



IESF's National Selection Requirements

COMPETITIONS

INTRODUCTION

The objective of this document is to provide a guideline for the minimum requirements that IESF members are expected to follow during the national selection process.

NATIONAL SELECTION MODELS

1. National Qualifier (League/Tournament) model

The first model is the simplest and most widely used by federations worldwide today. It involves organizing a national competition to determine a national champion, who will form the core of the national team for the Regional Events.

Minimum Requirements for the National Qualifier:

- For CS2, CS2 Women, Dota 2, MLBB, and MLBB Women, the national qualifier requires a minimum of four (4) participating teams.
- For PUBG MOBILE, the national qualifier must have a minimum of eight (8) teams to host a Battle Royale competition.
- For the Single Title games, the national qualifier requires a minimum of eight (8) participants.

If a national federation realizes during the qualifier that it is unable to meet the minimum requirements, it must immediately report the issue to its Point of Contact (POC), so proper guidance can be provided in order to meet the requirements.

2. Direct Selection model (Friendly Matches)

National Federations are allowed to directly select their national team pool, whether from a professional team or athletes who have proven to be the best in the country. In this case, the national federation is required to organize friendly matches with at least three (3) different countries with the directly selected athletes before participating in the Regional Events.

In case the NF is not able to organize international friendly matches, they can initiate a promotional sub-regional tournament in collaboration with the other NFs (E.g. South Asia, North Cone, Western Africa, Nordics) and reach out to the IESF's Point of Contact (POC) for assistance.