IESF 13th Esports World Championship Official Rulebook

Last update: Nov, 2021
A GENERAL

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1. This rulebook applies to the 13th Esports World Championship (the “World Championship”) tournaments and all official games within.

2. This rulebook is an extension to the IESF Competition Regulations, available to download from IESF Website.

3. IESF (International Esports Federation) is the owner and organizer of the 13th Esports World Championship. All rights not explicitly granted to another party, including sponsorship rights, media rights, and other rights, are reserved with IESF.

4. Participation in the Esports World Championship constitutes a full and binding agreement to the rules herein and all other applicable IESF rules.

5. The Match schedule for each game titles shall be decided by IESF and the host city/country.

6. Uniform rules
   A. All participating players in the offline events must wear official national team uniforms.
   B. Uniforms shall include the national flag on the right chest.
   C. Uniforms shall include the National Federation (“N.F.”) logo on the left chest.
   D. Uniforms shall include the player name (or nickname) on the back.
   E. N.F. is free to choose the design, colors, and shapes of the uniform.
   F. Brand exposure to team sponsors is allowed, as long such sponsors are permitted according to the IESF Competition Regulations.
   G. In case any member of the national team is supported with flights/accommodation in accordance to the World Championship Entry Regulations, the uniform will also include the IESF logo, or W.C. logo, or both (the N.F. shall determine position and size)
   H. Uniforms should not have any offensive message or graphics.

OPERATION METHOD OF MATCHES

1. The brackets and schedule of “Esports World Championship” shall be decided by “IESF” and “Organizing Committee” of the host city/country.

2. The method of holding “Esports World Championship” can be changed with the “IESF” approval.

DETERMINATION OF WIN/LOSS
1. No tie-breaker rounds will be conducted between equal ranks (i.e. determination matches for 5th and 6th places or 7th and 8th places). If tied, win and loss shall be determined in accordance with the match rules of this year, unless otherwise stipulated in the guidelines for IESF Esports World Championship participation.

VENUE

1. The host shall provide manpower following any “IESF Competition Regulation” & “IESF Official Rulebook”.
2. No program other than those necessary for the matches, such as programs for game titles, mouse driver, etc. shall be installed on PCs used for “The World Championship.”
3. PCs shall be maintained to prevent inconvenience for the players during “The World Championship.”
4. Specifications of PCs provided for “The World Championship” are as follows:
   A. LCD & LED monitor shall be within 21~24 inches and GtoG shall be under 5ms and Panel shall be TN or IPS.
      1. Wide monitor should support the size of a normal monitor
      2. GtoG (Gray to Gray): The time of the Changed between Gray (10%) to Gray (90%)
      3. GtoG shall change each of the panels like TN > IPS > PLS > VA
   B. Computer specifications (minimum requirements as below)

<table>
<thead>
<tr>
<th>Parts</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPU</td>
<td>Ryzen5 5600X</td>
</tr>
<tr>
<td>Motherboard</td>
<td>ASUS ROG STRIX B450 F-Gaming</td>
</tr>
<tr>
<td>Video Card</td>
<td>ASUS GeForce RTX3060Ti 8GB OC GDDR6</td>
</tr>
<tr>
<td>Memory</td>
<td>16GB 3600Mhz XPG RGB DDR4</td>
</tr>
<tr>
<td>Storage</td>
<td>1TB XPG SX8200 Pro M.2 NVMe SSD</td>
</tr>
</tbody>
</table>

C. Specification for consoles and peripherals for “Esports World Championship” is as follows:
   1. Console equipment shall be based on PlayStation 5 for Tekken 7 and eFootball™ 2022.
   2. As the basic option for the controller, the default pad shall be used; however, usage of personal equipment will be allowed.
   3. Athletes are required to bring their own equipment.
   4. For details of the usage of personal equipment, refer to “Personal equipment” of the “IESF Official Rulebook.”

ID PASS TO ACCESS THE VENUE
1. “IESF” shall issue ID Passes to the executive members of “Esports World Championship.” All personnel, contractors, officials, media, and players must always wear their ID Passes in the venue to maintain order.

2. “IESF” shall issue separate ID Passes for organizers of “IESF Esports World Championship” and volunteers.

PERSONAL EQUIPMENT & SOFTWARE INSTALLATION

1. Both active and standby players shall not bring unnecessary personal belongings.

2. Players cannot use devices other than a mouse, keyboard, mouse pad, internal earphones, mouse driver, mouse bungee, and an earphone extension cord. A referee or the host can prohibit the usage of devices that may cause a negative effect on the match at their own discretion.

A. There is no such obligation or limitation for using personal devices, but they must be approved by the referee.

B. There is no limitation for using audio output devices such as headsets, but players who use related audio device programs shall take responsibility for operating them.

C. There is no limitation for voice chat programs and players who use such a program shall take responsibility for operating them.

D. Windows OS language is English as default, and installing other language IME files is prohibited.

E. No USB devices, other than mouse headsets and keyboards, should be connected to the PCs. Any driver software required by the players should be readily available online for the referees to install.

F. A ten-minute time shall be given to players for setting personal equipment & install the software. If a player cannot finish setting up in the given time, the player shall use equipment/software provided by the host.

G. Usage of macros or reassignment buttons of input devices beyond the game interface is prohibited and shall lead to forfeiture. Players who intend to use personal input devices with special functions (macro function, autofire or another programmable input) shall notify the referee before the tournament starts, and using such a device without a pre-notice shall lead to disqualification.
1. Participants will be granted a maximum of 30 minutes of setup and warm up time before the start of their match for broadcasted matches, and a minimum of 15 minutes of setup and warm up time for non-broadcasted matches.

2. Before the match begins, players shall check internal and external factors that may influence their performance, and if needed may seek a referee for help.

3. Players must raise complaints pertaining to all equipment before the match starts, and the host shall provide full support.

MISCONDUCT

1. Referees have the right to monitor and manage the misconduct of players, and may take disciplinary actions against confirmed cases of misconduct in accordance with the “IESF Competition Regulation”.

REFEREE DECISIONS

1. In a situation, such as misconduct or temporary stoppage of play, the referee shall resolve such situations in accordance with the “IESF Competition Regulation” in a swift manner. In the case of an unexpected emergency situation, the referee shall consult “Head Referee” for resolution.

A. Pause
   1. Players can pause the game, however, they need to coordinate with the technical assistant or the referee. The referee is responsible for looking into the situation before resuming the match.

B. Resume the match
   1. Upon the resolution of the situation, which leads to a temporary halt of the match, the referee may decide to resume the match, using his or her discretion, after assessing the impact of the situation on the match.

C. Rematch and Win by Decision
   1. If it is impossible to resume the match due to computer, network failure, or other unusual circumstances, the referee may announce either a rematch or win by a decision based on the advantages/disadvantages in accordance with “IESF Competition Regulation”.

DISCIPLINARY ACTION
1. If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion. “IESF” and member countries may arrange a disciplinary committee to decide additional disciplinary measures.

CAUTION

1. The referee may give a “caution” to participating players or teams in the case of violating the regulations below:
   A. Requesting a halt of play based on rule violation of a player or a team
   B. Requesting a halt of play due to personal reasons (physiological reasons, defective set-up, etc.)
   C. Late arrival of participating players
   D. Equipment cords pulled out abruptly due to a player’s mistake
   E. Replay after the match is over
   F. Other inappropriate behavior as a participating player

PENALTY

1. After receiving two “cautions” during play, the player will then get a “penalty” and the previous “cautions” are no longer effective. A player gets a penalty also in any of the below cases.
   A. Playing in the match with unauthorized software or hardware
   B. Causing intentional pauses in the match
   C. Disobeying decisions and orders by the referee and the head referee
   D. Foul language and/or behavior
   E. Unnecessary verbal conversations with unauthorized personnel causing disruption of play
   F. Disregarding the decisions of the referee or the host organization
   G. Causing intentional disconnects during the match
   H. Other behaviors which the referee decides as inappropriate
   I. Hacking into a computer, server or intentionally attacking computers used in The World Championship
   J. Player misconduct which directly impacts the outcome of the match or any intentional ill-mannered acts which result in similar effects
   K. Using bugs to gain an advantage in the match without notifying the referee
   L. Not arriving at the stadium until the match begins

DISCIPLINARY COMMITTEE
1. If a situation calling for disciplinary actions occurs during a match, as described below, “IESF” and member countries may hold a disciplinary committee to determine additional disciplinary measures.
   A. Disciplinary actions that amount to or exceed forfeiture or expulsion
   B. Other situations which call for disciplinary actions through a Disciplinary Committee

**REFEREE**

1. The referees appointed by “IESF” shall be responsible for all decisions. They are expected to make fair and reasonable decisions during unexpected emergency situations while consulting with “IESF.”
   A. The referee’s decision shall be absolutely based on “IESF Competition Regulations” and he or she shall hold the primary responsibility of his or her decision.
   B. The referee shall comply with the “Statutes of the Referee Committee” and resolve unexpected problems by consulting with “IESF.”
   C. The referee shall be responsible for checking the condition of the stadium, PCs, players’ registration status, and the delivery of instructions.

**PROTEST**

1. As for matters which cannot be addressed by “IESF Competition Regulation” or fall outside of the referee’s authority, “IESF” shall form a sub-committee to deliberate a resolution on the issue. A protest request shall be submitted in writing and the sub-committee shall be attended by sub-committee members, Technical Delegate, and the relevant referee only.

**DECISION ON PROTEST**

1. The decision by the Protest Deliberation Committee shall be the final decision and no objection to the delivered decision shall be allowed.

**GROUP DRAWING**

1. Group drawing will be conducted during Orientation Meeting on November 15th, 2021, at the official hotel.

**ANTI-DOPING TEST**

1. IESF shall have the authority to conduct Doping Control and Testing during the period of the IESF 13th Esports World Championship Eilat 2021 and have the authority to appoint the
responsible National Anti-Doping Organization deems appropriate to carry out Doping Test on its behalf.

2. Type of Doping Control

<table>
<thead>
<tr>
<th>Type</th>
<th>Method of Sample Selection</th>
</tr>
</thead>
<tbody>
<tr>
<td>In-Competition</td>
<td>Random selection</td>
</tr>
</tbody>
</table>

3. Type of Test
   - Urine sample test

**B SCORING REGULATIONS**

**GENERAL**

1. The purpose of this Scoring Regulation is to outline the rules for the scoring method to determine the ranking of each member nation.

**DETERMINATION OF COMPOSITE RANKING**

1. The rank of each member nation shall be determined based on the sum of points acquired from matches of each official title.

**SCORING OF OFFICIAL TITLES**

1. Scoring of official titles shall be done from 1st to the bottom as follows:

<table>
<thead>
<tr>
<th>Rank</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
<th>Round of 8 (5th – 8th)</th>
<th>Round of 16 (9th – 16th)</th>
<th>Participation (17th - )</th>
</tr>
</thead>
<tbody>
<tr>
<td>Points</td>
<td>100</td>
<td>51</td>
<td>31</td>
<td>21</td>
<td>16</td>
<td>11</td>
<td>5</td>
</tr>
</tbody>
</table>

**TOTAL SCORES OF MATCHES**

1. Composite scores of matches shall be calculated as follows:
   A. The sum of the acquired scores from each Official Title is the Composite Score of the member nation.
   1   e.g. Calculation of Points
   - Country A
     - DOTA2: 1st place = 100 points
     - CS: GO: 3rd place = 31 points
     - Tekken 7: 2nd place = 51 points
B. In the event of a tie among 1st, 2nd and 3rd place, the nation with a higher rank in DOTA2 shall be the winner, and if the rank in DOTA2 ties, then, the nation with a higher rank in CS: GO shall be the winner. If the rank is still tied, then the nation with a higher rank in Tekken 7 shall be the winner. If the rank is still tied, then the nation with a higher rank in PES 2021 shall be the winner. If the rank is still tied there will be a coin-flip to determine the winner.

SCORING OF EXPULSION

1. In the situation of an Expulsion, the score of 0, regardless of any excuse, shall be given. The right for the hearing session shall be given to the related player, team, and NF, and the Protest Deliberation Committee shall decide on the matter, reviewing the statements explaining the reasoning submitted by the related NF.

SCORING OF PROMOTED TITLE

1. Promoted title shall not be subject to scoring.

RESPONSIBILITY OF SCORING

1. Scoring for each title shall be supervised by the Head Referee, yet it shall be subject to be reviewed by IESF.

C Match Rules

DOTA2

1. Name of the Title and Patch
A. Name of the Title: DOTA 2 (Defense of the Ancients 2).
B. For the World Championship and for the national qualifiers (preliminaries), the current
version available via the Steam application is used for the competitions.
C. The Game should be played with the latest released patch.

2. Participation
A. Participation criterion is “Open for All”, which means a national team shall be organized
with players possessing the related nation’s citizenship regardless of gender, race, or
disability.
B. Eligible Age of Participation in the World Championship competitions of this title is 16 and
over (it is limited to people born on & before November 14th, 2005).
C. If necessary, from the point of view of national legislation, an NF can change the eligible
age of participation for their players increasingly.
D. Every real person - unless officially banned - with a valid steam account is allowed to
participate in the competition

3. Method of the Matches
A. Game Format: Team Match (5-person team with no substitute, unless in the case of
medical emergencies)
B. Set of Matches
   1. Group Preliminary
      Teams will be seeded randomly.
      - Round Robin (Single Game) among teams from each group
      - 1st and 2nd places of each group advance to the Upper Bracket
      - In the event that the number of teams is more or less than 16, number of teams in
a group or number of groups may be changed by IESF’s decision.
   2. Upper Bracket
      - Double elimination
      - Best of 3 all the matches, meaning up to two wins
      - Best of 3 for Grand Finals
   3. Lower Bracket
      - Single elimination
      - Best of 1
      - Lower bracket finals Best of 3
C. Determining a winner
   1. The first team to destroy the opponent’s Ancient.
   2. If “GG” is called by either team in All Chat, the countdown timer shall not be
cancelled, and it will count as a concession to the other team.
   3. In the case of a dispute, the referee shall decide.
D. Tie Break
1. 1st: Head to head result
2. 2nd: In a 3-way tie: for each team the total match time of their victories will be subtracted from the total match time of all their losses. Therefore, teams are encouraged to win fast or fight until the very last possible second if facing defeat. Only the matches between the tied teams will be taken into consideration. The team(s) with the highest values will advance to the next match.

4. Configuration of the Matches
   A. Side Selection
      1. Selection priority is determined by the Lobby Setting - Automatic (Coin Toss) / Alternates for game two. Coin toss is used again if there is a third game
   B. Settings for the Match
      1. Match : 5 vs 5
      2. Game mode : Captains mode
      3. Server : Games should be played on the closest possible official Steam server that is available to both participants. In case the lowest ping server is not shared, the games should be played on the server where both participants have the smallest amount of discrepancy between pings, as long as the ping is not over 100
      4. Selection Priority: Automatic (Coin Toss)
      5. Enable cheats: Disabled
      6. Fill empty slots with bots: Disabled
      7. All chat : Enabled (It can be used only in pause for information, chat wheels and tipping)
      8. Version : Tournament
      9. Broadcasting & Observing : Enabled (Observers and broadcasters to manually set at least 5 minutes delay on streaming software)
      10. Spectator: Disabled
      11. Coaches: Disallowed
   C. Connection Issues
      1. If a player disconnects during the match, the affected match has to be paused immediately until the disconnected player rejoins the match. The game must not be resumed before both teams agree with it. In an online series, if a player is unable to reconnect to the match after the 10-minute timer is over, the match must continue with the remaining four players in the team unless the match fulfills the requirements for a remake. A remake can be issued before the match becomes a Game of Record (defined below).
      2. Everyone has up to ten minutes to reconnect to the game (if the same person disconnects more than once, all times get added up). If this time is passed, the opposing team may continue the game, unless an admin demands the opposite. The affected player is in this case still allowed to rejoin later on.
D. Others
   1. Voice Programs
      — Players can choose to use the official Discord server Voice Channels, or use other
         voice communication softwares such as Discord & TeamSpeak & Ventrilo & Skype
         & DOTA2 in game voice chat
   2. Console
      — Players can use the in-game console.
      — Saved console file (autoexec.cfg) of player is not permitted.

5. Forbidden Behavior
   A. If a player of a team commits misconduct or any inappropriate act in a team event, the
      referee may take disciplinary action against the team which can include a caution, warning,
      forfeit, or expulsion.
   B. Every participant has to show the needed respect towards referees and other participants.
      Insults and unfair or disrespectful behaviour towards anyone are not tolerated and will be
      punished.
   C. Every team and participant has to try to win every game at every stage of the competition.
      Purposefully losing for any reason is strictly forbidden.
   D. When a player of a team is found manipulating the client to customize the game beyond
      the range of settings provided in-game, the team's participation may be forfeited upon the
      referee's decision.

6. Accounts
   A. Players shall participate in the match with their own ID as stated in their registration details.

7. Disconnect
   A. When disconnected, the player’s teammates shall pause the game immediately, and the
      referee shall be notified by the team about the situation via All Chat, Discord or otherwise.
   B. In the situations listed below, relevant matches shall become void upon confirmation and
      final decision by the referee, and a re-match shall be conducted.
      1. In the case of unidentified bugs or unintentional occurrences of bugs.
      2. When the decision of a win/loss is impossible to decide by the progress of the match.
      3. In the situations listed above, if the win/loss is decided by the “IeSF” or the Referee’s
         decision, the result is announced at the completion of the match.
   C. In the event of either the referee or observer PC malfunctioning, the match shall continue if
      it’s considered to have no influence on the match. Time will be given for players to refocus
      and reorganize their strategies. The “IeSF” and the referee may operate the matches
      flexibly, changing depending on the situation.
8. Game of Record
   A. A game of record ("GOR") refers to a game where all ten players have loaded, and which has progressed to the point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which remakes may be permitted, and a game will be considered as on record from that point onward. Exceptions will be made upon referee intervention.
   B. Conditions which establish GOR:
      Any attack or ability is landed on minions, jungle creeps, structures, or enemy heroes
      Line-of-sight is established between players on opposing teams
      Setting foot, establishing a vision, or targeting a skillshot ability into the opponent's half of the map
      The countdown timer reaches zero (0:00)

9. Change of Rules
   A. This regulation applies to ‘The 13th eSports Eilat World Championship 2021, Defense of the Ancients 2’, and may be altered in the following cases:
      1. Rules are subject to change after the release of new patches.
      2. Upon discovery of other reasonable factors
      3. Official referee decision
   B. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.

COUNTER-STRIKE: GLOBAL OFFENSIVE

1. Name of the Title and Patch
   A. Name of the Title: Counter-Strike: Global Offensive.
   B. For the World Championship and the national qualifiers (preliminaries), the current version available via the Steam application is used for the competitions.
   C. The Game should be played with the latest released patch.
2. Participation

A. The participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race, or disability.

B. The eligible Age of Participation in the World Championship competitions of this title is 16 and over (it is limited to people born on & before November 14th, 2005).

C. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.

3. Method of the Matches

A. Game Format: Team Match (5-person team with a coach and no substitute, unless in the case of medical emergencies)

B. Set of Matches
   1. Group stage
      — Teams will be seeded randomly
      — Round Robin (Single Game) among teams from each group
      — 1st, 2nd and 3rd place of each group advance to the Playoff stage
      — In the event that the number of teams is more or less than 16, number of teams in a group or number of groups may be changed by IESF’s decision.
   2. Playoffs
      — Double-elimination
      — Best of 3 all the matches, meaning up to two map wins

D. Determining a winner
   1. Teams change sides after 15 rounds. A team wins the game when it scores 16 rounds (wins 16 rounds) in regular time.
      If, after 30 rounds, both teams score 15, overtime of 6 rounds with $10,000 starting money shall be added (sides change after 3). A team wins the overtime if it scores 4 rounds in the same overtime.
   2. For other situations, the referee shall decide

E. Tie Break
   1. Head-to-head result, if not applicable:
   2. Maps won, if not applicable
   3. Rounds win-lose difference, if not applicable
   4. Based on the referee’s decision according to the circumstances and upholding IESF’s vision for fair play as outlined above.

4. Map List and Veto Process Order

A. Map List
1. Valve’s active duty map pool, as it stands two weeks before the event, is used.

B. Veto Process Order (Single game match)
   1. The team that starts the veto process will be determined by coin toss.
      - Team A bans first map;
      - Team B bans second map;
      - Team A bans third map;
      - Team B bans fourth map;
      - Team A bans fifth map;
      - Team B bans sixth map.
      - The remaining map shall be played.
   2. Starting sides will be determined by a knife round.

C. Veto Process Order (Best of 3 Matches)
   1. The team that starts the veto process will be determined by coin toss.
      - Team A bans first map;
      - Team B bans second map;
      - Team A picks first map and the other team decides the starting sides;
      - Team B picks second map and the other team decides the starting sides;
      - Team A bans third map;
      - Team B bans fourth map;
      - The remaining map will be played in case of a tie after the first two maps.
   2. Starting sides on the last map will be determined by a knife round.

5. Game Server Settings
   A. Settings Used During Warmup Time
      1. mp_warmuptime 3600
      2. sv_voiceenable 0
   B. Settings Used During Matches
      1. mp_startmoney 800
      2. mp_roundtime 1.92 (1:55 min)
      3. mp_roundtime_defuse 1.92 (1:55 min)
      4. mp_freezetime 15
      5. mp_buytime 15
      6. mp_maxrounds 30
      7. mp_c4timer 40
      8. mp_round_restart_delay 5
      9. sv_voiceenable 1
      10. ammo_grenade_limit_default 1
      11. ammo_grenade_limit_flashbang 2
      12. ammo_grenade_limit_total 4
      13. mp_weapons_allow_zeus 1
14. Death cam should be disabled and set to competitive mode by setting `game_type 0` and `game_mode 1`

C. Settings Used During Overtime
   1. `mp_maxrounds 6` (each team plays up to 3 rounds per side)
   2. `mp_startmoney 10000`

6. Accounts and Nicknames
   A. Players shall participate in the match with their own Steam accounts.
   B. All players must use their official/regular nicknames and players’ steam avatar image must be country’s flag.

7. Pre-Match Rules/Guidelines
   A. Players are not allowed to have any forbidden contents in their cfg files.
   B. Voice Server
      1. Only voice chat program provided by IESF can be used. However, when provided voice chat program malfunctions, another program allowed by referee can be used.
   C. VETO Process
      1. The process of removing and picking maps will be initiated by team captains with a referee.
      2. The maps that will be played in the upcoming match have to be determined with at least 15 minutes prior to the scheduled starting time of that particular match.
      3. Completing the VETO process in time is crucial for the Pre-Show Analysis and the actual starting time of that particular match.
   D. Game Server Information
      1. As soon as the VETO process is completed, team representatives will be provided all the required information to join the game server (address, password, port) by the referee.
   E. Match Start
      1. Both teams must align their full starting lineup on the provided game server 5 minutes prior to the scheduled starting time;
      2. Once all players are present on the game server, teams will not be able to ready up until they receive administrator approval;
      3. Teams will receive administrator approval once the production team is ready to broadcast the match on the official stream.

8. Match Rules/Guidelines
   A. The following actions are considered *exploits* and *should never be used* (under any circumstances):
      1. Using scripts;
      2. Using bugs that contradict the normal gameplay flow (e.g. spawn bugs);
3. Skywalking, moving through walls, floors and roofs;
4. Planting bombs so that they cannot be defused;
5. Boosting with the help of team mates is generally allowed, but it is forbidden in places where the textures, walls, ceilings or floors will become transparent or penetrable;
6. “Flashbugs”;
7. “Mapswimming” or “floating”;
8. Standing on invisible map edges (“pixelwalking”);
9. Adjusting or using on the players PC:
   - mat_hdr_enabled 0/1
   - mat_hdr_level 0/1/2

B. Using any kind of overlay that displays the system performance while playing (e.g. Nvidia SLI Display, RivaTuner Overlays, etc.) is strictly prohibited and may be punished under the cheating paragraph.

C. Tactical Timeouts
   1. Each team is allowed to call 4 tactical timeout per map;
   2. A tactical timeout length is 30 seconds;
   3. Players are not allowed to leave their chairs or during tactical timeouts or remove their sound canceling headphones.

D. VAC Authentication Errors/PC Crashes/Technical Issues
   1. If a player is affected by a VAC Authentication Error/PC crash/technical issues in the first 40 seconds of the round and no damage was dealt to any players, the round will be replayed from the beginning;
   2. If a VAC Authentication Error/PC crash/technical issue affects a player after damage was dealt to any of the players or 40 seconds (or more) have passed since the start of the round, the round will continue until the next freezetime (regardless of the situation on the server);
   3. If a player suffers from multiple VAC Authentication Errors, his PC/Steam account will be replaced by tournament officials.

E. Technical Pauses
   1. In the case of a technical problem, players must use the regular pause command (which activates in the next freeze time) and type “problem” or “issue”.
   2. The stage administrators will join the affected team as quickly as possible and assist them in resolving the issue.
   3. During a technical pause, players allowed to communicate only with the referees and tournament staff.
   4. **Teams are not allowed to communicate during a technical pause other than with game admins.**

F. Break Time Between Maps
   1. Standard break time between maps is 10 minutes. This interval is used to prepare the broadcasting of the next map as well as allowing the Analysis Desk to examine the map that has just been played.
2. If the break time extends due to unforeseen circumstances, you will be informed by a tournament administrator.

9. Forbidden Behavior
   A. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion.
   B. If a team uses any type of exploits to gain an advantage over their opponent, the team in question may be penalised based on the referee's decision.
   C. Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behaviour towards anyone are not tolerated and will be punished.
   D. Every team and participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.
   E. Players using any type of cheat and/or ghosting will be disqualified from the tournament and will receive (together with their team) a 1-year ban from all competitions organized or managed by IESF.
   F. If a team or any of its players fails to appear for a match in time, they are to be penalized with a forfeit lose.

10. Change of Rules
    A. These regulations apply to “The 13th Esports Eilat World Championship 2021. Counter-Strike: Global Offensive Match Rules”, and may be altered in the following cases:
        1. Rules are subject to change after the release of new patches.
        2. Upon discovery of other reasonable factors.
        3. Official referee decision
    B. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.
TEKKEN 7

1. Name of the Title
   A. Name of the Title: Tekken7.
   B. Video game Platform: PlayStation 5
   C. For the World Championship and for the national qualifiers (preliminaries), current patch available in the country is used for the competitions.
   D. IESF and NFs are responsible for notifying the relevant video game producer about dates of competitions, asking to postpone patching the videogame so as it does not happen during the days of the event (the World Championship or national qualifiers/preliminaries).

2. Participation
   A. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race, or disability.
   B. Eligible Age of Participation in the World Championship competitions of this title is 15 and over (It is limited to people born on & before June 30th, 2005).
   C. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.

3. Method of the Matches
   A. Game Format: Individual Match
   B. Set of Matches
      1. A round is exhausting energy bar once (1 circle under the energy bar)
      2. A game consists of 5 rounds (1 coin)
      3. A match consists of 3 games (Preliminary), 7 games (Quarterfinal,Bronze match), and 9 games (Grand Final)
      4. Group Preliminary
         All players are randomly seeded into 4 groups of 5 players:
         - Round Robin (Best of 3, meaning up to two wins) among players from each group
         - Best of 3 games, meaning up to 2 game wins
         - 1st - 4th places of each group advance to the Main Rounds
         In the event that the number of players is more or less than 16, a number of players in a group or number of groups may be changed by IESF’s decision.
      5. Main Rounds
         - Single Elimination
— Best of 5 games, meaning up to 3 wins (Quarterfinal), Best of 7 games, meaning up to 4 wins (Starting from Semifinal, Bronze Match), Best of 9, meaning up to 5 wins (Grand Final)

C. Tie Break
   1. Head to head result
   2. Point differential (Each round Win = 1 point, Lose = -1 point)
   3. Rematch (single-game matches)
      — In case of 3-way tie the first pair of players is defined by coin toss. The third player matches the winner (if one of the three proceed from the play-off) or the loser (if two of the three proceed to the play-off).

4. Configuration of Matches
   A. Settings
      1. Game mode: VS mode
      2. Timer: 60 Seconds
      3. Each Game: 5 Rounds
      4. Stage: Random
   B. Side Selection
      1. Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively. If Players cannot agree, they will play Coin toss to determine who picks their side. This applies from Qualifier to Finals.
   C. Character Select
      The Default and Character Preset Costumes are Tournament legal and allowed with the exception of the following:
      1. Jack-7 Preset Costumes 3 and 4 are not allowed;
      2. Gigas Preset Costume 3 is not allowed;
      3. Players cannot use the same Preset. If the players use the same character and want to use the same Preset, then they will play one game of Rock, Paper & Scissors in order to decide who will play that Preset during the match.
      4. If a player picks a costume from any of the mentioned above the match will not be scored, and players need to quickly go back to the lobby and restart the match.
   D. Match Procedure
      1. Players have 2 minutes to choose the character During that time they can consult with a coach
      2. Players select their sides.
      3. Players select their characters (blind pick). All characters in accordance with Season 4 and released at least two weeks before the start of the Tournament are allowed.
      4. The Players play the first Game of the Match.
5. The losing Player of the preceding Match may choose to change characters or change stage.
6. The next Game is played.
7. Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

E. Permitted Controllers
1. All standard fight sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers other than DualShock 4 are not permitted. Players that use DualShock 4 but do not un-sync their controller after the Match are subject to disqualification at the discretion of Tournament Organizers.

F. Ties
1. Since the game cannot end in ties when the 60 seconds runs out, whoever has the most remaining health will win the round. In case of double K.O. of the final round, you should start a new game and whoever wins the first fight - wins the round and the entire game.

G. Match Obligations
1. 10 minutes shall be given for preparation before the match begins. Players that are not ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.
2. Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.
3. The referee has to declare the chosen characters that will be played during the next match.

H. Match Disruptions
1. Pauses
   If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent’s controller, the Player who paused forfeits the current Round.
2. Restarts
   Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player’s ability to play or a Game or Match is unable to finish.
3. Stalling
   Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers.

I. Coaching
1. Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.
J. Cheating
   1. Any cheating, as determined by the Tournament Organizers in their sole discretion,
      will result in an immediate forfeiture and additional penalties depending on the
      severity of the infraction

K. Result
   1. After finishing a match, player shall confirm it with referee.
   2. The result not confirmed by referee shall not be counted.

5. Forbidden Behavior
   A. If a player commits misconduct or any inappropriate act in an individual event, the referee
      may take disciplinary action against the player including a caution, warning, forfeit, or
      expulsion.
   B. In case of situations listed below, the referee may give a warning to players as disciplinary
      action.
      1. When uses custom skin set of characters.
      2. When the game is paused, players shall not contact people outside the tournament
         zone until the referee permits it.
   C. In case of situations listed below, the referee may give a forfeit to players as disciplinary
      action.
      1. When uses a bug notified to be banned before the match.

6. Malfunction
   A. When the console or controller malfunctions, the player shall report it to the referee by
      raising a hand.
   B. In the situations listed below, relevant set shall become void, and a rematch of the set
      shall be conducted.
      1. In the case of unidentified bugs or unintentional occurrences of bugs.
      2. When the decision of a win/loss is impossible to decide by the progress of the match.
   C. In the event of either the referee’s or an observer’s PC malfunctioning, the match shall
      continue if it’s considered to have no influence on the match.

7. Change of Rules
   A. These regulations apply to “The 13th Esports Eilat World Championship 2021. Tekken7
      Match Rules”, and may be altered in the following cases:
      1. Rules are subject to change after the release of new patches.
      2. Upon discovery of other unreasonable factors.
   B. When match rules are revised because of specific circumstances, the host has the
      obligation to announce revisions via the website or any other viable source.
1. Name of the Title  
   A. Name of the Title: eFootball™ 2022  
   B. Videogame Platform: PlayStation 5  

2. Method of the Matches  
   A. Game Format: All matches must be played in Exhibition match, using Setup Team Dana: Uniform Rating  
   B. Group stage BO5 (2 teams progress)  
   C. Playoff, final and third place match BO5  
   D. Tie Break  
       1. Head to head result  

3. Configuration of the Matches  
   A. Game Format: All matches must be played in Exhibition match, using Setup Team Dana:  
      Uniform Rating  
       1. Match settings  
       2. Match Level: Superstar  
       3. Match time: 5 minutes  
       4. No. of Substitutions: 3 + 1  
       5. Extra time: ON  
       6. Penalty kicks: ON  
       7. Injuries: OFF  
       8. Ball type: eFootbal 2022  
       9. Game speed: 0  
      10. Cursor type: Username  
      11. Team Selection: No restrictions  
   B. Stadium settings  
      1. Stadium: eFootball Stadium  
      2. Time: Night  
      3. Season: Summer  
      4. Weather: Fine  
      5. Length of grass: Normal  
      6. Pitch Conditions: Normal  
   C. Camera and audio settings  
      1. Camera Type: Dynamic Wide  
      2. Zoom: 2  
      3. Height: 2  
      4. Directional guide: OFF (Under controller settings)  
      5. Audio mode: eSports  
   D. Match screen settings
1. Radar Appearance: Bottom
2. Player Name Box: ON
3. Colour of radar dots (Home & Away): Default
4. Power Gauge: ON
5. Stamina Gauge: ON
6. Cursor Display: ON
7. Time/Score: ON
8. Set Piece Gauge: OFF
9. Goal Display Prompts: OFF

E. Side Selection
   1. Home and away positions are decided via seed
   2. Permitted Controllers: DualShock4 & PS5 DualSense

F. Match Obligations
   1. Players that are not ready to play within 10 minutes of the match start time are subject to penalties including a possible match forfeiture.
   2. Player may not voluntarily forfeit a match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.
   3. While ongoing match, participants are forbidden to cut replay scenes, especially on main PS5 stage where streaming is ON.
   4. Participants can press pause game only while ball is out of play (Deadball status). If participants violates this rule, they are subject to further penalties, referee can give goal to opponent or even give win to opponent.
      - During the match, every participant is permitted to press pause maximum 3 times per every half.
      - If participant receives a red card and he is run out of pauses, he can pause for one more time.
   5. Stalling or excessively delaying the match, may result match forfeit or other penalty at the discretion of referee

G. Coaching
   1. Participants may designate one (1) individual to be their coach during the tournament. Player may consult with the coach once at the end of every game. Deliberately giving or receiving advice to/from any other person during the game is not allowed and may result in penalties for both parties.

H. Cheating
   1. Any cheating, as determined by the tournament organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction

I. Result
   1. After finishing a match, player shall confirm result with referee
   2. The result not confirmed by referee shall not be counted
4. Configuration of the Matches
   A. If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion.
   B. In case of situations listed below, the referee may give a warning to players as disciplinary action.
      1. When the game is paused, players shall not contact people outside until the referee permits it.
   C. In case of situations listed below, the referee may give a forfeit to players as disciplinary action.
      1. When uses a bug notified to be banned before the match.

5. Malfunction
   A. When the console or controller malfunctions, the player shall report it to the referee by raising a hand.
   B. In the situations listed below, relevant set shall become void, and a rematch of the set shall be conducted.
      1. In the case of unidentified bugs or unintentional occurrences of bugs.
      2. When the decision of a win/loss is impossible to decide by the progress of the match.
   C. In the event of either the referee’s or an observer’s PC malfunctioning, the match shall continue if it's considered to have no influence on the match.

6. Change of Rules
   A. These regulations apply to "The 13th Esports Eilat World Championship 2021 - eFootball™ 2022", and may be altered in the following cases:
      1. Rules are subject to change after the release of new patches.
      2. Upon discovery of other unreasonable factors.
      3. Official referee decision
   B. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via the website or any other viable source.

AUDITION ONLINE

1. Definitions
   A. The title of the Event, subject to these regulations, is the 13th IESF Esports World Championship (hereinafter referred to as “World Championship” or “Tournament”).
B. These rules apply to official play of the 13th IESF Esports World Championship as administered by employees, contractors or agents of the Tournament (hereinafter referred to as “Tournament Officials”).
C. A “Participant” is defined as any person who is registered to compete for Audition Online at the 13th IESF Esports World Championship. The terms can be interchanged as necessary to accommodate any team size or denomination in an Esports title.
D. “Round” is defined as an instance of competition of any game where the winner is determined by completion of final objective, team surrender, team forfeit or awarded game victory.
E. “Match” is defined as a set of Rounds that are played until one participant wins through highest points achieved.

2. Communications & Check-In
   A. The communication platform for Audition Online at the 13th IESF Esports World Championship shall be via Discord.
   B. An official Discord link shall be provided to all Participants by Tournament Officials before the competition dates.

3. Tournament Format
   A. Only one (1) participant shall represent each Member Nation participating in Audition Online.
   B. Each participant will compete in a Match comprising of six (6) Rounds against other participants in the region.
   C. The overall winner after six (6) Rounds shall be crowned the winner and shall advance to the next stage of the Tournament.

4. Match Setup & Lobby
   A. Tournament Officials will be responsible for creating custom rooms which will be provided to Participants before their matches via Discord.
   B. The room name and password must be exclusively for Participants only and is not to be shared externally with anyone.
   C. It is the duty of Participants to be up to date with the Tournament schedule and make themselves available and ready for the start of their matches.
   D. Participants are required to keep in-game chats to a minimum unless necessary.

5. Game Rules & Settings
   A. Video game version
      1. Game Titles: Audition Online
      2. The latest version currently in market shall be used. However, if the organizer provides a particular server and account for the competition, the server and account must be used.
B. Tournament Mode

<table>
<thead>
<tr>
<th>Tournament Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Game Mode</strong></td>
</tr>
<tr>
<td><strong>Game Chance</strong></td>
</tr>
<tr>
<td><strong>Point System</strong></td>
</tr>
<tr>
<td><strong>Play Map</strong></td>
</tr>
<tr>
<td><strong>Song</strong></td>
</tr>
<tr>
<td><strong>Insane</strong></td>
</tr>
<tr>
<td><strong>Banned Items</strong></td>
</tr>
</tbody>
</table>

C. Song List and Map
1. The song will be decided by drawing lots on the day of the Match among the songs applied on Steam server by caster or admin.
   - Minimum 110 BPM to Maximum 180 BPM (Refer to the song list at section 7)
2. Different map will be used for each round according to the table below.

<table>
<thead>
<tr>
<th>Round</th>
<th>Map</th>
</tr>
</thead>
<tbody>
<tr>
<td>Round 1</td>
<td>Hip hop Street</td>
</tr>
<tr>
<td>Round 2</td>
<td>Ghost Class</td>
</tr>
<tr>
<td>Round 3</td>
<td>Island</td>
</tr>
<tr>
<td>Round 4</td>
<td>Halloween</td>
</tr>
<tr>
<td>Round 5</td>
<td>Christmas</td>
</tr>
<tr>
<td>Round 6</td>
<td>Hip hop Street</td>
</tr>
</tbody>
</table>

D. Points and Ranking
1. Every participant shall compete for 6 rounds.
2. At the end of each round, participants will be awarded with points based on the rank achieved.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rank 1</td>
<td>6 points</td>
</tr>
<tr>
<td>Rank 2</td>
<td>5 points</td>
</tr>
</tbody>
</table>
3. At the end of six (6) rounds, the participant with the most points shall be considered the sinner.
   - Sample Scorecard – highest points of 6 rounds

<table>
<thead>
<tr>
<th>Player</th>
<th>Round 1</th>
<th>Round 2</th>
<th>Round 3</th>
<th>Round 4</th>
<th>Round 5</th>
<th>Round 6</th>
<th>Total Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>6</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>32</td>
</tr>
<tr>
<td>B</td>
<td>5</td>
<td>6</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>5</td>
<td>31</td>
</tr>
<tr>
<td>C</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>6</td>
<td>27</td>
</tr>
<tr>
<td>D</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>16</td>
</tr>
<tr>
<td>E</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>11</td>
</tr>
<tr>
<td>F</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>3</td>
<td>10</td>
</tr>
</tbody>
</table>

E. Tiebreaker

2. Round Tiebreaker
   - If two (2) or more participants are tied on rank at the end of each Round, the Participant with the higher score shall rank higher.

3. Match Tiebreaker
   - If two (2) or more Participants are tied on total points at the end of six (6) Rounds, the Participants score from each Round will be calculated whereby the higher total score will rank higher.

6. Match Operations

A. Pre-Match Preparations

1. Match Start Time & Check-In
   - The Match start time indicates the time when the Match begins
   - It is the duty of all Participants to be up to date with the Tournament schedule and make themselves available and ready for the start of their matches.
— Under special circumstances, the Tournament Officials may reschedule the matches by changing the Tournament dates or taking other measures to modify the Match schedule at the Tournament Official’s sole discretion.
— All Participants must be check-in on Discord/Tournament Venue with Tournament Officials at least sixty (60) minutes before the Match start time. Participants not presenting during this time may be subject to warning and penalties for repeated violations.
— Once completed the check-in on Discord, Tournament Officials will provide Participants with the room name and number.

2. Setup and Preparation Time
— Once Participants have entered the game room, it will be considered that the setup and preparation time for them has started.
— During the preparation time, Participants will be given no longer than (15) minutes to setup and prepare for their Match which include:
  - Adjusting the devices and equipment
  - Adjusting the in-game settings
  - Ensuring performance of internet connectivity
— Participants are responsible for ensuring the performance of all equipment, peripherals and internet connection during this time. No rematch shall be considered for Participant’s negligence on the settings, equipment and internet connectivity.
— Participants who have completed setup and preparation shall standby and wait for further instruction by the Tournament Officials to start the Match.
— All Games and Matches will start at the designated time.
— In the event of delay due to insufficient preparation done by the Participants, the Tournament Official shall hold the final decision in determining if the match should proceed or if the Participant be penalized at the Tournament Official’s sole discretion.

B. During a Match
1. Between Rounds
— All Rounds may only be started and played once the Tournament Officials has given the approval to start.
— Participants are given a (2) minute break between each Round.
— Once the Tournament Official gives the signal to start the match, Participants have (1) minute to be ready and start the Round.

2. Score Screen
— The official scores from each Round shall be derived from the observer screen only.
— If there is a difference between the scores reflected on the Participants screen and the Tournament Official’s observer screen, the scores displayed on the observer screen shall be reflected as the official result of the Round.
If requested by Participants, Tournament Officials may provide a screenshot of the observer screen results.

3. Interruptions
   - If a Round is involuntarily interrupted through server crash or network issues, Tournament Officials may decide to restart the game at the Tournament Officials’ sole discretion.
   - If a Participant is found to have either intentionally or accidentally interrupted or disconnected without valid reason or justification, the Participant may face disciplinary action which may induce a warning or Round forfeiture.
   - After the Round is interrupted and stopped, the Participants may discuss and reach a consensus on a rematch or using the current score results as the final score results.
   - If the interruption cannot be resolved, the following rules will apply for the continuity of the game:
     Tournament Officials to take action to recover the current Game.
     Tournament Officials may order the Game to be restarted.
     Tournament Officials reserve the right to award victory to a particular Participant under justifiable circumstances.

C. After the Match
   1. Investigation Request
      - If a Participant suspects of being a victim of rules violation during a Match, Participants are not allowed to stop the Match. It is mandatory for Match to be completed before making an official investigation. Upon the end of the Match, Participants are to request for an investigation from Tournament Officials.
      - Participants that request for investigations are required to provide relevant information to the Tournament Officials to assist with the investigation process.
      - A decision shall be made by Tournament Officials within 60 minutes of the request.

7. Song List
   A. The song will be decided by drawing lots on the day of the Match among the songs applied on Steam server by caster or admin.

<table>
<thead>
<tr>
<th>#</th>
<th>MUSIC NAME</th>
<th>BPM</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Night</td>
<td>128</td>
</tr>
<tr>
<td>2</td>
<td>Sweetie</td>
<td>115</td>
</tr>
<tr>
<td>3</td>
<td>Euro 2005</td>
<td>138</td>
</tr>
<tr>
<td>4</td>
<td>Spain Moonlight</td>
<td>142</td>
</tr>
<tr>
<td>5</td>
<td>Destiny</td>
<td>132</td>
</tr>
<tr>
<td></td>
<td>Song Title</td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>----------------------------</td>
<td>---</td>
</tr>
<tr>
<td>1</td>
<td>Disco World</td>
<td>124</td>
</tr>
<tr>
<td>2</td>
<td>Chinese Lady</td>
<td>118</td>
</tr>
<tr>
<td>3</td>
<td>Funky Town</td>
<td>130</td>
</tr>
<tr>
<td>4</td>
<td>Beautiful</td>
<td>122</td>
</tr>
<tr>
<td>5</td>
<td>Beat City</td>
<td>120</td>
</tr>
<tr>
<td>6</td>
<td>Elec Bossa</td>
<td>123</td>
</tr>
<tr>
<td>7</td>
<td>Swan Lake</td>
<td>118</td>
</tr>
<tr>
<td>8</td>
<td>Go Go</td>
<td>150</td>
</tr>
<tr>
<td>9</td>
<td>Get on the Floor</td>
<td>140</td>
</tr>
<tr>
<td>10</td>
<td>Blackout House</td>
<td>130</td>
</tr>
<tr>
<td>11</td>
<td>DJ Euro Mix</td>
<td>140</td>
</tr>
<tr>
<td>12</td>
<td>Dance Dance</td>
<td>132</td>
</tr>
<tr>
<td>13</td>
<td>3254 Techno Party</td>
<td>142</td>
</tr>
<tr>
<td>14</td>
<td>Roller Coast</td>
<td>125</td>
</tr>
<tr>
<td>15</td>
<td>Heavy Metal Syndrome</td>
<td>145</td>
</tr>
<tr>
<td>16</td>
<td>Dance Flower</td>
<td>130</td>
</tr>
<tr>
<td>17</td>
<td>In the Groove</td>
<td>130</td>
</tr>
<tr>
<td>18</td>
<td>Can’t Let You Go</td>
<td>145</td>
</tr>
<tr>
<td>19</td>
<td>Dream Machine</td>
<td>125</td>
</tr>
<tr>
<td>20</td>
<td>Dance Fish</td>
<td>130</td>
</tr>
<tr>
<td>21</td>
<td>Doo Doop</td>
<td>140</td>
</tr>
<tr>
<td>22</td>
<td>1,2 Fiesta</td>
<td>136</td>
</tr>
<tr>
<td>23</td>
<td>Driving At Night</td>
<td>140</td>
</tr>
<tr>
<td>24</td>
<td>Christmas Party</td>
<td>130</td>
</tr>
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<td>25</td>
<td>Queen of Dancing</td>
<td>135</td>
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<tr>
<td>26</td>
<td>Magic World</td>
<td>185</td>
</tr>
<tr>
<td>27</td>
<td>Yol DJ!</td>
<td>135</td>
</tr>
<tr>
<td>28</td>
<td>Hands Up!!</td>
<td>135</td>
</tr>
<tr>
<td>29</td>
<td>You</td>
<td>136</td>
</tr>
<tr>
<td>30</td>
<td>You’re Already Gone</td>
<td>150</td>
</tr>
<tr>
<td>31</td>
<td>Can Can</td>
<td>150</td>
</tr>
<tr>
<td>32</td>
<td>Party Party</td>
<td>130</td>
</tr>
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