

World Esports
IESF

COUNTER
STRIKE 2

COUNTER STRIKE 2 Organizer's Guideline



◆ INTRODUCTION

- ① Valve has adjusted the licensing process for TOs starting in 2025. The Tournament Operating Requirements can be found on the following link:
https://github.com/ValveSoftware/counter-strike_rules_and_regs/blob/main/tournament-operation-requirements.md
- ! Valve requires all tournament organizers to fill out a simple questionnaire regarding tournament information.
- ⦿ As National Qualifiers are not hosted by IESF directly, NFs are required to directly obtain a tournament license from Valve.

▶▶▶ The Tournament Agreement is free and grants you the license to use and display identified games in your tournament. Link to the complete version of the Agreement:

◆▶▶ https://store.steampowered.com/tourney/limited_license

▶▶▶ If you agree to the terms of the Tournament Agreement, please submit the tournament license application via the following link:

◆▶▶ <https://store.steampowered.com/tourney>

REGULATIONS

- ◆ The Tournament must occur within 180 days of completing the online form and must not be longer than 180 days.
- ◆ All athletes must use their own legally acquired copies of the games via Steam.
- ◆ No more than 1,000 participants and streaming may only be available on free online platforms (no TV broadcast).