



Teamfight Tactics at 2026 Esports World Cup

Rulebook

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Definition of Terms

EWC or Esports World Cup: A multi-week festival at which the Tournament is taking place.

EWCF: Esports World Cup Federation; the supervising body of the Tournament.

Game: A single instance of Teamfight Tactics play. It is played between Two (2) competing Teams.

Match: A series of Games played between two (2) Teams.

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

Player: An individual belonging to a Team who is expected to actively take part in every Match throughout the competition.

Tournament: Refers to the Teamfight Tactics at 2026 Esports World Cup competition.

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

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. The 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 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.

2. Participants

2.1 Age Restriction

Teams may only consist of Players who are at least sixteen (16) years old at the time of their first Match, defined as having lived sixteen (16) full years. Players who are minors (under eighteen (18) years old) must obtain consent from their parents or legal guardians to enter the Tournament.

2.2 Residency & Citizenship

A Player's home country is the country of their main place of residence (proven by legal

registration or long-term visa in connection with evidence of long-time habitation. Visas must be valid for 91 or more days to qualify as Long Term) is, or the country a Player holds a valid passport for. This decision can be made anew for every competition, but once made it will be final and irreversible for that competition and the preceding qualifying stages within the same Competition.

Players must submit valid government-issued identification (e.g. passport) and, if requested, proof of residency (e.g. residency permit or visa) to verify eligibility. Documents must be submitted to Tournament Administration on request.

2.3 Roster Submission

Teams must submit their rosters at the request of the Tournament Organizer before a date which will be communicated by the Tournament Administration. Roster submissions must include the following information:

- Team name & shorthand
- Team logo
- Contact person and details
- Starting Lineup

Teams must submit exactly four (4) eligible Players as their starting Lineup.

The Tournament Organizer reserves the right to request additional team information as required. Failure to provide any of this information may render the offending Player or Team ineligible to compete in the Tournament.

2.4 Travel & Accommodation Coverage

The Tournament Organizer shall cover Travel & Accommodation for up to five (5) Team Members per Team, distributed as outlined below:

- Obligatory four (4) positions covered
 - Four (4) Starter Players
- Optional one (1) position covered
 - Up to one (1) Team Coach
 - Up to one (1) Team Manager

Teams may submit all two (2) optional positions available, but travel & accommodation will only be provided to up to one (1) of them.

2.5 Roster Changes

Roster changes after submission are permitted only in exceptional circumstances, as deemed by Tournament Administration. Requests must be submitted in writing to the Tournament Administration at least 48 hours before the affected Match, including supporting documentation.

2.6 Substitutes

Substitutes are not permitted at any stage of the Tournament, and all listed Players must be part of the Starting Lineup.

2.7 Roster Composition

A Team must consist of exactly four (4) Players, and up to one (1) Team Coach.

2.8 Multiple Teams

It is not allowed for a Team to participate in an Teamfight Tactics at 2026 Esports World Cup tournament if:

- Another Team of the same organization has been invited or qualified to the Tournament.

It is also not allowed for a Team to participate in any Tournament qualifiers if:

- Another Team of the same organization has been invited or qualified to the Closed Qualifier stage.
- Another Team of the same organization is participating in any of the Open Qualifiers.

2.9 Team Replacements

2.9.1 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.

2.9.2 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

The next eligible highest placed uninvited Team within the Global Qualifier will be called as a replacement. If no eligible Teams can be found in the Global Qualifier, the highest placed uninvited

Team within the Closed Qualifier from which the denying Team received the invitation will be invited instead.

In case the next highest place Team cannot be easily determined due to two (2) or more Teams sharing the same placement, the following tiebreakers will be employed to determine the Team receiving the invitation:

1. Game difference in the respective Closed Qualifier or Global Qualifier
2. Total amount of Placement Points accumulated in the respective Closed Qualifier or Global Qualifier Games
3. Total amount of first place finishes in the respective Closed Qualifier or Global Qualifier Games
4. Total amount of Placement Points accumulated in all Games in the most recent Match within the respective Closed Qualifier or Global Qualifier
5. Total amount of first place finishes in all Games within the respective Closed Qualifier or Global Qualifier
6. If two (2) or more Teams are still tied, their final rankings will be decided by a coinflip

2.9.4 After the Replacement Deadline

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

3. Tournament Format

3.1 Team Format & Scoring

All stages of the Tournament are a team-based competition where each Team consists of exactly four (4) Players competing together in each Match.

Each Team's four (4) Players compete simultaneously in a shared lobby. Placement Points are awarded to Teams based on placements achieved in each Game as outlined below:

- 1st place - 8 points
- 2nd place - 7 points
- 3rd place - 6 points
- 4th place - 5 points
- 5th place - 4 points
- 6th place - 3 points
- 7th place - 2 points
- 8th place - 1 point

A Team's result in any given Game will be the sum of their four (4) Players' Placement Points compared to the sum of their opponents.

Example:

- *Players of Team A placed 1st, 3rd, 4th and 8th, meaning that Team A has scored 20 Placement Points.*
- *Players of Team B placed 2nd, 5th, 6th and 7th, meaning that Team B has scored 16 Placement Points.*

Therefore Team A is the winning Team of the Game as they have scored more Placement Points.

3.2 Game Points Ties

If both Teams are tied in Placement Points at the end of a Game, the victory will be awarded to the Team whose Player finished first (1st) in that Game.

3.3 Series Size

Each Match, except Grand Final, is played in a Best of 3 (Bo3) format. To secure a Match win and conclude the series, a Team must win at least two (2) Games out of a maximum of three (3) Games. The Grand Final is played in a Best of 5 (Bo5) format. To secure a Match win and conclude the series, a Team must win at least three (3) Games out of a maximum of five (5) Games.

3.4 Invitation & Participation

3.4.1 Invitation List

The following sixteen (16) Teams qualified through outlined methods shall receive an invitation to Tournament:

- EWC 2025 Title Defender (Weibo Gaming)
- Closed Qualifier: Americas 1st place
- Closed Qualifier: Americas 2nd place
- Closed Qualifier: Americas 3rd place
- Closed Qualifier: APAC 1st place
- Closed Qualifier: APAC 2nd place
- Closed Qualifier: APAC 3rd place
- Closed Qualifier: China 1st place
- Closed Qualifier: China 2nd place
- Closed Qualifier: China 3rd place
- Closed Qualifier: EMEA 1st place
- Closed Qualifier: EMEA 2nd place
- Closed Qualifier: EMEA 3rd place
- Global Qualifier: 1st place
- Global Qualifier: 2nd place
- Global Qualifier: 3rd place

3.5 Tournament Structure

3.5.1 Group Stage

The sixteen (16) qualified Teams will be split into two (2) Double Elimination groups of eight (8) Teams.

Top four (4) Teams from each of the groups advance to Playoffs.

- 2 Teams per group advancing from Upper Bracket
- 2 Teams per group advancing from Lower Bracket

3.5.2 Playoffs

Eight (8) advancing Teams will be placed into a Single Elimination bracket with a 3rd place Match.

4. Seeding

4.1 Group Stage Seeding

The sixteen (16) invited Teams will be split into four (4) divisions depending on their placement within a specified Closed Qualifier (CQ) or Global Qualifier (GQ).

Division 1	Division 2	Division 3	Division 4
Title Defender	CN CQ 1st	CN CQ 2nd	CN CQ 3rd
AMER CQ 1st	AMER CQ 2nd	AMER CQ 3rd	GQ 1st
APAC CQ 1st	APAC CQ 2nd	APAC CQ 3rd	GQ 2nd
EMEA CQ 1st	EMEA CQ 2nd	EMEA CQ 3rd	GQ 3rd

Then, Teams 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 Teams may be drawn from Division 2 etc.

Division 1 & 2 draw rules:

- Teams are drawn in a random order.
- Teams will be placed into group A or group B in an alternating order.
 - 1st drawn Team shall be placed into group A;
 - 2nd drawn Team shall be placed into group B;
 - 3rd drawn Team shall be placed into group A etc.
- Teams shall be assigned the highest unoccupied seed of the group they are drawn for.
 - 1st Team drawn into group A shall be assigned seed #1;

- 2nd Team drawn into group A shall be assigned seed #2;
- 3rd Team drawn into group A shall be assigned seed #3 etc.

Division 3 & 4 draw rules:

- Teams are drawn in a random order.
 - Seeds will be assigned to Teams 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 continues until all Teams are seeded.
- No two (2) Teams qualifying through the same Closed Qualifier or Global Qualifier can be placed in the same initial Match of their group bracket.
 - In case this happens, the last drawn Team will be assigned the highest unoccupied seed in the same group. The Team may also be placed in the other group if there are no eligible seed positions left in the same group.
 - The Title Defender (Weibo Gaming) will be considered as CN CQ-qualified Team for the purposes of Group Stage seeding.
- No more than two (2) Teams qualifying through the same Closed Qualifier or Global Qualifier can be placed into the same group
 - In case this happens, the last drawn Team will then be assigned the highest unoccupied seed in the other group.
- Should the last drawn Team lack an eligible seed for placement in either of the groups, that Team will be swapped with the Team most recently drawn prior to them.
 - This can be repeated multiple times if necessary.

4.2 Playoffs Seeding

The eight (8) Teams advancing from the Group Stage are split across two (2) divisions.

- Division 1 containing all four (4) Teams advancing to the Playoffs through the Upper Bracket of their respective Group Stage groups.
- Division 2 contains all four (4) Teams advancing to the Playoffs through the Lower Bracket of their respective Group Stage groups.

Then, these Teams will be drawn one at a time, in a random order and distributed across the Single Elimination Playoff bracket following the below listed rules:

1. Division 1 must be emptied of all Teams first, before any Teams can be drawn from Division 2
2. The Teams will be placed into the highest available seed in the Playoff bracket when they are drawn
3. No Teams advancing through the same Group Stage group may be placed into the same initial Match of the Playoff bracket. If that would happen, the last drawn Team will then be placed into the next highest available seed position in the bracket

A dedicated broadcast moment is planned to introduce the 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.

5. Schedule

Date(s)	Tournament Stage
July 21st, 2026	Group Stage: Opening Matches
July 22nd, 2026	Group Stage: Upper Bracket Finals & Lower Bracket Round 1
July 23rd, 2026	Group Stage: Decider Matches
July 24th, 2026	Playoffs: Quarterfinals
July 25th, 2026	Playoffs: Semifinals, 3rd place Match & Grand Final

The Tournament Organizer will share a detailed Tournament schedule as a separate announcement at a later date.

6. Game Rules

6.1 Game Patch

Teamfight Tactics **17.6 game patch** will be utilised during all Tournament Matches.

6.2 Tournament Realm

Games played utilising the Tournament Realm client (TR) will be locked to the patch or update outlined above. The Tournament Administration may, at its sole discretion, modify the patch, or completely abandon using the TR for the sake of using live game server(s) if deemed necessary for competitive integrity or similar matters.

In the event of a change, the Tournament Administration will notify all Teams through noted official channels at the earliest convenience.

6.3 Game Account

Players must use the accounts submitted for Qualifiers in all Games played on the live server. For Games played on the TR client, accounts will be provided to players which must be used.

6.4 Setup Time

Teams are allotted 15 minutes prior to the scheduled Match start time to set up their equipment and accounts.

6.5 Game Settings

Games will use standard Teamfight Tactics settings and mode.

6.6 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.

7. Match Procedure

The Tournament Administration will create the Game lobby and invite participating Teams to join based on the scheduled Match.

7.1 Punctuality

Teams are expected to be ready at the scheduled Match or Game start time as announced by the Tournament Administration. Delays will incur 2 Penalty Points per 10 minutes of lateness. A No-Show will be awarded if a Team is not ready within 25 minutes of the scheduled start time, resulting in 10 penalty points and the worst possible score for that Match.

7.2 Disconnects

In the event of a disconnect, the Game will proceed unless the Tournament Administration deems a restart necessary.

7.3 Pauses

Pauses are permitted only for technical issues and must be approved by a Referee. Pausing a Game for reasons not determined by a Referee as appropriate may result in penalties. Players are not allowed to communicate between each other during a pause induced due to technical reasons unless otherwise instructed by the Tournament Administrator.

7.4 Bug Abuse

Intentional exploitation of game bugs is prohibited and will result in penalties. Bug abuse includes, but is not limited to, exploiting unintended interactions with augments, traits, or items. A list of restricted units, augments, and bugs will be provided to all players before the Tournament.

7.5 Issue Reporting

Teams are required to notify a Referee of any game-related issues without delay, necessitating a Game pause should the situation arise during active play. The Tournament Administration reserves the right to disregard reports submitted following the conclusion of a Game or Match.

8. Equipment

8.1 Organizer Provided Equipment

The Organizer will always provide monitors, computers, SSDs and noise-cancelling headsets for use during the Tournament Games.

8.2 Player Provided Equipment

Players have to bring their own peripherals (in particular: keyboard, mouse and mousepad) and are also responsible for maintaining a set of replacements in the event that their primary hardware fails. Our machines do not support PS2-keyboards. All Player equipment is subject to the approval of the Tournament Administration. The Tournament Administration reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Players may be asked to hand in their equipment for additional checks. Players that would like to use more than one piece of the same equipment need to ask the Tournament Administration for approval.

8.3 Equipment Setup

Players must set up their equipment within the allotted 15-minute setup time prior to each Match.

8.4 Technical Issues

Technical issues must be reported immediately. The Tournament Administration shall make every effort to attempt to resolve issues within 10 minutes. If unresolvable, the Game may be restarted or continued at the current state, at the Tournament Administration sole discretion.

8.5 Warm-up Period

A 5-minute warm-up period is provided post-setup for Teams to prepare.

8.6 Internet Access

Internet access on Tournament computers is disabled for all Players.

9. Prize Distribution

Place	Prize
1st	150,000 USD
2nd	90,000 USD
3rd	50,000 USD
4th	30,000 USD
5th-8th	20,000 USD
9th-12th	15,000 USD
13th-16th	10,000 USD
MVP	
MVP	25,000 USD

10. Privacy and Data Protection

By participating in the Tournament, each Team acknowledges that EWCF 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.