

ECS is inviting teams to sign up for co-ownership of the league

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 **Zorine Te**
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ECS is the largest non-publisher owned league in the world. (Facelt)

The Esports Championships Series [Counter-Strike: Global Offensive](#) Season 2 finals are around the corner, but the event marks a turning point for large esports leagues and the relationship they have with professional teams.

Detailed in an announcement by Facelt which Yahoo Esports attended, ECS is offering teams the opportunity sign up as a member of the league and gain co-ownership. Teams who do this gain membership to the league and partake in its success via revenue share with a guaranteed minimum payout amount. These teams essentially become shareholders.

The league has a governing committee that allegedly represents the teams and players. This committee is made up of representatives who are nominated by league members. It is involved in the operation and management of the league through making suggestions for improvement to the structure, the payout of fees to teams, and other regulations.

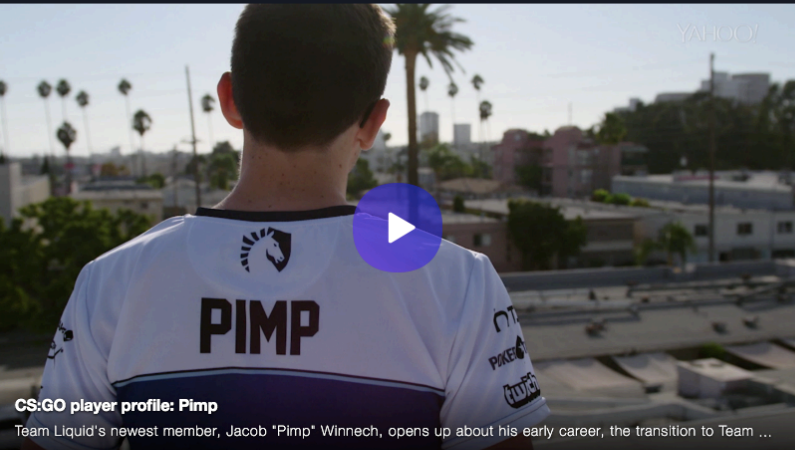
More importantly, the governing committee acts as a platform in proposing disciplinary procedures that regulate the league and all its participants. It decides how disciplinary action for players is taken.

Not all teams have signed on to be members of the league. Facelt has confirmed that 13 out of 20 teams have taken up membership, and that two teams are still in discussions to join.

According to Facelt, this model makes it easier to plan multi-year events, bringing more stability to the scene. In addition, the money paid out to teams that are members can then be distributed to their players, boosting income. While Valve has some input in the tournament, the company is not directly involved with organisation, making ECS the largest non-publisher owned league.

ECS's membership league was first announced in April this year, although the details of the arrangement were not publicly revealed at the time. Similarly, in May this year ESL formed the World eSports Association (WESA) with various competitive teams in an effort to "set rules and regulations for esports."

The ECS Season 2 finals will be hosted at Anaheim Convention Center from December 10-11. It will feature four European teams and four North American teams who have qualified by placing top four in the European and North American Leagues respectively.



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