

ESPORTS WORLD CUP

Esports World Cup 2026

Call of Duty: Black Ops 7 Rulebook

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1. General

1.1 Rule Changes

EWC reserves the right to amend, remove, or otherwise change the rules, without prior notice. EWC also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

1.2 EWC Global Rulebook

Call of Duty: Black Ops 7 at 2026 Esports World Cup is additionally under the jurisdiction of the [EWC Global Rulebook](#).

1.3 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 another provision of this rulebook.

1.4 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.

1.5 Communication

The main communication method for the Esports World Cup event is email. When contacting participants of Esports World Cup events, the tournament administration will use contact email addresses that have been supplied to them. Alternatively, where a contact email address is not known or not working, the tournament administration may use the email addresses registered to participants on tournament platforms, including but not limited to their FACEIT profiles.

Further communication channels such as Discord will be used throughout the tournament.

2. Participants

2.1 Age Restriction

All participants of the Call of Duty: Black Ops 7 at 2026 Esports World Cup have to be at least 18 years of age at the time of their first match of the competition.

2.2 Roster

2.2.1 Roster Submission

Teams must submit their rosters at a request of the Tournament Organizer before a specified deadline. Each Team Member may be assigned a maximum of one (1) of the organizational roles listed below:

1. Player
2. Substitute Player
3. Team Coach
4. Team Manager

2.2.2 Roster Size

Team rosters at all times must consist of:

- Four (4) Players with up to one Substitute Player.
- Between one (1) and two (2) Team Coach(es).

In addition, Teams may, but are not required to, enlist one (1) Team Manager as part of their Team roster.

2.2.3 Travel & Accommodation Coverage

EWC will cover Travel & Accommodation for up to 6 team members per team, distributed as below:

- Obligatory 5 position covered
 - 4 Main Players
 - 1 Coach
- Optional 1 position covered
 - 0-1 Coach
 - 0-1 Substitute
 - 0-1 Additional Staff Member

2.2.4 Roster Eligibility

Roster Lock begins on July 23rd at 23:59 GMT+3. After this time, no roster changes will be made unless otherwise approved by Tournament Administration.

Each team must include at least 3 of the 4 players who were originally invited or qualified as part of that team. Substitutions are permitted only for the remaining 1 player, if necessary.

No such restrictions apply to the Team Manager(s). The Teams are free to indicate any physical person(s) as their Team Manager(s) at their sole discretion.

2.2.5 Substitute Rules

A Team may substitute a Player between Games of a Match. The Team must notify a League Official and have the substitution approved, no later than 2 minutes after the conclusion of the previous Game. A Team may also change their on-stage coaches by notifying a League Official and having the change approved, no later than 2 minutes after the conclusion of the previous Game.

2.3 Roster Submissions

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)
- Contact person and details
- Starting lineup
- Substitute players, if applicable

2.4 Multiple Teams

It is not allowed for a team to participate in an COD B07 at EWC 26 tournament if:

- Another team of the same organisation has been invited or qualified to the main event.

It is also not allowed for a team to participate in an COD B07 at EWC 26 tournament's qualifier if:

- Another team of the same organisation has been invited or qualified to the closed qualifier.
- Another team of the same organization is participating in the open qualifiers.

2.5 Replacements

2.5.1 Replacements

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.

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.

2.5.2 Replacement 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.

2.5.3 Replacement 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.

2.5.4 Before the Replacement Deadline

The next in line from Last Chance Qualifier will be called upon as a replacement. EWC reserves the right to forgo this option if they deem it necessary.

2.5.5 After the Replacement Deadline

The tournament administration will try to find any replacement by all available means.

3. Format

3.1 Structure

Sixteen (16) Teams compete in the Group Stage, which features two GSL groups. The top four teams from each group advance to a Single Elimination bracket, where they will be joined by the other group's top four teams.

GSL is a group-style tournament where teams have three (3) attempts to qualify out of the group. If a team wins two (2) matches, they progress in the tournament. If a team loses two (2) matches, they are eliminated.

Single Elimination is a tournament format in which a team is eliminated after losing one match.

3.1.1 Series Size

In the context of this competition, a Match denotes a scheduled fixture wherein exactly two (2) Teams engage in direct competition against each other. Within each match, a series of individual Games is played to determine the overall outcome.

- Group Stage matches are Best of 5 (Bo5) matches
- Quarterfinal, Semifinal and 3rd place matches are Best of 7 (Bo7) matches
- The Grand Final is a Best of 9 (Bo9) match.

3.2 Seeding Rules

3.2.1 Group Stage Seeding Method

Teams will be grouped after the qualifying events end using the snake seeding method as shown below.

Group A	Group B	Group C	Group D
CDL Championship #1	CDL Championship #2	CDL Championship #3	CDL Championship #4
CDL Championship #8	CDL Championship #7	CDL Championship #6	CDL Championship #5
CDL Season 7 #9	CDL Season 7 #10	CDL Season 7 #11	CDL Season 7 #12
EWC Last Chance Qualifier #1	Call of Duty Challengers 2026 Finals #3	Call of Duty Challengers 2026 Finals #2	Call of Duty Challengers 2026 Finals #1

Tied teams (CDL Championship #5-6 and #7-8 places) will be ranked based on the following factors, in the order they are listed:

1. Head-to-head match results played within the CDL Championship
2. Game win/loss difference in all Matches played within the CDL Championship
3. "Win Quality Quotient" where the WQQ is the following formula:
$$\frac{(\text{Score Difference in all Hardpoint wins})/250 * (\text{Score Difference in all Search \& Destroy wins})/6 * (\text{Score Difference in all Overload wins})/8}{1}$$
4. If any Players are still tied, the final rankings will be decided by a coin toss

3.2.2 Playoffs Seeding Method

There are a total of eight (8) Teams advancing to the Playoffs.

- Four (4) Teams advancing through the Upper Bracket of their respective groups, the "UB teams"
- Four (4) Teams advancing through the Lower Bracket of their respective groups, the "LB teams"

The four (4) "UB teams" will be ranked from 1st to 4th based on the following factors, in the order they are listed:

1. Game win/loss difference in all Matches played within the Group Stage
2. "Win Quality Quotient" where the WQQ is the following formula:
$$\frac{(\text{Score Difference in all Hardpoint wins})/250 * (\text{Score Difference in all Search \& Destroy wins})/6 * (\text{Score Difference in all Overload wins})/8}{1}$$
3. If any Players are still tied, the final rankings will be decided by a coin toss

A dedicated broadcast moment is planned to introduce the competition playoffs. Teams 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.

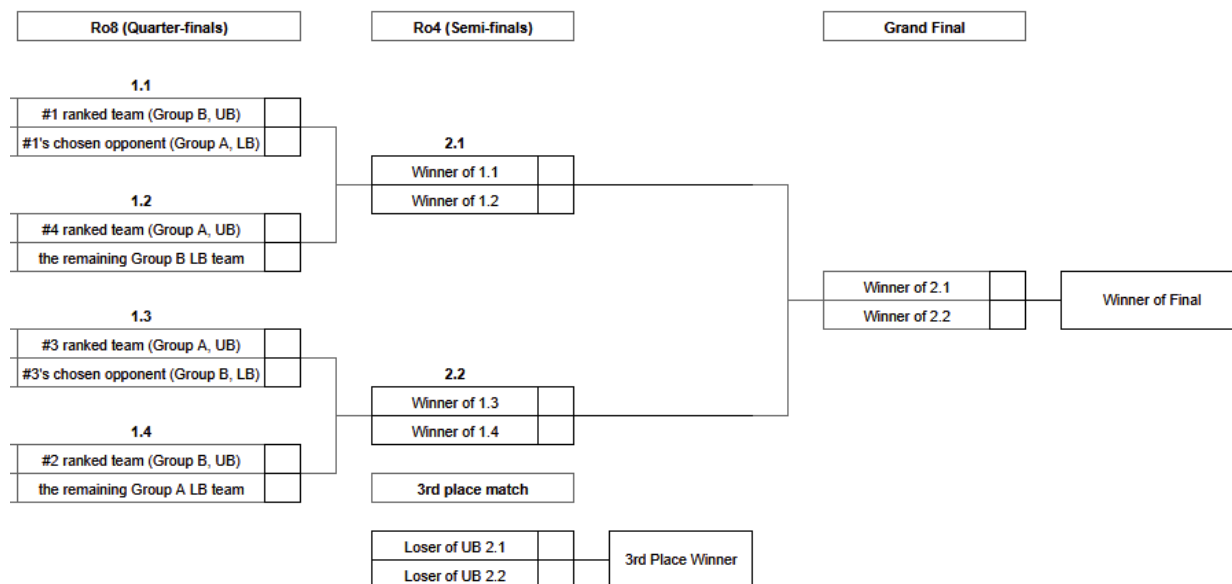
The highest ranked Team of each group will receive the right to select which opponent they will face in the Quarterfinals. Teams may only choose LB teams of the opposite group (e.g. If the highest ranked team is in Group A, they may choose to play against one of the Group B LB teams.) The remaining two UB teams will face the last two teams, with the same restriction.

Playoffs Teams' seeding will be based on the following criteria:

- Seed 1: The highest ranked UB team
- Seed 2: The second highest ranked UB team
- Seed 3: The third highest ranked UB team
- Seed 4: The remaining UB team
- Seed 5: Seed 4's opponent
- Seed 6: Seed 3's opponent
- Seed 7: Seed 2's opponent
- Seed 8: Seed 1's opponent

Finally, matchups will be seeded into the Playoff bracket based on the following: Seed 1 vs Seed 8 and Seed 4 vs Seed 6 matches on one side, Seed 2 vs Seed 7 and Seed 3 vs Seed 6 matches on the opposite side.

3.2.2.1 Example Bracket



3.2.3 Determining the Higher Seed

- Group Stage
 - Round 1 matches: based on [the initial tournament seeding](#)
 - Round 2 matches: based on [the initial tournament seeding](#)
 - Round 3 matches: the team that lost Upper Bracket Round 2 will be the higher seeded team
- Playoffs
 - Based on [the Playoffs seeding](#)

4. Schedule

August 5th, 2026	Group Stage - 6 Round 1 matches - 6x Bo5
August 6th, 2026	Group Stage - 2 Round 1 matches and 8 Round 2 matches - 10x Bo5
August 7th, 2026	Group Stage - 4 Round 3 matches - 4x Bo5
August 8th, 2026	Playoffs - 4 Quarterfinals - 4x Bo7
August 9th, 2026	Playoffs - 2 Semifinals, Third Place Match and Grand Final - 3x Bo7 and 1x Bo9

Scheduled start times for each of the individual Matches within a given day will be announced by the Tournament Organizer at a later date in official designated Tournament communication channels.

The Tournament Administration may, at its sole discretion, modify the schedule of the Matches. In the event of a schedule modification the Tournament Administration will notify all Teams at the earliest convenience.

5. Game Specific Rules

5.1 Game Rules and Settings

5.1.1 Game Settings

The current Call of Duty® esports competitive settings will be used for all matches and can be found here: <https://callofdutyleague.com/competitive-settings>.

5.1.1.1 Prohibition on Use of Restricted Items

Equipping, using, or enabling match restricted items detailed within the Call of Duty Competitive Settings will result in penalties outlined in the [Penalty Index](#). Teams' violations will be tracked by referees.

5.1.1.2 Operator Skins

All players must use Default Operator skins during the tournament, and are not permitted to use anything outside of the base Operator skins. If a Team or Player is found to be in violation of this rule, then they will be subject to the [Penalty Index](#).

5.1.1.3 Weapon Camos

All players must use Default Weapon skins (no camo) during the tournament, and are not permitted to use anything outside of the base gun skin. If a Team or Player is found to be in violation of this rule, then they will be subject to the [Penalty Index](#).

5.1.1.4 Penalty Index

If a player or team is found to be in violation of the above stipulations then the Administration reserves the right to take action against the team for violating these rules. The penalties for breaking these rules are outlined below, and the Administration reserves the right to escalate the violation to any of the following:

- Official written warning (applies for the full tournament)
- Prize Money penalty
- Game or Match loss
- Disqualification from EWC

5.1.2 Continuity of Play

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 on spawn) while awaiting a resolution, can be grounds for a game forfeit.

5.1.3 Disconnections

If a Player disconnects within the first thirty (30) seconds and/or before the first kill, the game should be ended. As soon as a Tournament Official confirms, all players must leave the game and restart the game. If a player disconnects after the first thirty seconds (30) and/or the first kill, the game must be continued, and the disconnected Player should rejoin the game. If the team with the disconnected Player leaves the lobby, their team may forfeit the round/game in question. The Administration reserves the right to make the final decision in any disconnect situations.

5.1.4 Normal Boundaries

Players 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 nonpermeable surface or object and moving into any area from which a Players' character registers shots on an opponent who is not able to register shots on the Players' character.

5.1.5 Team Killing

Deliberate and repeated team-killing or committing suicide on purpose to gain an advantage will result in a forfeit of the game.

5.1.6 Team Switching

Switching teams is allowed when players spawn on the wrong team. Abuse of this rule may result in a forfeit of the game. If a Player changes teams after the first kill, the offending team will forfeit the game.

5.1.7 Game Altering Bugs

Bugs are defined as 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.

5.1.7.1 Minor Bug

At the discretion of the Administration, a Minor Bug is one that does not significantly alter the outcome of a game and is, at worst, considered an inconvenience to Players. The occurrence of a Minor Bug would not result in the replay or remake of any game and Players should be instructed to play through the Bug.

5.1.7.2 Major Bug

At the discretion of the Administration, a Major Bug is one that critically or significantly alters the outcome of a game and severely hinders the performance of Teams and/or Players. The occurrence of a Major Bug would result in a restart as set forth in [Game Restarts](#)

5.1.8 Game Restarts

In the case of any issue, technical or otherwise, that may alter the outcome of the game as determined by the Referee, the game will be restarted based on the game mode type.

5.1.8.1 Round-Based Game Modes

The game will be restarted with the round score of the game before the incident.

5.1.8.2 Respawn-Type Game Modes

The game will be restarted from the beginning with no advantage given to either Team.

5.1.9 Ties

In the case of a tie on any game mode, the game will be replayed before moving onto the next game in the match.

5.1.10 Win Conditions

The final score on the scoreboard for each round will be the primary determining factor in which team wins or loses. For the avoidance of doubt, the scoreboard will take precedence over any in-game victory, defeat or draw messages in determining the winner of each round.

5.2 Maps

- Search & Destroy: Den, Fringe, Gridlock, Hacienda, Raid, Sake
- Overload: Den, Exposure, Gridlock, Scar
- Hardpoint: Colossus, Den, Gridlock, Hacienda, Sake, Scar

5.3 Map Veto Process

5.3.1 Map Veto Process in Bo5 matches

Higher seeded Team must choose to be Team A or Team B

1. Game 1: Hardpoint
2. Game 2: Search and Destroy
3. Game 3: Overload
4. Game 4: Hardpoint
5. Game 5: Search and Destroy

5.3.1.1 Hardpoint

1. Team A bans one map
2. Team B bans one map
3. Team A picks Map 1
4. Team B chooses side on Map 1
5. Team B picks Map 4
6. Team A chooses side on Map 4

5.3.1.2 Search and Destroy

1. Team B bans one map
2. Team A bans one map
3. Team B picks Map 2
4. Team A chooses side on Map 2
5. Team A picks Map 5
6. Team B chooses side on Map 5

5.3.1.3 Overload

1. Team A bans one map
2. Team B bans one map
3. Team A picks Map 3
4. Team B chooses side on Map 3

5.3.2 Map Veto Process in Bo7 matches

Higher seeded Team must choose to be Team A or Team B

1. Game 1: Hardpoint
2. Game 2: Search and Destroy
3. Game 3: Overload
4. Game 4: Hardpoint
5. Game 5: Search and Destroy
6. Game 6: Overload
7. Game 7: Search and Destroy

5.3.2.1 Hardpoint

1. Team A bans one map
2. Team B bans one map
3. Team A picks Map 1
4. Team B chooses side on Map 1
5. Team B picks Map 4
6. Team A chooses side on Map 4

5.3.2.2 Search and Destroy

1. Team B bans one map
2. Team A bans one map
3. Team B picks Map 2
4. Team A chooses side on Map 2
5. Team A picks Map 5
6. Team B chooses side on Map 5
7. Team A picks Map 7
8. Team B chooses side on Map 7

5.3.2.3 Overload

1. Team A bans one map
2. Team B bans one map
3. Team A picks Map 3
4. Team B chooses side on Map 3
5. The remaining map is played on Map 6
6. Team A chooses side on Map 6

5.3.3 Map Veto Process in Bo9 matches

Higher seeded Team must choose to be Team A or Team B

1. Game 1: Hardpoint
2. Game 2: Search and Destroy
3. Game 3: Overload
4. Game 4: Hardpoint

5. Game 5: Search and Destroy
6. Game 6: Overload
7. Game 7: Search and Destroy
8. Game 8: Hardpoint
9. Game 9: Search and Destroy

5.3.3.1 Hardpoint

1. Team A bans one map
2. Team B bans one map
3. Team A picks Map 1
4. Team B chooses side on Map 1
5. Team B picks Map 4
6. Team A chooses side on Map 4
7. Team B picks Map 8
8. Team A chooses side on Map 8

5.3.3.2 Search and Destroy

1. Team B bans one map
2. Team A bans one map
3. Team B picks Map 2
4. Team A chooses side on Map 2
5. Team A picks Map 5
6. Team B chooses side on Map 5
7. Team A picks Map 7
8. Team B chooses side on Map 7
9. The remaining map is played on Map 9
10. Team B chooses side on Map 9

5.3.3.3 Overload

1. Team A bans one map
2. Team B bans one map
3. Team A picks Map 3
4. Team B chooses side on Map 3
5. The remaining map is played on Map 6
6. Team A chooses side on Map 6

5.4 Coaches

Coaches are permitted on-stage to communicate and provide real-time coaching to their teams throughout matches. However, in the interest of competitive integrity, communication during Search & Destroy (S&D) is restricted to in-between rounds only. During all matches, coaches must remain positioned behind their players on-stage and use a headset for team communication.

Only the coach listed on the team's official roster, as submitted via the roster submission form, is permitted to be on-stage and engage in team communication.

Coaches, staff or players (any and all team personnel) are not permitted to have handwritten notes, or any physical notes of any kind on-stage during matches. This includes taking notes during the match in any manner while on-stage.

Coaches are permitted to engage in non-verbal communication, such as fist-bumps, with players only between Rounds of Search & Destroy (S&D) during the in-between round time in which they can verbally communicate with players. Non-verbal communication, such as fist-bumps, are not permitted during Control or Hardpoint at any time during a match.

5.5 Breaks Between Maps

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

- During "short breaks", Teams are to remain seated and ready to compete, with up to a maximum of 3 minutes prior to starting the game. During this time, up to 2 additional staff members may come on stage to speak with the team. The [Punctuality Penalties](#) apply to these two extra staff members as well.
- During "long breaks", Teams are allotted a mandatory 5-minute break prior to the start of the next map. Players are allowed to leave the Stage during these breaks. Additional staff members may not come on stage during "long breaks".

5.5.1 Breaks in Bo5 matches

1. After Map 1: short break
2. After Map 2: long break
3. After Map 3: short break
4. After Map 4: long break

5.5.2 Breaks in Bo7 matches

1. After Map 1: short break
2. After Map 2: long break
3. After Map 3: short break
4. After Map 4: long break
5. After Map 5: short break
6. After Map 6: long break

5.5.3 Breaks in Bo9 matches

1. After Map 1: short break
2. After Map 2: long break
3. After Map 3: short break
4. After Map 4: long break
5. After Map 5: short break

6. After Map 6: long break
7. After Map 7: short break
8. After Map 8: long break
9. After Map 9: short break

6. Misconduct

You can find the EWC Misconduct rules in the [EWC Global Rulebook](#). Additional points that apply for this specific tournament are as below:

6.1 Punctuality Penalties

6.1.1 Player Punctuality

For delays with players being ready at the start of a match, or between maps or breaks, participants will be punished with 2 penalty points for every five minutes after the deadline. From 15 minutes onwards, a no show will be awarded.

6.1.2 No Show

Participants that won't be ready to play their match until 15 minutes after the scheduled start of the match, will lose it with the worst score possible and receive 10 penalty points.

7. Prize Distribution

Prize money payment will be made no earlier than 5 weeks after the end of the competition. Please refer to the Tournament Participation Agreement regarding the details of the prize money payment procedure for EWC 2026.

7.1 Prize Distribution

Placement	Prize money
1	USD 600,000
2	USD 320,000
3	USD 210,000
4	USD 130,000
5-8	USD 75,000
9-12	USD 40,000
13-16	USD 20,000

MVP	USD 25,000

8. Other

8.1 Equipment

EWC always provides monitors, computers, SSDs and noise-cancelling headphones. Participants have to bring their own peripherals. Players are to use platform compatible controllers for all matches. Mouse and Keyboard controls are strictly prohibited. Players may not use a turbo controller which allows a single button press to replicate pressing the button multiple times. Players may not use a button macro controller which allows a single button press to performing a set of actions that would normally require the player to press multiple buttons.

Teams found to be using ineligible equipment will be required to forfeit each game of the match in which the equipment was used. The Administration reserves the right to inspect and review player equipment to ensure compliance with these Tournament Rules. Players will be prohibited from using any such equipment found to be ineligible by the Administration.

Competitors are furthermore responsible to maintain a set of replacement hardware in the instance that their primary device(s) fail. In these cases, teams will only be granted the necessary time to replace the equipment. Delaying the match will result in penalties described in [Punctuality Penalties](#).

8.2 Flags and Country Identifiers

No flags and country identifiers are allowed to be present as part of player apparel or individual items during the tournament.

8.3 Internet Access

Internet access on tournament computers is disabled for all participants.

9. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that EF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Event and these Rules. Further information is set out in the applicable [Privacy Policy](#) made available on the EWC event website or otherwise provided to Participants.