

ESPORTS WORLD CUP

Esports World Cup 2026 Rocket League 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

League of Legends 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 Rocket League at 2026 Esports World Cup have to be at least 13 years of age at the time of their first match of the competition.

2.2 Roster

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 two (2) of the organizational roles listed below:

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

2.2.1 Roster Size

Team rosters at all times must consist of:

- Three (3) Players with up to one Substitute Player.
- One (1) Team Coach.

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

2.2.2 Travel & Accommodation Coverage

EWC will cover Travel & Accommodation for up to 5 team members per team, distributed as below:

- Obligatory 4 position covered
 - 3 Main Players
 - 1 Coach
- Optional 1 position covered
 - 0-1 Coaches
 - 0-1 Substitutes
 - 0-1 Additional Staff Members

2.2.3 Roster Eligibility

Roster Lock begins on June 7th 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 2 of the 3 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.

2.2.4 Substitute Rules

To substitute a Player between Games of a Match, Teams must notify a League Official and have the substitution approved immediately after the conclusion of the previous Game. A Team may also change their on-stage coaches by notifying a League Official.

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 Rocket League at 2026 Esports World Cup 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 Rocket League at 2026 Esports World Cup 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.

- Non-Elimination Group Stage matches are Best of 5 (Bo5) matches
- Elimination Group Stage matches are Best of 7 (Bo7) matches
- Quarterfinals are Best of 7 (Bo7) matches
- Semifinals are Best of 7 (Bo7) matches
- The Third Place is a Best of 5 (Bo5) match
- The Grand Finals is a Best of 7 (Bo7) match.

3.2 Seeding Rules

3.2.1 Group Stage Seeding Method

Teams have been seeded into the tournament to start in one of three draw pools:

- Pool 1: RLCS Europe Ranking #1, RLCS: Middle East & North Africa Ranking #1
- Pool 2: RLCS Europe Ranking #2, RLCS: North America Ranking #1
- Pool 3: RLCS Europe Ranking #3, RLCS: Middle East & North Africa Ranking #2, RLCS: Middle East & North Africa Ranking #3, RLCS: North America Ranking #2, RLCS: North America Ranking #3, RLCS: South America Ranking #1, RLCS: South America Ranking #2, EWC Title Defender
- Pool 4: RLCS: Asia Pacific Ranking #1, RLCS: Oceania Ranking #1, RLCS: Sub-Saharan Africa Ranking #1, EWC Last Chance Qualifier #1

In case the EWC Title Defender team earns a different qualifier seed, they get the higher starting seed and the RLCS Europe Ranking #4 team inherits the EWC Title Defender seed.

Teams will be drawn into groups by random selection. Each group will feature one team from Pool 1, one team from Pool 2, four teams from Pool 3 and two teams from Pool 4. In any given group, a single region is limited to a maximum of 50% of the participating teams (rounded up). If a team is drawn into a Group where they would be ineligible, they will be assigned the other group in the drawing order instead. For the purposes of this, the Title Defender team is considered to be part of Europe.

3.2.2 Playoffs Seeding Method

The eight (8) Teams advancing from the Group Stage shall be seeded into a Single Elimination bracket. The Upper Bracket winners will be matched against the teams advancing from the Lower Brackets. These matchups will be determined by a random draw; however, teams from the same group are precluded from meeting in the Quarterfinals. If an invalid draw occurs, the most recently drawn Team shall be moved into the next eligible Match within the bracket.

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

4. Schedule

August 12th, 2026	Group Stage - 8 Round 1 matches - 8x Bo5
August 13th, 2026	Group Stage - 4 Upper Bracket matches and 2 Lower Bracket matches - 4x Bo5 and 2x Bo7
August 14th, 2026	Group Stage - 2 Lower Bracket matches and 4 Decider matches - 6x Bo7
August 15th, 2026	Playoffs - 4 Quarterfinals - 4x Bo7
August 16th, 2026	Playoffs - 2 Semifinals, Third Place Match and Grand Final - 3x Bo7 and 1x Bo5

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 Arenas

The Arenas for the Event will be announced at a later date.

5.2 Game Settings:

- Default Arena: TBD
- Team Size: 3v3,
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable by: Name/Password
- Platform: PC
- Server: LAN

5.3 Timeouts

Teams may request one (1) timeout (each, a "Timeout") between Games during Matches.

Each Timeout will last for two (2) minutes. A Team must notify a Tournament Administrator that it elects to use a Timeout before forty-five (45) seconds remain on the post-Game scoreboard. Tournament Administrators reserve the right to deny a Team a Timeout if such Team fails to make its election in accordance with the deadlines set forth. The two (2) minute Timeout will begin at forty-five (45) seconds

remaining on the post-Game scoreboard. At the conclusion of the Timeout, Tournament Administrators will instruct each Team to join the subsequent Game.

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 sanctioned with 2 penalty points for every ten 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 400,000
2	USD 180,000
3	USD 100,000
4	USD 60,000
5-8	USD 35,000
9-12	USD 20,000
13-16	USD 10,000
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 (in particular: keyboard, mouse, mousepad, in-ear headphones with long enough cables, sound cards if needed). 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.

Where not provided, competitors are responsible for their personal hardware device, where personal hardware is permitted during the competition. Competitors are furthermore responsible to maintain a set of replacement hardware in the instance that their primary device(s) fail.

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.