



STREAMING AT WTC 2026

PLAYER WELFARE & MEDIA RIGHTS

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INTRODUCTION

What follows are the protocols that will govern streaming related matters for our playerbase. The intent of this document is to explain the framework put in place to regulate streaming at the event from the streaming end but also how we manage player welfare and their individual rights while being part of a stream at WTC.

PLAYER IMAGE AND DATA RIGHTS IN RELATION TO COMMERCIAL USE OF STREAMED CONTENT

The WTC recognizes and acknowledges that players attending the WTC as competitors are not contracted performers and have not, by virtue of purchasing a ticket or registering for the event, consented to the commercial use of their image, likeness, name, or gameplay by any streaming entity. To govern this, we have added a protocol to capture any conflicts that may arise from this ahead of time so we can inform our streamers and avoid possible conflicts/situations due to the improper or unconsented use of player image and data rights. Mind that this does not restrict the use of general event footage in which individual players are not the primary or identifiable subject or posting footage from a streamed game online for the purpose of showcasing the game that was played.

PLAYER WELFARE CLAUSES

Our players are the foundation of the event, and their welfare and comfort takes precedence over streaming requirements in all circumstances. Where any conflict arises between the operational needs of a streaming entity and the welfare or preferences of a competing player, the player's welfare and preferences will take precedence. The WTC stream manager is empowered to make final decisions in any such situations and those decisions cannot be petitioned or challenged by any streaming entity. Note that the stream manager appointed by the WTC will not have access to the data listed under (A-c)).

The WTC is committed to ensuring that the presence of streaming at the event enhances rather than detracts from the experience of competing players. As indicated by the captains' preference of having more streams on site, the streaming program is a valued addition to the event, but it operates in service of the competitive experience and the competitive community and not the other way around.

PROTOCOLS GOVERNING PLAYERS ON STREAM

Any use of a player's image or likeness in streamed content as well as preferences regarding being on stream, will be subject to the player's preferences as recorded via the Pre-Event Preference Registration process.

No later than four weeks before the start of the WTC Team Event, the WTC will send a link to a google form to all team captains. This link will be sent to the email address submitted as the contact address when purchasing a ticket to the event.

Each captain then delegates the information to their players so each player can individually declare their preference regarding being on stream at the WTC and the use of their player image and data rights. Players are responsible for making sure the necessary information is captured via the online form by the stated deadline. No



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later than three weeks before the start of the WTC Team Event, the WTC will follow up once with team captains. If no follow-up was had by a player after the stated deadline from the second request, we will be reverting to the default assumption as listed below, and the team/player cannot retrospectively raise objections on the day of the event.

The WTC will compile and maintain a confidential list of players that have filled in the form with their preferences. This list will be shared with the WTC streaming manager (but not the reasons given under A-(c)) and also with the WTC streaming entities before the start of the event.

Player preferences declared in advance are the default position for the duration of the event. However, if there is a change in player circumstance that necessitates their withdrawal or a change in preferences (including but not limited to anxiety, health, or personal circumstances), this will be communicated and handled in consultation with their team captain and the WTC stream manager.

Pre-Event Preference Registration Process

A. *Player Comfort Preferences*

- (a) Player is comfortable being on stream without restriction.
- (b) Player is comfortable being on stream without audio (no player microphone but with commentary interaction for the stream that is not exigent on the players).
- (c) Player is not available for stream in this edition. Reason must be provided confidentially to the WTC. This reason will not be shared and only the WTC board will have access to this information but it is needed to help us best manage the particular circumstance as to why a player is unable to be part of a streamed game.

NOTE that when a preference has not been submitted by a player, the default answer to this preference will be recorded as (a) and that the stream manager appointed by the WTC will not have access to the data listed under (c).

B. *Player Image and Data Rights*

- (a) Player consents to the commercial use of their image, likeness, name, or gameplay by any streaming entity.
- (b) Player is open to discuss commercial use of their image, likeness, name or gameplay by any streaming entity but requires written permission and a formal contract prior to the use thereof.
- (c) Player does not consent to the commercial use of their image, likeness, name, or gameplay by any streaming entity.

NOTE that when a preference has not been submitted by a player, the default answer to this preference will be recorded as (c).

C. *Player Consent for data sharing*

- (a) Player consents to sharing the data as recorded per the form with the Captains Council Chair.
- (b) Player does not consent to sharing the data as recorded per the form with the Captains Council Chair.

As a reminder of the rules in place at the event, please read the core principles that are maintained at WTC in regards to streaming on the following two pages.



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CORE PRINCIPLES FOR STREAMING ENTITIES AT WTC

Any streaming is to be done in the most low-impact way possible, both to maintain the schedule and smooth running of the WTC, but also (and most importantly) to not negatively impact any players or active games. The WTC and the Streamers will work together towards the mutually beneficial goal of presenting the tournament in the best possible light so as to increase interest in both the WTC, Warmaster GT, WTC-associated events, and the content offered by the Streamers. Equally, streamers have a duty to not present players in any negative light.

The streamers will make themselves acquainted with our various rules, especially the chess clock management and discipline section, which can be accessed through our webpage, as they may be relevant and may come up during streamed games.

As a general rule, any and all streaming must be conducted in a manner that will not disturb or influence any games in any way whatsoever. What this entails is, but is not limited to:

1. Filming of the pairing process, either directly or indirectly, is strictly prohibited unless approval is acquired from both teams involved in the pairing process before the pairing begins. Filming of the pairing may not include any direct shots of things like laptops that the team may be using to assist in their pairing, or any confidential information that team may rely on to assist their pairings.
2. When a game is active the streamers nor any of their staff may communicate directly with the players at all. Communications with teams should be limited to any non-playing team staff or players that have finished their games.
3. Any filming of an active game, by means outside of the 'table-rig' (i.e. roving cameras) is to be done at a distance and should not in any way impede or get in the way of the players.
4. Any commentary of an active game must be done far enough away from the table so that neither player can reasonably hear, nor that a player gains some extra tactical insight, by overhearing the commentary.
5. If the table bosses need clarification of something from the players during an active game then this can only be done by contacting the coaches of both teams first. All communication must be done in English and all communication should be done in such a way that no tactical information is passed on to a player or coach from either team.
6. If either the Streamers or, potentially the audience watching, become aware of a mis-play by a player during a streamed game, that the opponent has not picked up upon, the streamers will take action and are to immediately request the assistance of an official WTC referee to resolve the issue. Whilst it is not the streamer's job to officiate games, by being a WTC partner they are expected to uphold the spirit of our event and assist the WTC referees to ensure that all games played on stream are done so in accordance with the rules of the game and our tournament, and assure a fair outcome for both players involved.
7. It is the Streamers' responsibility to ensure that the stream games are started and end as close to the tournament schedule as possible and brief them on streaming software to be used during the streamed session. It is not feasible to delay the tournament in any way due to stream games going overtime. In the case a game does get delayed, we expect the streaming crew to seek out and inform one of the event managers on site to discuss the best course of action.
8. For the Warmaster GT and WH40k WTC, streamed players will draw cards from a physical deck as primary method of mission generation, and as such the stream must accommodate manual insertion of missions to any tablets/screens which the players are expected to use. Since we have no control over the code each streamer implements, and to avoid any misgivings of foul play, a randomizer mechanic coded into the stream must not be the default way for players to generate objectives.
9. Scoring during the streamed game is optional for the players. Some of our players might not be comfortable/used to playing on stream and as such the extra onus of keeping tabs on the scoring via streamer tools should be managed from the streamer end in these cases. As such, scoring and score-tracking during a



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streamed game is the sole responsibility of the streaming entity. Players are under no obligation to operate, update, or interact with any streamer-provided scoring tools, overlays, or applications at any point during the game. Streamers are expected to have a process in place to track scores independently, whether through a dedicated crew member, table-mounted camera, or other means. Any disruption to score tracking caused by a player's non-interaction with streamer tools is not grounds for complaint to the WTC or for any adverse treatment of that player or their team.

10. Streamers are there to stream the games. They are not to be considered as an extension of a given team and assist teams in any operational aspect. There is a strict limit of 4 coaches and 1 non-playing captain that can be present in the gaming area at any given time to assist their teams. Streamers are in no way to be seen or used as a means to go over that limit and provide extra assistance to a team. Extra attention may be given to both players present at the table on stream, but streamers should be careful not to extend their care for the players or their role as a streamer beyond the streamed table.
11. Streaming crew may not approach a player before, during, or immediately after a game to request that the player participate in commentary, interviews, or any on-camera activity without the prior consent of the player. Any such requests must be made through the team captain or coach, and the player's decision is final and requires no explanation.
12. Streaming crew must not make any comment, gesture, or action – whether on stream or off – that could reasonably be interpreted as pressuring a player to participate in streaming, or that draws negative attention to a player's preference not to appear on stream.
13. Where a player has indicated a preference not to appear on stream, it is the responsibility of the streaming crew to ensure that neither the player's face, name, nor team affiliation is featured in any on-stream graphics, commentary, or highlights in a manner that identifies that individual, unless specific consent for that use has been obtained. For instance, let's say that Tom Adriany has an issue with being on stream. If you have an infograph that would show the results of the 8 matches you'd not be able to put his full name on your infograph and would instead have to show the info as Tom A. or T. A. in your infograph.

MORE QUESTIONS OR CONCERNS?

Please email to admin@worldteamchampionship.com if you have additional questions or concerns regarding streaming at the WTC.