sponsorship Restrictions rules, please refer to Section 6 of the [Call of Duty®: Warzone Resurgence Series](#) Rulebook.

## 8. **Conduct and Penalties.**

8.1. For full Conduct and Penalties rules, please refer to Section 7 of the [Call of Duty®: Warzone Resurgence Series](#) Rulebook. Additionally, please refer to Section 5 of the [EWC Global Rulebook](#) for EWC-specific Conduct and Penalties.

## 9. **Prize Awards.**

9.1. **The COD:WRS Championship at EWC 26**

(a) **The COD:WRS Championship at EWC 26 Prizing Schedule:** A total of One Million U.S. Dollars (\$1,000,000 USD) shall be awarded to Trios participating in the COD:WRS Championship at EWC 26 in accordance with each Trio's performance as described below:

<b>COD:WRS Championship at EWC 26 Prizing</b>	
<b>Trio Placement</b>	<b>Trio Prizing</b>
1 <sup>st</sup>	\$250,000
2 <sup>nd</sup>	\$145,000
3 <sup>rd</sup>	\$100,000
4 <sup>th</sup>	\$72,000
5 <sup>th</sup>	\$55,000
6 <sup>th</sup>	\$45,000
7 <sup>th</sup>	\$35,000
8 <sup>th</sup>	\$30,000
9 <sup>th</sup>	\$27,000
10 <sup>th</sup>	\$24,000
11 <sup>th</sup>	\$21,000
12 <sup>th</sup>	\$19,000
13 <sup>th</sup>	\$17,000
14 <sup>th</sup>	\$15,000
15 <sup>th</sup>	\$13,000
16 <sup>th</sup>	\$11,500
17 <sup>th</sup>	\$11,000
18 <sup>th</sup>	\$10,500
19 <sup>th</sup>	\$10,000
20 <sup>th</sup>	\$9,500
21 <sup>st</sup>	\$9,000
22 <sup>nd</sup>	\$8,500
23 <sup>rd</sup>	\$8,000
24 <sup>th</sup>	\$7,500
25 <sup>th</sup>	\$7,000
26 <sup>th</sup>	\$6,500
27 <sup>th</sup>	\$6,000
28 <sup>th</sup>	\$6,000
29 <sup>th</sup>	\$5,500

30 <sup>th</sup>	\$5,500
31 <sup>st</sup>	\$5,000
32 <sup>nd</sup>	\$5,000
<b>MVP Prize</b>	
<b>\$25,000</b>	

(b) **The COD:WRS Championship at EWC 26 MVP:** A total of Twenty-five Thousand U.S. Dollars (\$25,000 USD) shall be awarded to the player from the winning trio who has earned the most COD:WRS Points (point calculation outlined in section 3.2) during the Finals Stage.

(i) **MVP Tiebreakers:**

- A. First, the player from the winning trio with the higher number of total Kills across all Maps during the Finals Stage of such Tournament without the inclusion of any Placement Multipliers will prevail.
- B. Second, the player from the winning trio with the highest number of Kills in a single Map during the Finals Stage of the Tournament will prevail.
- C. Third, the player from the winning trio with the highest Kill to Death ratio will prevail.
- D. Finally, the player from the winning trio with the highest amount of damage will prevail.

## 10. Disciplinary Action.

10.1. For full Disciplinary Action rules, please refer to Section 9 of the [Call of Duty®: Warzone Resurgence Series](#) Rulebook. Additionally, please refer to Section 5 of the [EWC Global Rulebook](#) for EWC-specific Conduct and Penalties.

## 11. Limitations Of Liability and General Release.

11.1. For full Limitations Of Liability and General Release rules, please refer to Section 10 of the [Call of Duty®: Warzone Resurgence Series](#) Rulebook.

## 12. Grant Of Rights and Ownership.

12.1. For full Grant Of Rights and Ownership rules, please refer to Section 11 of the [Call of Duty®: Warzone Resurgence Series](#) Rulebook.

## 13. Resolution of Disputes.

- 13.1. **Disputes Regarding League Rules.** The Administration has final, binding authority to decide disputes with respect to the breach, termination, enforcement, or interpretation of these Rules (“**Rules Dispute**”). Additionally, please refer to Appendix I of the [EWC Global Rulebook](#) for EWC-specific Protest Rules.