ISF E-SPORTS GAMES 2020

KYIV, UKRAINE

03-07/12/2020
## Contents

**Introduction** ................................................................. 3

**Organisation** ................................................................. 3
   1. Management .................................................................... 3
   2. Travelling and Visa ............................................................ 3
   3. Provisional programme ......................................................... 3

**Technical Details** ................................................................. 4
   1. Participation .................................................................... 4
   2. Composition of the delegation .............................................. 5
   3. Technical Rules ................................................................ 5
   4. Non sport-activities .......................................................... 6

**Administration and Finance** .................................................. 6
   1. Registration ................................................................... 6
      Registration deadlines ......................................................... 6
   2. Fees .............................................................................. 7
      a. Participation ................................................................ 7
      b. ISF Levy ................................................................... 7
      c. Gala Dinner ................................................................ 7
      d. Final Balance ............................................................. 7
   3. Deposit ........................................................................... 8
   4. Insurance ....................................................................... 8
INTRODUCTION

Esports are the new generation of team competitions where the results of championship are digitalised. This branch is developing unbelievably fast and has already fascinated millions of players and supporters. The basis of ISF Esports is the combining of e-disciplines with different physical activities. This method shows the young participants that it’s possible to combine Esports with traditional sport and develop oneself in various ways. The aim of the competition is to support the modern hobbies and interests of younger generations and become the first event of its kind, created for secondary school students.

The first ISF E-sports Games took place in Kyiv, Ukraine in 2019. A total of 55 participants formed 10 teams from 5 countries: Georgia, Chinese Taipei, Germany, Poland and Ukraine. They competed in two e-disciplines, Dota 2 and League of Legends in addition to taking part in 10 different physical activities.

ORGANISATION

1. Management

<table>
<thead>
<tr>
<th>ISF</th>
<th><a href="mailto:sport@isfsports.org">sport@isfsports.org</a></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ukrainian federation of school sports (UFS)</td>
<td></td>
</tr>
<tr>
<td>Vadym Stetsenko - General Secretary of the UFS</td>
<td><a href="mailto:ukryouthsport@gmail.com">ukryouthsport@gmail.com</a></td>
</tr>
<tr>
<td>Olena Zernyk</td>
<td><a href="mailto:ukryouthsport@gmail.com">ukryouthsport@gmail.com</a></td>
</tr>
<tr>
<td></td>
<td>+38 097 787 02 44</td>
</tr>
</tbody>
</table>

2. Travelling & Visa

Travel as far as Kyiv International Airport is to be arranged and financed by each participating country. When the distance between the host city and the capital of a participating country on another continent exceeds 5000km, the delegation may extend its stay by arriving one day earlier or leaving one day later at the standard daily fee. The LOC will have volunteers at the Port of Entry, awaiting delegations with signs containing the delegation country names and the name of the Event. Transportation from official port of entries to hotel will be by buses.

Delegations are to arrive on December 3, 2020 and depart on December 7, 2020 after breakfast.

The organisation of an extended stay for the delegation (before or after the event) is a matter for the country concerned. It shall not be the responsibility of the Local Organising Committee (LOC).

Please check if your country needs visa to enter Ukraine.

3. Provisional programme (LAN final’s program (Ukraine, Kyiv))

| Day 1 | Arrival  
|-------|---------|
|       | Accreditation 
|       | Chek-in 
|       | Welcome party |
| Day 2 | Group competitions |
1. Participation

The ISF Esports Games is open to selected teams.

All participants in a team must be enrolled at the school since the beginning of the school year in which the event takes place.

All students must be attending schools which provide a general education. The following are not eligible to participate:

- Pupils of vocational schools who only attend that school as a complement to their vocational training.
- School teams and pupils enrolled at schools which provide sports training without any general education.
- Part-time sport schools which take pupils from a variety of schools for training in one or more sports.
- Teams formed as part of clubs, companies, universities or other institutions.

Participants obligations:

- Each participant is required to be present throughout the whole duration of the event.
- Each participant is obliged to take part in all non-sport activities.
- Each team/athletes must be prepared to compete against any of the other participating/athletes teams.
- The absence of any member of a participating team from any part of the sport programme, opening/closing ceremonies, prize-giving or socio-cultural programme may result in the entire team being excluded.

The following competition disciplines will take place:

- Defense of the Ancients 2 (further – DotA 2);
- League of Legends (further – LoL);

Additional disciplines may be added, this information will be added later.

Each country may enter apply maximum of 2 teams for DotA 2 and LoL. Selected teams may participate in one or two disciplines (but only in Dota 2 or LoL, one team can not be registered in both disciplines).

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### Technical Details

#### Day 3

- Opening ceremony
- LAN final
- Nations’ night

#### Day 4

- Physical activities
- Free time in Kyiv centre
- Closing ceremony
- Farewell party
- Gala dinner

#### Day 5

- Departure
2. Composition of the delegation

<table>
<thead>
<tr>
<th>Teams</th>
<th>E-Sport Disciplines</th>
<th>Age Category</th>
<th># Teams</th>
<th>Number of participants</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>#athletes per team</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Team boys/girls</td>
</tr>
<tr>
<td>DotA 2</td>
<td>2004-2005-2006-2007</td>
<td>1</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2</td>
<td>10</td>
<td>2</td>
</tr>
<tr>
<td>LoL</td>
<td>2004-2005-2006-2007</td>
<td>1</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2</td>
<td>10</td>
<td>2</td>
</tr>
</tbody>
</table>

Head of Delegation (HoD)

He/she may not combine the function with the role of coach or another official role. He/she shall be the sole intermediary between the delegation and the Local Organising Committee and the ISF Delegate.

Additional adults

The function of each additional adult must be specified during the registration process (doctor, physiotherapist, interpreter, security personnel, ministry representative, media, etc...). Delegations can register 1 additional adult. Any other additional person not specified during registration or exceeding the quotas specified in this document will not be considered part of the official delegation and will not be accredited by the LOC.

3. Technical Rules

The competitions of the Event are team events and will be conducted according to the number of teams registered in LAN finals. To choose the teams for LAN finals, national qualifying rounds may be conducted.

National selection is conducted by organisations authorised by the national representative of the ISF in this country. The programs of the qualifying rounds are determined by the organisations.

Competitions in each E-discipline are according to the following formats:

- Dota 2: game format – 5x5, play mode – Captains Mode;
- LoL: game format – 5x5, play mode – Tournament Draft;

The format of national qualifying rounds are determined by the organisers. During group LAN finals the teams compete in format «Best from 1».

During Play-off the teams compete in the regime “Best of 3” – up to 2 victories out of three games.

The winners and the prize winners of the Event are awarded with the certificates and medals, the teams – with the goblets.

COMPETITION VENUE

The location for qualifying rounds are determined by their organisators; Participants of LAN finals will be later informed of the competition location in Kyiv.
4. Non-sport activities

"Nations Night"
Delegations are required to take part in an activity named “Nations Night” organized with the aim of encouraging exchanges between the different cultures of participating countries. Participation for each team is obligatory. The young people are invited to introduce and to promote their countries and their culture in an original way. Each delegation is to organise a stand that promotes their country’s specialties in terms of art crafts, visual materials, food, drinks (no alcohol), pins, leaflet, etc.

In addition, each delegation shall introduce a facet of its country’s culture on stage (with dance, songs, sketches, video, etc.) – maximum 5 minutes. The videos, music, CD USB sticks should be handed to the LOC during accreditation.

Administration

1. Registration

Registration will only be possible through ERAS the ISF online registration platform (https://isf-eras.org/). No other registration system shall be accepted.

Registration phase 1 shall be from February 14, 2020 to April 1, 2020. During registration phase 1 all countries will be requested to indicate the number of teams per discipline that they wish to enter. All first teams in each category will be accepted; a decision concerning the second teams shall be made by the ISF by April 30, 2020, depending on the total participation quota indicated by the LOC.

All countries are expected to pay the deposits for their first teams or to reach an LOC agreement (see chapter below) by April 1, 2020. Registration phase 2 will only be open after the deposit has been paid or an LOC agreement has been reached by the delegation concerned.

The ISF shall inform all registered country about the possibility to go through with the entry of a second team. All deposits for the extra teams are to be paid by May 31, 2020.

Registration phase 2 shall be open from March 1, 2020 to June 30, 2020: during registration phase 2 all countries are expected to enter the exact number of the delegation members.

Registration deadlines

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>February 14, 2020</td>
<td>Opening of registration phase 1</td>
</tr>
<tr>
<td>April 1, 2020</td>
<td>Closing of registration phase 1</td>
</tr>
<tr>
<td>April 1, 2020</td>
<td>Payment of deposits (first teams) or LOC agreement</td>
</tr>
<tr>
<td>March 1, 2020</td>
<td>Opening of registration phase 2</td>
</tr>
<tr>
<td>May 31, 2020</td>
<td>Payment of the deposits for the second teams</td>
</tr>
<tr>
<td>June 30, 2020</td>
<td>Closing of registration phase 2</td>
</tr>
</tbody>
</table>
2. Fees

a. Participation

In accordance with the rules laid down by ISF, the payment to be made to the organisers of the event will follow the rates indicated in the table below. All rates are per night.

<table>
<thead>
<tr>
<th>Role</th>
<th>Fee</th>
<th>Type of room</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head of Delegation</td>
<td>50€</td>
<td>Single occupancy</td>
</tr>
<tr>
<td>Coach</td>
<td>50€</td>
<td>Double occupancy</td>
</tr>
<tr>
<td>Coach</td>
<td>100€</td>
<td>Single occupancy</td>
</tr>
<tr>
<td>Competitor</td>
<td>50€</td>
<td>2-4 bedded rooms</td>
</tr>
<tr>
<td>Additional adult</td>
<td>50€</td>
<td>Double occupancy</td>
</tr>
<tr>
<td>Additional adult</td>
<td>100€</td>
<td>Single occupancy</td>
</tr>
</tbody>
</table>

The participation fee covers full board accommodation for the duration of the event plus competition, cultural programme activities and all local transport from the arrival to the official port of entry to the departure of the team.

b. ISF Levy

An additional ISF levy of 40€ per delegation member must be paid together with the balance of the participation fee.

c. Gala Dinner

A charity gala dinner is organised during the event. All Heads of Delegation are expected to take part in the dinner; in addition, all adults in the delegation can attend, upon registration through the ERAS system. The gala dinner fee is 50€/person, to be paid together with the final balance.

d. Final Balance

The table below shows an overview of the minimum total event fee per participant.

\[
\text{Participation fee} \times \text{ISF levy} = \text{TOTAL (minimum)}
\]

\[
\begin{align*}
\text{4} & \times 50€ \text{ Participation fee} + 40€ \text{ ISF levy} = 240€ \text{ TOTAL(minimum)}
\end{align*}
\]

The final balance is to be paid on arrival in cash or in advance by bank transfer.
3. Deposit

Along with the entry and in order to have access to the second registration phase, participating countries will need to pay a deposit of 900€ per team entered. The sum will be deducted from the total participation cost.

The deposit is non-refundable in the event of non-participation. Waivers to the payment of the deposit (LOC agreement), for whatever reasons, are to be discussed with the Local Organising Committee and to be agreed by the deposit payment deadlines.

All deposits for the first registered team per category are to be paid April 1, 2020. All deposits for the extra teams are to be paid by May 31, 2020.

Deposits are to be paid by bank transfer to the following account (all bank charges are to be met by the participating country):

Name of the bank: PRIVAT BANK  
Address: 10 HRUSHEVSKOHO STR., KYIV (UKRAINE) 01001  
BIC/Swift Code: COBADEFF  
IBAN: UA3338077500000026003056136827  
Payee: Ukrainian federation of school sports  
Reference: ISF Esport Games 2020 – Deposit – [name of the country]

4. Insurance

Each country is required to provide insurance for each member of its delegation. At a minimum the insurance is to cover civil liability, material damage and medical costs.

USEFUL INFORMATION

Ukraine is a country in Eastern Europe. Ukraine has a population of about 42.5 million, making it the 32nd most populous country in the world. Its capital and largest city is Kyiv.

- **Language:** Ukrainian  
- **Currency:** Gryvna (UAH); 1 euro = 29 UAH;  
- Credit cards are acceptable in the shops, malls, restaurants – cash mostly at the bars  
- Temperature - Daytime maximum temperatures average around 0°C, at night -8°C is normal.  
- **Electrical socket:** In Ukraine the power plugs and sockets are of the following type C and F (220 V and 50 Hz)  
- Is tap water drinkable? - NO

We look forward to meeting you in Ukraine in December 2020.
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