

# Basic Players' Regulation

## ■ Participant Qualification

- ***All national representatives must have proof of legal citizenship for the country that he/she is representing before being allowed to participate in WCG Grand Final competitions***

- 1) Each country's organizer has the right to set their own participant qualification rules. However, WCG Committee reserves the right to refuse any player, regardless of his/her standing in the National Championship, from participating in the Grand Final if he/she does not meet the above citizenship requirement.
- 2) In case a player has multiple citizenships and/or has recently obtained citizenship, he/she may not represent more than one country at the WCG Grand Final. Choice of country is locked once he/she has participated in any of the official WCG competition in a certain country. This decision cannot be overturned until next year's competitions.
- 3) His/her citizenship status during prior participation in the Grand Final shall not prevent the player from selecting to represent a different country in this year's competition.
- 4) If any infractions regarding the above rules are found, the offending player will be immediately disqualified and may be banned from future WCG tournaments.

## ■ Age Restriction

- ***WCG follows ESRB ratings standards for the WCG Grand Final competitions***

- 1) Each country's organizer has the right to set their own rules for age restriction in their country's competition according to the rules set by any governing agency in their country.
- 2) At the request of publisher and/or developer, WCGC reserves the right to enforce certain age restriction according to their recommendation. In this case, all country's must follow the age restriction rules set forth by WCGC.
- 3) Additionally, all players born after Nov. 11<sup>th</sup>, 1991, must submit a consent form signed by a parent or legal guardian in order to participate in the Grand Final. No players under 18 will be allowed to compete without this form. The player has full rights to any prizes that he/she may win during the Grand Final. (Due to China's eSports regulations, all players representing China must be over 18 years of age. No players under 18 will be allowed to represent China in WCG Grand Final)

※ *ESRB age restrictions for Grand Final game titles*

<b>Game Title</b>	<b>ESRB Rating</b>	<b>Age Restriction</b>
Carom 3D	TBD	TBD
Counter-Strike	Mature 17+	Anyone born after Nov.11 <sup>th</sup> , 1992 will not be allowed entry
FIFA Soccer 09	Everyone 6+	Anyone born after Nov.11 <sup>th</sup> , 2003 will not be allowed entry
Red Stone	Teen 13+	Anyone born after Nov.11 <sup>th</sup> , 1996 will not be allowed entry
StarCraft: Brood War	Teen 13+	Anyone born after Nov.11 <sup>th</sup> , 1996 will not be allowed entry
Track Mania Nations Forever	Everyone 6+	Anyone born after Nov.11 <sup>th</sup> , 2003 will not be allowed entry
Warcraft III: The Frozen Throne	Teen 13+	Anyone born after Nov.11 <sup>th</sup> , 1996 will not be allowed entry
Guitar Hero: World Tour	Teen 13+	Anyone born after Nov.11 <sup>th</sup> , 1996 will not be allowed entry
Virtua Fighter 5	Teen 13+	Anyone born after Nov.11 <sup>th</sup> , 1996 will not be allowed entry
Asphalt 4: Elite Racing	Everyone 10+	Anyone born after Nov.11 <sup>th</sup> , 1999 will not be allowed entry
Wise Star2	TBD	TBD
Dungeon & Fighter	TBD	TBD

■ **National Championship's Guideline**

- ***The official game titles for WCG 2009 are as follows: Carom 3D, Counter-Strike, FIFA Soccer 09, Red Stone, StarCraft: Brood War, Track Mania Nations Forever, Warcraft III: The Frozen Throne, Guitar Hero: World Tour, Virtua Fighter 5, Asphalt 4: Elite Racing, Wise Star2, and Dungeon & Fighter.***
  - 1) *The organizers in each WCG country may decide NOT to operate certain titles due to lack of popularity and/or community in their country at their discretion.*
  - 2) All national championship tournaments shall follow the official rules & guidelines as announced on the official WCG website. Some changes that are necessitated by the circumstances in each WCG country may be applied within reason at the discretion of the WCG organizers.

- **Number of representatives for each country's national team shall adhere to the following guidelines**
  - 1) For games that are played individually, up to 3 players can be selected per game. For games that are played as a team, up to 2 teams can be selected per game.
  - 2) The number of representatives shall be decided solely by the WCG organizer in each country.
  - 3) One person cannot represent two or more titles for the same country at the Grand Final.
- **Auto-berth must be given to the WCG 2008 Grand Final medalists to the WCG 2009 National Final in their country except in the following cases. There will be no auto-berth directly to the Grand Final. The player must re-qualify at the National Final.**
  - 1) *The game was removed or platform was changed from WCG 2008.*
  - 2) *More than 50% of the team members have changed (for team events only).*
- **The following WCG 2008 Grand Final Medalists will automatically advance to their country's National Final.**

Game Events	1 <sup>st</sup> place		2 <sup>nd</sup> place		3 <sup>rd</sup> place	
	Name	Country	Name	Country	Name	Country
CS	mTw.AMD	Denmark	SK-Gaming	Sweden	eSTRO	Korea (South)
FIFA	Craciun Marius	Romania	Pedro Caiado	Portugal	Juan Francisco Sotullo	Argentina
SC	CHANSU PARK	Korea (South)	BYUNGGU SONG	Korea (South)	Ievgen Oparyshev	Ukraine
WC3	Manuel Schenkhuizen	Netherlands	JAEHO JANG	Korea (South)	Dmitry Kostin	Russia
Carom3D	MYEONGJIN GU	Korea (South)	ILIYAN KIRYAKOV	Bulgaria	Paulo Corgosinho	Brazil
Red Stone	Comeonbaby	Korea (South)	HappysweetsB	Japan	HappysweetsA	Japan
GH	George Boothby	United Kingdom	Lorenzo Castelli	Italy	Gustav Norman	Sweden
VF	Hikomiki Kumada	Japan	Danny Koo	Singapore	Adnan Rana	USA
Asphalt	Jared Beins	Singapore	Steven Anderson	USA	Andreas Rode	Germany

## ■ Regulation on Grand Final participants

- **Grand Final participants must adhere to the following guidelines**
  - 1) All players must have a valid ID (ex: passport) and be ready to present it to WCG officials upon request at all times during the Grand Final. Failure to do so may result in immediate disqualification from the Grand Final.
  - 2) Players should complete registration process upon arrival in order to received their

accreditation badges for entrance to the tournament area of the Grand Final venue.  
(Further instructions will be provided to all Grand Final participants at a later date)

- ***If a national team player cannot attend the WCG Grand Final due to sickness or any other unforeseen event, he or she may be replaced by the next highest finisher in the National Championship for that game event.***
  - 1) Player substitution is allowed up to 2 week before the first day of Grand Final. Any substitutions, for any reason, after that date are not allowed.
  - 2) It is the players' responsibility to verify their information (ID, name) and request any corrections by October 28<sup>th</sup>. No further changes will be accepted after this date.
  - 3) A written letter explaining the reason for not attending and an agreement to allow the next highest finisher to participate is required before the permission for player replacement can be granted.
  - 4) If a player does not attend WCG Grand Final in order to attend another event, replacement is allowed; however, the player or the team who did not attend the event may be penalized.
- ***For team-based games, if certain team members cannot attend the WCG Grand final due to sickness or any other unforeseen event, player substitution is allowed for up to 50% of the team members. If more than 50% of the players in the team require substitution, the team will be disqualified and replaced by the next highest finishing team in the National Championship.***
  - 1) ***If a team is found that it did not follow the above regulation, the team will be immediately disqualified.***
- ***Players are allowed to bring their own equipments, but driver installations and setup of personal equipments are sole responsibility of the player.***
  - 1) Acceptable personal equipments: mouse, keyboard, control pad, headset & mouse pad.
  - 2) Players shall prepare power adapters, cables, and driver files as needed according to the Grand Final requirements.
  - 3) Players agree that they will not hold WCG responsible for any damages or theft to their personal equipments.
- ***WCG tournament systems are carefully prepared for the players to perform their best during the Grand Final. Players are to handle the machines with care so as not to damage and/or break the system.***
- Players are not allowed to install and use personal configuration files for any games or equipments (this includes personal equipments) unless approved by WCGC and/or referees.

- ***The WCGC reserves the rights to the photographs and all other forms of the likeness of all players participating in the WCG Grand Final and all their potential uses.***
  - 1) Players' photographs and likeness can be used by the WCG Committee for the promotion of WCG through all forms of media without further consent of the players.
  - 2) Players do not have any rights to the above and agree not to contest the ownership and/or rights to the above.