



Research Unit
Press Information Bureau
Government of India



ESPORTS Tournament

The Ultimate Battleground for Gamers

(Ministry of Information & Broadcasting)

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Introduction

The **Esports Championship** plays a pivotal role in India's rapidly expanding esports scene, uniting top players to compete at the highest level. The Esports Championship 2025 organized by the **Esports Federation of India (ESFI)** is a key component of the World Audio Visual & Entertainment Summit (WAVES). Backed by the Ministry of Information & Broadcasting, It offers an exceptional platform to showcase innovation, foster talent, and shape the future of esports in India.



The **World Audio Visual & Entertainment Summit (WAVES)** in its first edition is a unique hub and spoke platform poised for the convergence of the entire Media and Entertainment (M&E) sector. The event is a premier global event that aims to bring the focus of the global M&E industry to India and connect it with the Indian M&E sector along with its talent.

The summit will take place from **May 1-4, 2025** at the Jio World Convention Centre & Jio World Gardens in Mumbai. **With a focus on four key pillars**—Broadcasting & Infotainment, AVGC-XR, Digital Media & Innovation, and Films-WAVES will bring together leaders, creators and technologists to showcase the future of India's entertainment industry.

Esports is a key component of **Pillar 2: AVGC-XR** (Animation, Visual Effects, Gaming, and Comics - Extended Reality) of WAVES. As of 15.02.2025, a total of 35,008 participants have taken part in the tournament. Esports competitions featuring eFootball and World Cricket Championship (WCC) are conducted in batches, each presenting exciting matchups, with the ultimate champions being crowned at WAVES.

Timeline

The WAVES Esports Championship 2025 (WESC2025) featured four online qualifying phases, with the eFootball and World Cricket Championship (WCC) phases already completed. The winners from each phase will now compete in the Grand Finale, which may be held online or offline, as decided by ESFI. Notably, the winner of eFootball from **Phase 1, Pavan Kampelli (aka "MrTomboy")**, has already claimed victory and will represent India in the eFootball segment at the **Asian Esports Games 2024 (AEG2024)**. The Grand Finale is the final event to determine the ultimate champions.



* ESFI has the discretion to modify the tournament format as needed.

Guidelines

Participants have adhered to the guidelines during registration and will continue to follow them throughout the tournament:

Eligibility: The tournament is open to all Indian citizens, regardless of gender, race, religion, or disability.

Age Requirement: Participants under 18 must be accompanied by a parent or guardian at their own expense.

Passport Validity: Participants must have a valid Indian passport with at least six months of validity for international travel (e.g., to Thailand for AEG2024).

Registration Deadline: Late registrations were not allowed at ESFI's discretion.

Accurate Information: Participants were advised to submit complete and accurate registration details; failure to do so may result in disqualification.

Team Roster: Changes to team rosters are allowed only before registration closes. No roster changes are permitted after the closing date, except in exceptional cases at ESFI's discretion.

Multiple Registrations: Players were not allowed to register with multiple teams or accounts. Violations may lead to disqualification.

False Information: If any information is found to be false or incomplete, ESFI reserves the right to disqualify the participant from the event.

Winning Team Roster: Once a team is declared a winner in any phase, no changes can be made to the roster, and the title will be awarded to the next highest-placed team if necessary.

Substitute Policy: Substitute players are allowed for team-based games in unforeseen circumstances but cannot alter the team after qualification.

Prizes

The winners of each phase in the WESC25 tournament will compete in the Main Event. The following are key points regarding the prize and participation:

1. **Qualification for Main Event:** Winners from each phase must confirm their availability and participation by the specified date set by ESFI, following any procedures mandated by ESFI. If the winners are unable to participate, the next best-ranked team or player will take their place.
2. **Opportunities Beyond WESC25:** The winning team or player(s) may be given the chance by ESFI to participate in additional esports events, both domestic and international, as deemed appropriate.
3. **Coaching and Training:** Winning players or teams must be available for coaching or training sessions arranged by ESFI.
4. **Additional Event Opportunities:** Winning teams or players may be invited to participate in other esports events at ESFI's discretion, both in India and internationally.

For WESC2025, the winners of each phase who qualify for the Main Event will have their air tickets, boarding, and lodging covered for the event.

Conclusion

Esports Championship marks a significant step in India's growing esports scene, blending competition with innovation and talent. As part of the World Audio Visual & Entertainment Summit (WAVES), it highlights India's role in the global esports landscape. With exciting opportunities for participants, WESC25 is poised to inspire the next generation of esports champions and shape the future of the entertainment industry in India.

References

- ❖ <https://wavesindia.org/challenges-2025>
- ❖ <https://wesc2025.esportsfederation.in/>
- ❖ <https://pib.gov.in/PressReleaseIframePage.aspx?PRID=2050194>
- ❖ [Guidelines and Regulations for the Tournament](#)

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