

ESPORTS WORLD CUP

Esports World Cup 2026

Street Fighter 6

RULEBOOK

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Definition of Terms

EWC – Esports World Cup; a multi-week festival at which the Tournament is taking place.

EF – Esports Federation; the supervising body of the Tournament.

Game – An individual game of Street Fighter 6. A Player needs to accumulate two (2) Round wins in order to win a Game.

Match – A set consisting of a defined number of Games. It is played until one of the Players wins the majority of Games contained in it. The winning Player will advance further in the tournament bracket or to the next Phase.

Match Area – The area immediately surrounding the tournament station used for tournament matches as indicated by the Tournament Organizer.

Participant – Any individual or a group of individuals directly associated with a specific Player, including but not limited to Managers, Coaches, and the Player(s) themselves.

Player – An individual participant of the Tournament.

Referee – Part of the Tournament Administration. They are responsible for making judgements on every match-related issue, as well as any questions or situations which may occur before, during and immediately following a Match.

Round – A single instance of Street Fighter 6 play.

Tournament – Refers to the EWC26 Street Fighter 6 competition.

Tournament Administration – An entity dedicated to overseeing the procedural and regulatory aspects of Tournament.

Tournament Official – A staff member appointed by the Tournament Organizer responsible for enforcing rules and/or coordinating with Players and managers.

Tournament Organizer – The governing body of the Tournament.

1. General

1.1 Rule Changes

The Tournament Administration reserves the right to amend, remove, or otherwise change the rules, without prior notice. Tournament Administration 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

The Tournament is under jurisdiction of EWC Global rulebook:

<https://esportsworldcup.com/en/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 other 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 Confidentiality

The content of any communication with Tournament Officials - including but not limited to in person, email, messengers - are deemed strictly confidential. The publication of such material is prohibited without written consent from the Tournament Administration.

1.6 Communication

1.6.1 Communication Methods

The main communication method for the Tournament is email. When contacting Participants, 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 start.gg profiles. Further communication channels such as Discord will be used throughout the Tournament.

1.6.2 Official Communication

Communications from the Tournament Organizer (either via email or sent via an instant messaging service while at an event) which include deadlines are considered to be an extension of this rulebook.

2. Player Requirements

2.1 Player Participation Requirements

2.1.1 Player Age

All Players participating in the Tournament have to be at least thirteen (13) years of age at the time of their first Match.

Players who are minors (under 18 years old), must obtain consent from their parents or legal guardians to enter the Tournament. If minor Players have entered Tournament, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A Player

will be disqualified where that Player cannot demonstrate, to the satisfaction of the Tournament Organizer, that they have obtained the requisite consent.

2.1.2 Residency & Citizenship Limitations

There are no country or region restrictions to participate in this Tournament.

2.1.3 Invitation Requirement

Participation in this Tournament is restricted exclusively to the thirty-two (32) Players who have received an official invitation. Such invitation shall be issued to the highest-performing Players from the qualifying competitions as outlined in the rule [2.2.1 Qualifying Competitions List](#).

2.2 Invitation

2.2.1 Qualifying Competitions List

Qualifying Competition Name	Competition Completion Date	Placements Receiving an Invitation
Street Fighter League: Championships	29th November 2025 7th December 2025 31st January 2025	Top 3 Teams (12 Players)
CAPCOM CUP 12	1st March 2026	Top 4 Players
ROAD TO EWC 26: DreamHack Birmingham	29th March 2026	Top 2 Players
Evo Japan	3rd May 2026	Top 2 Players
ROAD TO EWC 26: DreamHack Atlanta	17th May 2026	Top 2 Players
COMBO BREAKER	24th May 2026	Top 2 Players
Evo	28th June 2026	Top 2 Players
EWC Last Chance Qualifier	26th July 2026	Top 6 Players
PLAYERS RECEIVING AN INVITATION IN TOTAL: 32		

2.2.2 Invitation Non-Transfer Clause

Invitations issued for this Tournament are strictly non-transferable or tradeable and may only be used by the individual to whom they were originally assigned.

2.2.3 Upholding the Invitation

Should a Player find themselves unable to accept their invitation for any reason, they are required to inform the Tournament Organizer of this fact immediately.

The Tournament Organizer, at its sole discretion, may subsequently elect to extend the invitation to one of the following, depending on available options:

- Pass the invitation down to the next highest-placed Player from the competition from which the original Player qualified.
- Choose another competition to award the remaining invitation to (including the Last Chance Qualifier).

2.2.4 Passing the Invitation Down

Should a Player who has already secured an invitation to the Tournament earn a second invitation through high placement in a subsequent qualifying competition, the second invitation will be passed down to the next eligible highest-placed Player in that specific competition. This pass-down process will be repeated as necessary if multiple already-invited players re-qualify.

In case the next eligible Player cannot be easily determined due to multiple Players having the same final result, an additional tiebreaker match may be arranged to determine the final outcome.

2.2.5 Tiebreaker Rules for Qualifying Competitions

Those additional Match(es) will be based on existing brackets. Please see the examples below:

- **For the 2 Players placing 5th place:** a First to 3 (B05) match is played between those Players.
- **For the 2 Players placing 7th place:** a First to 3 (B05) match is played between those Players.
- **For the 4 Players placing 9th place:** up to 4 First to 3 (B05) matches are played based on Player's position in the lower bracket.
 - **First Match** will be played by Players positioned on the North part of the lower bracket.
 - **Second Match** will be played by Players positioned on the South part of the lower bracket.
 - **Third Match** will be played by Players that won the first and second match, the winner of this match will finish 9th place, the loser of this match will finish 10th place.
 - **Fourth Match** will be played by players that lost the first and second match, the winner of this match will finish 11th place, the loser of this match will finish 12th place.
- **For the 4 Players placing 13th place:** up to 4 First to 3 (B05) matches are played based on Players' position in the lower bracket.
 - **First Match** will be played by Players positioned on the North part of the lower bracket.
 - **Second Match** will be played by Players positioned on the South part of the lower bracket.
 - **Third Match** will be played by Players that won the first and second match, the winner of this match will finish 13th place, the loser of this match will finish 14th place.

- **Fourth Match** will be played by players that lost the first and second match, the winner of this match will finish 15th place, the loser of this match will finish 16th place.

The same logic applies to any position in the qualifying competition in case of next eligible Player(s) not being able to be determined due to similarities between their results.

The respective Organizers of the qualifying competitions reserve the right to modify the format of the tiebreaker Matches as necessary in the event that one or more Players have already secured an invitation.

For example, if one of the Players ranked 9th-12th has already qualified, the Organizer of a qualifying competition may choose to adjust the tiebreaker format to a single round-robin competition among the remaining three Players.

Similarly, if two of the Players ranked 9th-12th have already secured an invitation, a single Match shall be conducted between the two remaining Players.

2.2.6 Denial of an Invitation

If an invitation to the Tournament is denied or cannot be accepted by a Player due to any reason (e.g. visa failure), that invitation shall be passed down to the highest placed uninvited Player within the Last Chance Qualifier. If the invitation is denied or cannot be accepted by a Player receiving an invitation through the Last Chance Qualifier placement, the outcome of the situation will be evaluated by the Tournament Administration at its sole discretion.

3. Rosters

3.1 Participant Roster

Only one (1) Player is officially recognized as part of the Participant roster. Team Staff, such as Managers or Coaches, are not considered part of the official Participant roster.

3.2 Team/Player Coaches & Managers

Participants are not obligated to specify any particular Coach(es) or Manager(s). The inclusion of such personnel is entirely optional.

Any additional Team Staff accompanying the Player at the venue shall be prohibited from accessing the stage or otherwise communicating with the Player during the Matches.

3.3 Substitutes

Only the Players who have received an official invitation to participate in the Tournament may compete. No other individuals may be indicated to substitute a specific Player during any Games or Matches.

3.4 Data Submissions

Upon request by the Tournament Organizer, the Players are required to furnish their personal and organizational information. This includes, but is not limited to, the following details:

- Player's full name
- Player's date of birth
- Player's passport information
- Team name & shorthand
- Team logo (when requested; considering that the Player is part of an existing team)
- Contact person and details
- Email address

Players are obligated to submit all necessary information within the designated timeframe.

3.5 Travel & Accommodation Coverage

The Tournament Organizer shall cover Travel & Accommodation for all invited Players.

Travel & accommodation will not be provided to any additional crew, such as Coaches or Managers traveling to the Tournament with or on behalf of any of the Players.

4. Tournament Format

4.1 Formats Used During the Tournament

4.1.1 Single Elimination

In a Single Elimination format, Players compete in a series of Matches. The winner of each Match advances to the next bracket round, while the loser is eliminated from the Tournament. An exception is made for the losers of the semi-final Matches, who then compete against each other for the 3rd place position. This process continues until a single, undefeated Player remains and is declared the champion.

4.1.2 Double Elimination

In a Double Elimination format, Players compete in a series of Matches across two brackets

- Upper Bracket
- Lower Bracket

All Players begin in the Upper Bracket, and the winner of each Match advances within that bracket. A Player who loses a Match in the Upper Bracket is not immediately eliminated, but instead moves to the Lower Bracket, where they continue competing. A loss in the Lower Bracket results in elimination from the Tournament. This process continues until two (2) Players remain in each of these brackets, meaning a total of four (4) Players remaining.

4.2 Tournament Structure

The Tournament consists of 3 consecutive phases:

- Group Stage - Phase 1
- Group Stage - Phase 2
- Playoffs

4.2.1 Group Stage - Phase 1 Structure

The thirty-two (32) invited Players are split across four (4) Double Elimination groups of eight (8) Players.

- Group AA
- Group BB
- Group CC
- Group DD

A total of four (4) Players from each of these groups advance to Group Stage - Phase 2.

- Two (2) Players advancing from the Upper Bracket
- Two (2) Players advancing from the Lower Bracket

All Matches played during Group Stage - Phase 1 are first to 3 Games (Best of 5).

4.2.2 Group Stage - Phase 2 Structure

The sixteen (16) Players advancing from Group Stage - Phase 1 are split across two (2) Double Elimination groups of eight (8) Players.

- Group A
- Group B

A total of four (4) Players from each of these groups advance to Playoffs.

- Two (2) Players advancing from the Upper Bracket
- Two (2) Players advancing from the Lower Bracket

All Matches played during Group Stage - Phase 2 are first to 3 Games (Best of 5).

4.2.3 Playoffs Structure

The eight (8) Players advancing from Group Stage - Phase 2 are placed into a Single Elimination Bracket with a 3rd place Match.

All Matches played during the Playoffs are first to 5 Games (Best of 9).

4.3 Tournament Seeding

4.3.1 Group Stage - Phase 1 Seeding

4.3.1.1 Group Stage - Phase 1 Divisions

The thirty-two (32) invited Players will be split into eight (8) divisions depending on the qualifying event they received their invitation through.

Division 1	Division 2	Division 3	Division 4
Street Fighter League: World Championship (1st)	Street Fighter League: World Championship (2nd)	Street Fighter League: World Championship: (3rd)	CAPCOM CUP 12
Street Fighter League: World Championship (1st)	Street Fighter League: World Championship (2nd)	Street Fighter League: World Championship (3rd)	CAPCOM CUP 12
Street Fighter League: World Championship (1st)	Street Fighter League: World Championship (2nd)	Street Fighter League: World Championship (3rd)	CACPCOM CUP 12
Street Fighter League: World Championship (1st)	Street Fighter League: World Championship (2nd)	Street Fighter League: World Championship (3rd)	CAPCOM CUP 12
Division 5	Division 6	Division 7	Division 8
DH Birmingham	DH Atlanta	Evo	Last Chance Qualifier (3rd)
DH Birmingham	DH Atlanta	Evo	Last Chance Qualifier (4th)
Evo Japan	COMBO BREAKER	Last Chance Qualifier (1st)	Last Chance Qualifier (5th)
Evo Japan	COMBO BREAKER	Last Chance Qualifier (2nd)	Last Chance Qualifier (6th)

In case of additional slot being allocated to the Last Chance Qualifier as a result of the rule [2.2.4 Denial of an Invitation](#), these slots will inherit their original Division as outlined above. All Players receiving an invitation through the Last Chance Qualifier will then be moved across Division, so that the Player placements within the LCQ reflect the chronological order of the denied invitation(s).

4.3.1.2 Group Stage - Phase 1 Draw Procedure

Players will be drawn from each of these divisions, following the rules outlined below. Divisions must be emptied in a consecutive order, meaning that Division 1 must be fully emptied first, before any Players may be drawn from Division 2 etc.

- Players are drawn in a random order.
- Players will be placed into group A, B, C or D in an alternating order.
 - 1st Player drawn shall be placed into group A;
 - 2nd Player drawn shall be placed into group B;
 - 3rd Player drawn shall be placed into group C;
 - 4th Player drawn shall be placed into group D;
 - 5th Player drawn shall be placed into group A etc.
- Players shall be assigned the highest unoccupied seed of the group they are drawn for.
 - 1st Player drawn into group A shall be assigned seed #1;
 - 2nd Player drawn into group A shall be assigned seed #2;
 - 3rd Player drawn into group A shall be assigned seed #3 etc.

4.3.2 Group Stage - Phase 2 Seeding

4.3.2.1 Group Stage - Phase 2 Divisions

The sixteen (16) Players who advance from phase 1 shall be divided into two (2) divisions.

Division 1	Division 2
Group AA winner	Group AA runner-up
Group AA winner	Group AA runner-up
Group BB winner	Group BB runner-up
Group BB winner	Group BB runner-up
Group CC winner	Group CC runner-up
Group CC winner	Group CC runner-up
Group DD winner	Group DD runner-up
Group DD winner	Group DD runner-up

4.3.2.2 Group Stage - Phase 2 Draw Procedure

Players will be drawn from each of these divisions, following the rules outlined below. Division 1 must be fully emptied, before proceeding to drawing Players from division 2.

Division 1:

1. Players are drawn in a random order.
2. Players will be placed into group A or group B in an alternating order.
 - a. *1st Player drawn shall be placed into group A;*
 - b. *2nd Player drawn shall be placed into group B;*
 - c. *3rd Player drawn shall be placed into group A etc.*
3. Players shall be assigned the highest unoccupied seed in the group they are placed into.
 - a. *1st Player drawn into group A shall be assigned seed #1;*
 - b. *2nd Player drawn into group A shall be assigned seed #2;*
 - c. *3rd Player drawn into group A shall be assigned seed #3 etc.*

Division 2:

1. Players are drawn in a random order.
2. Seeds will be assigned to Players starting with the highest available seed across both A and B groups. If the highest available seed is the same across both groups, the priority will go to group A. This process will continue until all Players are seeded.
3. A Player originating from the Lower Bracket of a given Group Stage - Phase 1 group, cannot be seeded against another Player originating from Upper Bracket the same phase 1 group. If this would happen, that Player shall be assigned the highest available seed of another Group Stage - Phase 2 group.
4. Should the last drawn Player lack an eligible seed for placement in either of the Group Stage - Phase 2 groups, that Player will be swapped with the Player most recently drawn prior to them. This can be repeated multiple times, until a valid draw is presented.

4.3.3 Playoffs Seeding

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

- Four (4) Players advancing through the Upper Bracket of their respective Group Stage - Phase 2 groups
- Four (4) Players advancing through the Lower Bracket of their respective Group Stage - Phase 2 groups

All Players that qualified to the Playoffs must be present on the stage during the Playoff draw procedure.

The four (4) Players advancing through the Group Stage - Phase 2 Upper Bracket will be ranked from 1st to 4th based on the following factors, in the exact order they are listed. Their rankings are also the seeds they will receive in the Playoff Single Elimination bracket.

- Match win/loss difference in all Matches played within the Tournament
- Game win/loss difference in all Matches played within the Tournament
- Round win/loss difference in all Matches played within the Tournament
- If any Players are still tied, the final rankings will be decided by a coin toss

The highest seeded Player originating from each of the Group Stage - Phase 2 groups (two (2) Players in total) gains the right to select an opponent they will face in the Playoff Quarter-Final.

- Players may not select an opponent originating from the same Group Stage - Phase 2 group as the Player making the selection.
- The remaining Players advancing through the Upper Bracket of the same Group Stage - Phase 2 group as the Player making the selection will be assigned the only remaining unselected Player from the other Group Stage - Phase 2 group.

4.3.4 Seeding Results

The Tournament Organizer will announce the timeline and outcome of each of the seed draws at a later date.

5. Game Rules

5.1 Definitions

5.1.1 Definition of a Round

A Round constitutes a single contest within the game of Street Fighter 6. It represents the minimal measurable unit for determining the outcome of a Game. Each Game consists of a maximum of three (3) Rounds.

5.1.2 Definition of a Game

Every Game played within the Tournament is a single game of Street Fighter 6 play, consisting of up to three (3) individual Rounds.

5.1.3 Definition of a Match

A Match is a set of Games in which the Players engage to determine the outcome of the fixture. It consists of a varied number of Games, declared before each Match begins.

5.2 Game Settings

The following game settings will be used for all Games played

- **Game Mode:** Versus, One on One
- **Timer:** 99 seconds
- **Stage:** Random (players may opt to use an
- **Motion Blur:** On
- **Action Mode:** Performance
- **Input Delay Reduction:** On
- **Advantage:** No advantage
- **Button Release Input:** Off or On
- **Damage Display Settings:** No display
- **First to 3 / First to 5** wins depending on the Phase of the tournament

Players are not allowed to arbitrarily change the playing environment nor the settings.

5.3 Banned Stages

The Training Room stage is banned from tournament play. If a banned stage is randomly selected, players must repeat the stage selection process until a tournament legal stage appears.

5.4 DLC Characters

All DLC characters released at least 14 days before the first Tournament day are legal.

For avoidance of doubt, if the Tournament is starting on the 15th day of a month, all characters released on or before the 1st day of the month are legal.

5.5 Controls

- "Modern" and "Classic" control types are allowed.
- "Dynamic" control type is NOT allowed.

5.6 Ties

In case the final Round of a Game ends with a tie signaled on the game screen as "Double K.O." or "Draw Game" respectively, and results in both Players receiving a Round point for it, this Game does not count towards the record, and must be played again. The same characters and control type must be used by both Players for the re-game.

Please note that this rule may only take effect when the Round score is at 1-1 during Round 3.

5.7 Side Selection

Players will be assigned the in-game side, either left or right, designated as Player 1 (P1) or Player 2 (P2) depending on their position in the bracket (north or south). These sides are physically reflected on the Tournament stage with P1 being seated on the left side (audience perspective) and P2 being seated on the right side (audience perspective). Players may not choose on which side they are seated.

5.8 Characters & Stage Selection

5.8.1 Characters & Stage Selection Rules

Players are allowed to make the following adjustments between their Games:

- The Player who won the previous Game must keep their character
- The Player who lost the previous Game may choose to keep, or change their character

5.8.2 Selection Time

Players are allowed up to sixty (60) seconds between their Games to select their characters and stage. Exceeding this time may result in an Official Warning being awarded to the offending Player.

5.9 Blind Pick

Blind Pick will be enforced during all phases of the Tournament. In the Blind Pick process, the Players will each tell a Referee, in secret, their character selection for the first game. Players will then select their character with the Referee validating their selections. If a Player purposely does not select the character they told the Referee, that Player will forfeit the Game the invalid character was picked for.

5.10 Game Platform

The platform used to conduct all Games within the Tournament is PlayStation 5 (PlayStation 5 game version).

5.11 Game Restarts

A Game Restart may be called by the Tournament Administration in exceptional circumstances. This includes, but is not limited to bugs and glitches significantly impacting the gameplay and competitive integrity of the Game, or is directly impacting any Player's ability to start or continue the Game, or the Game cannot be concluded.

5.12 Game Pauses

It is not allowed to pause the ongoing game during a live Round. It is also not allowed to return back to the console settings or main screen by pressing the home button on the controller. Doing so will result in a Round Loss for the offending Player.

In case a Round was paused, accidentally or not, Players are not allowed to return back to the Game without a prior permission given by a Tournament Referee.

5.13 Communication During a Live Match

When present in the Match Area, Players are not permitted to communicate with anyone using any means of verbal or non-verbal communication except a Referee and/or Tournament staff if necessary.

5.14 Issue Reporting

It is mandatory for Participants to notify a Referee of any Match or Game-related issues without delay. This protocol encompasses situations such as equipment failure, game pauses, or incorrect game settings.

Should such matters be brought to the attention of the Tournament Administration following the conclusion of a Match, the report may be dismissed at their sole discretion.

6. Tournament Schedule

6.1 Schedule

The Tournament takes place from July 29th, 2026 to August 1st 2026.

- July 29th, 2026 - Group Stage - Phase 1, Groups AA & BB
- July 30th, 2026 - Group Stage - Phase 1, Groups CC & DD
- July 31st, 2026 - Group Stage - Phase 2, Groups A & B
- August 1st, 2026 - Playoffs

The Tournament Organizer will share a detailed schedule with all Participants, and the general public at a later date.

7. Last Chance Qualifier

7.1 Basic Last Chance Qualifier Information

7.1.1 Definition and Purpose of the Last Chance Qualifier

Last Chance Qualifier (hereinafter referred to as LCQ) is a competition separate from the Tournament. Its purpose is to provide Players with an additional opportunity to earn their invitation to the Tournament.

7.1.2 LCQ Location

LCQ will take place at the following location:

- Paris Expo Port de Versailles, 1 Pl. de la Porte de Versailles, 75015 Paris, France.

7.1.3 LCQ Schedule

The LCQ will take place from July 24th 2026 to July 26th 2026.

Detailed schedule of the LCQ will be announced by the Tournament Organizer at a later date.

7.2 LCQ Registration

7.2.1 LCQ Participation Eligibility

Everyone who meets the eligibility criteria of the Tournament as outlined in the section [2.1 Player Participation Requirements](#) may register and participate in the LCQ.

Players that already received an invitation to the Tournament may not sign up or participate in the LCQ.

7.2.2 LCQ Entrants Limitation

Participation in the LCQ is limited to 512 entrants and will be allocated on a first-come, first-served basis.

7.2.3 LCQ Tournament Platform

The LCQ will be conducted using a start.gg tournament platform.

7.3 LCQ Format & Gameplay Rules

The format & gameplay regulations of LCQ are governed by the [CPT Rulebook](#).

7.4 LCQ Prize Split

Place	Prize
#1-#6	Invitation to the EWC Tournament
#7-#8	6.500 USD
#9-#12	4.250 USD
#13-#16	2.500 USD
#17-#24	1.250 USD
TOTAL: 50.000 USD	

8. Equipment

8.1 Provided Equipment

8.1.1 Equipment Provided by the Tournament Organizer

The following equipment items will be provided by the Tournament Organizer:

- PlayStation 5 console
- Monitor
- Desk
- Chair
- Noise-cancelling headset

8.1.2 Equipment Provided by a Player

Other necessary equipment items must be provided by the Players. This includes a compliant game controller compatible with the PlayStation 5 platform, and any required cables and/or adapters if needed. All player equipment is subject to Tournament Administration approval. Tournament Administration reserves the right to deny the use of any equipment and/or device that provides an unfair competitive advantage.

8.2 Permitted Equipment & Controller Regulations

8.2.1 Allowed Controllers

It is at the participating Players to bring a proper, tournament compliant game controller. This includes:

- Game pads
- Fight sticks
- Mix boxes / Fight boxes
- Other compliant game controller devices

8.2.2 Banned Controller Functions

In order for the game controlling device to be allowed, it must not support the below listed features:

- Any form of SOCD (simultaneous opposite cardinal directions) inputs activated upon pressing a single button on the controller.
- Any other to SOCD inputs, that introduce opposite analog inputs at the same time upon pressing a single button on the controller.
- Linear inputs (any sort of input that changes depending on how much, or how deep the button is pressed).
- Any macros, which send multiple inputs at once or at a succession (except for those which can be applied within the game's controller setup)..
- Any macros, turbos or other features that alter the input of the Player on the controller (e.g. altering a continuous signal to a string of inputs).
- Any other features that may provide an unfair competitive advantage over other participants.

For avoidance of doubt, controllers supporting the SOCD function, or allowing the introduction of opposite analog inputs other than SOCD are allowed to be used, as long as the only scenario in which the SOCD function may be activated is upon pressing more than one (1) button.

Failure to adhere to the controller restrictions will result in severe penalties.

8.3 Wireless Controller

Controllers must be tethered to the console via a cable during gameplay. The cable must be securely connected to both the controller and the console at all times.

Any wireless functionality of the controller and stage console, including but not limited to Bluetooth connectivity, must be turned off prior to the start of gameplay.

Players are responsible for ensuring that the wireless functionality of their controllers remains disabled throughout the duration of their Matches.

8.4 Equipment Malfunction

8.4.1 Provided Equipment Malfunction

If a malfunction occurs with an equipment item provided by the Tournament Organizer (e.g. the console or a monitor), the Tournament Organizer must fix the malfunction. In case the malfunction happened or was discovered during a live Game, and it has been recognized that the said malfunction prevented the Game from being completed, or completed in a fair way, the Tournament Administration shall deem the Game void, and order the Players to play it again at its sole discretion.

8.4.2 Player Equipment Malfunction

If a malfunction occurs with an equipment item provided by the Player, that Player takes full responsibility for their own brought equipment. In case the Player's equipment malfunctions, the Tournament Administration may allow the Player to switch their equipment at its sole discretion.

In the event of technical difficulties related to Player's equipment that occur before or during a Match, the affected Player may be granted up to fifteen (15) minutes for resolution. Any resulting delays to the tournament schedule may be subject to further penalty at the discretion of the Tournament Administration. Failure to address equipment or controller malfunctions within this designated timeframe will result in a Match loss being awarded to the offending Player.

8.5 Controller Malfunction or Disconnect During a Live Game

In case the Player's controllers malfunction or are physically disconnected from the console during a live game, that Player will defeat the Round it happened. The Player is also responsible for resolving any problems related to their equipment. The Tournament Administration may allow the Player to change their equipment at its sole discretion in case it is not possible to resolve the issue.

Please note that the Tournament Organizer does not provide any spare controllers, cables or other devices required to play.

8.6 Equipment Safety

At the sole discretion of the Tournament Organizer, the Players may be granted permission to utilize the equipment belonging to another Player for the duration of their own Match(es) provided that there is a valid reason to do so (such as but not limited to equipment failure or malfunction).

To proceed, the Player in question must first secure an approval from the owner of the equipment being borrowed. It is imperative to note that the Tournament Organizer bears no responsibility for any borrowed equipment, and Players must assume all associated risks when borrowing said equipment.

8.7 Equipment Interference

It is strictly forbidden to touch, or otherwise interfere with other Player's equipment during their Games and Matches.

8.8 Mobile Devices

Players are not allowed to use or possess any electronic devices other than their game controllers in the Match Area. This includes any phones, tablets, wireless headsets, smartwatches, etc.. The Tournament Administration may permit usage of electronic devices in the Match Area if medical needs are presented. Such instances must be reported to the Tournament Administration before the Tournament starts. The Tournament Administration may at its sole discretion approve or deny usage of such devices.

Any electronic devices in possession of the Players must be handed over to the Tournament Administration, and will be returned upon leaving the Match Area.

8.9 Unnecessary Items

Any unused items should be cleared out of the Match Area before the start of a Match. This includes any pieces of clothing, jackets, backpacks etc.

9. Punctuality

9.1 Tardiness

Tardiness occurs when a Player is late to their Match or Game by less than 10 minutes, and is penalized with an Official Warning.

9.2 No-Show

No-Show occurs when a Player is late to their Match or Game by 10 or more minutes, and is penalized with a Match loss.

10. Prize Distribution

Place	Prize
#1	250.000 USD
#2	130.000 USD
#3	70.000 USD
#4	50.000 USD
#5-8	37.500 USD
#9-12	27.500 USD

#13-16	20.000 USD
#17-24	12.500 USD
#25-32	7.500 USD
TOTAL: 1.000.000 USD	

11. Privacy and Data Protection

By participating in the Tournament, each Player acknowledges that EF and/or the Tournament Organizer may process personal data as needed for the administration, operation, integrity, and enforcement of the Tournament 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.