



Mumbai 2025 Global Esports Games (GEG)

REGIONAL QUALIFIERS – OFFICIAL RULEBOOK

1. PURPOSE, AUTHORITY, AND GOVERNANCE

This Rulebook governs participation in the Global Esports Games (“GEG”) Qualifiers and applies to all Players, Coaches, Team Officials, Member Federations, Tournament Officials, partners, and other accredited participants.

The Global Esports Games are organized under the authority of the Global Esports Federation (GEF), the international federation committed to advancing esports as a force for global unity, integrity, and positive social impact.

Participation in the GEG constitutes full acceptance of this Rulebook, the GEF Constitution, the GEF Code of Ethics, and any additional regulations or directives issued by GEF in connection with the competition.

GEF retains the exclusive authority to regulate, administer, and oversee the Global Esports Games in accordance with its constitutional mandate.

2. DEFINITIONS

For the purposes of this Rulebook:

- GEF means the Global Esports Federation.
- Organizer / Administration refers to GEF and any entity or official appointed to act on its behalf.
- Participant means any Player, Coach, Team Official, or accredited person.
- Member Federation (MF) means a national esports federation recognized by GEF.
- Match / Game refers to competitive play as defined in the applicable title-specific rules.
- Sanctions means any disciplinary measures imposed by GEF

3. PLAYER ELIGIBILITY (GENERAL)

Age Requirement

- Participation in the Global Esports Games is strictly limited to individuals aged eighteen (18) years or older at the time of competition.
No minors may participate in any stage of the GEG Qualifiers.

- Identity and Accounts
- Players must be the sole and legitimate owners of the game accounts used in competition.
GEF reserves the right to request proof of identity or account ownership at any time. Failure to provide satisfactory verification may result in disqualification.
- Independence and Conflicts
- Unless expressly approved by GEF in writing, employees of GEF, tournament operators, or relevant game publishers (and their affiliates) are not eligible to compete.

4. NATIONALITY AND REPRESENTATION

(Unified – applies to all titles)

The Global Esports Games are conducted on a national representation basis, reflecting GEF's commitment to structured international competition and Member Federation engagement.

- All Players must represent a nation or territory under which they are entered. Each Player may represent only one (1) nation or territory at a time.
- Players must be eligible to represent the nation or territory they are entered under and shall, upon request by GEF, provide proof of nationality in the form of a valid passport.
- Players holding multiple nationalities may represent only one nation or territory for the purposes of the competition and must declare their chosen representation in advance.
- Each Member Federation is responsible for verifying and certifying the nationality and eligibility of its Players. Any false, misleading, or incomplete information may result in disciplinary measures against the Player and/or the Member Federation, in accordance with GEF regulations.

5. ETHICS, INTEGRITY, AND CONDUCT

All Participants are bound by the GEF Code of Ethics and are expected to conduct themselves with honesty, respect, professionalism, and sportsmanship at all times.

Prohibited conduct includes, but is not limited to:

- Cheating, hacking, or exploitation of game mechanics
- Match-fixing, collusion, or manipulation of results
- Harassment, discrimination, or abusive behavior
- Bribery, corruption, or conflicts of interest
- Criminal activity or conduct that damages the reputation of GEF or esports

GEF reserves the right to investigate any alleged misconduct and to impose appropriate Sanctions in order to safeguard the integrity of the competition.

6. MEDIA, BROADCASTING, AND AUTHORIZED STREAMING

Media and Intellectual Property Rights

GEF holds the exclusive right to photograph, record, produce, broadcast, stream, publish, transmit, distribute, and otherwise exploit all audiovisual content relating to the Global Esports Games, in any media now known or hereafter devised.

By participating in the GEG, all Participants grant GEF the right to use their name, image, likeness, voice, gameplay, and performance for promotional, commercial, and archival purposes.

Authorized Streaming and Co-Streaming

GEF may, at its sole discretion, authorize third parties to broadcast, stream, co-stream, or otherwise distribute live or delayed coverage of Matches. Authorized parties may include influencers, content creators, Member Federations, broadcasters, and other approved partners.

Such authorization may be subject to conditions determined by GEF, including platform restrictions, territorial limitations, branding and sponsorship requirements, editorial guidelines, delay obligations, and mandatory use of official broadcast signals or clean feed.

Any streaming, rebroadcasting, or co-streaming not expressly authorized by GEF is prohibited.

Clean Feed for Member Federations

GEF may provide an official clean broadcast feed to Member Federations for the purpose of promoting the Global Esports Games and expanding global audience reach.

Use of any clean feed is subject to prior approval by GEF and compliance with applicable branding, sponsorship, technical, and distribution requirements. GEF reserves the right to modify or revoke such access at any time.

7. TOURNAMENT OFFICIALS AND ADMINISTRATION

Tournament Officials appointed by GEF are responsible for administering Matches, enforcing these Rules, and ensuring fair and orderly competition.

GEF reserves the right to amend schedules, formats, or procedures where necessary to protect the integrity, safety, and operational success of the Global Esports Games.

8. FINALITY OF DECISIONS

All decisions concerning the interpretation of these Rules, Player eligibility, competition structure, scheduling, Match outcomes, and disciplinary matters lie solely with GEF. Such decisions are final and binding, subject only to any internal procedures set out in the GEF Operating Manual, and shall not give rise to any claim for damages or other legal remedies.

TITLE-SPECIFIC RULES

SECTION A — DOTA 2 QUALIFIERS

Competition Format

- The Dota 2 Qualifiers are conducted as a national team competition.
- The competition format consists of:
 - A Group Stage, followed by
 - A Double Elimination Playoffs stage.
- Match formats include Best-of-One (Bo1) and Best-of-Three (Bo3), as determined and communicated by GEF in advance of the competition.

Team Composition and Rosters

- Each team shall consist of five (5) Players.
- One (1) Coach may be registered per team.
- All Players and Coaches must be registered through the relevant Member Federation.
- Team rosters must be submitted by the deadline communicated by GEF.

- Once rosters are locked, no changes are permitted except with prior written approval from GEF.

Match Administration

- Server selection, side selection, pauses, restarts, and the determination of the Game of Record are administered by Tournament Officials.
- Teams are expected to be ready to compete at the scheduled match time.
- Failure to appear, excessive delay, or inability to field a complete roster may result in match forfeiture.

Competitive Integrity

- All Players must comply with applicable Dota 2 competitive integrity standards.
- VAC bans and other publisher-recognized bans are enforced in accordance with GEF regulations.
- The use of exploits, unauthorized software, third-party tools, or any form of unfair advantage is strictly prohibited.

Streaming and Broadcast

- Any streaming, rebroadcasting, or co-streaming of Matches is permitted only if expressly authorized by GEF, in accordance with the Media and Broadcasting provisions of this Rulebook.
- Teams and Players may not independently stream Matches without prior approval.

SECTION B — CLASH ROYALE QUALIFIERS

Competition Format

- The Clash Royale Qualifiers are conducted as an individual national competition.
- The competition format may include:
- Best-of-Three match formats; and
- Duel formats, where applicable.
- Match formats, progression criteria, and tie-breaker procedures are determined and communicated by GEF in advance of the competition.

Player Registration and Accounts

- Players must compete using their own Clash Royale account.
- All Players must be registered through, or in coordination with, the relevant Member Federation.
- Account sharing, use of another Player's account, or any form of impersonation is strictly prohibited.

Match Administration

- Match setup, verification, timing, and reporting are administered by Tournament Officials.
- Players are responsible for ensuring stable connectivity and readiness at the scheduled match time.
- Failure to appear or repeated delays may result in match forfeiture.

Competitive Integrity

- Players must comply with official Clash Royale competitive standards and fair play principles.

- Exploits, intentional disconnects, abuse of game mechanics, or any conduct intended to manipulate match outcomes are prohibited.
- Any breach of competitive integrity may result in disciplinary action.

Streaming and Broadcast

- Any streaming, rebroadcasting, or co-streaming of Matches is permitted only if expressly authorized by GEF, in accordance with the Media and Broadcasting provisions of this Rulebook.
- During designated competition stages, including the Global Finals, live streaming is restricted to GEF official channels and GEF-authorized partners only.

9. SANCTIONS

GEF may impose one or more Sanctions, including warnings, forfeitures, loss of prizes, disqualification, suspension, or permanent bans. Sanctions may be applied immediately and need not be progressive.

10. ALIGNMENT WITH GEF MISSION, VISION, AND VALUES

These Rules shall be interpreted and applied in a manner consistent with the Mission, Vision, and Values of the Global Esports Federation, including its commitment to:

- Promoting integrity, fairness, and excellence in esports competition;
- Safeguarding athlete welfare, dignity, and inclusion;
- Advancing equality, respect, and cultural understanding across nations;
- Strengthening the role of Member Federations within a unified global framework; and
- Positioning esports as a positive force for social impact, education, and international cooperation.

In all matters not expressly addressed by these Rules, GEF shall act in good faith and in furtherance of these principles.

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