



StarCraft II: World Championship Series 2019 Circuit Event

WCS Fall Rules



Welcome!

Congratulations and welcome to the 2019 StarCraft II: WCS Circuit!

We are very excited for the season of WCS play ahead of us and would like to use this opportunity to thank you for your continuous passion and support for esports.

To start, please familiarize yourself with the general WCS Circuit rules, found [here](#). These general rules cover the WCS as a whole, and apply to all events.

The Event-specific rule set, detailed below, will provide you with specific guidelines on how WCS Fall will run, and how you will need to prepare for your matches.

We will strive to provide a very fair and transparent environment for you to compete in, so that you can feel comfortable and give your best performance. Please feel free to ask our tournament administration team if you need any help!

GL & HF!

Blizzard Entertainment



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World Championship Series Circuit Events

Welcome to the StarCraft II World Championship Series (WCS)! WCS Circuit Events are global, offline events in which players compete to win prizes and points in the StarCraft II WCS Global standings. These points are used to determine standings in the WCS Circuit, and at the end of the year top players may earn an invite to the WCS Global Finals at BlizzCon!

In 2019, the planned WCS Circuit Events are WCS Spring, WCS Summer, WCS Fall. WCS Fall will take place at DreamHack Montreal at the Olympic Stadium in Montreal, Canada.

This document will help players understand the rules and tournament format used at WCS Fall in 2019.

1. Player Responsibility

1.1 Code of Conduct

All players who are participating in the 2019 StarCraft II: WCS agree to behave in an appropriate and respectful manner towards other players, spectators, media, the press and the tournament administration team. Likewise, all players will be treated and respected equally as professionals by the tournament staff.

1.2 Dress Code

During the tournament, it is preferred that players wear their team or clan uniform. Please make sure none of your sponsors are in conflict with Blizzard Entertainment and the tournament organizer's general policies – should this be the case, we may ask you to wear generic shirts supplied by Blizzard Entertainment and/or the tournament organizer.



1.3 Personal Equipment

Tournament organizer will provide all players with standard hardware such as a computer and a monitor to use in the tournament. In addition, a basic keyboard, mouse, and mouse pad will be provided when requested. However, a player may bring their own personal keyboard, mouse, mouse pad, mouse cord holder and headset as they prefer. Basic drivers will be available on all computers provided by the tournament organizer. If a specific driver is required for any personal equipment, please bring it to the venue on a USB drive and speak to the tournament administration team to scan the USB drive and install the driver.

1.4 Drugs and Alcohol

Any drugs, alcohol, or other performance enhancers are strictly prohibited during the entire process of the tournament. The usage of any of these substances will result in exclusion from the tournament and may result in the exclusion from future tournaments hosted by Blizzard Entertainment and the tournament organizer.

1.5 Cheating and Collusion

Any cheating or collusion will result in a forfeit of the game and disqualification from the tournament. Additionally, the player may be banned from future tournaments that will be hosted by Blizzard Entertainment and the tournament organizer, and the player may also have all of their licenses to all Blizzard games revoked.

1.6 Providing Information

All players should provide necessary and sufficient information including personal information such as name, address, phone number, e-mail address, bank information, as well as a completed and executed IRS form W-8, or W-9, as applicable, for the tournament organizer to be able to contact them and to process the prize money payments. Please contact the tournament administrators for a complete list of documentation.

1.7 Promotional Obligations

All players should be available for interviews which may be conducted before and/or after each match when necessary, press conferences, and signing sessions when requested by Blizzard Entertainment or tournament organizers.



2. Tournament Eligibility, Information, and Prizing

2.1 WCS Circuit Event Eligibility

Players must meet all eligibility requirements as defined in the [official WCS Rules](#).

In addition to these general rules, players seeking to compete in a specific WCS Circuit Event must:

- Meet all age requirements (as per the [WCS Rules](#)) by the first day of competition for that Circuit Event
- **For Group Stage 1 participants:**
 - Have signed up using the appropriate Group Stage 1 signup form, found [here](#)
 - Have been invited by Blizzard or the Organizer to participate in the tournament (there are 64 Group Stage 1 slots, with further signups being placed on a waitlist)
- **For players seeded through WCS Challenger:**
 - Have received confirmation from Blizzard on travel and accommodation, and must have provided all necessary identification and travel documents to Blizzard in a timely manner as per Blizzard's instructions

2.2 Tournament Format

2.2 WCS Circuit Tournament Format

At WCS Fall, up to 80 players may be registered to compete. Sixteen (16) players from WCS Challenger are seeded to Group Stage 3 and the other 64 players start in Group Stage 1.

The tournament consists of Group Stages 1, 2 and 3, the Knockout Bracket and the Playoffs. Each group in every group stage consists of 4 players, 1 player per pool (see 2.3). Every match in all three group stages is best-of-three, and the groups follow the double-elimination dual tournament format, with two players advancing from each group.

8 first place finishers from Group Stage 3 advance to the Playoffs Round of 16. Eight (8) second place finishers from Group Stage 3 advance to the Playoffs Round of 24.

Whenever players lose in any of the group stages, they drop to the Knockout Bracket:

- If players lose in Group Stage 1, they drop to the Knockout Bracket Round 1;



- if players take fourth place in Group Stage 2, they drop to the Knockout Bracket Round 3;
- if players take third place in Group Stage 2, they drop to the Knockout Bracket Round 4;
- if players take fourth place in Group Stage 3, they drop to the Knockout Bracket Round 5;
- if players take third place in Group Stage 3, they drop to the Knockout Bracket Round 6;

The Knockout bracket is played in Single Elimination format and consists of six rounds, with the first five played in best-of-three format and the sixth round being best-of-five.

- In Knockout Bracket Round 1 (KBR1), 32 players who lost in Group Stage 1 are matched against each other in 16 best-of-three matches with 3rd place finishers playing against the 4th place finishers.
- In Knockout Bracket Round 2, Sixteen(16) winners of KBR1 are matched against each other in 8 best-of-three matches.
- In Knockout Bracket Round 3, Eight (8) winners of KBR2 are matched against 4th place finishers from Group Stage 2 in 8 best-of-three matches.
- In Knockout Bracket Round 4, Eight (8) winners of KBR3 are matched against 3rd place finishers from Group Stage 2 in 8 best-of-three matches.
- In Knockout Bracket Round 5, Eight (8) winners of KBR4 are matched against 4th place finishers from Group Stage 3 in 8 best-of-three matches.
- In Knockout Bracket Round 6, Eight (8) winners of KBR5 are matched against 3rd place finishers from Group Stage 3 in 8 best-of-five matches.

8 winners of the Knockout Bracket (Round 6) advance to Playoffs Round of 24.

The Playoff bracket is played in Single Elimination format and consists of five rounds: the Round of 24, Round of 16, Round of 8, Round of 4 and the Finals. All rounds before the Finals are played in best-of-five format, while the Finals are best-of-7.



2.3 Group Stages Seeding

The 64 players who take part in Group Stage 1 are split into four pools according to the global standings, found at blizz.ly/WCSStandings. The 16 players with the highest 2019 WCS points score are placed in Pool 1, the next 16 players are placed in Pool 2, the next 16 players are placed in Pool 3, and the 16 players remaining are placed in Pool 4. If certain players are tied in 2019 WCS points, 2018 WCS points will be considered as a tie-breaker. In the event of a tie after considering 2018 WCS points, tied players' order in the list will be randomly chosen.

The 32 players taking part in Group Stage 2 are split into four pools in the same way - however, each pool now has 8 players instead of 16, and the first two pools may include only the players finishing first in their respective Group Stage 1 groups. Pool 3 and Pool 4 therefore include second place finishers from Group Stage 2, also sorted by WCS points criteria.

The 32 players taking part in Group Stage 3 are split into four pools in the same way - however, the first two pools may include only the players from WCS Challenger. Pool 3 then includes first place finishers from Group Stage 2, while Pool 4 consists of second place finishers.

2.4 Knockout Bracket Seeding

Every Group Stage finisher has a predetermined spot in the respective round of the Knockout Bracket:

- In Round 1 the 3rd place finisher from Group Stage 1 - Group A plays against the 4th place finisher from Group Stage 1 - Group B. Also, C3 plays against D4. In Round 2 the winners of these matches play against each other:

1	Group 1 - A 3rd	
2	Group 1 - B 4th	
		1 Knockout R1 winner
		2 Knockout R1 winner
3	Group 1 - C 3rd	
4	Group 1 - D 4th	



- In the next part of the Knockout Bracket Round 1 A4 is matched against B3 and C4 against D3. The same principle is then applied for Groups E - H, I - L, M - P.
- In Knockout Bracket Rounds 3 - 6 the first (A3-B4 | C3-D4) part of the Knockout Bracket is filled with Group Stage 2 - Group A 4th place finisher, Group B 3rd place finisher, Group Stage 3 - Group A 4th place finisher, Group B 3rd place finisher respectively:

Group 2 - A 4th	Group 2 - B 3rd	Group 3 - A 4th	Group 3 - B 3rd
Knockout R2 winner	Knockout R3 winner	Knockout R4 winner	Knockout R5 winner

- In the next part of the Knockout Bracket A3 and B4 players are added. The same principle is then applied for Groups C-D, E-F and G-H in Group Stages 2, 3.

2.5 Playoff Seeding

8 Knockout Bracket Round 6 winners have a predetermined spot in the Playoff brackets.

- 8 Group Stage 3 1st place finishers are split into two pools according to the global standings (see 2.3). 4 players with the highest 2019 WCS points score are placed in Pool 1A, the next 4 players are placed in Pool 1B.
- 8 Group Stage 3 2nd place finishers are split into two pools according to the global standings (see 2.3). 4 players with the highest 2019 WCS points score are placed in Pool 2A, the next 4 players are placed in Pool 2B.
- Pool 1A players are randomly seeded into the Playoff Round of 16 spots in a way so that:
 - Pool 1A players cannot meet each other before Round of 4;
 - Pool 1A players cannot meet their Group Stage 3 opponents before Round of 8;
- Pool 1B players are randomly seeded into remaining Round of 16 spots in a way so:
 - Pool 1B players cannot meet their Group Stage 3 opponents before Round of 8;

Pool 2A players are randomly seeded into Playoff Round of 24 spots in a way so:

- Pool 2A players meet Pool 1B players in Round of 16 in case they advance from Round of 24;



- Pool 2A players cannot meet their Group Stage 3 opponents before Round of 8;

Pool 2B players are randomly seeded into remaining Round of 24 spots in a way so:

- Pool 2B players meet Pool 1A players in Round of 16 in case they advance from Round of 24;
- Pool 2B players cannot meet their Group Stage 3 opponents before Round of 8

2.6 Prizes

Players who participate in the WCS Circuit Event compete to earn the following prizes in USD. The winner of each WCS Circuit Event will also earn an automatic invite to the WCS Global Finals at BlizzCon. More information about the WCS Global Finals can be found [here](#).

In addition, players will earn the WCS Circuit points indicated in the chart below:

WCS Circuit Prizes		
1st Place	\$20,000 USD	3,000 WCS Points
2nd Place	\$10,000 USD	1,400 WCS Points
3rd – 4th Places	\$6,000 USD	900 WCS Points
5th – 8th Places	\$4,000 USD	600 WCS Points
9th – 16th Places	\$2,750 USD	300 WCS Points
17th – 32nd Places	\$1,250 USD	100 WCS Points

Points earned will contribute toward player standings in the 2019 WCS Circuit and may be tracked at <https://wcs.starcraft2.com/en-us/standings/>. Players who finish near the top of the standings may earn an invite to the WCS Global Finals at BlizzCon at the end of the WCS season.

2.7 Prize Claiming

Upon finishing in the top 32, players must provide the tournament administration team with full contact information to ensure that prize claims may be made.



3. General Tournament Rules and Operations

3.1 Map Pool

All maps will be the Blizzard Ladder Map official version, and will use the current season's maps at the time of the first day of WCS Fall competition. Click [here](#) for the latest on maps and other StarCraft II news.

3.2 Map Selection Procedure

In all matches, a map veto (removal and pick) procedure is used. The higher seeded player must choose to act as Player A or Player B. The higher seeded player will be determined by their placements in the current year's WCS Standings.

Best-of-3

For all Best-of-3 games matches, Player A must veto one map first, then Player B must veto one map. The vetoed maps will not be played in the match. Player A must choose the game 1 map and then Player B must choose the game 2 map. Then players B and A alternate vetoing one more map each. The game 3 map will be the map that hasn't been chosen or vetoed.

Best-of-5

For all Best-of-5 games matches, Player A must choose one map to play first and then Player B must choose one map to play second. Next, player A must veto one map, followed by Player B vetoing one map. The vetoed maps will not be played in the match. Then player B picks one map to play third, and Player A picks one map to play fourth. . The game 5 map will be the map that hasn't been vetoed or chosen for games 1-4.

Best-of-7

For all Best-of-7 games matches, there will be no vetoes. Players must alternate choosing each game's map, starting with Player A choosing the game 1 Map.

3.3 Equipment and Settings

Equipment:

- Players must use the computer and monitor provided by the organizer
- Players may provide their own mouse. The mouse must use a USB connection and tournament



- organizers must be notified if it does not use preinstalled windows drivers
- Players may provide their own keyboard. The keyboard must use a USB connection and tournament organizers must be notified if it does not use preinstalled windows drivers
- Players must use the organizer headset while playing in all on-stage matches unless otherwise directed by the organizer
- The organizer may allow specialized USB drivers at their discretion
- The organizer reserves the right to deny the use of any equipment suspected of providing an unfair competitive advantage
- Players must use the Battle.net account provided by tournament administrators for the duration of the tournament.
- Player ID's must match those of their public persona and be pre-approved by tournament administrators
- Players must use the same Battle.net account throughout the tournament

Computer Settings:

- No other programs may be installed without approval of the organizer
- During a match, no other applications, browsers, or streams other than the game should be open; the organizer may inspect a machine before a live match
 - Specific exceptions may be made by the tournament Administrators
- Players may not alter game files or modify drivers without approval of the organizer
- Video settings may only be adjusted under the supervision of the organizer

Game Setting

- Players **may** use skins during stage matches
- **Players must use the WCS GameHeart mod for all non-stage matches**
 - Should a player be determined to be using a non-default unit skin mid-match due to lack of WCS GameHeart mod, the match should be paused immediately and a tournament administrator notified.
 - The tournament administrator may, at their discretion, restart the game or resume it from replays with WCS GameHeart properly enabled.
 - The hosting player shall be issued a Warning if they have not used the WCS GameHeart mod to host the game
 - If a player accumulates multiple Warnings, they may be issued a Game Loss, then a Match Loss, then Disqualification from the tournament, at the Administrator's discretion
 - Players may also be fined for repeat offenses, at the Administrator's discretion
- The "Busy" setting in Battle.net is required to be active
- Players must turn off notifications
- Players must disable the "Only allow friends to send me messages" setting to allow admins to



communicate with them

- Every player must use full screen or windowed full screen
- The “Save all replays” setting should always be active
- Each game must be played in Faster mode
- Players must join a special Tournament channel given by the admin team at the tournament location
- No other IM applications or streams are permitted to be running in the background

3.4 Match Rules

- Players must be in the venue at the designated player areas during the tournament
- Players are required to be ready and check in at their game station 30 minutes before the match starts, and complete game preparations including PC setup. Once prepared, the player must notify the tournament administrator
- Players must request permission from a tournament administrator to leave designated player areas during the tournament
- Between games, players may ask the administrator for permission to speak with an advisor(s); if granted, the discussion may not last longer than 2 minutes
- All matches will be played on the Battle.net server determined by the tournament organizer
- Tournament administrators will assign colors to the players for each stage match
- Tournament administrators will host and start the stage matches
- Players may request a blind pick where each player will communicate their race to the tournament administration team before each match starts
- Players may not switch races after each game of a match
- During the game, players may not use chat except for a greeting, closing, and request for pause
- Players may not pause a game unnecessarily and should it be required, the player must inform their opponent and the tournament administration team immediately in the following manner: 1) type “PP” in the in-game chat, 2) physically raise his or her hand to notify organizers, in the case the keyboard is unresponsive
- Any pauses or stops during the game caused by player negligence is liable to the player and may be subject to a warning, fine, or disqualification
- Players who intentionally quit a game before it has ended without a tournament organizer’s permission will concede the game
- In the case of a technical issue, the tournament organizer may restart the game from the beginning at their discretion
- If any player is disconnected from a game, they are required to wait for a tournament administrator to verify the situation and make one of the following decisions depending on the nature of the disconnect:
 - Restart of the game from the beginning
 - Use “Recover game” option to start from an administrator designated point in time



- Declare a winner or a forfeit
- In case of the situation where both players are unable to win the game, tournament organizer may declare a draw and the game will be replayed
- In order to dispute any game issue, players must notify their referee immediately. Once the next game has started, players may not protest results. The tournament administration may investigate past results at their discretion
- Players may not watch any replays in the middle of a match. If there are any games that remain in the match, players must rejoin the designated tournament administrator group within 1 minute
- Replays may not be removed or distributed from the tournament computers
- Replays may be reviewed during down time in-between matches if available, as long as this does not cause any delay in the tournament

3.5 Match Offenses

- If a player does not follow any of the rules listed above, the player may receive a warning at the discretion of the tournament organizer
- If a player causes a delay beyond the designated exceptions, the player will receive a warning
- Player misconduct as defined in the player responsibilities will receive a warning at the discretion of the organizer
- The first misconduct warning will carry over throughout the current season
- In a single competition day, if a player receives
 - two (2) warnings will forfeit the next game
 - three (3) warnings will forfeit the next match
 - four (4) warnings will cause a disqualification from the event
- Players may request the status of their total warnings from the organizer
- Players may, at the discretion of Blizzard, be levied a fine for repeated offences, to be taken from that season's winnings

3.5 Additional Rules

- In addition to the official Blizzard Rules listed herein, the tournament partner and administration team may, at their discretion, provide additional rules to players concerning individual WCS Circuit Events
- All event-specific rules provided by the tournament administrator must be followed in the same manner as the Blizzard rule set
- In the event of rules conflict, contact your tournament Administrator for clarity



4. General Event Information

4.1 Prize Awards

The awarding of prizes is void where prohibited or restricted. No purchase is necessary to participate in the WCS Circuit.

National, state and local taxes, including VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the winner. All cash prizes will be paid in US dollars. Winners will be required to complete and submit to Blizzard all governmental and tax forms required to receive a cash prize, including an IRS form W-8 or W-9 and any other forms required by the country in which live WCS events are held. Additional paperwork that Blizzard requests, including waivers and releases, must be submitted to Blizzard before Blizzard will provide the winner with any prize. Prizes are not transferable. No substitutions or exchanges (including for cash) of any non-cash prizes will be permitted, except that Blizzard reserves the right to substitute a prize of equal or greater value for any non-cash prize.

All participants must be verified by Blizzard to ensure their eligibility prior to being declared a winner and/or receiving any prize. Display of statistics in the game (e.g., on a leaderboard) during a game or match does not entitle any participant to a prize.

As a condition of being awarded any prize, winners will be required to execute and deliver to Blizzard a signed affidavit of eligibility and acceptance of these Official Rules and release of liability. In the event that a winner is under the age of majority, the winner's parent or legal guardian will be required to execute and deliver such documents. Failure to return a signed affidavit within seven (7) days may result in forfeiture of prize. Potential winners are responsible for ensuring return of all required materials; proof of sending will not be considered proof of receipt by Blizzard.

Blizzard will post a list of winners at <http://wcs.battle.net/sc2/en/brackets> no later than one month after the conclusion of the event. The list will remain available until April 30, 2020.



5. Closing Note

Blizzard Entertainment and the tournament organizer team want every player to have a fun and memorable event. At the same time, please remember that this is a professional competition and we would like to ask that you conduct yourself in a respectful manner at all times during the entire tournament series.

We hope you will enjoy our tournament and wish you a good luck for your matches.

Thank you!