Copyright and Publication Guidelines of WPF Puzzles

Context

This document provides rules regarding the use of Puzzles (term used to cover Sudoku and all other Puzzles) proposed in events organized under the auspices of WPF.

The scope of events thus includes in particular the World Sudoku and Puzzle Championships (WSPC), the Grand Prix Series (GP), the World Junior Sudoku Championship (WJSC) and continental events such as the Asian Sudoku Championship (ASC) and European Sudoku Championship (ESC). Different rules may apply to different events, given different publication opportunities and needs.

In some situations, rules are precise enough for a strict application and defined in this document. In other situations, including uses that may appear in the future, these rules should serve as guidelines, which may be complemented by more detailed appendices.

These rules replace the former document on this matter, which did not properly address several current situations WPF and the Puzzle community are facing, particularly digital publication issues. They apply to forthcoming events as of September 2026, and must also be used as guidelines for past events in case of doubt particularly if making new publications using earlier Puzzles.

Foreword and objectives

The WPF strategy, as discussed in recent General Assemblies and consistent with its statutes, is to improve the visibility of both the WPF brand and “WPF-type” Puzzles and Sudoku. The Copyright rules should not be an obstacle to this strategy.

However, WPF must also protect the rights of authors and organizations that produce high-quality hand-made puzzles. Moreover, the various uses of competition puzzles have been a historic membership benefit and should continue to be.

In this context:

- The following rules should be considered as a protection of rights, to prevent a possible situation where large-scale use of WPF puzzles by an entity would generate significant revenue with no benefit to the WPF or the authors.
- As needed, the WPF will work proactively with publishers to resolve possible demands to allow for different forms of publications including changing or waiving the fees owed, as long as the financial impact is limited and/or positive impact in terms of Puzzles development is explained.

Relationships between authors and event organizers

Authoring rights (including copyright) belong to Puzzle authors unless assigned to an event organizer as part of their own agreements with an event organizer. The WPF will then have an agreement with the event organizer to get its own license to publish or sublicense Puzzles following the standards outlined below.

The following copyright rules must be communicated by organizers to all Puzzle authors they collaborate with for events organized under the auspices of WPF. All contractual (or informal) agreements between two such parties must refer to these copyright rules and should not be inconsistent with the rules. In particular, to promote hand-crafted puzzles and their authors, attribution is always expected as part of these agreements regardless of financial structure.

Attribution

Every republished puzzle must state the **author's name** (unless unknown), **event name, and year**, and include the **WPF name and logo**. This applies to all materials, in print or digital form, for promotional as well as commercial uses.

Appendix 2 lists some methods of fulfilling the attribution requirements regarding WPF name and logo.

The following sections describe specific permitted uses for Puzzles from different event series, including by the WPF, Member Associations, and others.

A - WPF Grand Prix Puzzles

Upcoming Sudoku and Puzzle Grand Prix rounds will be published online listing a Creative Commons Attribution-NonCommercial-ShareAlike.

Under this license, the public is granted the freedom to share the work, which means anyone can safely copy, distribute, and transmit the material in any medium or format.

- The first condition is **Attribution (BY)**, requiring users to give appropriate credit (author, date of GP publication, source, and a link to the license) and indicate if any changes were made. This Creative Commons license is therefore consistent with the general attribution goals of any license of WPF puzzles.
- The second condition is **NonCommercial (NC)**, which explicitly prohibits the work from being used for commercial purposes or financial gain.
- The final condition is **ShareAlike (SA)**, meaning that if the user builds upon the material (e.g., produces a video solving of a Puzzle), they must release the material with the same license – and specifically not make profit from the material.

Additionally:

- Certain forms of reformatting the material are permitted, including sharing Puzzles with rules translated into another language.
- To allow broader use of puzzle instructions and example puzzles, these will be released under a CC-BY license to ensure attribution is kept but not require "Share Alike".
- Any use that may generate direct or indirect revenue requires pre-approval from WPF (by seeking an appropriate license limited to a specific commercial use when needed)
    - Example 1: solving video of GP Puzzles on monetized channel, particularly with a high viewer count

Example 2: print publication, whether a book or periodical that includes Grand Prix puzzles

- The WPF reserves the right to ask for royalties, on a case-by-case basis, of which a % will be sent back to owners of Puzzles rights (see appendix 1 for % applied). No royalties will be asked if financial stakes are minimal and/or the project demonstrates positive impact on Puzzle awareness to its audience

In the absence of clear licenses applied to past Grand Prix rounds at the time of release, these licensing rules will serve as guidelines and the goals of attribution and separate commercial agreements (if needed) will be highlighted to any individual or company not following these guidelines for WPF GP content.

B - WSPC Puzzles

B1. Delivery and Distribution of the puzzles to WSPC Participants

- Following the championship, **the WSPC organizer** is required to provide the WPF with print-quality PDF files of all Puzzle Booklets, Instruction Booklets, and Solution Booklets.
- Just as WSPC organizer is required to provide all files to WPF, so is **WPF** required to distribute them to Participants either through Member Associations or directly. WSPC participants will use the files for personal use only and not redistribute them to non-participants.

B2. Access to WSPC files by other individuals

WSPC files are intended for personal use only, with sharing and commercial permissions described in sections B3 and B4.

Individuals who have not participated in WSPC can access WSPC files through the following means:

- **WPF Members (national organizations):**
  - **Latest WSPC:** WPF Members can provide files of latest WSPC upon request exclusively to their "affiliated members" (registered members or individuals who took part in their national championships – other definition of "affiliation" possible after approval from WPF).
    These files should in no way be made publicly available to a broad public e.g. by posting them on a website or social media.
  - **Past Archives:** Archive files from earlier WSPCs can be purchased by "affiliated members" from WPF with a 25% discount.
- **Individual Members** get free access to WSPC puzzles, provided their membership fee was paid for the year in which the championship took place.
  Archives from years they were not members can be bought with a 25% reduction.
- **General public** can purchase WSPC archive files for standard price from the WPF website.

- **50% of revenues** (net of transaction costs and reduction) derived from sales of WSPC archives by WPF will be **paid back to WSPC organizers**. (The possible sharing of any revenue between the organizers and the Puzzle authors should be established in their own informal or written agreements, which may take different forms including fixed payments per puzzle, some royalty sharing, or other arrangements.)

B3. Promotion and Media

- **Promotional Use Limit:** Anyone (including media organizations or others producing informational content, with no relation to WPF or its Member Organizations) can publish up to 10 Sudokus from latest WSC and 10 Puzzles from latest WPC for free, with no need to notify WPF.
  This use of ca. 5-10% of WSPC material is meant to promote the event, in digital or print format, with or without additional content (e.g., solving videos). Example puzzles are often included alongside such uses and should also not happen at any higher rate (no more than 5-10% of examples).
  Note that Attribution rules, as defined above and in Appendix 2, apply in this context with no specificity.

- **Using more and/or older WSPC content requires prior approval from WPF, even if no direct revenue is generated**.
  Depending on audience and type of content, WPF will define the scope made available, across which publication methods, and the potential royalty scheme and required reporting. Once again, no royalties and limited reporting will be required if financial gain (direct or indirect) is limited and/or impact on WPF brand and Puzzles awareness is significant. But a specific license / agreement is expected to use this copyrighted material consistent with industry standards.

B4. Commercial Publishing and Sales

- **Printed puzzles of latest WSPC:** WPF Members retain exclusive print publishing rights in their country for 1 year with no royalties served to WPF and WSPC organizers. This applies to books, magazines, and anthologies, but not to online sales.
  A WPF Member may partner with a local publisher. In this case, any revenue the Member gets from publisher can be kept by the Member. Publications that may have more global reach and interfere with another WPF Member ability to publish should be brought to the attention of the WPF.

- **Printed puzzles of earlier WSPCs**
  - After one year, the print publication rights become non-exclusive. The WPF can then sell rights to third parties as well as WPF Members within their own countries.
  - Notification: WPF Members must notify the WPF Board before launching any new commercial or public distribution scheme (not needed if for promotional use only).

- Royalties: WPF reserves the right to apply royalties in this situation. As stated in the Foreword section, this right may be waived if distribution scheme is considered helpful in developing awareness of Puzzles and WPF.
    - Level of royalties will be discussed on a case-by-case basis. Appendices to these Copyright rules may be added over time to provide details in terms of standard royalties for various publishing schemes between Member and publisher (e.g., flat fee or % of revenues)
    - If distribution scheme is launched with no prior notification, WPF will apply royalties of 0.03€ per puzzle per sale (with Team rounds equivalent to several puzzles based on solving time).
      Moreover, WPF may take action against Member, including suspending membership, in particularly severe situations where not following these guidelines
    - A defined % of royalties perceived by WPF will be paid back to WSPC organizers (to then potentially share with authors through their own arrangements) – see Appendix 1 for value of %
- Reporting: WPF will define format of reporting in terms of content and frequency. WPF will make sure the level of reporting is proportionate to the estimated reach of publication – so that publishing initiatives by Members are not hindered by reporting

- **Sales in Digital format:**
    - The initial digital format for WSPC events will be full sets of WSPC PDF files sold by the WPF website as part of an archive of past championships
        - These sets are available through WPF distribution channels – see sections B1 and B2
        - With specific WPF approval, other entities may be allowed to distribute these sets. WPF approval will include an agreement on sales price and revenue coming back to WPF, of which a % will be paid back to WSPC organizers – see Appendix 1 for value of %
    - Other digital sales may include partial sets and/or puzzles complemented with value-added components (e.g., translation, solving hints, detailed comments) and in other forms such as mobile applications for solving digitally. Because of the global nature of almost any digital product, the WPF should be a party to any agreement licensing puzzles for digital uses, even if the opportunity starts from the WSPC organizing team for a given year.
      For such sales, rules are the same as those listed in the paragraph “Printed puzzles of earlier WSPCs” (Notification, Royalties, Reporting)

C – Puzzles from other events (including WJSC, ASC, ESC)

Rules remain to be defined, following discussions with organizers of recent events.

In the meantime:
- Rules for WSPC may be used as guidelines, to be adjusted if necessary
- We encourage organizers to establish agreements with authors that would respect WSPC rules, including attribution goals and puzzle visibility goals, when licensing content for the events and future publications.

List of appendices:

Appendix 1 - % of royalties sent back to event organizers and authors

Appendix 2 - Some methods of fulfilling the attribution requirements

Appendix 1 - % of royalties sent back to event organizers and authors

These % are proposed as of October 2026, and may be adjusted at a later date by a decision of WPF General Assembly.
On a case-by-case basis, with the agreement of concerned organizers and authors, WPF may apply different %

Situation A – exceptional commercial use of Grand Prix Puzzles

If WPF enters an agreement with an entity that generates royalties to WPF, 40% of these royalties will be sent back to GP authors or the WPF member that represents them. This value takes into account the fact that (1) editing work was performed by WPF (2) authors already received a fixed compensation from WPF.

Situation B.4 – commercial use of WSPC Puzzles

If WPF enters an agreement with an entity that generates royalties to WPF, 80% of these royalties will be sent back to WSPC organizers. This value takes into account the fact that (1) editing work was performed by WSPC organizers (2) WSPC organizers and their authors received no other compensation from WPF.
This % applies to print publication of WSPC Puzzles after year 1 and to sales in digital format.

Appendix 2 - Some methods of fulfilling the attribution requirements

- For single puzzles, attribution including WPF logo must appear near the puzzle if in print or an app, in a clear place in the introduction and description of a solving video, and similarly for other media.

- When multiple puzzles are released as a collection, a single prominent place with WPF logo and an attribution note for the collection is also allowed. For example, "Puzzles on the next four pages are all from ..."

- However, if mixing WPF and non-WPF puzzles within a particular collection such as on the same page, then a specific attribution for each WPF puzzle should be clearly near those and not near others so it is clear what authors and sources have been used.

- If in doubt, please ask the WPF to review a possible handling to ensure best attribution practices are followed.