



# HOW TO GET YOUR COMMUNITY TOURNAMENT LICENSE

WORKSHOP 5  
18.09.2024

# VIDEO GAMES

- Phygital tournaments combine physical sports and video games
- Using video games in tournaments require Licenses from publishers, as the video games are copyright protected
- Therefore to organize a phygital tournament you, as a WPC member, must obtain such Licenses

**! The mere purchase of a video game copy on a physical or digital media does not provide a License to use it in a tournament!**



# FORMS OF LICENSES

Forms of permissions vary greatly from community licenses to individual custom-made agreements dozens of pages long

## Individual License



A License agreement between the publisher and the tournament organizer, which outlines the terms and conditions for the commercial use of the video game and related marketing activities, including broadcasting.

## General Community License



A form of License published online, usually on the video game's website, which grants the right to hold a tournament to anyone who complies with its terms and conditions.

# COMMUNITY LICENSES

Some video games that are suitable for phygital have community licenses from publishers.

## Games with community license

PHYGITAL FOOTBALL



EA FC 24

PHYGITAL SHOOTER  
(FPS)



CS 2,  
VALORANT

PHYGITAL SHOOTER  
(BATTLE ROYALE)



PUBG  
MOBILE,  
FORTNITE

## Games without community license

PHYGITAL  
BASKETBALL



NBA 2K24

PHYGITAL DANCING



JUST DANCE

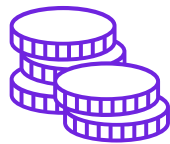
# COMMUNITY LICENSES USUALLY RESTRICTED



TV broadcasting option



Duration of tournament



Prize pool



Tier and number of participants

# HOW TO GET YOUR COMMUNITY LICENSE

## Application form filling

Filling in the tournament data in a special form. The application includes information about the prize pool, broadcast, tier of athletes, number of game days, availability of sponsors etc.

Games:   **FORTNITE**

## Without application form filling

If the tournament fits all the requirements described by the publisher, no application is required.

Games:  

A full list of community licenses, links to application forms, and a list of restrictions is available [here](#)

# STEPS TO OBTAIN COMMUNITY LICENSE

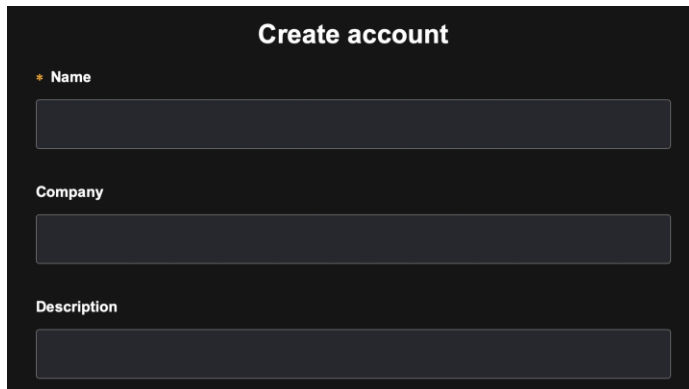
## Application form example



Phygital Shooter  
(Battle Royale)



1. Create account on official [3rdparty website](#) by filling in the company name and description



**Create account**

\* Name

Company

Description

2. Look at [Guideline](#) before you request a permission. Pay attention to all restrictions.

3. Click on

Request license

4. Choose requirements are met or not met

- ✓ Prize pool less than 500 USD
- ✓ Participants count less than 1000
- ✓ No sponsor brands involved
- ✓ No PMPL Pro teams involved

Requirements are met

Not fitting in the limits above

5. Fill in General information and Event information

\* Event Organizer/Brand/Person

Event Organizer Name / Brand Name / Person Name / Company Name

\* Email

6. Complete the application form and wait for a response in the mail

# STEPS TO OBTAIN COMMUNITY LICENSE 2

## Example without application form



1. Explore [Community Tournament Guidelines](#)



2. Make sure that your tournament is subject to the following restrictions:

- Prize pool <\$10k;
- TV broadcast is prohibited;
- You don't have any prohibited sponsors or partners;
- You may charge an entry fee of no more than \$20 USD, and other restrictions

3. If your tournament meets all the requirements, you may hold it without submitting an application form.

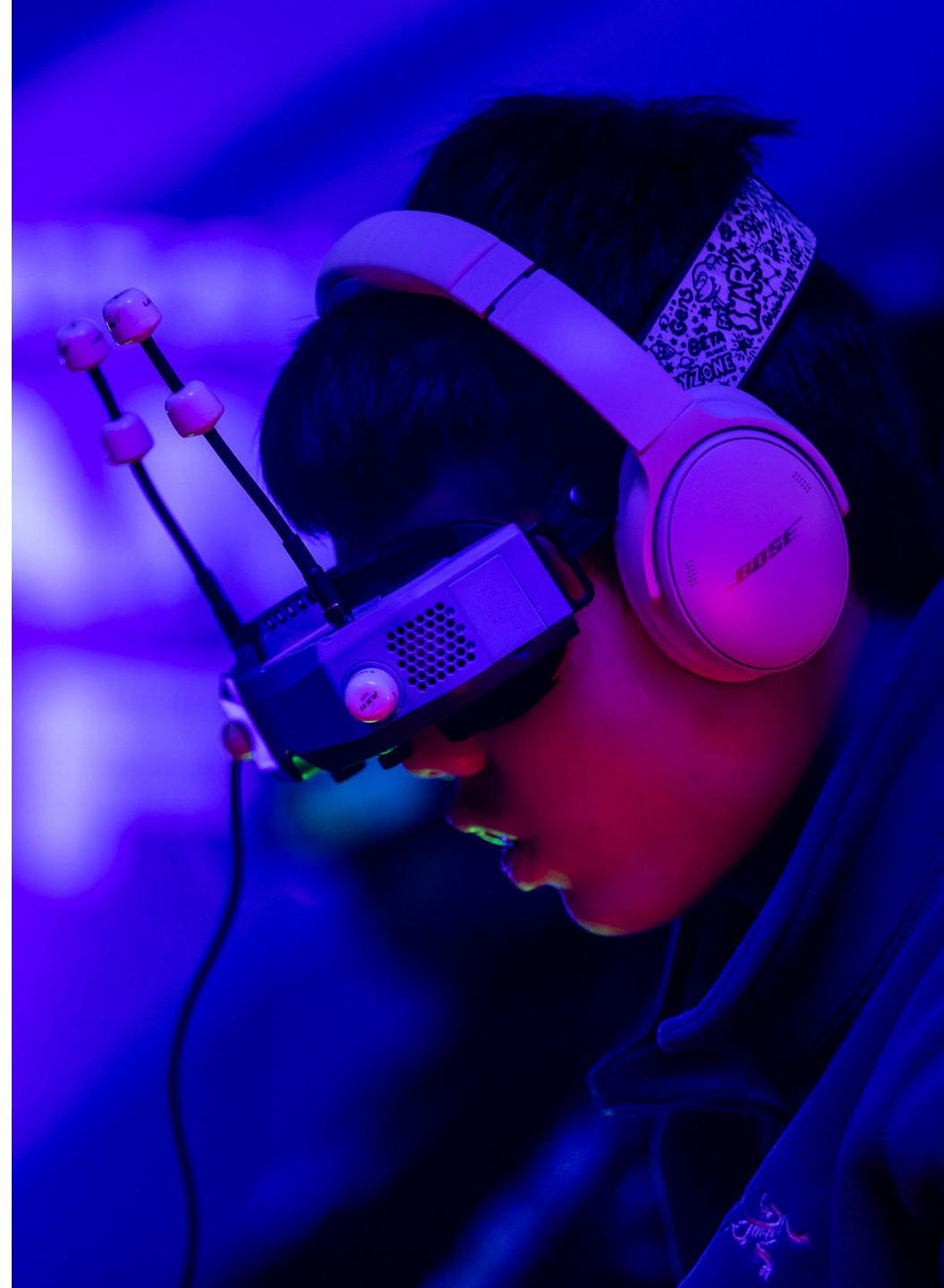
#### 4. **Important:**

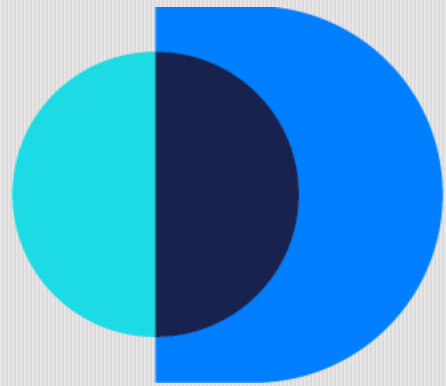
You may not use any EA or EA FC artwork, logos, or trademarks (including game logo treatments, or the name Electronic Arts, or EA) to promote your tournament!



If you have questions or need help contacting the publisher for issues beyond the community permissions, you can write to the

[gamelicensing@worldphygital.org](mailto:gamelicensing@worldphygital.org)





**WPC**

**World  
Phygital  
Community**