World Esports
IeSF

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WEC24 Competition Guidelines

INTRODUCTION

The objective of this document is to provide a practical guide with the minimum requirements that IESF members are expected to present as a report and sample of the national development carried out for the assembly of the national team that will represent them in each game title on the Regional Qualifiers. The importance of starting to carry out these activities, and in particular this report, is to be able to generate a series of activities that will promote the work of Esports Organizations at a national, regional, and global level, give visibility to communities about the possibility of representing their country, to the brands the possibility of commercially supporting the organizations, teams and players and institutional transparency to strengthen ties at the governmental and sports level.

National Selection Process

1. National Qualifier (League/Tournament) model

The first model is the simplest and most used by different federations worldwide nowadays. This model consists of the preparation of a national competition which results in a single winner who will represent the country in the Regional Qualifiers.

Minimum requirements for National Qualifier

4 teams for team game titles;
8 players for single game titles;

2. Direct selection model

National Federations are allowed to directly select their national team, whether it's a Professional team or a team that has proven to be the best in the country. In this case, the national federations are required to organize promotional or friendly matches with at least 3 different teams or countries with the directly selected team before participation in the Regional Qualifiers.

If the national federation qualifies for WEC24, the national team is required to send the same roster that qualified from the Regional Qualifiers. Exceptions can be made with approval from IESF with a justified reasoning and explanation. The request can be declined and the team can be replaced with the second in line.

Broadcast requirements

The National Federation is required to broadcast the matches for both models.

1. League/Tournament Qualifying model requirements:
   - Minimum of 1 stream per game title;
   - Minimum of 2 hours of broadcast time.

2. Direct selection model requirements:
   - Stream for all of the promotional/friendly matches.