

FREE FIRE

***ESPORTS
WORLD CUP***

Free Fire at 2026 Esports World Cup

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

Free Fire at 2026 Esports World Cup (or “Free Fire at EWC 26”) 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.

2. Participants

2.1 Age Restriction

All participants of the Free Fire at Esports World Cup 2026 have to be over 16 years of age by the year that the Tournament is held.

2.2 Roster

2.2.1 Team Size

Teams must have 4 starters, and a maximum of 1 substitute (5 players total) listed on their roster. A team is only eligible to partake in a match if the complete roster of all four players is present within the lobby.

2.2.2 Team Captain

Among these 5 players, a team Captain will need to be chosen. If the team does not have a Team

Manager, the team captain will be in charge of all contact with Tournament Administration as well as delivering timely information to their teammates.

2.2.3 Team Staff

- Each team will be permitted to designate a coach, who will be considered the official coach for the team. The coach cannot be a Starter or Sub for another team, and must be affiliated with only one organization.
- The designated coach may not be changed during the onsite Tournament without the permission of the Tournament Administration.
- During technical checklist, 1 team staff may communicate with the team and stay in the Tournament area unless otherwise stated by the Tournament Administrator
- Team staff includes, but is not limited to: Team Manager, Coach, Analyst.
- The team staff must not be in the Tournament area after the 'warm up' phase has started and must be seen visibly leaving the area. Should the team staff remain in the area after the 'warm up' phase has started, the team will receive one 10 penalty points.

2.2.4 Team Manager/Owner

Only an entity or group that is legally registered and recognised by a country's corporation legislation, companies act, or equivalent can own a team. When an entity or organization registers as an owner during the registration process for EWC, that entity or group becomes the owner of that team. Teams without a manager/owner are still welcome to compete.

Teams are allowed to have an additional member set to either Team-Manager or Team-Owner. A person set to this role does not count toward the 4 starters and 1 substitute, and thus, is not eligible to play in any match. If they are found to be playing in any match the team will lose all points for the match and assessed a warning for the first infraction and will be given penalty points for any additional infractions. Any team found to have switched a manager or owner to a player role without admin approval will be ineligible to compete with that person and may be subject to disciplinary action including loss of points, penalty points, barring from play, and/or disqualification.

The team owner owns the team spot at any level of the official Free Fire competitive competitions.

2.2.5 Roster Locks

- Upon qualifying for Free Fire at EWC 26, a team's roster is immediately locked. Teams must compete in the Tournament using the exact roster that secured their qualification. No roster alterations or substitutions are permitted without prior written approval from the Tournament Administration.
- After submitting a team's Roster Form, the following changes may not be made unless authorized by the Tournament Administration:

- Team Owner
- Team Name
- Team Logo
- Team Players
- Free Fire at EWC 26 Title Defenders are required to maintain the same organization and a minimum of 1 player from the roster that won the previous EWC Free Fire.

2.2.6 Travel & Accommodation

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

Obligatory 5 position covered

- 4 Main Players
- 1 Sub

Optional 1 positions covered

- 0-1 Coach
- 0-1 Additional Staff Member

2.3 Lineup & Substitute Rules

Teams must submit the starter lineup of the day at least 2 hours before the tournament match starts. Teams can only make substitutions in between games. While the game is in progress, no substitutions are permitted. Teams are required to inform their decision to make a substitution to Tournament Administration IMMEDIATELY after a match ends. No substitutions requests will be accepted 2 minutes after a match ends.

2.4 Roster submissions

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)
- Contact person and details
- Starting lineup
- Substitute player
- Coach

2.5 Country Restrictions

A Participant's home country is the country where his main place of residence (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough) is or the country he holds a valid passport from. This decision can be made anew for every EWC event, but once made it will be final and irreversible for that event and its qualifiers.

Country	Region
Indonesia	South East Asia
Malaysia	South East Asia
Thailand	South East Asia
Vietnam	South East Asia
Brazil	Brazil
India	India
Bangladesh	Bangladesh
Argentina	LATAM
Peru	LATAM
Bolivia	LATAM
Chile	LATAM
Paraguay	LATAM
Uruguay	LATAM
Guyana	LATAM
Belize	LATAM
Costa Rica	LATAM
Ecuador	LATAM
El Salvador	LATAM
Guatemala	LATAM

Honduras	LATAM
Nicaragua	LATAM
Panama	LATAM
Venezuela	LATAM
Suriname	LATAM
Colombia	LATAM
Mexico	LATAM
Morocco	MENA
Iraq	MENA
Algeria	MENA
Bahrain	MENA
Iran	MENA
Kuwait	MENA
Lebanon	MENA
Saudi Arabia	MENA
Oman	MENA
Qatar	MENA
Palestine	MENA
United Arab Emirates	MENA
Jordan	MENA

Syria	MENA
Israel	MENA
Yemen	MENA
Libya	MENA
Egypt	MENA
Tunisia	MENA
Pakistan	Pakistan
USA	North America
Canada	North America
Dominican Republic	North America
Mexico	North America
Honduras	North America
Guatemala	North America
El Salvador	North America
Nepal	Nepal
Angola	Africa
Benin	Africa
Botswana	Africa
Burkina Faso	Africa
Burundi	Africa

Cameroon	Africa
Cape Verde	Africa
Central African Republic	Africa
Chad	Africa
Comoros	Africa
Congo	Africa
Congo, The Democratic Republic Of The	Africa
Cote D'Ivoire	Africa
Djibouti	Africa
Equatorial Guinea	Africa
Eritrea	Africa
Ethiopia	Africa
Gabon	Africa
Gambia	Africa
Ghana	Africa
Guinea	Africa
Guinea-Bissau	Africa
Kenya	Africa
Lesotho	Africa
Liberia	Africa

Madagascar	Africa
Mali	Africa
Malawi	Africa
Mauritania	Africa
Mauritius	Africa
Mayotte	Africa
Mozambique	Africa
Namibia	Africa
Niger	Africa
Nigeria	Africa
Reunion Island	Africa
Rwanda	Africa
Sao Tome And Principe	Africa
Senegal	Africa
Seychelles	Africa
Sierra Leone	Africa
Somalia	Africa
South Africa	Africa
South Sudan	Africa
Sudan	Africa

Swaziland	Africa
Tanzania, United Republic Of	Africa
Togo	Africa
Uganda	Africa
Zambia	Africa
Zimbabwe	Africa

2.6 Residency Restrictions

All players must be residents of and be participating from the region they are competing in. A team needs at least 3 players residency from the respective Region. Teams are allowed to have a maximum of 2 import players per team. Any breach of this restriction would lead to the team not being able to compete on that particular round. The Tournament Administration reserves the right to evaluate these criteria and determine a team's final eligibility to compete based on this restriction.

2.7 Team Naming Changes

The Tournament Administration retains the exclusive prerogative, exercised at their sole discretion, to request modifications to player names or team names.

2.8 Multiple teams

It is not allowed for a team to participate in an Free Fire at EWC26 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 Free Fire at EWC26 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.

2.9 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.

2.9.1 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.

2.9.2 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.

2.9.3 Before the replacement deadline

In the event a team forfeits their qualification slot for Free Fire at EWC 26 for any reason, their advancement spot will be immediately rescinded. The vacated slot will then be awarded to the next highest-ranking eligible team from the forfeiting team's original regional qualifying tournament.

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.

2.9.4 After the replacement deadline

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

3. Format

3.1 Group Stage Format

The Group Stage will feature a total of 24 teams. These teams will be divided into two (2) groups.

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). Points for all 24 teams will be tabulated into 2 tables (1 table per Group). The top 4 teams from each Group in the Group Stage will progress to the Finals Stage, the 5th to 10th place teams from each Group will progress to the Survival Stage, while the bottom 2 teams from each Group will be eliminated.

3.1.1 Group Stage Seeding

The teams will be sorted into 12 different pools as listed below.

Pool #	Slot Source
Pool 1	Title Defender + Brazil #1
Pool 2	SEA #1 + SEA #2
Pool 3	SEA #3 + SEA #4
Pool 4	SEA #5 + SEA #6
Pool 5	SEA #7 + SEA #8
Pool 6	Brazil #2 + Brazil #3
Pool 7	India #1 + India #2
Pool 8	LATAM #1 + LATAM #2
Pool 9	Bangladesh #1 + Bangladesh #2
Pool 10	Nepal #1 + India #3
Pool 11	Pakistan #1 + MENA #1
Pool 12	USA #1 + Africa #1

Teams from the same pool will be randomly distributed into separate groups as demonstrated in the **EXAMPLE** draw below:

Group A	Group B
Title Defender	Brazil #1
SEA #2	SEA #1

SEA #3	SEA #4
SEA #6	SEA #5
SEA #7	SEA #8
Brazil #2	Brazil #3
India #1	India #2
LATAM #2	LATAM #1
Bangladesh #1	Bangladesh #2
Nepal #1	India #3
Pakistan #1	MENA #1
Africa #1	USA #1

Drawing rules:

- Teams in the same pool will be drawn into different groups respectively.
- Teams in the same pool will be drawn in no particular order (simultaneously).

3.2 Survival Format

Teams in the Survival Stage consist of the 5th to 10th place teams from each of the Groups in the Group Stage. The Survival Stage will span one day, comprising 10 matches. Top 4 teams from the Survival stage will progress to the Finals while the remaining teams will be eliminated.

3.3 Finals Format

- Teams in the Finals Stage consist of the top 4 teams from each Group in the Group Stage + the top 4 teams from the Survival Stage.
- This stage will be scored using a "Match Point" mechanic, whereby Teams must reach a threshold of 90 points to be eligible to become Champion. Once a Team reaches the threshold and gets a Booyah! after, they shall be declared the winner.
- Teams MUST reach the threshold first in order to be eligible for Champion status.
- eg: if a team gets a Booyah! AND reaches the threshold in the same Game, it will not make them the Champion. Hence, they need to get another Booyah!.
- After the completion of the Finals Stage, the Team who won the Match Point shall be crowned the Champion and the remaining Teams shall be placed based on the Leaderboard.
- There will be no maximum to the number of games that can be played.

4. Schedule

4.1 Group Stage

15th July

- Group A - Match 1 to 6
- Group B - Match 1 to 6

16th July

- Group A - Match 7 to 12
- Group B - Match 7 to 12

4.2 Survival Stage

17th July

- Survival Stage - Match 1 to 10

4.3 Finals

18th July

- Match Point Finals - Match 1 to Finish

A more in depth look at the schedule will be shared to the teams separately.

5. Game Specific Rules

5.1 Game Settings

- Map Pool: Bermuda, Purgatory, Kalahari, NexTerra and Solara, unless stated otherwise by the Tournament Administration.
 - Any random maps will be selected using a random mechanism, such as a random number generator, from the pool of five maps mentioned above.
- Game Mode: Esports
- Gun Property (Weapon Stats): Off
- Revival: On
- Hide Nickname & Kill feed: On
- Generic Enemy Outfit: On
- High-tier loot zone: Off
- Death Cam: On
- In-Game Missions: On
- In-Game Quests: Off
- Safe Zone Moving: On
- Loadouts allowed

5.1.1 Map Rotation

- **Group Stage**
 - For games 1 to 5, maps are selected randomly from the pool without any repeats. The 6th map will be randomised from the same map pool. Randomising of maps will be done the night before each match day and recorded for verification.
 - Both Groups will play the same map rotation that was drawn for each day.
- **Survival Stage**
 - For games 1 to 5, maps are selected randomly from the pool without any repeats. Starting from game 6 onward, maps are randomly chosen from the same pool again and without any repeats. Randomising of maps 1-5 will be done the night before the match day, with maps 6-10 drawn during game 4.
- **Finals**
 - For games 1 to 5, maps are selected randomly from the pool without any repeats. Starting from game 6 onward, maps are randomly chosen from the same pool again and without any repeats. Randomising of maps 1-5 will be done the night before the match day, with maps 6-10 drawn during game 4. Another draw will be held at game 8 should more games be needed.

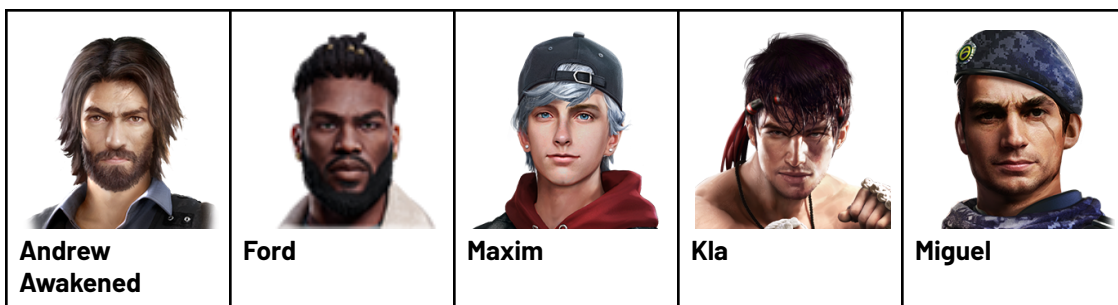
5.2 Characters & Pets

Unique active skill: Each player in a team must use an active skill. Duplicate active skills within the same team are not allowed (i.e. each player's active skill must be different from each other).

Allowed - 1 active, 3 passive skills	Not Allowed - 4 passive skills
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The following are the Characters and Pets allowed in Free Fire at EWC 26:

Characters



				
Antonio	Wukong	Hayato Awakened	Rafael	Joseph
				
Alok Awakened	Alvaro Awakened	Jota	Luqueta	Wolfrahh
				
K	Chrono	Skyler	Shirou	Maro
				
D-bee	Thiva	Dimitri	Leon	Otho
				
Nairi	Kenta	Homer	Tatsuya	Santino
				
Orion	Ignis	Jai	J.Biebs	Ryden

				
Olivia	Kelly Awakened	Nikita	Misha	Paloma
				
Caroline	Moco Awakened	Laura	A124	Shani
				
Notora	Steffie	Kapella	Clu	Dasha
				
Xayne	A-Patroa	Iris	Luna	Sonia
				
Suzy	Kairos	Kassie	Lila	Koda

				
Oscar	Rin	Nero	Morse	Ray

Pets

				
Kitty	Mechanical Pup	Night Panther	Detective Panda	Shiba
				
Spirit Fox	Robo	Poring (Skill Equip - Yes) (Pet/Skin Equip - No)	Ottero	Falco
				
Mr. Waggor	Rockie	Beaston	Dreki	Moony
				
Dr. Beanie	Sensei Tig	Agent Hop	Yeti	Flash

				
Zasil	Finn	Hoot	Fang	Arvon
				
Kactus				

5.3 Restricted Items

1. New characters/pets are banned for 2 weeks after its release
2. Tournament Administration has the right to ban new/current weapons
3. Attack on Titan - Eren Titan Transformation Skin
4. Attack on Titan - Armored Titan Skin
5. The Poring pet and any associated skins

Any use of the restricted items stated above will result in penalties, point deductions and/or disqualification.

5.4 Match Scoring

1 kill equals to 1 point

Placement	Points
1	12
2	9
3	8
4	7

5	6
6	5
7	4
8	3
9	2
10	1
11	0
12	0

5.5 Tiebreakers

In the event of a tie during any phase of the Free Fire at 2026 Esports World Cup, the ranking will be decided in the order of the following:

1. Total Booyah!s across all matches in the phase.
2. Total accumulated kills across all matches in the phase.
3. Placement in the last-played match of the phase (the teams will be ranked according to their placements in the last game of the series where all teams in question played in the same game).

5.6 In-game bugs

In the event whereby a player were to encounter a bug, a remake will only be offered when all of the following conditions are met:

- The bug is game-breaking and causes a player (or multiple players) to be unable to play the game in a usual manner.

A non-exhaustive list of game-breaking bugs includes:

- Being clipped through the floor and executed
 - Being stuck on objects (windows, launchers, etc.)
 - Being killed by fall damage after unexpected behaviour from driving vehicles
 - In-game Mic is not functioning at the start of the game
 - Death on landing / not in the plane, etc.
- The bug occurred within 5 minutes into the match.

- A referee is promptly notified of the bug when it occurs.
- The bug occurs when no other players in the match have been killed.
- The bug is not triggered with malicious intent by the player.

Any remake will be conducted only at the sole discretion of the Tournament Administration.

Participants are required to inform the Tournament Administration team of a bug that they know of which was not included in the list.

5.6.1 Use of bugs

In the event that a team intentionally or unintentionally triggers a bug, known or unknown, to gain an unfair advantage, have an effect on other teams in the match or manipulate how an action is intended by the game (including but not limited to faster reload, shoot faster, being undetectable etc.), the teams in question may be immediately disqualified, have up to half of their monetary winnings forfeited, points deducted, penalty points assigned and/or all of the above based on severity of the offense. If caught using a bug in one of the games, points from that game may be unaccounted for. Tournament Administration will investigate the matter and ascertain whether the team in question intentionally or inadvertently triggered the bug.

5.7 Standard Operating Procedures for Players (Live Matches)

5.7.1 Pre-match procedures

- One hour before the commencement of the competition, all players must check in at their teams' designated Tournament Area. Players will have 20 minutes to make any necessary adjustments before the pre-match test. Once the Participants reach the Tournament area, the Settings Period begins, and they are not permitted to leave until the pre-match test is complete.
- Players must complete setting up the voice chat programs, mobile devices, and game settings as necessary for the matches during the 20-minute settings window. The Tournament Administration reserves the right to prolong the settings time if there are delays during the settings period for good cause.
- Prior to the start of the pre-match test, all players are required to check their settings. These players are also responsible for any settings-related problems that arise during the matches, unless they are the result of a directive from the Administration Team. On-site referees will provide players with the in-game room ID and password after the pre-match test has started. After completing the test and verifying everything is in order, the players must sign the referees' provided checklist.
- Players who arrive late to their designated Tournament Area may face penalties at the sole discretion of the Administration Team.
- Verify that the Tournament equipment and accounts are in working order.

- If your team can hear each other clearly and communicate with each other, ask your team if team communication is functioning.
- Players are not permitted to touch any of the Tournament-related devices (wires, modems, USB hubs, etc). The players will be fully responsible for any consequences that result from touching the devices, including but not limited to device disconnections, setting issues, etc., if they insist on doing so.

5.7.2 During Live matches

- Open up Free Fire and enter the room as soon as the lobby room ID and password are announced.
- Inform the referee in charge of them to confirm when all 4 players are in the appropriate team slot.
- The players must remain in that slot and are forbidden from touching any Tournament equipment until the game has begun once the referee has confirmed that they have entered the lobby in the right team slot.
- Report to the referee if the players are removed from the lobby for being inactive, and with the referee's OK, enter the lobby and the proper team slot once more as soon as possible.
- Coaches and team staff are required to leave the Tournament Area before the match starts.
- For the first 3 minutes of the game, you can choose to start recording whether there are any bugs.
- Even if the entire team is eliminated, players are prohibited from switching out Free Fire or any other Tournament-related Applications or taking off their headset. Other applications not relevant to the competition may not be used at any time.
- Players are not allowed to leave the Tournament area when the match is still ongoing even though their team has already been eliminated.

5.7.3 Post-match procedures

- You can shut down the game and lock the phone after the game is over.
- Players are not allowed to leave the Tournament area once the match has concluded unless otherwise authorized by the Tournament Administration.
- If the team is required to be interviewed, the Team Captain (or a Player Representative) must proceed to the interview room with the host.
- Get ready for the upcoming game.
- At the conclusion of each match day, the team captain confirms the match outcomes with the on-site referee.

5.7.3.1 Breaks in between games

Following every game, teams will receive a brief break; the length of the break will be determined by the schedule of matches for each day. Team members may request an urgent bathroom break during breaks.

5.7.4 Technical Issues mid-match

- In the event a player/team is having technical difficulties during the match, the teams should raise their hand immediately to inform the Referees behind them.
- A pause may be permitted based on section 2.14.1 Pauses. If no pause can be permitted, the team must keep on playing as much as they can while the issue is being resolved.

5.8 Match protests

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect game settings and other related issues. A protest is the official communication between the parties and an admin.

5.8.1 Match protest rules

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation (ie. match media, gameplay recordings, etc) is not presented. A simple "they are cheaters" will not do. Insults and flaming are strictly prohibited in a protest and may result in penalty points or the protest being ruled against the insulting party.

5.9 Game of Record (GOR)

A game of record (GOR) refers to a Game where all players have successfully loaded and reached a stage where meaningful interaction occurs between the opposing Teams. Once a Game achieves GOR status, the period during which occasional restarts may be allowed comes to an end as the match is considered "Official".

Subsequent Game restarts will only be permitted under specific conditions. The following examples outline the conditions that establish GOR:

The point where the lobby host unpauses the game after "ready checks" have been done with all the teams.

5.10 Stoppage of play

5.10.1 Pauses

Once the teams have confirmed their readiness and finished the Pre-match checks and GOR has

been established, there will be no time allowed to pause Tournament play for any reason. Teams or players that are unable to participate in a match due to personal reasons, matters of force majeure, or other circumstances that could lead to a match forfeit are not the responsibility of the Tournament Administration team. Corresponding risks and repercussions are the responsibility of both players and teams. However, in exceptional circumstances, the Tournament Administration reserves the right to implement a temporary pause if the following conditions are met:

- No shots are being fired across the whole map.
- No two (2) or more teams are in close proximity with each other.

5.10.2 Remakes or rehosts

Any technical issues or other crises supported by solid proof should be reported immediately to the Tournament Administration. A match can only be restarted with prior Tournament Official approval. Only at the Tournament Administration's request may a Tournament Game be redone. In the following situations, the Tournament Administration **may** remake a Tournament game:

- Flood, fire, war, terrorist acts, power outages, or other disasters that affect the Event.
- The Event's environment may adversely affect the outcome of the Tournament, as determined by the Administration Team.
- A technical malfunction or a player disconnects (excluding malfunctions and disconnects because of a player's mistake or fault) before the GOR. If the player can reconnect after disconnecting, no rematch will be made.
- FIVE problems occur during the loading screen, and the game cannot be loaded.
- ONE player cannot move on the battlefield within 3 minutes after the game starts.
- ONE player cannot enter the Tournament Game before the departure of the starting plane.
- ONE player can join a Tournament Game without flying on the starting plane and without parachuting, but instead, start on the battlefield.
- ONE or more Observers clients crashed, disconnected, or lagged (unable to work), no matter the number of kills or other issues that have taken place since the game started.
- The server is lagging noticeably and significantly impacting multiple teams' performance.

The Tournament Administration has the right to restart the game when the game cannot be broadcasted as normal. The start of the match is when the "warmup" has ended and everyone has loaded on the starting plane. If the above conditions are met, players should instantly request a rehost by notifying the admin team by raising their hand and asking for help, followed by a valid reason and sufficient evidence. Players should continue playing until the rehost is confirmed by Tournament Administration.

5.11 Mandatory Scrims

The Tournament Administration reserves the right to conduct testing and rehearsal scrims 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. Misconduct

6.1 Definitions and scope of sanctions

Sanctions are given for rule violations within EWC events. They may be penalty points, fines, default losses, player/team suspensions or disqualifications, or a combination of these sanctions dependent on the incident in question. Participants will be informed about the sanction by email and given a timeframe within which they can appeal the decision. Only the Team Representative (as defined under the applicable Team Participation Agreement) or their designated spokesperson are eligible to make appeals.

6.2 Punctuality Penalties

6.2.1 Player punctuality

All matches must start when instructed, under the discretion of EWC. Notably, matches scheduled for broadcast should commence no later than the time stipulated by EWC. Teams shall be furnished with a match schedule, which remains susceptible to alteration solely at the discretion of the Tournament Administration. Teams will be duly informed of any changes to the schedule and must ensure their readiness to commence play at the designated time.

6.2.2 No show, Tardiness, or Delays during Live Matches

Should the start of a match be delayed due to a team, 2 Penalty Points shall be assigned at the initially communicated commencement time. Thereafter, each subsequent five (5) minutes of delay shall warrant the assignment of an additional 2 Penalty Points. Should the team remain unprepared or fail to materialize ten (10) minutes post the scheduled start time, the Tournament Administration retains the discretionary power to proceed with the match without the team.

6.3 Teaming up

Working together with other players/teams within the same match in order for one or both teams to gain advantage, including but not limited to: in-game advantages or accumulating more points in a match is forbidden in any Live matches. Tournament Administration may conduct thorough investigation upon allegations/suspicions on such acts and take action. Teams in question may be

immediately disqualified, have up to half of their monetary winnings forfeited, points deducted, penalty points assigned and/or all of the above based on severity of the offense.

7. Prize distribution

Prize Money	
#	Prize
Total:	\$1,000,000
1	\$300,000
2	\$180,000
3	\$120,000
4	\$80,000
5	\$61,000
6	\$47,000
7	\$37,000
8	\$30,000
9	\$26,000
10	\$22,000
11	\$18,000
12	\$14,000
13	\$11,000
14	\$9,000
15	\$7,000
16	\$6,000
17	\$5,500
18	\$5,000
19	\$4,500
20	\$4,000
21-22	\$3,500
21-22	\$3,500
23-24	\$3,000
23-24	\$3,000

MVP Prize
\$25,000

8. Other

8.1 Equipment

EWC always provides mobile devices during Live Matches. Depending on the discipline and the phase of the Tournament, noise-canceling headphones may be provided as well. For Live Matches, Teams will be required to supply and equip their players with in-ear earphones. 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.

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 devices is limited for all participants.

8.4 Technical Checklist

After completing their setup process, the players sign off on a form in which the player declares that the playing conditions are suitable for fair play and all equipment has been set up correctly and is in working order (herein referred to as the "Technical Checklist"). This process exists to ensure the integrity of the system used to compete before the match starts. Technical pauses caused by problems that would have been noticed if the Technical Checks had been properly conducted will be punished with one (1) minor penalty point. By signing the Technical Checklist, Participants confirm that they are ready to start their match as scheduled. Participants may be required to start the match even if they failed to properly complete this process in the time supplied by the Tournament Administration.

9. Privacy and Data Protection

By participating in the Event, each Participant acknowledges that EWCF 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.