



**GLOBAL
ESPORTS
GAMES**

**LOS ANGELES
2026**
#worldconnected

COMPETITION RULEBOOK

General Terms & Conditions + Game Settings, Rules and Regulations
Official Competition Rulebook | Version 1.0 | July 2026

Global Esports Games | Los Angeles 2026 | #worldconnected

CONTENTS

- Document Scope
- Part I — General Terms & Conditions
- Part II — Game-Specific Rules
 - eFootball™ Rules
 - Mobile Legends: Bang Bang™ Rules
 - Clash Royale™ Rules
 - Counter-Strike 2™ Rules
 - Rocket League™ Rules
 - NBA 2K™ Rules
 - iRacing™ Rules

PART I — GENERAL TERMS & CONDITIONS

These Terms apply across all game titles and participants, unless a title-specific section expressly provides a different gameplay, technical, or competitive-operation rule.

1. INTRODUCTION

These General Terms & Conditions (“Terms”) govern participation in the Global Esports Games (“GEG”), organized and administered by the Global Esports Federation (“GEF”).

The purpose of these Terms is to establish a fair, safe, professional, and internationally recognized competitive environment for all participants involved in the Global Esports Games.

These Terms apply to all participating National Federations, athletes, players, coaches, managers, delegates, staff members, and any other accredited individuals participating in or attending the event.

By registering and participating in the Global Esports Games, all participants acknowledge that they have read, understood, and agreed to comply with these Terms and all applicable Game-Specific Sections.

GEF reserves the right to amend, modify, interpret, or supplement these Terms at any time when deemed necessary to preserve competitive integrity, operational continuity, safety, or the overall interests of the competition.

2. DEFINITIONS

For the purposes of these Terms:

- “GEF” refers to the Global Esports Federation.
- “GEG” refers to the Global Esports Games.
- “National Federation” refers to the officially recognized national member federation affiliated with GEF.
- “Participant” refers to any accredited individual involved in the event, including players, coaches, managers, officials, and delegates.
- “Player” refers to any competitor participating in an official tournament or activity.
- “Tournament Administration” refers to the appointed referees, admins, Head Admins, Tournament Directors, and operational staff designated by GEF.
- “Game-Specific Section” refers to the official ruleset applicable to a specific game title.
- “Competitive Integrity” refers to the principles ensuring fairness, honesty, sportsmanship, and compliance with all tournament rules.

3. ELIGIBILITY & PARTICIPATION

3.1 National Representation

Participation in the Global Esports Games is reserved exclusively for National Federations officially recognized and affiliated with GEF.

Each nation or territory may only be represented by one officially recognized National Federation.

3.2 Player Eligibility

To be eligible for participation, all Players must:

- Be at least eighteen (18) years of age at the start date of the event;
- Be officially registered through their respective National Federation;
- Comply with all applicable laws and regulations within their jurisdiction;

Not be subject to an active suspension, ban, competitive restriction, integrity sanction, account sanction, or unresolved eligibility restriction issued by the relevant publisher, platform holder, anti-cheat provider, or recognized competition operator that would prevent fair or lawful participation in GEG;

- Meet all eligibility requirements outlined in the applicable Game-Specific Section.

3.3 Accreditation

All Participants must complete the official accreditation and registration procedures established by GEF.

GEF reserves the right to refuse, revoke, or suspend accreditation at its sole discretion.

3.4 Identity Verification

Participants may be required to provide valid government-issued identification and any additional documentation requested by GEF to verify identity, age, nationality, or eligibility.

Failure to provide satisfactory documentation may result in disqualification or removal from the event.

3.5 Multiple Participation Restrictions

No Player may compete for more than one National Federation, roster, or team within the same edition of the Global Esports Games.

4. PLAYER CONDUCT & SPORTSMANSHIP

4.1 General Conduct

All Participants are expected to conduct themselves in a professional, respectful, and sportsmanlike manner at all times.

Participants must refrain from any behavior that could damage the reputation, integrity, or public image of GEF, the Global Esports Games, participating federations, publishers, sponsors, or fellow participants.

4.2 Harassment & Discrimination

Any form of harassment, discrimination, hate speech, abusive language, threats, intimidation, or inappropriate conduct based on race, nationality, gender, sexual orientation, religion, disability, or any other protected characteristic is strictly prohibited.

4.3 Unsportsmanlike Conduct

Unsportsmanlike behavior includes, but is not limited to:

- Intentional disruption of matches;
- Refusal to follow official instructions;
- Excessive toxicity;
- Match delays without justification;
- Abuse of bugs or exploits;
- Intentional sabotage;
- Public misconduct damaging the competition.

4.4 Social Media Conduct

Participants are responsible for their conduct across all public communication channels, including social media platforms, livestreams, interviews, and online interactions.

GEF reserves the right to investigate and sanction behavior occurring both online and offline if deemed detrimental to the competition or its stakeholders.

5. COMPETITIVE INTEGRITY

5.1 Fair Play

All Participants must compete to the best of their abilities at all times.

Any action intended to unfairly influence the outcome of a match or competition is prohibited.

5.2 Cheating

Cheating in any form is strictly prohibited.

This includes, but is not limited to:

- Use of unauthorized software or hardware;
- Hacking;
- Scripting;
- Exploiting bugs;
- Stream sniping;
- Ghosting;
- Unauthorized third-party assistance;
- Account sharing;

- Circumvention of tournament systems.

GEF reserves the right to conduct investigations and utilize anti-cheat systems or third-party integrity services.

5.3 Match Manipulation & Corruption

Participants are strictly prohibited from:

- Match fixing;
- Collusion;
- Intentionally losing;
- Sharing confidential competitive information;
- Manipulating tournament outcomes;
- Participating in corrupt or fraudulent activities.

5.4 Betting & Gambling Restrictions

Participants may not directly or indirectly:

- Bet on matches or events related to the Global Esports Games;
- Facilitate betting activities;
- Share insider information for betting purposes;
- Associate with unlawful gambling activities related to the competition.

5.5 Anti-Doping

GEF reserves the right to implement anti-doping procedures and investigations in alignment with internationally recognized integrity and sporting standards.

The use of prohibited substances, performance-enhancing drugs, or methods intended to gain an unfair competitive advantage is strictly prohibited.

For clarity, prohibited substances and methods may include, without limitation, the following categories, as recognized by internationally accepted anti-doping standards and any applicable GEF, publisher, venue, or local-law requirements:

- Non-approved substances or substances not approved for human therapeutic use;
- Stimulants and other substances intended to increase alertness, reaction speed, concentration, endurance, or competitive performance;
- Narcotics, cannabinoids, glucocorticoids, or other in-competition prohibited substances where applicable;
- Blood manipulation, chemical or physical manipulation, sample tampering, gene doping, cell doping, or any method intended to alter detection or artificially enhance performance;

This list is non-exhaustive. Participants are responsible for checking the status of any medication, supplement, or substance before use and for declaring any relevant medical requirement through the process communicated by GEF where applicable.

Participants may be required to comply with testing procedures or integrity investigations when requested.

6. COMPETITION ADMINISTRATION

6.1 Authority of Tournament Administration

Tournament Administration shall have full authority to interpret, apply, and enforce these Terms and all Game-Specific Sections.

Participants are required to follow all instructions issued by Tournament Administration.

6.2 Final Authority

GEF retains final authority over all decisions related to:

- Eligibility;
- Scheduling;
- Competitive rulings;

- Integrity investigations;
- Disciplinary measures;
- Operational procedures.

6.3 Administrative Discretion

Tournament Administration may issue rulings on situations not explicitly covered within these Terms or Game-Specific Sections.

Such decisions shall be made in the interests of competitive integrity, fairness, and operational continuity.

6.4 Schedule Changes

GEF reserves the right to modify schedules, match timings, formats, or operational procedures due to technical issues, force majeure events, broadcast requirements, publisher requests, safety concerns, or any other circumstances deemed necessary.

6.5 Force Majeure

GEF shall not be held liable for delays, interruptions, or cancellations caused by circumstances beyond reasonable control, including but not limited to natural disasters, governmental actions, technical failures, internet outages, pandemics, civil unrest, or other unforeseen events.

7. TOURNAMENT OPERATIONS

7.1 Match Procedures

All official matches shall be conducted according to the applicable Game-Specific Section.

Participants are responsible for being present, prepared, and ready to compete at the scheduled match time.

7.2 Technical Issues

Participants are responsible for ensuring the proper functionality of their equipment, peripherals, internet connection, and game accounts unless otherwise provided by GEF.

GEF may determine whether a match pause, restart, remake, or continuation is appropriate in the event of technical issues.

7.3 Competitive Environment

Players must compete in an environment that complies with tournament standards and integrity requirements.

Tournament Administration may request video verification, environment checks, or additional monitoring measures where deemed necessary.

7.4 Communication

Participants must maintain active communication with Tournament Administration through the official communication platforms designated by GEF.

7.5 Game Version, Updates & Patch Standard

Unless Tournament Administration or the relevant publisher requires a specific frozen build for stability, integrity, or operational reasons, each official phase of the competition, including qualifiers and the Global Esports Games event, shall be played on the latest officially available game version, patch, live update, roster update, server build, or platform build approved by Tournament Administration at the time of that phase.

Tournament Administration may freeze, delay, restrict, or approve updates where a patch, balance change, content release, server update, licensing change, or technical issue could affect competitive integrity, operational continuity, broadcast delivery, or publisher compliance.

7.6 Personal Devices, Controllers & Peripherals

Official equipment shall be used whenever provided by GEF or Tournament Administration. Personal devices, controllers, or peripherals may be allowed only for a legitimate reason, including accessibility or medical needs, hygiene or comfort requirements, platform/account compatibility, qualifier or remote-play conditions, official-equipment unavailability, or another operational reason approved by Tournament Administration.

Any personal device, controller, or peripheral must be declared before use, approved by Tournament Administration, inspected where requested, and compliant with venue, platform, publisher, broadcast, safety, and competitive-integrity requirements. Approval may be refused or revoked at any time.

7.7 Coaching Eligibility and Scope

Competitive coaching is permitted only for Mobile Legends: Bang Bang Open and Women, Rocket League Open, and Counter-Strike 2 Open, and only within the limits expressly stated in the relevant Game-Specific Section and official operational communications.

For all other titles, National Federations may register managers or delegates for administrative support where permitted by GEF.

Unless a Game-Specific Section expressly permits coaching communication in a defined period, coaching during active gameplay, live rounds, races, games, matches, maps, drafts, or restricted competition periods is prohibited.

8. PROTESTS & APPEALS

8.1 Protest Procedure

Any protest related to a match, map, game, race, result, setting, technical issue, rule violation, or competitive ruling must be submitted within ten (10) minutes following the conclusion of the relevant match, map, game, race, or series, unless Tournament Administration grants an exception due to extraordinary circumstances.

All protests must:

- Be submitted through the official channel designated by Tournament Administration;
- Identify the relevant match, map, game, race, series, Player, Team, Driver, opponent, and issue being contested, as applicable;
- Include sufficient evidence where available, such as screenshots, video clips, match statistics, scoreboard information, screen recordings, referee notes, device logs, server logs, race-control information, or witness information;
- Be submitted by the Player, Team captain, Driver, coach where permitted, manager, delegate, or National Federation representative authorized to act on behalf of the relevant participant.

8.2 Protest Decisions

The designated Tournament Administration or Head Admin shall review and determine the outcome of all protests.

Unless otherwise escalated by GEF, such decisions shall be considered final.

8.3 Escalation Process

In cases involving major disciplinary matters, integrity investigations, exceptional circumstances, or disputes requiring higher review, matters may be escalated through the following hierarchy:

- Match Admin;
- Head Admin;
- Tournament Director;
- Final GEF Decision.

8.4 Frivolous or Abusive Protests

GEF reserves the right to penalize Participants or National Federations submitting frivolous, abusive, misleading, or bad-faith protests.

9. DISCIPLINARY ACTIONS & PENALTIES

9.1 General Principle

GEF reserves the right to impose disciplinary measures against any Participant or National Federation violating these Terms, Game-Specific Sections, or any applicable competitive integrity standards.

9.2 Types of Penalties

Penalties may include, but are not limited to:

- Verbal warnings;
- Written warnings;
- Match penalties;
- Map or point deductions;
- Match forfeits;
- Disqualification;
- Suspension;
- Removal of accreditation;
- Temporary or permanent bans from future GEF events.

9.3 Severity Assessment

Disciplinary measures shall be determined based on:

- Severity of the violation;
- Intentionality;
- Repeated misconduct;
- Competitive impact;
- Cooperation during investigations.

9.4 Immediate Enforcement

GEF reserves the right to immediately enforce disciplinary measures when necessary to preserve competitive integrity, operational continuity, safety, or the reputation of the event.

10. MEDIA, BROADCAST & COMMERCIAL RIGHTS

10.1 Ownership of Rights

All media, broadcast, commercial, and intellectual property rights related to the Global Esports Games shall belong exclusively to GEF and its authorized partners.

This includes, but is not limited to:

- Livestreams;
- Video recordings;
- Photography;
- Interviews;
- Broadcast feeds;
- Event content;
- Tournament branding;
- Event footage.

10.2 Participant Consent

By participating in the event, Participants grant GEF the worldwide, royalty-free right to use their:

- Name;
- Nickname;
- Likeness;
- Voice;
- Image;
- Biographical information;
- Gameplay footage.

Such use may occur for broadcast, promotional, archival, commercial, educational, or marketing purposes.

10.3 Personal Streaming

Participants may livestream their own point-of-view gameplay during the competition only if expressly permitted in writing by GEF or Tournament Administration. Personal streaming is a privilege and may be limited, suspended, or revoked at any time to protect competitive integrity, broadcast operations, commercial rights, safety, or event confidentiality.

Where personal streaming is approved, Participants must comply with all of the following conditions:

- **Mandatory stream delay:** a minimum delay of three (3) minutes must be applied to all live personal streams, unless Tournament Administration requires a longer delay or prohibits streaming for a specific match, lobby, draft, map, race, session, stage, or broadcast window.
- **Broadcast protection measures:** Participants may not restream the official broadcast, show restricted lobbies, drafts, vetoes, admin channels, private communications, unpublished schedules, confidential information, referee discussions, or opponent information not normally visible to the Player. Stream audio, cameras, overlays, chat, moderation tools, and VOD settings must be configured to avoid competitive information leakage, harassment, unauthorized branding, or disruption of official production.
- **Sponsor and commercial compliance:** personal streams must not display or promote sponsors, overlays, links, products, services, betting operators, gambling references, political messages, or commercial assets that conflict with GEF rights, event partners, publisher requirements, venue rules, or applicable law.
- **Operational restrictions:** Participants must follow any instructions on approved platforms, stream titles, tags, overlays, language, cameras, microphones, VOD retention, chat moderation, screen capture, start/stop times, restricted areas, and immediate stream termination if instructed by Tournament Administration.

10.4 Sponsorship Restrictions

Participants and National Federations may not display, promote, or associate with sponsors or partners that conflict with GEF commercial agreements or violate applicable laws, regulations, or event policies.

Restricted categories may include, but are not limited to:

- Gambling and betting operators;
- Illegal products or services;
- Tobacco or narcotics;
- Hate organizations;
- Politically sensitive entities;
- Unauthorized competitors of official event partners.

GEF reserves the right to require the removal or concealment of prohibited branding.

11. HEALTH, SAFETY & WELFARE

11.1 Participant Safety

All Participants must comply with venue safety regulations, emergency procedures, and health protocols established by GEF, venue operators, or local authorities.

11.2 Medical Assistance

GEF may provide access to medical support services during the event. However, Participants remain individually responsible for their own medical conditions, insurance coverage, and healthcare requirements.

11.3 Welfare & Conduct

GEF reserves the right to intervene in situations involving participant welfare, harassment, abuse, or safeguarding concerns.

12. DATA PROTECTION & CONFIDENTIALITY

12.1 Data Collection

GEF may collect, process, and store personal information necessary for event administration, accreditation, competitive integrity, media operations, and legal compliance.

12.2 Confidential Information

Participants may not disclose confidential operational information, internal rulings, unpublished schedules, or proprietary event information without prior authorization from GEF.

13. RELATIONSHIP WITH GAME-SPECIFIC RULEBOOKS

Each official game title featured at the Global Esports Games shall be governed by an individual Game-Specific Section.

In the event of any conflict between these General Terms & Conditions and a Game-Specific Section, the Game-Specific Section shall prevail exclusively with respect to gameplay mechanics, tournament formats, or title-specific competitive rules.

All other matters shall remain governed by these General Terms & Conditions.

14. LIMITATION OF LIABILITY

To the maximum extent permitted by applicable law, GEF shall not be liable for:

- Indirect or consequential damages;
- Loss of profits or opportunities;
- Technical interruptions;
- Personal equipment failures;
- Internet disruptions;
- Participant negligence;
- Third-party actions.

Participation in the Global Esports Games occurs at the Participant's own risk.

15. GOVERNING PRINCIPLES & INTERPRETATION

These Terms shall be interpreted according to principles of fairness, competitive integrity, operational practicality, and the best interests of the Global Esports Games.

GEF reserves the exclusive right to interpret these Terms and issue binding rulings regarding their application.

16. ACCEPTANCE OF TERMS

By participating in the Global Esports Games, all Participants and National Federations acknowledge and accept these General Terms & Conditions in full.

Failure to comply with these Terms may result in disciplinary action, disqualification, or removal from the competition.

17. CONTACT & OFFICIAL COMMUNICATIONS

All official communications regarding the Global Esports Games shall be issued through channels designated by GEF.

Participants and National Federations are responsible for monitoring official communications and complying with operational instructions distributed by Tournament Administration.

PART II — GAME-SPECIFIC RULES

This Part contains title-specific settings, gameplay procedures, match rules, technical rules, integrity rules, and penalties. It should be read together with Part I.

EFOOTBALL™ RULES

Open & Women Categories | Game settings, title-specific procedures, and competitive regulations

This section governs the title-specific operation of the eFootball™ competitions. It is intended to be read together with Part I: General Terms & Conditions. Event format and allocation details are outside this section and may be communicated separately by GEF or Tournament Administration.

Game Title and Platform

- Game Title: eFootball™
- Platform: PlayStation®5 ("PS5").
- Competition Type: 1v1.
- Game Mode: [Authentic Team / using Partner Clubs only](#).
- Team Setting: Balanced Mode.
- Game Version: latest official PS5 version, patch, and live update approved by Tournament Administration for the relevant phase, subject to Section 7.5.

Player Eligibility & Registration

Category Entry

A National Federation may register Players only in accordance with the applicable category requirements communicated by GEF. The eFootball™ Open category is open to eligible Players registered by their National Federation. The eFootball™ Women category is reserved for Players entered by their National Federation as eligible for that category under the applicable GEF eligibility framework.

Account and Identity Verification

Players may be required to provide or verify a PlayStation™ Network ID, KONAMI ID, eFootball™ user information, government-issued identification, nationality documentation, or any other information reasonably requested by GEF or Tournament Administration.

Account sharing, competing under another person's identity, providing false registration information, or allowing another person to compete on behalf of a Player is strictly prohibited and may result in match forfeiture, disqualification, and further disciplinary action.

Roster & Team Staff

Each National Federation roster for each category shall consist of one (1) Player.

No substitute Player may replace a registered Player after the applicable registration deadline unless expressly approved by GEF due to exceptional circumstances.

Managers and delegates must comply with all instructions issued by Tournament Administration and may not interfere with match operations, player setup, referee decisions, or broadcast procedures. Competitive coaches are not permitted for eFootball™. Managers and delegates may provide administrative support only and may not provide strategic, tactical, gameplay, or live-performance assistance.

Equipment & Competition Environment

Official Game Station

Official matches shall be played on the Game Stations designated by Tournament Administration. Unless otherwise communicated, GEF shall provide the official PS5 console, display, network setup, and game build for competition play.

Player Settings

Players may adjust permitted in-game personal settings during the official setup period only, including controller configuration, camera preferences, audio preferences, and other settings that do not affect the opponent or competitive integrity.

Players are responsible for checking their settings before confirming readiness. Once a Match begins, incorrect personal settings shall not normally be grounds for a restart unless Tournament Administration determines that an administrative or technical error occurred.

Updates & Live Content

Updates and Content Changes

If eFootball™ receives a patch, live update, roster update, team availability change, balance change, or license change before or during the competition, Tournament Administration shall determine whether the updated game state will be used, frozen, delayed, or otherwise managed.

If a Partner Club becomes unavailable, renamed, materially altered, or technically unsuitable, Tournament Administration may remove the club from the eligible list or issue an updated eligible team list.

Bugs and Known Issues

Tournament Administration may publish a list of known issues, restricted actions, prohibited exploits, or operational instructions before or during the event. Players are responsible for complying with any such instructions immediately upon publication.

Eligible Teams & Team Selection

Eligible Teams

Only Partner Clubs approved by Tournament Administration may be selected. National teams, Dream Team squads, custom squads, edited teams, user-generated teams, non-partner clubs, and any team not expressly approved are prohibited.

The official eligible team list shall be based on Partner Clubs available in the active eFootball™ PS5 build and confirmed by Tournament Administration. The list may be updated if required by game availability, publisher instructions, licensing updates, or operational reasons.

Partner Club List

Unless otherwise updated by Tournament Administration, the eligible Partner Clubs are listed here: https://www.konami.com/efootball/en/page/license_efootball

Team Selection Rules

- Players may select any eligible Partner Club before each Match unless the official match format or Tournament Administration imposes a specific selection process.
- Players may change Partner Club between Matches in a Series unless otherwise instructed by Tournament Administration.
- Mirror matches are allowed unless Tournament Administration determines otherwise for broadcast or operational reasons.
- Both Players must select visually distinguishable kits. If there is a kit conflict, Tournament Administration may require one or both Players to change kits before match start.
- A Player who intentionally selects an ineligible team may be required to restart the Match, receive a warning, forfeit the Match, or receive further penalties depending on the circumstances.

Match Settings

Match Level	Superstar
Match Time	10 minutes
No. of Substitutions	5
No. of Subs Intervals	3
+1 Sub in Extra Time	ON
Condition: Home	Normal
Condition: Away	Normal
Injuries	OFF

Match Procedure

Check-In

Players must check in at the time and location designated by Tournament Administration. Failure to check in on time may result in warnings, loss of setup time, Match forfeiture, or disqualification.

Pre-Match Setup

Before each Match, Players shall:

- Report to the assigned Game Station;
- Confirm identity and match assignment if requested;
- Inspect the controller and equipment;
- Adjust permitted personal settings during the official setup period;
- Select an eligible Partner Club and kit;
- Confirm that the official Match settings are correct;
- Signal readiness to Tournament Administration.

Readiness Confirmation

Once both Players confirm readiness, the Match is considered live. After readiness confirmation, Players may not request changes to team selection, settings, controller configuration, camera, kit, or other personal preferences except where Tournament Administration determines that an administrative or technical issue occurred.

Match Start

Players must not start a Match before receiving authorization from Tournament Administration. Unauthorized starts may result in a restart, warning, or other penalty.

Results Confirmation

At the end of each Match, both Players must remain at the Game Station until the result has been recorded and confirmed by Tournament Administration. Players may be required to provide screenshots, photos, video confirmation, match statistics, or other evidence when requested.

Pauses, Technical Issues & Restarts

Pauses

Players may pause only when permitted by the game state and only for legitimate reasons such as substitutions, tactical adjustments, controller issues, or administrative instructions. Pausing to disrupt the opponent, interrupt active play, waste time, or gain an unfair advantage is prohibited.

Unless otherwise instructed, each Player may use a maximum total pause time of three (3) minutes per Match. Tournament Administration may extend or reduce pause time due to technical, broadcast, or operational reasons.

Technical Issue Procedure

If a Player experiences a technical issue, they must immediately notify Tournament Administration and continue only as instructed. Players may not abandon, restart, disconnect, close the game, or change equipment without authorization.

Restart Principles

Tournament Administration shall determine whether a Match should continue, pause, restart, be partially replayed, or be forfeited. The decision shall consider the cause of the issue, the time elapsed, the score, available evidence, competitive impact, and whether either Player contributed to the issue.

As a default principle, if a verified technical issue occurs before ten (10) in-game minutes have elapsed and before any goal has been scored, a full restart may be ordered. If a verified technical issue occurs after ten (10) in-game minutes have elapsed or after any goal has been scored, Tournament Administration may require continuation, a restart with the existing score carried over, a partial replay, or another fair remedy.

Player-Caused Issues

If a technical issue is caused by a Player's negligence, unauthorized equipment, intentional action, failure to follow instructions, or improper setup after readiness confirmation, Tournament Administration may issue a warning, Match loss, Series loss, or further disciplinary measures.

Prohibited Conduct & Competitive Integrity

Cheating and Unauthorized Assistance

Cheating in any form is strictly prohibited. This includes, but is not limited to:

- Use of unauthorized software, scripts, macros, modified hardware, or automated inputs;
- Manipulation of the game client, console, controller, account, network, or match environment;
- Use of ineligible teams, modified squads, custom data, or user-generated content;
- Receiving unauthorized coaching, tactical information, or external assistance during active play;
- Account sharing, identity substitution, or intentional misrepresentation;
- Collusion, match manipulation, intentional losing, or any agreement to influence match results.

Bugs, Glitches, and Exploits

Players must not intentionally trigger, abuse, or repeat bugs, glitches, exploits, unintended mechanics, or technical interactions that provide an unfair advantage or disrupt normal gameplay. If a suspected bug occurs, Players must continue playing unless instructed otherwise by Tournament Administration.

Time-Wasting and Non-Competitive Play

Players must compete to the best of their abilities at all times. Intentional and excessive time-wasting, repeated non-competitive ball circulation, intentional refusal to progress play, deliberate avoidance of normal competition, or any conduct designed primarily to exploit the clock rather than play the Match may be penalized.

Unsportsmanlike Conduct

Players and team staff must behave professionally and respectfully at all times. Abuse, threats, harassment, discriminatory language, excessive toxicity, refusal to follow instructions, public misconduct, or any action damaging the reputation or integrity of the competition may result in penalties under this Rulebook and the General Terms & Conditions.

Coaching & Communication

Coaching Rules

Coaching is not permitted for eFootball™. Managers or delegates may provide administrative support only in periods and locations approved by Tournament Administration and may not provide strategic, tactical, gameplay, or live-performance assistance during official match operations.

Communication Restrictions

During active gameplay, Players may not communicate with coaches, managers, delegates, spectators, other Players, or external parties unless authorized by Tournament Administration. Mobile phones, smart watches, tablets, messaging tools, and other communication devices may not be used at the Game Station without approval.

Stage and Broadcast Conduct

Players must comply with all stage, broadcast, and referee instructions. Players may not remove headsets, leave the Game Station, obstruct cameras, display unauthorized branding, or interact with the audience during active match operations unless permitted by Tournament Administration.

Disciplinary Actions & Penalties

GEF and Tournament Administration may impose penalties for violations of this Rulebook, the General Terms & Conditions, official communications, or competitive integrity standards. Penalties may include, but are not limited to:

- Verbal warning;
- Written warning;
- Loss of setup time;
- Loss of pause time;
- Goal penalty where operationally appropriate;
- Match loss;
- Series loss;
- Point deduction;
- Disqualification from the category;

- Removal of accreditation;
- Suspension or exclusion from future GEF events.

Penalties shall be assessed based on severity, intent, competitive impact, repetition, cooperation, available evidence, and the need to protect the integrity and reputation of the competition.

MOBILE LEGENDS: BANG BANG RULES

Open & Women Categories | Game settings, title-specific procedures, and competitive regulations

This section governs the title-specific operation of the Mobile Legends: Bang Bang competition. It is intended to be read together with Part I: General Terms & Conditions. Event format and allocation details are outside this section and may be communicated separately by GEF or Tournament Administration.

Game Title and Platform

- Game Title: Mobile Legends: Bang Bang.
- Platform: Mobile devices, using the official mobile version of MLBB approved by Tournament Administration.
- Competition Type: 5v5 team competition representing National Federations.
- Game Mode: Custom Lobby / Tournament Mode / Draft Pick, or the equivalent approved competitive environment.
- Game Version: latest official mobile version, patch, live update, event server, or tournament build approved by Tournament Administration for the relevant phase, subject to Section 7.5.
- Server Environment: official tournament server, event server, or server selection determined by Tournament Administration.

Player Eligibility & Registration

Player Eligibility

To be eligible to participate in the MLBB competition, each Player must:

- Be officially registered by their National Federation through the official GEF registration process;
- Meet all eligibility requirements established by the Global Esports Games General Terms & Conditions;
- Be eligible to represent the relevant country or territory according to the documentation submitted to GEF;
- Comply with all applicable laws, regulations, platform terms, publisher terms, and event policies;
- Hold any required MLBB account, user ID, server information, platform account, or registration information requested by Tournament Administration;
- Be available for all scheduled matches, media duties, technical checks, and administrative procedures.

Category Entry

A National Federation may register Players only in accordance with the applicable category requirements communicated by GEF. The MLBB Open category is open to eligible Players registered by their National Federation. The MLBB Women category is reserved for Players entered by their National Federation as eligible for that category under the applicable GEF eligibility framework.

Account and Identity Verification

Players may be required to provide or verify an MLBB user ID, server ID, account information, government-issued identification, nationality documentation, or any other information reasonably requested by GEF or Tournament Administration.

Account sharing, competing under another person's identity, providing false registration information, using smurf accounts, or allowing another person to compete on behalf of a Player is strictly prohibited and may result in Match forfeiture, disqualification, and further disciplinary action.

Minimum Age and Publisher Requirements

Players must satisfy the minimum age, account status, regional availability, platform, publisher, and legal requirements applicable to the competition. Where publisher, platform, venue, visa, or local law requirements impose stricter conditions, those requirements shall prevail.

Roster & Team Staff

Team Roster

Each National Federation roster for each category shall consist of five (5) starting Players.

For **qualifiers only**, each Team may register up to two (2) substitute Players. Each Team may also register team staff such as a coach, manager, or delegate, subject to GEF accreditation rules.

Substitutions

Substitutions may be made only before a Series begins, between Matches in a Series, or at other times expressly approved by Tournament Administration. No substitution may be made during an active Match unless Tournament Administration determines that exceptional circumstances require it.

No substitute Player may replace a registered Player after the applicable registration deadline unless expressly approved by GEF due to exceptional circumstances.

Team Staff

Coaches, managers, and delegates must comply with all instructions issued by Tournament Administration and may not interfere with match operations, player setup, referee decisions, broadcast procedures, or opponent communication.

Equipment & Competition Environment

Official Game Station

Official matches shall be played on the Game Stations designated by Tournament Administration. Unless otherwise communicated, GEF shall provide or approve the official mobile devices, network setup, audio equipment, accessories, accounts, and match environment for competition play.

Player Settings

Players may adjust permitted in-game personal settings during the official setup period only, including control layout, sensitivity, targeting preferences, camera preferences, audio preferences, graphics settings, and other settings that do not affect the opponent or competitive integrity.

Players are responsible for checking their settings before confirming readiness. Once a Match begins, incorrect personal settings shall not normally be grounds for a restart unless Tournament Administration determines that an administrative or technical error occurred.

Network and Technical Standards

Where online connectivity is required by the competition environment, Players must use the official network setup designated by Tournament Administration. Players may not use unauthorized hotspots, VPNs, routing tools, third-party latency software, or external network devices.

Tournament Administration may require teams to perform device checks, login checks, network checks, audio checks, and test lobbies before competition play.

Game Version, Updates & Live Content

Game Version

All official phases of the MLBB competition, including qualifiers and the Global Esports Games event, shall be played on the latest official mobile version, patch, live update status, event server, tournament build, or account environment approved by Tournament Administration at the time of that phase, unless Tournament Administration or the publisher requires a specific frozen build for stability, fairness, or publisher requirements.

Updates and Content Changes

If MLBB receives a patch, balance adjustment, hero adjustment, item adjustment, emblem adjustment, battlefield adjustment, skin update, server update, or content availability change before or during the competition, Tournament Administration shall determine whether the updated game state will be used, frozen, delayed, restricted, or otherwise managed.

Heroes, Skins, Emblems, Items, and Content Restrictions

Unless restricted by Tournament Administration, all heroes, emblems, talents, battle spells, equipment items, and skins available in the official competition environment may be used. Tournament Administration may restrict newly released heroes, recently reworked heroes, skins, emblems, items, battle spells, or any content that creates stability, visibility, competitive integrity, or publisher compliance concerns.

Tournament Administration may publish an eligible content list, restricted content list, or known issue list before or during the event. Players and Teams are responsible for complying with any such instructions immediately upon publication.

Bugs and Known Issues

Tournament Administration may publish a list of known issues, restricted actions, prohibited exploits, or operational instructions before or during the event. Players are responsible for complying with any such instructions immediately upon publication.

Game Mode & Match Settings

Official Game Mode

All Matches shall be played through the official Custom Game - 5v5 Draft Pick - Tournament Mode. Teams may not create unofficial lobbies, alter match settings, or start Matches without authorization.

Match Procedure

Check-In

Teams must check in at the time and location designated by Tournament Administration. Failure to check in on time may result in warnings, loss of setup time, lobby forfeiture, Match forfeiture, Series forfeiture, or disqualification.

Pre-Match Setup

Before each Match, Teams shall:

- Report to the assigned Game Station or match area;
- Confirm identity, roster, and match assignment if requested;
- Inspect the official device, audio equipment, account, and network environment;
- Adjust permitted personal settings during the official setup period;
- Join the official Lobby as instructed;
- Confirm that the official Match settings are correct;
- Confirm side assignment and Draft order where applicable;
- Signal readiness to Tournament Administration.

Readiness Confirmation

Once both Teams confirm readiness, the Match is considered live. After readiness confirmation, Teams may not request changes to roster, device settings, account configuration, Draft order, side assignment, or other personal preferences except where Tournament Administration determines that an administrative or technical issue occurred.

Match Start

Teams must not start a Match before receiving authorization from Tournament Administration. Unauthorized starts may result in a restart, warning, draft penalty, side-selection penalty, or other penalty.

Results Confirmation

At the end of each Match, Teams must remain at the Game Station until the result has been recorded and confirmed by Tournament Administration. Teams may be required to provide screenshots, photos, video confirmation, match statistics, scoreboard information, or other evidence when requested.

Draft, Side Selection & Lobby Procedures

Side Selection

Side selection procedures shall be communicated by Tournament Administration. Unless otherwise communicated, side selection for the first Match of a Series shall be determined by seeding, coin toss, or administrative assignment. In a multi-Match Series, the loser of the previous Match shall normally receive side selection for the next Match, unless Tournament Administration communicates another method.

Draft Procedure

The Draft shall be conducted through the official in-game Draft Pick, Tournament Mode, or equivalent process configured by Tournament Administration. Teams must complete bans and picks within the in-game timer and according to the instructions issued by Tournament Administration.

If a Team fails to complete a ban or pick within the allotted time, the resulting default ban, random selection, skipped selection, or system-assigned outcome shall normally stand unless Tournament Administration determines that an administrative or technical issue occurred.

Draft Mistakes

Draft mistakes, including unintended bans, unintended picks, incorrect battle spells, incorrect emblems, incorrect talents, or incorrect hero assignments, shall not normally be grounds for a restart after confirmation or in-game lock-in unless Tournament Administration determines that an administrative or technical error occurred.

Lobby Integrity

Only authorized Players, coaches where permitted, referees, observers, broadcast accounts, and tournament tools may enter the official Lobby. Unauthorized spectators, incorrect accounts, account substitutions, or unapproved observers are prohibited.

Pauses, Technical Issues & Restarts

Pauses

Teams may pause only when permitted by the game state and only for legitimate reasons such as disconnection, device malfunction, audio issues, verified technical issues, or administrative instructions. Pausing to disrupt the opponent, interrupt active play, waste time, or gain an unfair advantage is prohibited.

Unless otherwise instructed, each Team may use a maximum total pause time of ten (10) minutes per Match. Tournament Administration may extend or reduce pause time due to technical, broadcast, or operational reasons.

Technical Issue Procedure

If a Player or Team experiences a technical issue, they must immediately notify Tournament Administration and continue only as instructed. Players may not abandon, restart, close the game, disconnect, change equipment, change account, or leave the Game Station without authorization.

Disconnects

If a Player disconnects, the Team must notify Tournament Administration immediately. Tournament Administration shall determine whether the Match should continue, pause, restart, be partially replayed, or be forfeited based on the cause of the disconnect, the game state, available evidence, competitive impact, and whether either Team contributed to the issue.

Restart Principles

Tournament Administration shall determine whether a Match should continue, pause, restart, be partially replayed, or be forfeited. The decision shall consider the cause of the issue, the time elapsed, the game state, objectives taken, kills, gold difference, hero scaling, available evidence, competitive impact, and whether either Team contributed to the issue.

As a default principle, if a verified technical issue occurs before first blood, before the first major objective is taken, and within the early phase of the Match, a full restart may be ordered. If a verified technical issue occurs after significant competitive progress has occurred, Tournament Administration may require continuation, a restart with conditions, a partial replay, or another fair remedy.

Player-Caused Issues

If a technical issue is caused by a Player's negligence, unauthorized equipment, intentional action, failure to follow instructions, improper setup after readiness confirmation, or unauthorized account/device modification, Tournament Administration may issue a warning, Match loss, Series loss, or further disciplinary measures.

Prohibited Conduct & Competitive Integrity

Cheating and Unauthorized Assistance

Cheating in any form is strictly prohibited. This includes, but is not limited to:

- Use of unauthorized software, scripts, macros, modified devices, emulators, automated inputs, or third-party tools;
- Manipulation of the game client, device, account, network, lobby, server, or match environment;
- Use of ineligible accounts, modified clients, unauthorized overlays, or non-approved game data;
- Receiving unauthorized coaching, tactical information, draft information, or external assistance during active play;
- Account sharing, smurfing, identity substitution, or intentional misrepresentation;
- Collusion, match manipulation, intentional losing, or any agreement to influence match results;
- Stream sniping, ghosting, unauthorized viewing of broadcast feeds, or use of confidential match information.

Bugs, Glitches, and Exploits

Players must not intentionally trigger, abuse, or repeat bugs, glitches, exploits, unintended mechanics, or technical interactions that provide an unfair advantage or disrupt normal gameplay. If a suspected bug occurs, Players must continue playing unless instructed otherwise by Tournament Administration.

Non-Competitive Play

Teams must compete to the best of their abilities at all times. Intentional non-competitive play, intentional feeding, intentional refusal to progress the game, deliberate avoidance of normal competition, or conduct designed primarily to manipulate tiebreakers, standings, or bracket placement may be penalized.

Unsportsmanlike Conduct

Players and team staff must behave professionally and respectfully at all times. Abuse, threats, harassment, discriminatory language, excessive toxicity, refusal to follow instructions, public misconduct, or any action damaging the reputation or integrity of the competition may result in penalties under this Rulebook and the General Terms & Conditions.

Coaching & Communication

Coaching Rules

Coaching is permitted for MLBB Open and MLBB Women only within the periods authorized by Tournament Administration: before a Match, during the Draft where expressly permitted, between Matches in a Series, and during official breaks. Coaching during active gameplay is prohibited unless expressly allowed by the official tournament procedure.

Communication Restrictions

During active gameplay, Players may communicate only with their teammates through approved communication channels. Players may not communicate with coaches, managers, delegates, spectators, other Teams, or external parties unless authorized by Tournament Administration.

Mobile phones not used as official competition devices, smart watches, tablets, messaging tools, and other communication devices may not be used at the Game Station without approval.

Stage and Broadcast Conduct

Players must comply with all stage, broadcast, and referee instructions. Players may not remove headsets, leave the Game Station, obstruct cameras, display unauthorized branding, or interact with the audience during active match operations unless permitted by Tournament Administration.

Disciplinary Actions & Penalties

GEF and Tournament Administration may impose penalties for violations of this Rulebook, the General Terms & Conditions, official communications, or competitive integrity standards. Penalties may include, but are not limited to:

- Verbal warning;
- Written warning;
- Loss of setup time;
- Loss of pause time;
- Draft penalty or side-selection penalty;
- Match loss;
- Series loss;
- Point deduction;
- Disqualification from the category;
- Removal of accreditation;
- Suspension or exclusion from future GEF events.

Penalties shall be assessed based on severity, intent, competitive impact, repetition, cooperation, available evidence, and the need to protect the integrity and reputation of the competition.

CLASH ROYALE RULES

Open & Women Categories | Game settings, title-specific procedures, and competitive regulations

This section governs the title-specific operation of the Clash Royale competition. It is intended to be read together with Part I: General Terms & Conditions. Event format and allocation details are outside this section and may be communicated separately by GEF or Tournament Administration.

Definitions

For the purposes of this Rulebook:

- “GEF” refers to the Global Esports Federation.
- “GEG” refers to the Global Esports Games.
- “Clash Royale” refers to the real-time multiplayer strategy game developed and published by Supercell.
- “Tournament Administration” refers to the appointed referees, admins, Head Admins, Tournament Directors, and operational staff designated by GEF.
- “National Federation” refers to the officially recognized national member federation affiliated with GEF.
- “Player” refers to the individual competitor officially registered to represent a National Federation in the Clash Royale competition.
- “Category” refers to either Clash Royale Open or Clash Royale Women.
- “Game” refers to one individual Clash Royale battle played between two Players.
- “Series” refers to a set of Games played between the same two Players where a Best-of format applies.
- “Best-of-3” or “Bo3” refers to a Series where the first Player to win two (2) Games wins the Series.
- “Best-of-5” or “Bo5” refers to a Series where the first Player to win three (3) Games wins the Series.
- “Duels Format” or “Manual Duels” refers to a Series format where Players must use a unique deck in each Game and may not use the same card in more than one (1) Game within the same Series, unless expressly permitted by this Rulebook or Tournament Administration.
- “Mobile Device” refers to an approved iOS or Android mobile device used to play official Clash Royale matches.
- “Restricted Content” refers to any card, Evolution, Tower Troop, game feature, cosmetic, or in-game content that Tournament Administration prohibits or restricts for competitive play.

Player Eligibility & Registration

Player Eligibility

To be eligible to participate in the Clash Royale competition, each Player must:

- Be at least eighteen (18) years of age at the start date of the event;
- Be officially registered by their National Federation through the official GEF registration process;
- Meet all eligibility requirements established by the Global Esports Games General Terms & Conditions;
- Be eligible to represent the relevant country or territory according to the documentation submitted to GEF;
- Comply with all applicable laws, regulations, platform terms, publisher terms, Supercell Terms of Service, Supercell Safe and Fair Play requirements, and event policies;
- Hold any required Clash Royale account, Supercell ID, Player Tag, account information, or registration information requested by Tournament Administration;
- Have access to Clash Royale through an eligible local app store or approved mobile platform;
- Be available for all scheduled matches, media duties, technical checks, and administrative procedures.

Category Entry

A National Federation may register Players only in accordance with the applicable category requirements communicated by GEF. The Clash Royale Open category is open to eligible Players registered by their National Federation. The Clash Royale Women category is reserved for Players entered by their National Federation as eligible for that category under the applicable GEF eligibility framework.

Account and Identity Verification

Players may be required to provide or verify a Clash Royale Player Tag, Supercell ID, game account information, government-issued identification, nationality documentation, proof of residence, or any other information reasonably requested by GEF or Tournament Administration.

Players must be the sole owners and authorized users of the Clash Royale account used to participate. Players are only allowed to compete using one (1) approved account during the competition unless expressly authorized by Tournament Administration.

Account sharing, competing under another person's identity, providing false registration information, using an unapproved account, or allowing another person to compete on behalf of a Player is strictly prohibited and may result in Game loss, Series loss, disqualification, and further disciplinary action.

Account Standing

Each Player's Clash Royale account must be in good standing and must not be subject to bans, suspensions, restrictions, integrity flags, or unresolved violations of Supercell Terms of Service, Safe and Fair Play requirements, or official competition policies. Tournament Administration may verify account standing at any time before, during, or after the competition.

Roster & Team Staff

Each National Federation roster for each category shall consist of one (1) Player. National Federations may also register managers or delegates for administrative support, subject to GEF accreditation rules. Competitive coaches are not permitted for this title.

No substitute Player may replace a registered Player after the applicable registration deadline unless expressly approved by GEF due to exceptional circumstances.

Managers and delegates must comply with all instructions issued by Tournament Administration and may not interfere with match operations, player setup, referee decisions, device handling, game account verification, or broadcast procedures. Competitive coaches are not permitted for Clash Royale. Managers and delegates may provide administrative support only and may not provide strategic, tactical, deck, gameplay, or live-performance assistance.

Game Version, Updates & Live Content

Game Version

All official phases of the Clash Royale competition, including qualifiers and the Global Esports Games event, shall be played on the latest official mobile version, patch, live update status, or competition environment approved by Tournament Administration at the time of that phase, unless Tournament Administration or the publisher requires a specific frozen build for stability, fairness, or publisher requirements.

Updates and Content Changes

If Clash Royale receives a patch, balance update, card change, card release, Evolution change, Tower Troop change, feature change, bug fix, or live content update before or during the competition, Tournament Administration shall determine whether the updated game state will be used, frozen, delayed, restricted, or otherwise managed.

New or recently modified Clash Royale content may be restricted from competitive play on a case-by-case basis at the discretion of Tournament Administration. Any restriction shall be communicated through official channels before it becomes enforceable, unless immediate restriction is necessary to protect competitive integrity.

Bugs and Known Issues

Tournament Administration may publish a list of known issues, restricted actions, prohibited exploits, or operational instructions before or during the event. Players are responsible for complying with any such instructions immediately upon publication.

Clash Royale Competitive Content & Deck Rules

Eligible Content

All cards, Tower Troops, Evolutions, game features, and in-game content available in the approved competition environment are eligible unless restricted by Tournament Administration. Players are responsible for ensuring that their registered account has access to the content they intend to use.

Duels Format and Unique Deck Requirement

Unless otherwise communicated by Tournament Administration, all official Series shall use the Duels Format or Manual Duels equivalent. In each Series, a Player must use a unique deck for each Game.

Players may not use the same card in more than one (1) Game within the same Series. A normal card and its Card Evolution equivalent shall be considered the same card for this purpose and may not be used in more than one deck within the same Series. The same Tower Troop card may be used in multiple decks unless Tournament Administration communicates otherwise.

Players are responsible for verifying that all decks comply with the Duels Format before entering each Game. A Player who enters a Game with an illegal deck, duplicate card, restricted card, or otherwise non-compliant content may receive a Game loss, Series loss, or further penalty depending on the circumstances.

Deck Preparation and Visibility

Players may prepare or adjust decks only during the official setup period and between Games in a Series, as permitted by Tournament Administration. Players must not intentionally reveal, hide, misrepresent, or manipulate deck information in a way that violates official procedures or competitive integrity.

Ties and True Ties

If the Clash Royale game client resolves a Game through tiebreak mechanics or tower-damage resolution, the result displayed by the game client shall normally stand. If a true tie occurs and the game client cannot determine a winner, the Game shall be declared null and void and replayed unless Tournament Administration determines another fair remedy.

Match Settings

Unless otherwise communicated by Tournament Administration, all official Series shall use the following official settings:

If the active game build uses different labels for the above settings, Tournament Administration shall identify and apply the equivalent competitive settings. Players must not alter Series settings, invitation methods, or official procedures after readiness confirmation unless instructed by Tournament Administration.

Match Procedure

Check-In

Players must check in at the time and location designated by Tournament Administration. Failure to check in on time may result in warnings, loss of setup time, Game loss, Series loss, or disqualification. Unless otherwise communicated, a Player who is not ready within fifteen (15) minutes of the scheduled match time may be considered a no-show.

Pre-Match Setup

Before each Series, Players shall:

- Report to the assigned competition area or official online lobby as instructed;
- Confirm identity, match assignment, and approved Clash Royale account if requested;
- Inspect the device, network, recording setup, and official match environment;
- Adjust permitted personal settings during the official setup period;
- Prepare legal decks in accordance with the Duels Format and any Restricted Content notices;
- Confirm that the official Series settings and invitation method are correct;
- Signal readiness to Tournament Administration.

Readiness Confirmation

Once both Players confirm readiness, the Series is considered live. After readiness confirmation, Players may not request changes to deck selection, device settings, account setup, network setup, camera setup, or other personal preferences except where Tournament Administration determines that an administrative or technical issue occurred.

Match Invitations and Start Authorization

Tournament Administration shall designate how Friendly Battle, Duels, Manual Duels, or equivalent invitations are sent. Players may be required to use an official platform, in-game friend list, clan, tournament lobby, administrator account, or other approved method.

Players must not start a Game before receiving authorization from Tournament Administration. Unauthorized starts may result in a restart, warning, Game loss, or other penalty.

Results Confirmation

At the end of each Game and Series, Players must remain available until the result has been recorded and confirmed by Tournament Administration. Players may be required to provide screenshots, device screen recordings, match history, video confirmation, referee notes, or other evidence when requested.

Pauses, Technical Issues & Restarts

Pauses and Breaks

Clash Royale does not normally allow traditional in-game pauses during active gameplay. Players may not intentionally delay, interrupt, close, minimize, disconnect, or abandon a Game except where instructed by Tournament Administration or where required by an unavoidable technical issue.

Between Games in a Series, Players shall follow the preparation time communicated by Tournament Administration. Unless otherwise instructed, Players should be ready to proceed to the next Game within three (3) minutes after the previous Game result is confirmed.

Technical Issue Procedure

If a Player experiences a technical issue, they must immediately notify Tournament Administration and continue only as instructed. Players may not abandon, restart, disconnect, close the game, change devices, change networks, or alter the approved setup without authorization.

Restart Principles

Tournament Administration shall determine whether a Game should stand, restart, be replayed, be forfeited, or be resolved through another fair remedy. The decision shall consider the cause of the issue, the timing of the issue, the game state, available evidence, competitive impact, and whether either Player contributed to the issue.

As a default principle, verified technical issues caused by the official venue, official network, official device, official platform, or global game service outage may justify a restart or replay. Player-caused issues, device mismanagement, battery failure, unauthorized settings, incoming notifications, local connection failure, or improper setup after readiness confirmation shall normally not justify a restart.

Disconnection

Players are responsible for maintaining their connection and approved device status during each Game. In the event of a Player disconnect, the Game result shall normally stand unless Tournament Administration determines that the disconnect resulted from a global game service outage, official network failure, official device failure, or another verified issue outside the Player's control.

Player-Caused Issues

If a technical issue is caused by a Player's negligence, unauthorized equipment, intentional action, failure to follow instructions, or improper setup after readiness confirmation, Tournament Administration may issue a warning, Game loss, Series loss, disqualification, or further disciplinary measures.

Prohibited Conduct & Competitive Integrity

Cheating and Unauthorized Assistance

Cheating in any form is strictly prohibited. This includes, but is not limited to:

- Use of unauthorized software, scripts, macros, bots, overlays, modified hardware, automated inputs, or external assistance tools;
- Use of emulators, PC clients, private servers, modified game clients, unauthorized APKs, jailbroken/rooted advantages, or altered operating environments;
- Manipulation of the game client, device, account, network, invitation system, or match environment;
- Receiving unauthorized coaching, deck information, tactical information, stream information, or external assistance during active gameplay;
- Account sharing, identity substitution, ringing, or intentional misrepresentation;
- DDoS attacks, network interference, intentional disconnections, or attempts to affect another Player's connection;
- Collusion, match manipulation, intentional losing, soft play, bribery, gifts intended to influence results, or any agreement to influence match results.

Bugs, Glitches, and Exploits

Players must not intentionally trigger, abuse, or repeat bugs, glitches, exploits, unintended mechanics, or technical interactions that provide an unfair advantage or disrupt normal gameplay. If a suspected bug occurs, Players must continue playing unless instructed otherwise by Tournament Administration.

Non-Competitive Play

Players must compete to the best of their abilities at all times. Intentional non-competitive play, refusal to engage in normal gameplay, deliberate misuse of mechanics to avoid competition, or conduct designed primarily to manipulate tournament standings rather than compete may be penalized.

Unsportsmanlike Conduct

Players and team staff must behave professionally and respectfully at all times. Abuse, threats, harassment, discriminatory language, excessive toxicity, offensive player names or clan names, inappropriate emote usage intended to harass, refusal to follow instructions, public misconduct, or any action damaging the reputation or integrity of the competition may result in penalties under this Rulebook and the General Terms & Conditions.

Coaching & Communication

Coaching Rules

Coaching is not permitted for Clash Royale. Managers or delegates may provide administrative support only in periods and locations approved by Tournament Administration and may not provide strategic, tactical, deck, gameplay, or live-performance assistance during official match operations, including between Games in the same Series.

Communication Restrictions

During active gameplay, Players may not communicate with coaches, managers, delegates, spectators, other Players, or external parties unless authorized by Tournament Administration. Because Clash Royale is played on a mobile device, Players must not use the competition device or any secondary device for calls, messaging, social media, browser usage, or other communications during active match operations unless approved by Tournament Administration.

Stage and Broadcast Conduct

Players must comply with all stage, broadcast, and referee instructions. Players may not remove headsets, leave the competition area, obstruct cameras, display unauthorized branding, tamper with the device, or interact with the audience during active match operations unless permitted by Tournament Administration.

Recording, Camera & Monitoring

Screen Recording and Evidence

Tournament Administration may require Players to record the device screen, provide match screenshots, retain match history, or submit video evidence for official review. When required, recordings must capture the full game screen clearly and must not be edited, obstructed, accelerated, muted where audio is required, or manipulated.

Handcam, Facecam, and Environment Checks

Tournament Administration may require a face camera, hand camera, device camera, referee camera, environment check, or equivalent monitoring procedure for integrity, broadcast, or technical verification. Failure to provide required camera visibility, or providing unclear or incomplete footage, may result in penalties, Game loss, Series loss, or disqualification.

Evidence Retention

Players and National Federations must retain any required recordings, screenshots, or supporting evidence for the period communicated by Tournament Administration. Evidence may be used only for official review, dispute resolution, integrity investigations, broadcast operations, or other authorized competition purposes.

Disciplinary Actions & Penalties

GEF and Tournament Administration may impose penalties for violations of this Rulebook, the General Terms & Conditions, official communications, or competitive integrity standards. Penalties may include, but are not limited to:

- Verbal warning;
- Written warning;
- Loss of setup time;
- Loss of preparation time;
- Game loss;
- Series loss;
- Point deduction;
- Seed adjustment where operationally appropriate;

- Disqualification from the category;
- Removal of accreditation;
- Suspension or exclusion from future GEF events.

Penalties shall be assessed based on severity, intent, competitive impact, repetition, cooperation, available evidence, and the need to protect the integrity and reputation of the competition.

Duels Format Penalties

Players are responsible for ensuring that all decks used in a Series comply with the Duels Format. If a Player enters a Game with a deck that contains a duplicate card, previously used card, restricted card, or otherwise illegal content, the infringing Player may be issued a Game loss. A normal card and its Card Evolution equivalent are considered the same card for duplicate-card purposes. The same Tower Troop card may be used in multiple decks unless Tournament Administration communicates otherwise.

If both Players enter a Game with illegal or duplicate content, Tournament Administration may allow the Game result to stand, order a replay, issue penalties to both Players, or determine another fair remedy. Repeated infractions are subject to escalating penalties up to and including disqualification.

COUNTER-STRIKE 2 RULES

Open Category | Game settings, title-specific procedures, and competitive regulations

This section governs the title-specific operation of the Counter-Strike 2 competition. It is intended to be read together with Part I: General Terms & Conditions. Event format and allocation details are outside this section and may be communicated separately by GEF or Tournament Administration.

Definitions

For the purposes of this Rulebook:

- "GEF" refers to the Global Esports Federation.
- "GEG" refers to the Global Esports Games.
- "Counter-Strike 2" or "CS2" refers to the tactical first-person shooter video game developed and published by Valve Corporation.
- "Valve" refers to Valve Corporation, the developer and publisher of Counter-Strike 2 and operator of Steam.
- "Tournament Administration" refers to the appointed referees, admins, Head Admins, Tournament Directors, and operational staff designated by GEF.
- "National Federation" refers to the officially recognized national member federation affiliated with GEF.
- "Team" refers to the registered group of Players representing a National Federation in the Counter-Strike 2 Open category.
- "Player" refers to an individual competitor officially registered to represent a National Federation in the Counter-Strike 2 competition.
- "Coach" refers to an accredited team staff member registered by a National Federation and authorized to support a Team only within the limits of this Rulebook.
- "Map" refers to one official game of Counter-Strike 2 played on a single map.
- "Match" or "Series" refers to an official fixture between two Teams, played as Best-of-1, Best-of-3, or another format communicated by Tournament Administration.
- "Best-of-1" or "Bo1" refers to a Match decided by one Map.
- "Best-of-3" or "Bo3" refers to a Match decided by the first Team to win two Maps.
- "MR12" refers to a regulation format consisting of twelve rounds per half, with the first Team to win thirteen rounds winning the Map unless overtime is required.
- "Overtime" refers to additional rounds played when a Map is tied after regulation, using the official server configuration determined by Tournament Administration.
- "Active Duty Map Group" refers to the official competitive map pool available in Counter-Strike 2 and approved by Tournament Administration for competition use.
- "Game Station" refers to the official PC, monitor, network, server connection, peripherals, and game environment used for competition play.
- "Steam Account" or "SteamID" refers to the Player account and unique identifier used to access Counter-Strike 2 through Steam.

Game Title and Platform

- Game Title: Counter-Strike 2.
- Platform: PC.
- Competition Type: 5v5 team competition representing National Federations.
- Game Mode: Competitive 5v5 match environment on official or approved servers.
- Category: Open category only.
- Game Version: latest official PC version, patch, server build, and live update approved by Tournament Administration for the relevant phase, subject to Section 7.5.

Player Eligibility & Registration

Player Eligibility

To be eligible to participate in the Counter-Strike 2 competition, each Player must:

- Be officially registered by their National Federation through the official GEF registration process;
- Meet all eligibility requirements established by the Global Esports Games General Terms & Conditions;
- Be eligible to represent the relevant country or territory according to the documentation submitted to GEF;
- Comply with all applicable laws, regulations, platform terms, publisher terms, Steam terms, and event policies;
- Hold a valid Steam Account and provide the SteamID and any account information requested by Tournament Administration;
- Have access to Counter-Strike 2 in good standing and not be subject to any applicable ban, suspension, or restriction that prevents participation;
- Be available for all scheduled matches, media duties, technical checks, and administrative procedures.

Open Category Entry

A National Federation may register Players only in accordance with the applicable Open category requirements communicated by GEF. The Counter-Strike 2 Open category is open to eligible Players registered by their National Federation under the applicable GEF eligibility framework.

Account, Identity, and Integrity Verification

Players may be required to provide or verify a SteamID, Steam profile information, Counter-Strike 2 account information, government-issued identification, nationality documentation, date of birth, contact information, nickname, and any other information reasonably requested by GEF or Tournament Administration.

Account sharing, competing under another person's identity, providing false registration information, using an undisclosed account, or allowing another person to compete on behalf of a Player is strictly prohibited and may result in Map forfeiture, Match forfeiture, disqualification, and further disciplinary action.

Players who are subject to a Valve Anti-Cheat ban, Counter-Strike game ban, publisher ban, third-party anti-cheat ban, integrity restriction, or other applicable competitive sanction may be deemed ineligible. Tournament Administration may require additional investigation, documentation, or publisher approval before allowing such Player to participate.

Roster & Team Staff

Roster Composition

Each National Federation roster for the Counter-Strike 2 Open category shall consist of five (5) starting Players. **For qualifiers only**, National Federations may also register up to two (2) substitute Players. Each Team may also register one (1) Coach, subject to GEF accreditation rules and any operational limits communicated by GEF.

Each Team must designate one Team captain. The Team captain shall be the primary competitive point of contact for map vetoes, readiness confirmation, protests, administrative instructions, and result confirmation.

A Team must field five (5) Players at the start of each Map. Failure to field five (5) eligible Players at the required time may result in loss of setup time, Map forfeiture, Match forfeiture, or disqualification.

Substitutions

Only registered substitute Players may be used, **and for qualifiers phase only**. Substitutions must be requested and approved by Tournament Administration before a Map begins or between Maps in a Series, unless Tournament Administration approves an emergency substitution due to medical, technical, or exceptional circumstances.

Once a Map has started, a Team may not replace a Player during that Map except where expressly authorized by Tournament Administration. Substitution requests may be denied where they would create an integrity risk, delay the competition, or conflict with official registration requirements.

Coaches, Managers, and Delegates

Coaches, managers, and delegates must comply with all instructions issued by Tournament Administration and may not interfere with match operations, player setup, referee decisions, map vetoes, server administration, or broadcast procedures. Only individuals with valid accreditation may enter restricted competition areas.

Equipment & Competition Environment

Official Game Station

Official matches shall be played on the Game Stations, servers, and network environment designated by Tournament Administration. Unless otherwise communicated, GEF shall provide the official PC, display, network setup, server configuration, and game build for competition play.

Peripherals

Players may use official peripherals provided at the Game Station. Personal peripherals, including mouse, keyboard, headset, earbuds, mousepad, and approved controller devices where applicable, may be allowed only for a legitimate reason, such as accessibility or medical needs, hygiene or comfort requirements, device familiarity, official-equipment unavailability, qualifier or remote-play conditions, or another operational reason approved by Tournament Administration. Any personal peripheral must be approved before use, inspected where requested, and compliant with the technical and integrity requirements of the competition.

The following are strictly prohibited:

- Peripherals, adapters, software, hardware, firmware, drivers, or modifications that provide macros, automated inputs, scripted actions, recoil assistance, rapid-fire behavior, or any unfair advantage;
- Unauthorized USB storage devices, external drives, phones, tablets, smart watches, capture devices, wireless transmitters, or other electronic devices in the competition area;
- Any device or configuration that interferes with the PC, monitor, server, network, opponent, broadcast feed, referee equipment, or anti-cheat tools;
- Changing equipment after Match start without approval from Tournament Administration;
- Refusing equipment inspection when requested by Tournament Administration.

Player Settings and Configurations

Players may adjust permitted in-game personal settings during the official setup period only, including sensitivity, crosshair, viewmodel, video settings, audio settings, keybinds, radar settings, and other settings that do not affect the opponent or competitive integrity.

Player configuration files may be used only if permitted by Tournament Administration. Configurations must not include prohibited scripts, automation, unauthorized aliases, protected commands, game file modifications, exploit-enabling settings, or any setting that gives an unfair advantage. Tournament Administration may inspect, remove, reset, or replace any configuration at any time.

Players are responsible for checking their settings before confirming readiness. Once a Map begins, incorrect personal settings shall not normally be grounds for a restart unless Tournament Administration determines that an administrative or technical error occurred.

Network and Technical Standards

Where online connectivity or server access is required by the competition environment, Players must use the official network setup designated by Tournament Administration. Wired network connections shall be used whenever required or available. Players may not use unauthorized hotspots, VPNs, routing tools, remote access tools, or external network devices.

Competition Area Restrictions

Only the five active Players, the registered Coach where permitted, Tournament Administration, broadcast staff, and other authorized personnel may access the competition area during active match operations. Personal electronics, documents, notes, food, drink, and other items may be restricted or inspected at the discretion of Tournament Administration.

Game Version, Updates & Live Content

Game Version

All official phases of the Counter-Strike 2 competition, including qualifiers and the Global Esports Games event, shall be played on the latest official PC version, patch, server build, live update status, or competition configuration approved by Tournament Administration at the time of that phase, unless Tournament Administration or the publisher requires a specific frozen build for stability, fairness, or publisher requirements.

Updates and Content Changes

If Counter-Strike 2 receives a patch, balance update, weapon change, economy change, map update, server update, bug fix, content change, or competitive setting change before or during the competition, Tournament Administration shall determine whether the updated game state will be used, frozen, delayed, or otherwise managed.

If a map, feature, agent, cosmetic item, audio setting, visual setting, or game mechanic becomes unavailable, materially altered, or technically unsuitable, Tournament Administration may restrict, remove, replace, or issue updated operational instructions regarding that content.

Bugs and Known Issues

Tournament Administration may publish a list of known issues, restricted actions, prohibited exploits, map restrictions, or operational instructions before or during the event. Players and Teams are responsible for complying with any such instructions immediately upon publication.

Map Pool & Map Selection

Official Map Pool

Unless otherwise communicated by Tournament Administration, the official map pool shall be the active competitive map pool selected or approved by Tournament Administration from the Counter-Strike 2 Active Duty Map Group. Tournament Administration may update the official map pool due to game updates, technical issues, publisher instructions, broadcast needs, or operational reasons.

Only official, unmodified, up-to-date versions of approved maps may be used. Workshop maps, modified maps, local files, custom textures, custom sounds, custom models, or altered game assets are prohibited unless expressly approved by Tournament Administration.

Map Veto General Rules

Map vetoes shall be conducted by the Team captains or approved Team representatives under the supervision of Tournament Administration. The higher-seeded Team shall choose whether to act as Team A or Team B unless Tournament Administration uses a coin toss, draw, or other official method due to equal seeding or operational requirements.

Map bans, map picks, and side choices are final once confirmed by Tournament Administration. Incorrect selections, late objections, or misunderstandings are not grounds for a restart unless Tournament Administration determines that an administrative error occurred.

Best-of-1 Map Veto

1. The higher-seeded Team chooses whether to be Team A or Team B.
2. Team A removes two (2) maps.
3. Team B removes three (3) maps.
4. Team A removes one (1) map.
5. The remaining map is played.
6. Team B chooses the starting side.

Best-of-3 Map Veto

7. The higher-seeded Team chooses whether to be Team A or Team B.
8. Team A removes one (1) map.
9. Team B removes one (1) map.
10. Team A picks Map 1.
11. Team B chooses the starting side on Map 1.
12. Team B picks Map 2.
13. Team A chooses the starting side on Map 2.
14. Team B removes one (1) map.
15. Team A removes one (1) map.
16. The remaining map is Map 3.
17. Team B chooses the starting side on Map 3.

Map or Side Selection Errors

If a Match begins on an incorrect map, side, server, or configuration, Teams must notify Tournament Administration immediately. Tournament Administration shall determine whether the Map continues, restarts, is restored from backup, or is otherwise remedied. A Team that intentionally withholds an objection to gain a competitive advantage may be penalized.

Match Settings

Unless otherwise communicated by Tournament Administration, all Maps shall use the following official settings:

If the active game build uses different labels or technical variables for the above settings, Tournament Administration shall identify and apply the equivalent competitive settings. Players and Teams must not alter match settings, server settings, or client settings after readiness confirmation unless instructed by Tournament Administration.

Match Procedure

Check-In

Teams must check in at the time and location designated by Tournament Administration. Failure to check in on time may result in warnings, loss of setup time, loss of veto priority, Map forfeiture, Match forfeiture, or disqualification.

Pre-Match Setup

Before each Match, Players and Teams shall:

- Report to the assigned Game Station or competition area;
- Confirm identity, roster, SteamID, and Match assignment if requested;
- Inspect the PC, monitor, chair, peripherals, audio setup, and network connection;
- Install or configure approved peripherals only under the supervision of Tournament Administration;
- Adjust permitted personal settings and configurations during the official setup period;
- Complete the official map veto and side selection procedure;
- Join the correct server, Team side, voice channel, and lobby environment;
- Confirm that the official Match settings are correct;
- Signal readiness to Tournament Administration.

Readiness Confirmation

Once both Teams confirm readiness, the Match is considered live. After readiness confirmation, Teams may not request changes to map selection, side selection, roster, settings, peripherals, configuration, or other personal preferences except where Tournament Administration determines that an administrative or technical issue occurred.

Warmup and Match Start

Teams may use the official warmup period only as permitted by Tournament Administration. Teams must not start a Map, ready the server, unpause, or restart a round before receiving authorization from Tournament Administration. Unauthorized starts may result in a restart, warning, round penalty, Map penalty, or other disciplinary measure.

Results Confirmation

At the end of each Map and Match, both Teams must remain available until the result has been recorded and confirmed by Tournament Administration. Teams may be required to provide screenshots, match statistics, server logs, demos, video confirmation, or other evidence when requested.

Pauses, Technical Issues & Restarts

Tactical Pauses

Tactical pauses may be used only through the official server system or according to the instructions of Tournament Administration. Tactical pauses must not be used to disrupt the opponent, delay the Match without reason, receive unauthorized assistance, or create an unfair advantage.

Coaches may communicate during tactical pauses only where coaching is permitted under this Rulebook and only through approved communication channels. Tournament Administration may reduce, remove, or deny tactical pause privileges where a Team abuses the system.

Technical Pauses

Technical pauses may be requested only for legitimate technical issues, including PC failure, peripheral failure, audio failure, server instability, network failure, or other issues that materially affect competitive play. Players must immediately notify Tournament Administration and continue only as instructed.

Technical pauses may not be used for tactical discussion unless Tournament Administration expressly authorizes communication. During a technical pause, Players and Coaches must comply with all communication restrictions issued by Tournament Administration.

Disconnections and Player Issues

If a Player disconnects or experiences a technical issue during a live round, the round shall normally continue unless Tournament Administration pauses or restores the Match. Tournament Administration shall determine whether the affected Player may reconnect, whether a server backup should be restored, whether the round should stand, or whether another fair remedy should be applied.

Round Restores and Server Backups

Tournament Administration may use server backups, round restores, demo evidence, logs, or other technical tools to resolve technical issues. A round restore may be ordered where it is technically possible and competitively fair. The decision shall consider the cause of the issue, round state, damage dealt, deaths, bomb status, economy, available evidence, and whether either Team contributed to the issue.

Restart Principles

Tournament Administration shall determine whether a Map should continue, pause, restart, be restored from backup, be partially replayed, or be forfeited. As a default principle, a full restart may be ordered if a verified technical or administrative issue occurs before meaningful competitive action has taken place. If meaningful competitive action has occurred, Tournament Administration may require continuation, a restore with the existing score and economy state, a partial replay, or another fair remedy.

Player-Caused Issues

If a technical issue is caused by a Player's negligence, unauthorized equipment, intentional action, improper configuration, failure to follow instructions, or improper setup after readiness confirmation, Tournament Administration may issue a warning, round loss, Map loss, Match loss, or further disciplinary measures.

Prohibited Conduct & Competitive Integrity

Cheating and Unauthorized Assistance

Cheating in any form is strictly prohibited. This includes, but is not limited to:

- Use of unauthorized software, scripts, macros, modified hardware, automated inputs, recoil assistance, aim assistance, wallhacks, radar hacks, information overlays, skin changers, sound modifications, or any other cheat or unauthorized advantage;
- Manipulation of the game client, PC, server, network, Steam Account, configuration files, game files, peripherals, or match environment;
- Receiving unauthorized coaching, tactical information, external communication, stream information, spectator information, or other assistance during active play;
- Account sharing, identity substitution, undisclosed accounts, or intentional misrepresentation;
- Collusion, match manipulation, intentional losing, betting-related misconduct, or any agreement to influence Match results.

Bugs, Glitches, and Exploits

Players must not intentionally trigger, abuse, or repeat bugs, glitches, exploits, unintended mechanics, map defects, visibility exploits, movement exploits, audio exploits, grenade trajectory exploits, clipping issues, or technical interactions that provide an unfair advantage or disrupt normal gameplay. If a suspected bug occurs, Players must continue playing unless instructed otherwise by Tournament Administration.

Game File, Visual, and Audio Modifications

Players may not modify game art, sound, models, textures, map files, agents, skins, visual effects, audio files, or any other game asset except through normal in-game settings expressly permitted by Tournament Administration. Tournament Administration may restrict cosmetics, agents, skins, stickers, graffiti, or other visual items to protect visibility, broadcast clarity, or competitive integrity.

Non-Competitive Play and Match Manipulation

Teams and Players must compete to the best of their abilities at all times. Intentional non-competitive play, intentional disconnects, intentional delays, refusal to defuse or plant in good faith, intentional team damage, ghosting, collusion, tactical exploitation of administrative procedures, or any conduct designed primarily to manipulate the Match rather than compete may be penalized.

Unsportsmanlike Conduct

Players and team staff must behave professionally and respectfully at all times. Abuse, threats, harassment, discriminatory language, excessive toxicity, refusal to follow instructions, public misconduct, damage to equipment, or any action damaging the reputation or integrity of the competition may result in penalties under this Rulebook and the General Terms & Conditions.

Coaching & Communication

Coaching Rules

Coaching is permitted for Counter-Strike 2 only within the periods authorized by Tournament Administration: before a Map, during warmup, during half-time, between Maps in a Series, during tactical timeouts, and during official breaks. Coaching during live rounds, freeze time outside permitted timeouts, technical pauses, or active gameplay is prohibited unless expressly authorized by Tournament Administration.

Communication Restrictions

During active gameplay, Players may communicate only with their active teammates through approved in-game, stage, or voice communication systems. Communication with coaches, managers, delegates, spectators, other Teams, external parties, or unauthorized devices is prohibited unless authorized by Tournament Administration.

Mobile phones, smart watches, tablets, messaging tools, social media, external voice applications, note-sharing tools, and other communication devices may not be used at the Game Station or in the competition area without approval.

Team Staff Restrictions

Only the five active Players and the pre-registered Coach, where permitted, may be present with the Team during active match operations. Team staff must not communicate with Players by voice, gesture, touch, written note, electronic message, or any other means outside the periods expressly permitted by this Rulebook.

Stage and Broadcast Conduct

Players and team staff must comply with all stage, broadcast, and referee instructions. Players may not remove headsets, leave the Game Station, obstruct cameras, display unauthorized branding, interact with the audience, or interfere with broadcast equipment during active match operations unless permitted by Tournament Administration.

Disciplinary Actions & Penalties

GEF and Tournament Administration may impose penalties for violations of this Rulebook, the General Terms & Conditions, official communications, or competitive integrity standards. Penalties may include, but are not limited to:

- Verbal warning;
- Written warning;
- Loss of setup time;
- Loss of pause time or timeout privileges;
- Forced equipment or configuration change;
- Loss of map veto priority;
- Round loss;
- Map loss;
- Match loss;
- Point deduction or seeding penalty;
- Roster restriction or substitution denial;
- Disqualification from the category;
- Removal of accreditation;
- Suspension or exclusion from future GEF events.

Penalties shall be assessed based on severity, intent, competitive impact, repetition, cooperation, available evidence, integrity risk, publisher requirements, and the need to protect the integrity and reputation of the competition.

ROCKET LEAGUE RULES

Open Category | Game settings, title-specific procedures, and competitive regulations

This section governs the title-specific operation of the Rocket League competition. It is intended to be read together with Part I: General Terms & Conditions. Event format and allocation details are outside this section and may be communicated separately by GEF or Tournament Administration.

Game Title and Platform

- Game Title: Rocket League.
- Platform: PC.
- Competition Type: 3v3 team competition representing National Federations.
- Game Mode: Soccar / Private Match / equivalent approved match environment.
- Game Version: latest official PC version, patch, and live update approved by Tournament Administration for the relevant phase, subject to Section 7.5.
- Publisher / Rights Holder: Psyonix and Epic Games, subject to all applicable publisher, platform, account, and event requirements.

Player Eligibility & Registration

Player Eligibility

To be eligible to participate in the Rocket League competition, each Player must:

- Be officially registered by their National Federation through the official GEF registration process;
- Meet all eligibility requirements established by the Global Esports Games General Terms & Conditions;
- Be eligible to represent the relevant country or territory according to the documentation submitted to GEF;
- Comply with all applicable laws, regulations, platform terms, publisher terms, and event policies;
- Hold an active Epic Games account and any other game, platform, or registration information requested by Tournament Administration;
- Maintain the relevant account in good standing and not subject to bans, suspensions, sanctions, or competitive restrictions;
- Be available for all scheduled matches, media duties, technical checks, practice windows, and administrative procedures.

Open Category Entry

The Rocket League Open category is open to eligible Players registered by their National Federation under the applicable GEF eligibility framework. Each National Federation may enter only the roster approved by GEF for this competition.

Account and Identity Verification

Players may be required to provide or verify an Epic Games account ID, Rocket League player information, two-factor authentication status, government-issued identification, nationality documentation, or any other information reasonably requested by GEF or Tournament Administration.

Account sharing, competing under another person's identity, providing false registration information, using a borrowed or purchased account, or allowing another person to compete on behalf of a Player is strictly prohibited and may result in Match forfeiture, disqualification, and further disciplinary action.

Player, Team Names and Visual Identity

Player names, Team names, abbreviations, tags, profile elements, and visual identity used during official competition must be professional, non-offensive, and consistent with GEF standards. Tournament Administration may require changes to any name, tag, avatar, banner, club name, logo, or profile element that is misleading, offensive, commercially restricted, politically sensitive, impersonating, or unsuitable for broadcast.

Roster & Team Staff

Each National Federation roster for Rocket League shall consist of three (3) starting Players. A National Federation may register up to one (1) Reserve Player, **for qualifiers phase only**.

Each Team may also register team staff, such as a coach, manager, or delegate, subject to GEF accreditation rules. Team staff must comply with all instructions issued by Tournament Administration and may not interfere with match operations, player setup, referee decisions, technical rulings, or broadcast procedures.

No Player may be added, replaced, or removed after the applicable registration deadline unless expressly approved by GEF due to exceptional circumstances. Medical, visa, disciplinary, travel, technical, or force majeure replacements may be considered by GEF on a case-by-case basis.

A Team must field three (3) eligible Players to start and continue each Game. A Team that cannot field three (3) eligible Players when instructed may receive a Game loss, Match loss, or further penalty at the discretion of Tournament Administration.

A Player may not simultaneously be part of more than one Rocket League roster within the same edition of the Global Esports Games.

Equipment & Competition Environment

Official Game Station

Official matches shall be played on the Game Stations designated by Tournament Administration. Unless otherwise communicated, GEF shall provide the official PC, display, network setup, game client, and competition environment for official play.

Players may not install, modify, remove, or access any software, files, settings, peripherals, network tools, overlays, recording tools, or system functions on a Game Station unless expressly authorized by Tournament Administration.

Controllers and Peripherals

Players may use the official peripherals provided at the Game Station. Personal controllers, keyboards, mice, headsets, or other peripherals may be allowed only for a legitimate reason, such as accessibility or medical needs, hygiene or comfort requirements, device familiarity, official-equipment unavailability, qualifier or remote-play conditions, or another operational reason approved by Tournament Administration. Any personal peripheral must be approved before use, inspected where requested, and compliant with the technical and integrity requirements of the competition.

Standard controllers, keyboard, and mouse are permitted where approved. Wireless controllers and wireless peripherals are not permitted for official stage play unless expressly approved by Tournament Administration before the Match begins.

The following are strictly prohibited:

- Controllers, adapters, software, hardware, or modifications that provide macros, turbo inputs, scripts, automated inputs, or any unfair advantage;
- Any device or configuration that interferes with the PC, display, network, opponent, broadcast feed, referee equipment, or official match environment;
- Unauthorized controller emulators, input automation, external scripts, controller modification tools, or performance-altering software;
- Changing equipment after Match start without approval from Tournament Administration;
- Refusing equipment inspection when requested by Tournament Administration.

Player Settings

Players may adjust permitted personal settings during the official setup period only, including controller configuration, key bindings, camera settings, interface settings, audio preferences, and other settings that do not affect the opponent or competitive integrity.

Players are responsible for checking their settings before confirming readiness. Once a Game begins, incorrect personal settings shall not normally be grounds for a restart unless Tournament Administration determines that an administrative or technical error occurred.

Network and Technical Standards

Players must use the official network setup designated by Tournament Administration. Players may not use unauthorized hotspots, VPNs, routing tools, external network devices, unauthorized communications software, or any tool designed to alter routing, latency, packet flow, or match connectivity.

Game Version, Updates & Live Content

Game Version

All official phases of the Rocket League competition, including qualifiers and the Global Esports Games event, shall be played on the latest official PC version, patch, live update status, or competition build approved by Tournament Administration.

Administration at the time of that phase, unless Tournament Administration or the publisher requires a specific frozen build for stability, fairness, publisher requirements, or broadcast operations.

Updates and Content Changes

If Rocket League receives a patch, update, season change, item change, arena change, feature change, balance change, server change, or technical update before or during the competition, Tournament Administration shall determine whether the updated game state will be used, frozen, delayed, or otherwise managed.

If an arena, cosmetic item, setting, feature, server, or game function becomes unavailable, unstable, or technically unsuitable, Tournament Administration may remove it from use or issue updated operational instructions.

Bugs and Known Issues

Tournament Administration may publish a list of known issues, restricted actions, prohibited exploits, or operational instructions before or during the event. Players and Team staff are responsible for complying with any such instructions immediately upon publication.

Game Mode, Lobbies & Arenas

Approved Match Environment

Official Matches shall be played in a Private Match, admin-hosted lobby, LAN/local environment, or equivalent approved Rocket League match environment designated by Tournament Administration.

Teams may not create, join, restart, leave, or modify an official Match lobby unless instructed or authorized by Tournament Administration.

Lobby Access and Observers

Only registered active Players, Tournament Administration, approved broadcast observers, and other authorized persons may enter an official Match lobby. Unauthorized observers, coaches, managers, spectators, stream observers, or additional accounts are prohibited.

Lobby names, passwords, server details, and match access information are confidential. Sharing lobby access information with unauthorized persons may result in disciplinary action.

Team Colors and Side Assignment

Tournament Administration shall determine which Team is assigned to Blue and which Team is assigned to Orange. Teams must join only the assigned side and may not switch sides unless instructed.

Arenas

Unless otherwise communicated, the default arena shall be DFH Stadium. Tournament Administration may designate any standard arena or approved arena rotation for broadcast, competitive, or operational reasons. Teams may not change arena after readiness confirmation without approval.

Match Settings

Unless otherwise communicated by Tournament Administration, all Games shall use the following official settings:

If the active game build uses different labels for the above settings, Tournament Administration shall identify and apply the equivalent competitive settings. Players must not alter Match settings after readiness confirmation unless instructed by Tournament Administration.

Match Procedure

Check-In

Teams must check in at the time and location designated by Tournament Administration. Failure to check in on time may result in warnings, loss of setup time, Match forfeiture, or disqualification.

Pre-Match Setup

Before each Match, Teams and Players shall:

- Report to the assigned Game Station or team area;
- Confirm identity and Match assignment if requested;
- Inspect the controller, keyboard, mouse, headset, monitor, and equipment;
- Adjust permitted personal settings during the official setup period;
- Confirm the correct lobby, opponent, server, side assignment, arena, and Match settings;

- Confirm the active three-player lineup and any approved substitution;
- Signal readiness to Tournament Administration.

Readiness Confirmation

Once both Teams confirm readiness, the Game or Match is considered live. After readiness confirmation, Teams may not request changes to roster lineup, settings, controller configuration, camera, arena, server, side assignment, or other preferences except where Tournament Administration determines that an administrative or technical issue occurred.

Game Start

Teams must not start a Game before receiving authorization from Tournament Administration. A Game is considered started when the in-game "GO" indicator is displayed after the first kickoff countdown concludes. Unauthorized starts may result in a restart, warning, or other penalty.

Between Games

Teams must remain ready between Games and follow Tournament Administration instructions for lobby creation, side assignment, substitutions, timeouts, broadcast pauses, and Match continuation. Players may not leave the stage, remove required equipment, or access unauthorized devices without approval.

Results Confirmation

At the end of each Game and Match, Players must remain at the Game Station until the result has been recorded and confirmed by Tournament Administration. Teams may be required to provide screenshots, video confirmation, match statistics, replay files, logs, or other evidence when requested.

Pauses, Technical Issues & Restarts

General Pause Rules

Players may not pause, abandon, restart, disconnect, or leave an official Game unless permitted by the game state and authorized by Tournament Administration. Tournament Administration may pause a Game or Match at any time and for any reason.

Tactical Timeouts

Unless otherwise communicated, each Team may request one (1) tactical timeout per Match between Games only. A tactical timeout shall last up to two (2) minutes unless Tournament Administration extends or reduces the duration for operational reasons. Tactical timeouts may not be requested during active gameplay and may not be used to delay Match operations or circumvent penalties.

Technical Issue Procedure

If a Team experiences a technical issue, the affected Player or Team must immediately notify Tournament Administration and continue only as instructed. Players may not close the game, disconnect, change equipment, restart the PC, or modify settings without authorization.

Disconnects

If a Player disconnects during a Game, Tournament Administration shall determine whether play continues, pauses, restarts, or is otherwise remedied. The decision shall consider the cause of the disconnect, the time elapsed, the score, available evidence, competitive impact, and whether either Team contributed to the issue.

A disconnected Player may rejoin during the Game in which the disconnect occurred or between Games in a Match as instructed by Tournament Administration. If the disconnected Player cannot rejoin within the time allowed by Tournament Administration, the Team may be required to continue, substitute an eligible Reserve, forfeit the Game, or forfeit the Match.

Restart Principles

Tournament Administration may order a Game or Match restart due to exceptional circumstances, including verified technical failure, server instability, broadcast-critical error, force majeure, or a bug that significantly affects a Player's ability to play.

Tournament Administration may require a full replay, continuation from the current score, a restart with the existing score carried over, a partial replay, a neutral kickoff, or another fair remedy. Player-caused issues, negligence, unauthorized equipment, intentional action, or failure to follow instructions may result in penalties rather than a restart.

Log and Evidence Submission

Teams may be required to provide replay files, logs, screenshots, video clips, system information, or other evidence related to a technical issue. False, misleading, incomplete, or doctored evidence may result in disciplinary action.

Prohibited Conduct & Competitive Integrity

Cheating and Unauthorized Assistance

Cheating in any form is strictly prohibited. This includes, but is not limited to:

- Use of unauthorized software, scripts, macros, modified hardware, automated inputs, or input manipulation;
- Manipulation of the Rocket League client, PC, controller, account, network, server, or Match environment;
- Use of unauthorized overlays, plugins, mods, workshop tools, performance tools, visual aids, or third-party software during official play;
- Receiving unauthorized coaching, tactical information, external assistance, or live information during active play;
- Account sharing, identity substitution, use of a non-registered Player, or intentional misrepresentation;
- Collusion, Match manipulation, intentional losing, bribery, or any agreement to influence Match results;
- Stream sniping, ghosting, use of unauthorized spectator information, or disclosure of confidential competitive information.

Bugs, Glitches, and Exploits

Players must not intentionally trigger, abuse, or repeat bugs, glitches, exploits, unintended mechanics, server vulnerabilities, physics issues, arena issues, item issues, or technical interactions that provide an unfair advantage or disrupt normal gameplay. If a suspected bug occurs, Players must continue playing unless instructed otherwise by Tournament Administration.

Non-Competitive Play

Players and Teams must compete to the best of their abilities at all times. Intentional non-competitive play, deliberate refusal to engage, intentional own goals, intentional abandonment, match throwing, or any conduct designed to manipulate the outcome of the competition may be penalized.

Unsportsmanlike Conduct

Players and team staff must behave professionally and respectfully at all times. Abuse, threats, harassment, discriminatory language, excessive toxicity, refusal to follow instructions, public misconduct, or any action damaging the reputation or integrity of the competition may result in penalties under this Rulebook and the General Terms & Conditions.

Coaching, Substitutions & Communication

Coaching Rules

Coaching is permitted for Rocket League only within the periods authorized by Tournament Administration: before a Match, between Games in a Match, during approved tactical timeouts, and during official breaks. During active gameplay, only communications expressly permitted by Tournament Administration may occur.

Communication Restrictions

During active gameplay, Players may not communicate with spectators, other Teams, external parties, or unauthorized persons. Mobile phones, smart watches, tablets, messaging tools, and other communication devices may not be used at the Game Station without approval.

Substitutions

Substitutions may only occur before a Match or between Games in a Match and only where the Team has an eligible registered Reserve. Teams must inform Tournament Administration of any change in lineup and receive approval before the substitution is made. Substitutions during active gameplay are prohibited unless Tournament Administration expressly authorizes an emergency procedure.

Stage and Broadcast Conduct

Players and team staff must comply with all stage, broadcast, and referee instructions. Players may not remove headsets, leave the Game Station, obstruct cameras, display unauthorized branding, interact with the audience, or access unauthorized devices during active match operations unless permitted by Tournament Administration.

Disciplinary Actions & Penalties

GEF and Tournament Administration may impose penalties for violations of this Rulebook, the General Terms & Conditions, official communications, or competitive integrity standards. Penalties may include, but are not limited to:

- Verbal warning;
- Written warning;
- Loss of setup time;
- Loss of pause time or timeout privilege;
- Side selection or lobby priority penalty;
- Game loss;
- Match loss;
- Point deduction or bracket adjustment where operationally appropriate;
- Disqualification from the category;
- Removal of accreditation;
- Suspension or exclusion from future GEF events.

Penalties shall be assessed based on severity, intent, competitive impact, repetition, cooperation, available evidence, and the need to protect the integrity and reputation of the competition.

Serious violations involving cheating, identity fraud, match manipulation, harassment, discrimination, betting, threats, or intentional technical manipulation may result in immediate disqualification without prior warning.

NBA 2K RULES

Open Category | PS5 | 3v3 team competition | Game settings, title-specific procedures, and competitive regulations

This section governs the title-specific operation of the NBA 2K competition. It is intended to be read together with Part I: General Terms & Conditions. Event format and allocation details are outside this section and may be communicated separately by GEF or Tournament Administration.

Definitions

- “NBA 2K” refers to the basketball simulation video game franchise developed by Visual Concepts and published by 2K, including the annual version selected or approved by Tournament Administration for competition play.
- “2K” refers to the publisher and rights holder of NBA 2K, subject to all applicable platform, account, publisher, and event requirements.
- “Team” refers to the registered group of Players representing a National Federation in the NBA 2K competition.
- “Player” refers to an individual competitor officially registered as part of a Team.
- “Game” refers to one individual NBA 2K 3v3 contest played between two Teams.
- “Match” or “Series” refers to a set of one or more Games played between the same two Teams where a Best-of format is communicated by Tournament Administration.
- “Game Station” refers to the official PlayStation 5 console, display, network, controller, account environment, and match area used for competition play.
- “Approved 3v3 Mode” refers to Pro-Am 3v3, The City 3v3, private 3v3 match environment, or an equivalent official 3v3 competitive environment approved by Tournament Administration.
- “MyPLAYER Build” refers to a Player-created or event-issued athlete build used in the approved 3v3 environment, subject to all restrictions communicated by Tournament Administration.

Game Title and Platform

- Game Title: NBA 2K, using the annual version, live build, or event build selected or approved by Tournament Administration.
- Platform: PlayStation 5 (“PS5”).
- Competition Type: 3v3 team competition representing National Federations.
- **Game Mode:** Pro-Am 3v3 Full Court.
- Game Account: each Player must compete using the PSN ID, 2K account, NBA 2K profile, and/or MyPLAYER profile registered and approved for the competition.
- No AI-controlled Players, unregistered accounts, guest accounts, borrowed accounts, or non-approved profiles may be used unless expressly authorized by Tournament Administration.

Player Eligibility, Account and Identity Verification

To be eligible to participate in the NBA 2K competition, each Player must:

- Be officially registered by their National Federation through the official GEF registration process;
- Meet all eligibility requirements established by the General Terms & Conditions;
- Be eligible to represent the relevant country or territory according to the documentation submitted to GEF;
- Comply with all applicable laws, regulations, platform terms, publisher terms, PlayStation Network terms, 2K terms, and event policies;
- Hold a valid PSN ID and any required 2K account, NBA 2K account, MyPLAYER profile, player tag, or account information requested by Tournament Administration;
- Maintain all relevant accounts in good standing and not be subject to bans, suspensions, sanctions, integrity restrictions, or unresolved violations that prevent participation;
- Be available for all scheduled matches, media duties, technical checks, practice windows, and administrative procedures.

Players may be required to provide or verify their PSN ID, 2K account information, NBA 2K profile details, MyPLAYER information, government-issued identification, nationality documentation, date of birth, contact information, nickname, and any other information reasonably requested by GEF or Tournament Administration.

Account sharing, competing under another person's identity, providing false registration information, using an undisclosed account, using a borrowed or purchased account, or allowing another person to compete on behalf of a Player is strictly prohibited and may result in Game forfeiture, Match forfeiture, disqualification, and further disciplinary action.

Roster & Team Staff

Each National Federation roster for NBA 2K shall consist of three (3) starting Players.

Each Team must designate one Team captain. The Team captain shall be the primary competitive point of contact for lobby coordination, readiness confirmation, protests, administrative instructions, and result confirmation.

A Team must field three (3) eligible Players to start and continue each Game. A Team that cannot field three (3) eligible Players when instructed may receive a Game loss, Match loss, or further penalty at the discretion of Tournament Administration.

Managers and delegates must comply with all instructions issued by Tournament Administration and may not interfere with match operations, player setup, referee decisions, controller handling, game account verification, lobby administration, or broadcast procedures. Competitive coaches are not permitted for NBA 2K. Managers and delegates may provide administrative support only and may not provide strategic, tactical, gameplay, build, or live-performance assistance.

Equipment & Competition Environment

Official Game Station

Official matches shall be played on the Game Stations designated by Tournament Administration. Unless otherwise communicated, GEF shall provide the official PS5 console, display, network setup, game build, and approved match environment for competition play.

Players may not install, modify, remove, or access any software, files, settings, peripherals, network tools, overlays, recording tools, or system functions on a Game Station unless expressly authorized by Tournament Administration.

Controllers and Peripherals

Players may use the official controllers provided at the Game Station. Personal controllers may be allowed only for a legitimate reason, such as accessibility or medical needs, hygiene or comfort requirements, platform compatibility, official-equipment unavailability, qualifier or remote-play conditions, or another operational reason approved by Tournament Administration. Any personal controller must be approved before use, inspected where requested, and compliant with PS5, venue, broadcast, and competitive-integrity requirements.

The following are strictly prohibited:

- Controllers, adapters, scripts, macros, turbo functions, automated inputs, programmable input devices, controller-modification tools, or any hardware or software that provides an unfair advantage;
- Unauthorized controller emulators, input automation, external scripts, network manipulation tools, or performance-altering software;
- Any device or configuration that interferes with the PS5, display, network, opponent, broadcast feed, referee equipment, or official match environment;
- Changing equipment after Match start without approval from Tournament Administration;
- Refusing equipment inspection when requested by Tournament Administration.

Player Settings

Players may adjust permitted controller, camera, audio, accessibility, vibration, shot meter, visual, and personal settings during the official setup period only, provided those settings do not create an unfair advantage, disrupt broadcast operations, or conflict with official requirements.

Players are responsible for checking their controller configuration, PSN account, NBA 2K profile, MyPLAYER profile, network status, audio setup, display settings, and in-game settings before confirming readiness. Once a Game begins, incorrect personal settings shall not normally justify a restart.

Players are strictly prohibited from using **Tempo Shooting**, including shooting performed through the right stick / Pro Stick input, during official Games. Players must use approved standard shooting inputs only.

Network and Technical Standards

Players must use only the network, server, online services, and connection environment approved by Tournament Administration. Players may not use VPNs, proxies, hotspot connections, network manipulation tools, or alternative connection routes unless expressly approved.

Game Version, Updates & Live Content

Game Version

All official phases of the NBA 2K competition, including qualifiers and the Global Esports Games event, shall be played on the latest official PS5 version, annual title version, live build, patch, roster data, or event build approved by Tournament Administration at the time of that phase, unless Tournament Administration or the publisher requires a specific frozen build for stability, fairness, publisher requirements, or operational continuity.

Updates and Content Changes

If an update, patch, content change, roster update, balance change, service change, or online-service adjustment occurs before or during the competition, Tournament Administration may approve, delay, restrict, or adapt its use in official play to preserve competitive integrity and operational continuity.

Bugs and Known Issues

Tournament Administration may identify bugs, glitches, unintended mechanics, animations, gameplay exploits, build interactions, badge interactions, or other issues that are prohibited or restricted. Players and Teams must not intentionally trigger, reproduce, exploit, or conceal known issues.

Game Mode, Builds & Match Settings

Approved 3v3 Environment

Official Games shall be played in **Pro-Am 3v3 Full Court mode**, unless Tournament Administration expressly communicates an alternative approved environment.

The Game shall have **no time limit**.

The first Team to reach **twenty-one (21) points** shall win the Game, provided that the Team leads by at least **two (2) points**.

If the score reaches twenty-one (21) points without a two-point advantage, the Game shall continue until one Team reaches **twenty-five (25) points**. The first Team to reach twenty-five (25) points shall be declared the winner, regardless of point differential.

MyPLAYER Builds and Content Restrictions

Tournament Administration may require Players to use personal MyPLAYER builds, approved MyPLAYER builds, preset event builds, or other approved profiles. Where build restrictions, position limits, badges, animations, takeovers, attributes, equipment, boosts, cosmetic items, or other in-game content restrictions are communicated, Teams must comply in full.

Players may not use modified builds, glitched builds, unauthorized boost methods, unauthorized badges, unauthorized animations, modified files, exploited progression, third-party account services, or any other profile state that Tournament Administration deems illegitimate or unfair.

Official Match Settings

Platform: PlayStation®5

Game Mode: Pro-Am

Match Type: 3v3 Full Court

Time Limit: No time limit

Win Condition: First to 21 with 2-point advantage

Cap Condition: First to 25 if no 2-point advantage at 21

Prohibited Input: Tempo Shooting / Pro Stick Shooting

Team Visual Identity

Team names, player names, abbreviations, jerseys, courts, logos, banners, profile elements, and visual identity used during official competition must be professional, non-offensive, and consistent with GEF standards. Tournament Administration may require changes to any visual element that is misleading, offensive, commercially restricted, politically sensitive, impersonating, or unsuitable for broadcast.

Match Procedure

Check-In

Teams must check in at the time and location communicated by Tournament Administration. Late check-in may result in loss of setup time, Game forfeiture, Match forfeiture, or other penalties.

Pre-Match Setup

During the setup period, Players must complete account login, controller connection, player settings, profile verification, build verification, lobby access, squad formation, audio checks, network checks, and any other technical or administrative requirements requested by Tournament Administration.

Players may not change accounts, builds, squads, settings, equipment, or lobbies after readiness confirmation unless expressly authorized by Tournament Administration.

Readiness Confirmation

Each Team captain must confirm readiness when instructed. By confirming readiness, the Team accepts that its Players, accounts, equipment, builds, settings, lobby, and competitive environment are ready for official play.

Game Start

A Game may begin only when Tournament Administration authorizes the start. Starting a Game without authorization, delaying the start without justification, or joining the wrong lobby may result in a restart, warning, Game loss, or other penalty.

Results Confirmation

Results are subject to confirmation by Tournament Administration. Teams must not leave the official match area, close the game, change accounts, alter settings, or delete evidence until the result has been confirmed or they are released by Tournament Administration.

Pauses, Technical Issues & Restarts

General Pause Rules

Pauses, breaks, or stoppages may be used only where available in the approved game mode and only with permission from Tournament Administration, except in urgent technical or health and safety situations. Players must not abuse pause functionality or delay a Game without valid reason.

Technical Issue Procedure

Players must immediately notify Tournament Administration of any technical issue, including controller malfunction, console issue, audio issue, network instability, account issue, build-loading issue, lobby issue, display issue, or game bug. Players should continue playing unless Tournament Administration instructs otherwise or unless continuing would be impossible.

Disconnections

If a Player disconnects, loses control, is removed from the lobby, or experiences a technical issue, Tournament Administration shall determine whether the Game continues, is restarted, is replayed, is awarded, or is otherwise resolved. The decision may consider score, time elapsed, possession, momentum, whether the issue was player-caused, and whether competitive integrity has been materially affected.

Restart Principles

Restarts are not automatic. Tournament Administration may order a restart only where a material technical issue, lobby issue, server issue, game error, or administrative error materially affects competitive integrity and cannot reasonably be resolved by continuing the Game. Player-caused issues may result in penalties instead of a restart.

Evidence Submission

Teams may be required to provide screenshots, video clips, console logs, account information, match footage, or other evidence for technical and competitive rulings. Failure to provide reasonably requested evidence may limit the ability of Tournament Administration to grant a remedy.

Prohibited Conduct & Competitive Integrity

Cheating and Unauthorized Assistance

The following conduct is strictly prohibited:

- Use of hacks, scripts, macros, automated inputs, controller modifications, unauthorized adapters, network manipulation, exploits, account manipulation, or any other method that provides an unfair advantage;
- Use of unauthorized coaching, outside information, ghosting, stream sniping, live scouting, screen sharing, or communication with non-approved persons during restricted periods;
- Use of unauthorized accounts, borrowed accounts, purchased accounts, boosted accounts, modified builds, glitched profiles, illegitimate progression, or non-approved in-game content;
- Manipulation of lobbies, courts, matchmaking, squads, networks, servers, or online services;
- Any action intended to compromise the integrity, fairness, or normal operation of the competition.
- The use of **Tempo Shooting**, **Pro Stick Shooting**, or any equivalent stick-based shooting mechanic is strictly prohibited during official Games.

Tournament Administration may review gameplay, video evidence, referee observations, player reports, controller settings, or technical checks to determine whether a prohibited shooting method was used.

Bugs, Glitches, and Exploits

Players may not intentionally use bugs, glitches, unintended mechanics, animation exploits, build exploits, badge exploits, court exploits, possession exploits, out-of-bounds exploits, matchmaking exploits, or other behavior that Tournament Administration deems to provide an unfair advantage or to undermine normal competitive play.

Non-Competitive Play and Match Manipulation

Players and Teams must compete to the best of their abilities at all times. Intentionally losing, collusion, match manipulation, intentional sabotage, deliberate quitting, deliberate inactivity, grieving teammates, exploiting disconnects, or any conduct intended to unfairly influence the result is prohibited.

Unsportsmanlike Conduct

Toxic behavior, harassment, discriminatory conduct, threats, abusive language, inappropriate celebrations, offensive profile content, taunting that exceeds acceptable competitive expression, physical intimidation, refusal to follow instructions, and public misconduct are prohibited.

Coaching, Communication & Broadcast Conduct

Coaching Rules

Coaching is not permitted for NBA 2K. Managers or delegates may provide administrative support only in periods and locations approved by Tournament Administration and may not provide strategic, tactical, build, gameplay, or live-performance assistance during official match operations.

Communication Restrictions

During official gameplay, communication is limited to registered Players actively competing and any persons expressly authorized by Tournament Administration. Unauthorized devices, messaging applications, voice channels, external calls, or communication with spectators, staff, or non-registered persons are prohibited.

Voice Chat and In-Game Communication

Players must use only the official or approved team voice channel, party system, or communication method designated by Tournament Administration. Voice communication must remain professional, and Teams may be required to provide access to official communications for integrity monitoring.

Stage and Broadcast Conduct

Players and Team staff must comply with all stage, broadcast, camera, audio, media, and referee instructions. Players may not block cameras, conceal devices, show offensive content, use unauthorized gestures, or otherwise disrupt official production.

Disciplinary Actions & Penalties

Tournament Administration may apply one or more of the following penalties depending on the nature, severity, timing, intent, repetition, and impact of the violation:

- Verbal or written warning;
- Loss of setup time, pause time, lobby priority, or side/visual-identity priority;
- Forced settings, build, account, controller, or equipment change;
- Game restart, Game replay, or corrective administrative order;
- Game forfeiture or Match forfeiture;
- Suspension from one or more Games, Matches, or competition activities;
- Disqualification from the competition;
- Removal from the venue or restricted competition area;
- Referral to GEF for further disciplinary action against the Player, Team, staff member, or National Federation.

The use of unauthorized accounts, modified builds, illegitimate progression, input automation, macros, controller modifications, network manipulation, or any deliberate attempt to circumvent competitive systems may result in immediate Match forfeiture or disqualification.

Any use of Tempo Shooting, Pro Stick Shooting, or equivalent prohibited shooting input may result in an official warning, Game restart, point adjustment, Game forfeiture, Match forfeiture, disqualification, or further disciplinary action, depending on the severity, timing, recurrence, intent, and competitive impact of the violation.

IRACING RULES

Open Category | Game settings, title-specific procedures, and competitive regulations

This section governs the title-specific operation of the iRacing competition. It is intended to be read together with Part I: General Terms & Conditions. Event format and allocation details are outside this section and may be communicated separately by GEF or Tournament Administration.

Definitions

For the purposes of this Rulebook:

- “GEF” refers to the Global Esports Federation.
- “GEG” refers to the Global Esports Games.
- “iRacing” refers to the online racing simulation developed and operated by iRacing.com Motorsport Simulations, LLC.
- “Tournament Administration” refers to the appointed referees, admins, Head Admins, Race Officials, Tournament Directors, and operational staff designated by GEF.
- “Race Control” refers to the official race-control functions, automated systems, Race Officials, and administrative decisions governing session procedures, flags, penalties, and race results.
- “National Federation” refers to the officially recognized national member federation affiliated with GEF.
- “Driver” refers to the individual competitor officially registered to represent a National Federation in the iRacing competition.
- “Player” may be used interchangeably with Driver where the General Terms & Conditions or GEF systems use the generic esports terminology.
- “Open Category” refers to the iRacing medal category open to eligible Drivers registered by their National Federation under the applicable GEF eligibility framework.
- “Grand Prix” refers to one official race session forming part of the final competition format.
- “Race” refers to an official iRacing race session in which Drivers compete simultaneously on the same circuit.
- “Session” refers to any official iRacing environment used for practice, qualifying, warm-up, race, technical check, media check, or administrative operation.
- “Game Station” refers to the official PC, racing simulator rig, display, wheel base, steering wheel, pedals, network, peripherals, and game environment used for competition play.
- “Ferrari GT Category” refers to the Ferrari grand touring vehicle category or specific Ferrari GT vehicle approved by Tournament Administration for competition use.
- “Fixed Setup” refers to an official vehicle setup applied equally to all Drivers, with no unauthorized changes permitted.
- “Incident Points” refers to the incident scoring or safety-related values recorded by iRacing or Tournament Administration during official sessions.

Game Title and Platform

- Game Title: iRacing.
- Platform: PC.
- Competition Type: individual sim racing competition representing National Federations.
- Competition Category: Open category only.
- Racing Discipline: road / sports car racing, unless otherwise communicated by Tournament Administration.
- Vehicle Category: Ferrari GT Category.
- Game Version: latest official PC version, build, patch, and content package approved by Tournament Administration for the relevant phase, subject to Section 7.5.

Player Eligibility & Registration

Player Eligibility

To be eligible to participate in the iRacing competition, each Driver must:

- Be officially registered by their National Federation through the official GEF registration process;

- Meet all eligibility requirements established by the Global Esports Games General Terms & Conditions;
- Be eligible to represent the relevant country or territory according to the documentation submitted to GEF;
- Comply with all applicable laws, regulations, platform terms, iRacing terms, publisher requirements, and event policies;
- Hold an active iRacing account in good standing and provide all account information requested by Tournament Administration;
- Be available for all scheduled races, technical checks, driver briefings, media duties, and administrative procedures.

Open Category Entry

The iRacing Open category is open to eligible Drivers registered by their National Federation under the applicable GEF eligibility framework. No separate Women category applies to iRacing in this edition of the Global Esports Games.

Account and Identity Verification

Drivers may be required to provide or verify an iRacing Customer ID, iRacing user information, government-issued identification, nationality documentation, residency documentation, age confirmation, or any other information reasonably requested by GEF or Tournament Administration.

Account sharing, competing under another person's identity, providing false registration information, manipulating identity or residency information, or allowing another person to compete on behalf of a Driver is strictly prohibited and may result in race forfeiture, disqualification, and further disciplinary action.

iRacing Account Status

A Driver whose iRacing account is suspended, restricted, banned, under unresolved integrity investigation, or otherwise unable to access the required official sessions may be ruled ineligible. Drivers are responsible for ensuring that their iRacing membership, content access, account credentials, and technical compatibility are valid before the competition.

Roster & Team Staff

Each National Federation roster for the iRacing Open category shall consist of one (1) Driver. National Federations may also register managers or delegates for administrative support, subject to GEF accreditation rules. Competitive coaches are not permitted for this title.

No substitute Driver may replace a registered Driver after the applicable registration deadline unless expressly approved by GEF due to exceptional circumstances.

Managers and delegates must comply with all instructions issued by Tournament Administration and may not interfere with race operations, Driver setup, Race Control decisions, stewarding decisions, broadcast procedures, or technical checks. Competitive coaches are not permitted for iRacing. Managers and delegates may provide administrative support only and may not provide strategic, tactical, setup, spotter, race, or live-performance assistance.

Equipment & Competition Environment

Official Game Station

Official sessions shall be played on the Game Stations designated by Tournament Administration. Unless otherwise communicated, GEF shall provide the official PC, racing simulator rig, display, wheel base, steering wheel, pedals, network setup, and game build for competition play.

Sim Racing Hardware

Drivers must use only the official sim racing hardware approved for competition. Tournament Administration may inspect, calibrate, replace, or restrict any equipment at any time for technical, integrity, safety, or operational reasons.

The following are strictly prohibited:

- Hardware, firmware, drivers, software, scripts, macros, overlays, telemetry tools, input emulators, or modifications that provide an unfair advantage;
- Any device or software that interferes with the PC, simulator rig, steering, pedals, display, network, opponent, broadcast feed, Race Control, or official timing systems;
- Changing wheel, pedal, force feedback, calibration, graphics, or control settings after readiness confirmation without approval from Tournament Administration;
- Refusing equipment inspection, calibration, or replacement when requested by Tournament Administration.

Personal Equipment

Personal gloves, footwear, earphones, glasses, or comfort accessories may be allowed only for a legitimate reason, such as accessibility or medical needs, hygiene or comfort requirements, simulator fit, safety, official-equipment suitability, or another operational reason approved by Tournament Administration, and only if they do not interfere with the official equipment, broadcast, safety, or competitive integrity. Personal wheels, pedals, button boxes, computers, external displays, or input devices are prohibited unless expressly approved in writing by Tournament Administration.

Driver Settings and Calibration

Drivers may adjust permitted personal settings during the official setup period only, including steering calibration, pedal calibration, force feedback preferences, mirror and field-of-view settings, camera or cockpit preferences, audio preferences, and button assignments, where allowed by Tournament Administration.

Drivers are responsible for checking their settings before confirming readiness. Once a Session begins, incorrect personal settings shall not normally be grounds for a restart unless Tournament Administration determines that an administrative or technical error occurred.

Network and Technical Standards

All official sessions must use the official network setup designated by Tournament Administration. Drivers may not use unauthorized hotspots, VPNs, routing tools, external network devices, external applications, or unauthorized connections. Tournament Administration may require network checks, latency checks, replay checks, screen monitoring, or other verification measures.

Game Version, Updates & Live Content

Game Version

All official phases of the iRacing competition, including qualifiers and the Global Esports Games event, shall be played on the latest official PC version, build, patch, content package, car version, track configuration, ruleset, or session environment approved by Tournament Administration at the time of that phase, unless Tournament Administration or the platform requires a specific frozen build for stability, fairness, operational consistency, or platform requirements.

Updates and Content Changes

If iRacing receives a build update, hotfix, car update, tire model update, track update, weather update, balance adjustment, damage model update, ruleset change, or content availability change before or during the competition, Tournament Administration shall determine whether the updated game state will be used, frozen, delayed, or otherwise managed.

Bugs and Known Issues

Tournament Administration may publish a list of known issues, restricted actions, prohibited exploits, or operational instructions before or during the event. Drivers are responsible for complying with any such instructions immediately upon publication. A Driver who discovers or suspects a bug, exploit, or technical issue must report it promptly and may not intentionally reproduce or abuse it.

Eligible Vehicle, Tracks & Setups

Eligible Vehicle Category

The official vehicle category for the iRacing competition shall be the Ferrari GT Category. Unless otherwise communicated by Tournament Administration, the approved competition vehicle shall be the Ferrari 296 GT3 or the official Ferrari GT vehicle selected or approved for the event.

Tournament Administration may replace, restrict, or update the eligible vehicle if required by platform availability, technical issues, licensing instructions, competition balance, or operational reasons.

Vehicle Selection

- Only the eligible Ferrari GT vehicle approved by Tournament Administration may be used.
- No Driver may select an ineligible vehicle, alternate class, modified content package, or unauthorized car configuration.
- Vehicle selection and livery selection must be confirmed before readiness confirmation.
- A Driver who intentionally selects an ineligible vehicle may be required to restart the Session, receive a warning, forfeit the race, or receive further penalties depending on the circumstances.

Tracks

The official tracks and configurations for Grand Prix 1 and Grand Prix 2 shall be selected or approved by Tournament Administration and communicated through official channels. Tracks may be changed for technical, operational, broadcast, platform, or integrity reasons.

Vehicle Setups

Unless otherwise communicated by Tournament Administration, official races shall use a Fixed Setup. Drivers may not modify restricted setup values, import unauthorized setups, use external setup tools, or alter the car configuration beyond permitted in-session adjustments approved by Tournament Administration.

Custom Paints and Liveries

Custom paints, third-party paint services, external liveries, decals, sponsor branding, and personalized designs are prohibited unless expressly approved by GEF and Tournament Administration. Tournament Administration may require official liveries, neutral liveries, national federation liveries, or event-specific paints for broadcast, integrity, and commercial reasons.

Official Race Settings

Unless otherwise communicated by Tournament Administration, official sessions shall use the following default settings or their closest iRacing equivalents:

If the active game build uses different labels for the above settings, Tournament Administration shall identify and apply the equivalent competitive settings. Drivers must not alter official session settings after readiness confirmation unless instructed by Tournament Administration.

Session And Race Procedure

Check-In

Drivers must check in at the time and location designated by Tournament Administration. Failure to check in on time may result in warnings, loss of setup time, loss of qualifying rights, starting from the pit lane, race forfeiture, or disqualification.

Driver Briefing

Drivers may be required to attend mandatory briefings covering session procedures, track rules, starting procedure, pit lane rules, Race Control instructions, flag rules, technical standards, media obligations, and any event-specific instructions. Failure to attend a mandatory briefing may result in disciplinary action.

Pre-Session Setup

Before each official Session, Drivers shall:

- Report to the assigned Game Station;
- Confirm identity, roster status, and session assignment if requested;
- Inspect the simulator rig, steering wheel, pedals, display, audio, and assigned equipment;
- Adjust permitted personal settings and calibration during the official setup period;
- Confirm that the correct iRacing account, vehicle, track, and session settings are loaded;
- Confirm that official session settings are correct;
- Signal readiness to Tournament Administration.

Readiness Confirmation

Once a Driver confirms readiness, the Session is considered live for that Driver. After readiness confirmation, Drivers may not request changes to vehicle selection, official settings, calibration, controller mapping, display settings, audio settings, or personal preferences except where Tournament Administration determines that an administrative or technical issue occurred.

Practice and Qualifying

Practice, warm-up, qualifying, and grid procedures shall be communicated by Tournament Administration. Unless otherwise instructed, Drivers must observe all iRacing Race Control instructions during practice and qualifying, including track limits, pit exit, pit entry, unsafe rejoin rules, and any applicable incident or flag procedures.

Grid Procedure and Race Start

Drivers must join the grid when instructed and must not start, move, leave the grid, or intentionally delay the Session without authorization. Starting procedures, including standing starts, rolling starts, formation laps, pit-lane starts, false starts, and restart rules, shall follow the official session settings and Race Control instructions.

Race Completion and Results Confirmation

At the end of each Grand Prix, Drivers must remain at the Game Station until the result has been recorded and confirmed by Tournament Administration. Drivers may be required to provide screenshots, replay files, telemetry, race results, video confirmation, or other evidence when requested.

Race Control, Flags & Incident Management

Race Control

Race Control may include iRacing automated systems, Race Officials, stewards, Head Admins, Tournament Directors, and GEF-designated officials. Drivers must comply immediately with all Race Control instructions, in-sim penalties, flags, official notices, and administrative rulings.

Flag Signals and Pit Lane

Drivers must observe all official iRacing flag signals, pit lane speed limits, pit entry and exit lines, penalty service procedures, tow procedures, unsafe rejoin requirements, and Race Control instructions. Failure to comply may result in in-sim penalties, post-race penalties, point deductions, race forfeiture, or further disciplinary measures.

Incident Points and Driving Standards

Drivers must race with due care, respect track limits, avoid preventable contact, avoid reckless rejoins, leave racing room where required, and compete to the best of their abilities. Incident Points recorded by iRacing may be used by Tournament Administration for warnings, penalty review, tiebreakers, or disciplinary assessment.

Penalties

Penalties may be issued automatically by iRacing Race Control or manually by Tournament Administration. Penalties may include, but are not limited to, slow-down penalties, drive-through penalties, stop-and-go penalties, stop-and-hold penalties, time penalties, grid penalties, lap penalties, point deductions, race forfeiture, disqualification, or removal from the competition.

Drivers are responsible for serving penalties correctly and within the applicable time or lap requirements. If a penalty cannot be served in the session, Tournament Administration may apply a post-race time penalty, points penalty, classification change, or another fair remedy.

Technical Issues, Disconnections & Restarts

Technical Issue Procedure

If a Driver experiences a technical issue, they must immediately notify Tournament Administration and continue only as instructed. Drivers may not abandon, restart, disconnect, close the simulator, change equipment, recalibrate hardware, or alter session settings without authorization.

Disconnections

If a Driver disconnects from an official session, Tournament Administration shall determine whether the Driver may rejoin, whether the session should continue, whether a restart is appropriate, or whether the Driver shall be classified according to the official iRacing results. A disconnection caused by a Driver's own negligence, equipment misuse, unauthorized action, or failure to follow instructions shall not normally justify a restart.

Restart Principles

Tournament Administration shall determine whether a Session should continue, pause, restart, be partially replayed, be declared official, or be cancelled. The decision shall consider the cause of the issue, the number of affected Drivers, the time elapsed, laps completed, race classification, competitive impact, available evidence, and whether any Driver contributed to the issue.

As a default principle, a full restart may be considered only where a verified technical issue materially affects the integrity of the Session before meaningful competitive progression has occurred. Once a race has substantially progressed, Tournament Administration may instead apply continuation, classification by official results, partial replay, time adjustment, points adjustment, or another fair remedy.

Player-Caused Issues

If a technical issue is caused by a Driver's negligence, unauthorized equipment, intentional action, improper setup after readiness confirmation, failure to follow instructions, or misuse of the simulator, Tournament Administration may issue a warning, race penalty, point penalty, race loss, disqualification, or further disciplinary measures.

Prohibited Conduct & Competitive Integrity

Cheating and Unauthorized Assistance

Cheating in any form is strictly prohibited. This includes, but is not limited to:

- Use of unauthorized software, scripts, macros, modified hardware, input emulators, telemetry manipulation, external overlays, or automated inputs;
- Manipulation of the game client, account, PC, racing simulator rig, wheel, pedals, network, session settings, timing systems, or replay data;
- Use of ineligible vehicles, unauthorized setups, modified content, custom data, or unauthorized paint schemes;
- Receiving unauthorized coaching, tactical information, setup information, live spotter instructions, or external assistance during active competition;
- Account sharing, identity substitution, impersonation, or intentional misrepresentation;
- Collusion, race manipulation, intentional losing, intentional blocking, deliberate non-competition, or any agreement to influence race results.

Bugs, Glitches, and Exploits

Drivers must not intentionally trigger, abuse, or repeat bugs, glitches, exploits, unintended mechanics, physics issues, netcode interactions, track-cutting methods, pit-lane exploits, setup exploits, or technical interactions that provide an unfair advantage or disrupt normal racing. If a suspected bug occurs, Drivers must continue racing unless instructed otherwise by Tournament Administration.

Reckless Driving and Non-Competitive Play

Drivers must compete with professional racing standards at all times. Intentional wrecking, retaliation, brake-checking, unsafe blocking, dangerous rejoins, deliberate obstruction, repeated avoidable contact, intentional slowing, erratic driving, or any conduct designed primarily to disrupt another Driver or exploit the session may be penalized.

Unsportsmanlike Conduct

Drivers and team staff must behave professionally and respectfully at all times. Abuse, threats, harassment, discriminatory language, excessive toxicity, refusal to follow instructions, public misconduct, or any action damaging the reputation or integrity of the competition may result in penalties under this Rulebook and the General Terms & Conditions.

Coaching & Communication

Coaching Rules

Coaching is not permitted for iRacing. Managers or delegates may provide administrative support only in periods and locations approved by Tournament Administration and may not provide strategic, tactical, setup, spotter, race, or live-performance assistance during official session operations.

Communication Restrictions

During active competition, Drivers may not communicate with coaches, managers, delegates, spectators, other Drivers, or external parties unless authorized by Tournament Administration. Mobile phones, smart watches, tablets, messaging tools, radio devices, voice communication software, and other communication devices may not be used at the Game Station without approval.

In-Sim Communication

In-sim voice chat, text chat, spotter functions, relative information, mirrors, black box tools, and other iRacing features may be limited or configured by Tournament Administration. Drivers must not use in-sim communication to harass, distract, threaten, abuse, or interfere with opponents, officials, or broadcast operations.

Stage and Broadcast Conduct

Drivers must comply with all stage, broadcast, and referee instructions. Drivers may not leave the Game Station, remove approved audio equipment, obstruct cameras, display unauthorized branding, interact with the audience, or disrupt broadcast operations during active session procedures unless permitted by Tournament Administration.

Disciplinary Actions & Penalties

GEF and Tournament Administration may impose penalties for violations of this Rulebook, the General Terms & Conditions, official communications, iRacing platform rules, or competitive integrity standards. Penalties may include, but are not limited to:

- Verbal warning;
- Written warning;
- Loss of setup time;
- Loss of qualifying time or qualifying result;
- Grid penalty;
- Incident warning;
- Slow-down, drive-through, stop-and-go, stop-and-hold, or time penalty;
- Lap penalty;
- Point deduction;
- Race forfeiture;
- Disqualification from a Session or from the category;
- Removal of accreditation;
- Suspension or exclusion from future GEF events.

Penalties shall be assessed based on severity, intent, competitive impact, repetition, cooperation, available evidence, player welfare, safety considerations, and the need to protect the integrity and reputation of the competition.