

Community-driven tournaments are essential to the health and growth of StarCraft II as an eSport. Follow these steps to make sure that your StarCraft II tournament kicks off flawlessly.

### **Step 1: Find out if you need a license**

In most cases, you don't! You have the right to organize and host many types of community tournaments without any further license from Blizzard. Here are the conditions:

- Total prize money, travel stipends, and item rewards valued less than Ten Thousand US Dollars (\$10,000 USD) or the equivalent;
- Should the tournament organizer wish to broadcast the tournament online, the tournament must be broadcast on Twitch;
- Tournament organizer must follow the [Blizzard Entertainment Video Policy](#);
- The tournament must not be broadcast on television;
- The tournament organizer may not charge fees of any kind for spectators to watch the tournament;
- Any use of Blizzard's logos or trademarks to promote the tournament must comply with the [Blizzard Entertainment Trademark Usage Guidelines](#);
- The tournament cannot be sponsored by any companies that sell or promote any of the following products:
  - o Pornography (or extremely mature materials);
  - o Alcohol;
  - o Tobacco or cigarettes;
  - o Firearms;
  - o Gambling websites; or
  - o Any company that is detrimental to Blizzard's business (hacking, gold services, account selling, key sellers)
- The tournament must comply with all applicable laws and regulations;
- The rules for the tournament should promote a fun and engaging experience for the players, with skill in playing the Game being the factor that determines who will win or lose a match in the Tournament;
- Gambling, including raffles, cannot be associated with a tournament;
- Professional team tournament organizers who recruit professional eSports players to participate in a tournament must submit their tournament to Blizzard for approval.

### **What if I want to run a tournament over \$10,000 USD?**

That's awesome! We'd love to work more closely with you to ensure the success of your tournament. For larger tournaments like this, we can often help promote your event in the appropriate region, or offer other assistance. That process starts with obtaining a tournament license from Blizzard. Head on over to our [Tournament Submission Form](#) to start your licensing process now. Approval time will vary; event tournament license approval can take up to a couple weeks, depending on the complexity and level of licensing required for the event.

### **Step 2: Get Whitelisted**

In order to ensure the safety and security of Battle.net for all players, we have implemented mechanisms to detect and block specific IP addresses if too many connections are being made from a single source. This can occasionally cause problems for organized tournaments where many computers on a local network are all connected to the Internet using the same external IP address. Registering your tournament with Blizzard will allow us to add the IP addresses to the appropriate whitelist for the machines you intend to use for the duration of the tournament. If you're running an on-site event that will have more than ten (10) people connecting at once from a limited range of IPs, send us an email with the subject Whitelist Request to [sc-tourneyinfo@blizzard.com](mailto:sc-tourneyinfo@blizzard.com) and include detailed information about your event as well as your venue's IP information.

**Step 3: Ask us if you have questions!**

If you have any questions about running your event, contact us at [sc-tourneyinfo@blizzard.com](mailto:sc-tourneyinfo@blizzard.com).