



#WCS20



GLOBAL ESPORTS FEDERATION'S WORLD CONNECTED SERIES 2020
EUROPEAN COMMUNITY TOURNAMENT
CS:GO WINGMAN 2V2

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GENERAL TERMS

1. These regulations (“**Tournament Regulations**”) define the rules of organization and participation in the Global Esports Federation #WCS20 European Community Tournament CS:GO Wingman 2v2 (“**Tournament**”).
2. Esports Association Polska (“**Organizer**”) is organizing and operating the Tournament as part of the World Connected Series 2020 by the Global Esports Federation.

*Esports Association Polska
5/8 Starmiejska Street, Katowice
40-013, Poland*

3. Tournament Regulations apply to all the Tournament participants (“**Participants**”).

PARTICIPATION TERMS

1. Every Participant is obliged to:
 - a. read and accept the Tournament Regulations;
 - b. deliver all the information and documents required by the Organizer;
 - c. registering for the tournament through the FACEIT platform;
 - d. complying with fair-play rules and all regulations and recommendations issued by the Organizer.
2. Participation terms:
 - a. the Participants can only be residents of European countries;
 - b. each Participant can only be playing in one team;
 - c. each participating team (“**Teams**”) must be composed of 2 players from the same country (“**Team Members**”);
 - d. the Teams can participate in both qualification tournaments;
 - e. the Participants cannot be representatives of the Organizer nor the Global Esports Federation;
 - f. in the event that the Organizer determines an individual who does not meet the conditions for participation is taking part in the Tournament, he will be excluded from the Tournament and will not be able to receive the prize;
 - g. participation in the Tournament is available to individuals over 12 years of age, however, individuals under 18, by signing up for the tournament, declare that their legal guardians know about their participation and consent to it.
3. Streaming rights:
 - a. the Organizer and commentators cooperating with the Organizer on the Tournament project have the right to stream matches as part of the Tournament without consent of the Teams needed;
 - b. the Participants are not allowed to stream matches on their own.

SCHEDULE

1. Registration is handled via the FACEIT platform:
Qualifiers “A” - registration closes on December 12th at 7:50 PM CET (19:50 CET).
<https://www.faceit.com/en/championship/44d219d6-da57-44fb-979c-dd2fe2e0a5fa/GEF%20World%20Connected%20Series%202020%20CS:GO%20Wingman%202v2>



Qualifiers "B" - registration closes on December 14th at 7:50 PM CET (19:50 CET).

<https://www.faceit.com/en/championship/91bb5dfa-70b6-4668-be48-3e5755493093/GEF%20World%20Connected%20Series%202020%20CS:GO%20Wingman%20v2%207C%20eliminations%20B>

2. Qualifiers "A" (December 12-13th)

■ Qualifiers "A" schedule

December 12th

1/32 - round 1 - 8:00 p.m. CET (20:00 CET)

1/16 - round 2 - ASAP (right after finishing previous round)

1/8 - round 3 - ASAP (right after finishing previous round)

December 13th

1/4 - round 4 - 8:00 p.m. CET (20:00 CET)

1/2 - round 5 - ASAP (right after finishing previous round)

Final - round 6 - ASAP (right after finishing previous round)

■ Maximum number of Teams: 64

■ Check-in: starts on Monday, December 12th, at 6:30 p.m. CET (18:30 CET) and ends at 7.40 p.m. CET (19:40 CET).

Participants need to check-in or they will be removed from the participant list!

■ Goal: the Teams which will reach qualifiers final shall advance to the Final stage. The winner of qualifiers' final match will be seeded higher in the Final stage.

3. Qualifiers "B" (December 14-15th)

■ Qualifiers "B" schedule

December 14th

1/32 - round 1 - 8:00 p.m. CET (20:00 CET)

1/16 - round 2 - ASAP (right after finishing previous round)

1/8 - round 3 - ASAP (right after finishing previous round)

December 15th

1/4 - round 4 - 8:00 p.m. CET (20:00 CET)

1/2 - round 5 - ASAP (right after finishing previous round)

Final - round 6 - ASAP (right after finishing previous round)

■ Maximum number of Teams: 64

■ Check-in: starts on Wednesday, December 14th, at 6:30 p.m. CET (18:30 CET) and ends at 7.40 p.m. CET (19:40 CET).

Participants need to check-in or they will be removed from the participant list!

■ Goal: the Teams which will reach qualifiers final shall advance to the Final Stage. The winner of qualifiers' final match will be seeded higher in the Final Stage.

4. Final Stage (December 16th)

■ Final Stage schedule

Semifinal 1A/2B - 6:00 p.m. CET (18:00 CET)

Semifinal 2A/1B - 7:00 p.m. CET (19:00 CET)

3rd place decider - 8:00 p.m. CET (20:00 CET)

Grand final - 9:00 p.m. CET (21:00 CET)



- All matches of the Final Stage (semifinals, 3rd place decider and grand final) will all be observed, one after the another. Participants will have to wait for in-game observer/admin before starting the match.
- All matches of the Final Stage (semifinals, 3rd place decider and grand final) will be played on servers provided by the Organizer.
- The Participants competing in the Final Stage should not communicate about the results to anyone in order to avoid spoiling the Global Esports Federation's casters and viewers. The Final Stage matches will be streamed on GEF channels on December 19/20th.

TOURNAMENT FORMAT

1. Mappool
 - a. Cobblestone;
 - b. Overpass;
 - c. Train;
 - d. Inferno;
 - e. Vertigo;
 - f. Lake;
 - g. Rialto;
 - h. Short Dust;
 - i. Short Nuke.
2. Pick/ban phase:
Qualifiers (B03): BAN, BAN, BAN, BAN, PICK, PICK, BAN, BAN, PICK;
Final Stage (B05): BAN, BAN, PICK, PICK, BAN, BAN, PICK, PICK, DECIDER.
3. Structure:
Qualifiers: single elimination bracket B03;
Final Stage: single elimination bracket B05.
4. In-game rules:
 - Character skins/agents: allowed;
 - Friendly fire: ON;
 - Bots: OFF;
 - Anti-cheat: ON, necessary to play.
You are obligated to test and make sure that your anti-cheat is up-to-date and is working. If FACEIT won't recognize your anti-cheat you won't be able to connect to server and if time to connect to the server runs out - game will end with forfeit. If you fail to connect and the game ends with forfeit, admin will not restart lobby or match score;
 - DEMO: you are not obligated to record demo until Final Stage matches;
 - Pauses: 2 timeouts, 60 seconds each;
 - Servers: 128t, provided by FACEIT, server location - Germany;
 - Knife round: before the start of every map there will be a knife round, winner of which can decide his team's starting side;
 - Standins and swaps: OFF.



5. No-show:
Team Members have 5 minutes to do pick/bans. After the maps are picked, Team Members have 5 minutes to connect to the server. If any of the Team Members does not connect, the game ends as that Team's forfeit. In this case, tournament administrator will not restart the lobby or match score.

PRIZES

- 1st place - \$2500 (per Team)
- 2nd place - \$1500 (per Team)
- 3rd place - \$1000 (per Team)

Prize winners are obligated to contact the Organizer via mail office@esportsassociation.pl and provide all required data (such as name, surname and bank account number) for money transfer no later than 24 hours after the tournament ends.

All prize money should ideally be paid out 30 days after the Tournament has been completed, but it may take as long as 45 days for the payment to be completed.

PERSONAL DATA

The administrator of personal data collected for the purposes of the tournament (i.e. data provided by individual Participants - in order to participate in the tournament as well as to issue the prize) is the Organizer. Personal data will be processed only for the purpose of conducting the tournament on the terms set out in the Tournament Regulations. An individual providing personal data has the right to access their personal data and request their correction. Providing personal data is voluntary, however, their absence will make it impossible to participate in the Tournament or collect the prize. The Participant is obliged to inform the Organizer of any change in the scope of the Participant's personal data made available separately to the Organizer.

In order to participate in the Tournament, the Participant entrusts the Organizer with the processing of personal data.

The Organizer undertakes to process personal data only for the purpose related to the Tournament and only the data necessary for the participation in the Tournament.

The processing of personal data will include the following types of personal data:

- a. name and surname;
- b. bank account;
- c. address;
- d. date of birth;
- e. email address;
- f. CS:GO account details.

The processing of personal data will apply to all Participants.

The Organizer declares that he is the administrator of personal data and that he has and applies appropriate technical measures meeting the requirements of Regulation (EU) 2016/679 of the European Parliament and of the Council from April 27th, 2016, on the protection of individuals with regard to the processing of personal data and on the free flow of such data and the repeal of Directive 95/46 /WE (Journal of Laws EU L 119, p. 1; "GDPR"), protecting the rights of data subjects.



The Organizer declares that he applies the provisions of the GDPR and the law generally applicable in the Republic of Poland regarding the processing of personal data, while guaranteeing a high level of security of personal data processing.

The Organizer and the Participants undertake to cooperate and provide mutual assistance in order to properly implement the provisions of this paragraph, with a view to guaranteeing a high level of personal data security and full compliance of actions taken with the Regulation and other generally applicable provisions of law, as well as to implement the rights of the individual specified in Chapter III of the GDPR, and the implementation of obligations arising from the area of personal data protection referred to in art. 32-36 of the GDPR.

The Organizer will process personal data for the duration of the Tournament. Immediately after the end of the Tournament, the Organizer ceases to process data.

CLOSING TERMS

1. The Organizer has the right to make changes to the Tournament Regulations. In the event of changes to the Tournament Regulations, the Organizer undertakes to send the current (amended) version of the Tournament Regulations.
2. The Organizer has the right to interpret the Tournament Regulations, and in matters not covered by the Tournament Regulations, the Organizer has the exclusive right to decide.
3. In a situation not covered by the Tournament Regulations, the Organizer reserves the right to decide on the resolution of the dispute through the decision of the Organizer's main administrator.
4. The Tournament Regulations come into force upon its acceptance by the Organizer.