

## WCS 2016 Details and Requirements

Please review our WCS 2016 Announcement [\[LINK\]](#) before diving into the details below. Here you'll find additional information on residency, format, seeding, and additional restrictions for players and events in 2016.

## WCS 2016 RESIDENCY REQUIREMENTS

### WCS GLOBAL SYSTEM

There are no residency requirements in order to participate in the WCS Global system, but players competing in GSL and SSL are required to be physically present to play in the onsite studio matches.

### WCS CIRCUIT SYSTEM

In order to compete in the WCS Circuit, all participants must be a resident of a country within the WCS Circuit home regions. The 2016 Residency Requirements add greater clarity, more checks on time spent outside of the resident region, and a ladder play requirement.

#### WCS Circuit: Eligible countries and regions

- Europe, Africa, Middle East
- North America (USA, Canada)
- Latin America
- China
- Oceania, Southeast Asia, Japan
- Taiwan, Hong Kong, Macau

All participants in the WCS Circuit will be required to verify their Battle.net account and proof of residency:

#### A. Citizen Regional Requirements

1. Upon qualification for any WCS Circuit tournament, players must provide proof of citizenship to an eligible country in that region to the tournament organizer
  - a) The full list of eligible countries will be released along with the WCS Player Handbook
2. WCS tournament organizers may request proof of citizenship at any point in the qualifier process

#### B. Non-Citizen Regional Requirements

1. Visa Requirements: if the player is a foreign resident of an eligible country for the WCS Circuit, the player must submit a copy of their passport along with a valid resident visa for the eligible country for an evaluation of their residency status. The visa must be in-hand one month before the start of any WCS Circuit qualifier and is only considered valid if it allows the player to stay in the region, work in the region,

and earn prize money in the region. The player will not be eligible for any tournaments that conclude after the expiration of their visa.

- a) Examples of acceptable identification
  - i. Professional athlete visa
  - ii. Work visa
  - iii. Student visa
- b) Examples of non-acceptable identification
  - i. Expired visa
  - ii. Working holiday visa
  - iii. General tourist/visitor visa

## 2. Travel and Residence Requirements

- a) Non-Citizens must demonstrate habitation of a residence in their region one month before they are eligible for a WCS Circuit qualifier
- b) Participants that need to travel outside of their country of residence during the tournament will be required to provide details to Blizzard for review
- c) Participants may only travel for non-competitive reasons 5 weeks per WCS competitive year outside of their WCS region
- d) Players do not need to submit travel for WCS Global Events, but if that itinerary includes travel for other purposes, then it must be submitted for approval to Blizzard Entertainment

## 3. Ladder Requirements

- a) Participants are required to play all tournament and ladder games required of them from the country listed on the account during the tournament season
- b) Participants are required to win **50** ladder games per month in their home region

## 4. Battle.net Verification

- a) The player's BattleTag must match those of their public persona and be pre-approved by tournament administrators before each respective WCS Qualifier.
- b) Blizzard will check IP connections at its discretion to verify all Residency Requirements for Non-Citizens are met

## 5. Exception for Long-Standing Residency

- a) The "eligibility for non-citizens" will be waived for players who can demonstrate consistent residency in a region starting on or before January 1, 2013

## WCS 2016 SANCTIONED EVENT REQUIREMENTS

Requirements	WCS Global Events - 7500
Summary	These events award WCS Global points and open to any player in the world. Scheduling of WCS Global events must avoid all major leagues and be approved by Blizzard.
Map Pool	WCS Global Events may use ladder or other maps approved by Blizzard The qualifiers should use the same map pool as the actual onsite event. If this is not possible due to the timeline of the qualifier and a map pool update, the live map pool should be used for the qualifier.
Reserved Regional seeds	There are no reserved regional seeds for WCS Global events
Player selection	Organizers will fill their tournament at their own discretion through various systems below: <ul style="list-style-type: none"> <li>o Online Qualifiers</li> <li>o Onsite Qualifiers</li> <li>o Invitations (Max 25%)</li> <li>o Other (pending approval by Blizzard Entertainment)</li> </ul> The number of players participating in the Global Qualifiers cannot be limited or capped
Format	Group Formats <ul style="list-style-type: none"> <li>o 4 Player, dual-tournament groups are approved for play below the Round of 4</li> </ul> Bracket Formats <ul style="list-style-type: none"> <li>o Single-Elimination Bo3 or greater</li> <li>o Double-elimination Bo3 or greater</li> </ul>
Points	WCS Global points can only be awarded after advancing at least one round within the tournament (as defined in the WCS Handbook).  Different formats will have different definitions of a round.
Player Rights	Conform to the WCS Global Events Player Bill of Rights and Responsibilities
Branding	WCS and Blizzard Branding
<b>Total WCS Global Point Pool</b>	<b>7500</b>
WCS Global Points for 1 <sup>st</sup> place	2000
Prize pool minimum	\$50,000 or Blizzard approval

No. of players on-site	16+
Player Travel Support	Optional
Global Stream/Broadcasting	Free 720p
On-Site Casters	Required
Sound Dampening	Required
Live Audience	Required

## WCS CIRCUIT EVENTS

Requirements	WCS Circuit Championships – 10000
Summary	There are three (3) WCS Circuit Championships events in 2016. These events are key moments in the year where the best of the WCS Circuit will gather to battle out for the largest pool of points and prizes in the regular season. The winner of each championship will earn a seed into the Global Finals Playoffs at the end of the year.
Map Pool	<p>WCS Season Maps (same as ladder)</p> <p>The qualifiers should use the same map pool as the actual onsite event. If this is not possible due to the timeline of the qualifier and a map pool update, the live map pool should be used for the qualifier.</p>

Reserved Regional seeds	<ul style="list-style-type: none"> <li>The WCS Circuit Residency requirements apply to all spots. Some spots have additional regional residency requirements</li> <li>(8) Regional Challenger <ul style="list-style-type: none"> <li>(2) Europe, Africa, Middle East</li> <li>(2) North America (USA, Canada)</li> <li>(1) Latin America</li> <li>(1) China</li> <li>(1) Oceania, Southeast Asia, Japan</li> <li>(1) Taiwan, Hong Kong, Macau</li> </ul> </li> <li>(14) Server Qualifiers <ul style="list-style-type: none"> <li>(8) EU Server Qualifier 1<sup>st</sup>-8<sup>th</sup></li> <li>(6) AM Server Qualifier 1<sup>st</sup>-6<sup>th</sup></li> </ul> </li> <li>(2) National Qualifiers <ul style="list-style-type: none"> <li>Citizens from hosting nation eligible</li> </ul> </li> <li>(8) WCS Standings Invites <ul style="list-style-type: none"> <li>2015 WCS Standings will be used for Winter Championship</li> <li>2016 WCS Standings will be used for Spring and Summer Championship</li> </ul> </li> </ul>
Format	Ro32 – single-elimination bo5  Ro16 - 4 player, dual-tournament groups  Ro8 - single-elimination bo5  Ro4 - single-elimination Bo5  Finals - single-elimination Bo7
Points	WCS Circuit Points will be awarded at designated levels
Player Rights	Conform to the WCS Global Events Player Bill of Rights and Responsibilities
Branding	WCS and Blizzard Branding
<b>Total WCS Circuit Point Pool</b>	<b>10,000+</b>
WCS Circuit Points for 1 <sup>st</sup> place	2000 and BlizzCon Playoff seed
Prize pool minimum	\$150,000
No. of players on-site	32

Player Travel Support	32
Global Stream/Broadcasting	Free 720p in English
On-Site Casters	Required
Sound Dampening	Required
Live Audience	Required

Requirements	WCS Circuit Events – 5000
Summary	<b>There will be at least eight (8) WCS Circuit 5000 events in 2016. These events award prize pool and points for the WCS Circuit. There will be at least 8 spots for the players from the Circuit Passport program.</b>
Map Pool	WCS Season Maps (same as ladder) The qualifiers should use the same map pool as the actual onsite event. If this is not possible due to the timeline of the qualifier and a map pool update, the live map pool should be used for the qualifier.
Circuit Passport	8 seeds will come from regional citizenship-locked Circuit Passport qualifiers as follows: <ul style="list-style-type: none"> <li>o (2) Europe, Africa, Middle East</li> <li>o (2) North America (USA, Canada)</li> <li>o (1) Latin America</li> <li>o (1) China</li> <li>o (1) Oceania, Southeast Asia, Japan</li> <li>o (1) Taiwan, Hong Kong, Macau</li> </ul>
Additional seeds	Organizers will add additional seeds at their own discretion, including but not limited to: <ul style="list-style-type: none"> <li>o Additional Online Qualifiers</li> <li>o Open Onsite Brackets</li> <li>o Invitations (Max 25%)</li> <li>o Other (pending approval by Blizzard Entertainment)</li> </ul> All players must adhere to the general residency requirements of the WCS Circuit  The number of players participating in the Global Qualifiers cannot be limited or capped  The Global Qualifiers dates must be published in English at least one week prior to the start of the qualifier tournament
Format	Group Formats <ul style="list-style-type: none"> <li>o 4 Player, dual-tournament groups are approved for play below the Round of 4</li> </ul> Bracket Formats <ul style="list-style-type: none"> <li>o Single-Elimination Bo5</li> <li>o Double-elimination Bo3</li> </ul>
Points	WCS Circuit points can only be awarded after advancing at least one round within the tournament (as defined in the WCS Handbook)

	Different formats will have different definitions of a round
Player Rights	Conform to the WCS Global Events Player Bill of Rights and Responsibilities
Branding	WCS and Blizzard Branding
<b>Total WCS Circuit Point Pool</b>	<b>5000</b>
WCS Circuit Points for 1 <sup>st</sup> place	1000
Prize pool minimum	\$50,000
No. of players on-site	16+
Player Travel Support	8
Global Stream/Broadcasting	Free 720p in English
On-Site Casters	Required
Sound Dampening	Required
Live Audience	Required

Requirements	WCS Circuit Events – 2500
Summary	<b>These sanctioned partner events will award points for the WCS Circuit. There are no reserved seeds for regional players, but the event must be open to any eligible WCS Circuit region.</b>
Map Pool	WCS Season Maps (same as ladder) The qualifiers should use the same map pool as the actual onsite event. If this is not possible due to the timeline of the qualifier and a map pool update, the live map pool should be used for the qualifier.
Reserved Regional seeds	There are no reserved regional seeds for WCS Circuit 2500 events
Player selection	Organizers will fill their tournament at their own discretion through various systems below: <ul style="list-style-type: none"> <li>o Online Qualifiers</li> <li>o Open Onsite Brackets</li> <li>o Invitations (Max 25%)</li> <li>o Other (pending approval by Blizzard Entertainment)</li> </ul> All players must adhere to the general residency requirements of the WCS Circuit  The number of players participating in the Global Qualifiers cannot be limited or capped  The Global Qualifiers dates must be published in English at least one week prior to the start of the qualifier tournament
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Points	WCS Circuit points can only be awarded after advancing at least one round within the tournament (as defined in the WCS Handbook)  Different formats will have different definitions of a round.
Player Rights	Conform to the WCS Global Events Player Bill of Rights and Responsibilities
Branding	WCS and Blizzard Branding
<b>Total WCS Circuit Point Pool</b>	<b>2500</b>
WCS Circuit Points for 1 <sup>st</sup> place	500
Prize pool minimum	\$25,000
No. of players on-site	8+
Player Travel Support	Independent
Global Stream/Broadcasting	Free 720p in English
On-Site Casters	Required
Sound Dampening	Required
Live Audience	Required