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Berlin, 28 November, 2017




Home > C1 - All > ELIGA, a Team-Owned Polish CS:GO League, Will Share Profits Between All Participants

## ELIGA, a Team-Owned Polish CS:GO League, Will Share Profits Between All Participants



# ELIGA

 Graham Ashton  Graham\_\_Ashton  Jul 5, 2017



ELIGA, a sole team-owned *Counter-Strike: Global Offensive* league for Poland, has been announced at a **press conference** by its two co-founding members, **Team Kinguin** ▲

## Pride Gaming.

Other Polish teams Izako Boars, AGO Gaming, Team PACT will be offered a place in ELIGA's ownership structure, following the conclusion of its inaugural season, in November.

Viktor Wanli, founder of Kinguin, told The Esports Observer that ELIGA is a means to take control of Polish esports, and establish the scene within the world's five largest esports economies:

"We see the way to develop it is mainly through improved capitalisation of teams themselves. Teams should be able to pay not only a minimum living salary, but they should be able to invest into buyouts, even from abroad. They should be able to create more quality content, and employ professional business management staff to take care of the organisation."

ELIGA will run with a hybrid-franchise model. The number of permanent league slots will increase by two every year, with new teams earning an initial place through official qualifiers. After each season concludes, teams will have the option to join the ownership structure, and guarantee their spots next season.

According to Viktor, the optimal number of teams that should be playing in the league by 2020 will be fourteen to sixteen, maximum. He added that at least until 2019, ELIGA was not planning any relegation system.

The league will be open even to player-owned organisations, or those with little structure at all. However, to join the ownership structure, teams must either legally establish themselves as a limited company, or they can only receive shared distribution from the league's revenues. "We want established organisations that are able to capitalize more quickly," says Viktor "we see this as a significant element of the whole puzzle."

To join the ownership structure, teams must legally establish

ELIGA only manages the distribution of income, and is not a league operator in of itself. That said, ELIGA will run its own inaugural season, partly as a cost-saving measure, to deliver a proof-of-concept, and to give teams time to negotiate the league structure for 2018. Th the specific schedule is yet to be released, season

themselves as a limited company, however they will still receive shared revenues.

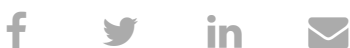
zero will run over a rough two-month time frame beginning in July, and will include one weekly offline match held at a studio in Warsaw, Poland's capital. Eliga is currently in negotiations with FACEIT to handle its online productions.

When it comes to player disputes, the CEO of ELIGA, Jakub Paluch, will act as a neutral persona. An esports veteran who has served on the board for PGS Gaming, Jakub is also a lawyer, and helped create ELIGA's legal framework. He has already served as the arbiter in a "test" dispute between Team Kinguin and Pride Gaming. "Of course, the test wasn't intended in any way," said Viktor. "However, there was a player switch between the two teams, and we were not in complete agreement in how it was supposed to be handled."

When one thinks "player-owned league", there are instant flashbacks to the **Professional Esports Association**. Before it refocused on player welfare, PEA tried to establish its own **CS:GO** season, but ran **into exclusivity disputes** regarding the WESA-sanctioned ESL Pro League. "We believe actually we can synchronize with **ESL** in the local market," Viktor said when asked about the lessons learnt from last year. "We also had talks with other major tournament organisers in the market, like Fantasy Esport, and are on the way to have synchronized schedules and even compatibility with our business models for 2018."

"We don't want a situation where there is one or two top local teams, and the rest of the scene lags extremely behind."

ELIGA teams with international players must keep a three-to-two ratio with Polish players. Viktor compares this stipulation to that of the Premier League and Bundesliga in football, where non-native players can help fledgling esports organisations raise their capital and compete on the international level. "We don't want a situation where there is one or two top local teams, and the rest of the scene lags extremely behind."



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