



Counter-Strike: Global Offensive Rulebook PolyWAN I



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1 General

These regulations will be the reference document during the Game tournament of the PolyWAN I event (hereinafter "PolyWAN") which will take place from May 08 to 09, 2021. These regulations are available in several languages. If an individual rulebook differs from another, the English version prevails and is, in all cases, correct.

1.1 Recipients

These rules apply to all people participating in the Counter Strike: Global Offensive tournament (hereinafter: "Abbreviation CS: GO" or "Game"), but also to their organization and team, including their coaches, managers, owners, members and employees. (All of these people are referred to as "tournament members" throughout the remainder of this document). By taking part in this tournament, each tournament member guarantees that he is aware of the content of these regulations and agrees to abide by them in their entirety.

1.2 Stream

It is possible to stream the tournament only if the match is not streamed by the tournament organizers or by any other licensed third-party broadcaster. A 105 second delay is mandatory on the stream. If these conditions are not respected, a sanction can be taken.

2 Tournament Information

2.1 Admins

PolyWAN I admins are :

- Dowo#5672
- Lor1#2099

2.2 Tournament Management Platform

The official management platform for the tournament will be [Battlefy](#). Please be sure that each member of your team has an active and usable account.

2.3 Tournament Format

The tournament is played in 2 stages.

- **Step 1** : Pools in Best-of-1 format, 4 pools of 4 teams. The first 8 teams qualify for stage 2. Group seeding will be done according to the results of the last tournaments in Switzerland & Europe (online and offline).
- **Step 2** : Double elimination in Best-of-1/3 format. The seeding of the tournament tree will be done according to the results of the previous group stages (example. 1st A vs 2nd B).
- The tournament format can be changed depending on the number of participants.

2.4 Tiebreaker

In the event of a tie after step 1, the direct result counts. In the case of a triple tie the difference in rounds between the three teams count.

2.5 Tournament schedule

The tournament starts on Saturday at 10:30 am. Which means that the match must start at this time. The rest of the tournament schedule can be found on Battlefy. Depending on the number of participants, there could be changes. The detailed schedule, including round start time, breaks and tournament end time, will be published on Friday May 07, 2021 after registration closes.

2.6 Communication

2.6.1 General communication

All tournament communication will be on [Discord](#).

2.6.2 In-game communication

Communication between teams for each individual game will be done directly on the game chat directly.

2.6.3 Decision problem

In the event that a tournament member (or a team) does not agree with a decision taken by an admin, captain or manager (or the tournament member in the event that there is no captain or manager) has the opportunity to review the issue and decision with the Referee Panel.

3 Team

3.1 Composition of a team

The maximum number of people in a team is 9 people. There are at least 5 players (hereinafter "roster"), and a maximum of 2 substitutes, 1 coach and 1 manager can be added to this. Only roster members can be in contact during a match. These regulations apply to all team members.

3.2 Captain

The team captain is the roster member in charge of his team with the people who organize the tournament. The team captain must remain the same person throughout the tournament. They must take care of announcing their team before the start of the tournament, official complaints, or any other problem with the people who organize the tournament. In the event of a problem, the coach and captain are the only people authorized to interact with the admins (for any discussion relating to a match or their team) and they must ensure this.

3.3 Substitute

A substitute can swap places with a roster member at any time during the tournament as long as the change takes place before the start of a game. The substitute is not allowed to speak to other roster members during the match played.

3.4 Coach

The coach can also assist the team captain for any interaction with the admins. Coach and captain are the only people authorized to dialogue with the admins for all questions relating to a match.

4 Settings

4.1 Server

PolyWAN's servers are located at the EPFL premises in Lausanne, Switzerland.

4.2 Match Settings

Mode: 5v5

Mappool:

- de_dust2
- de_vertigo
- de_inferno
- de_nuke
- de_train
- de_overpass
- de_mirage

4.3 Scripts and third-party software

4.3.1 Illegal scripts

The majority of scripts are illegal (except to buy weapons or demo scripts). Here are some examples of illegal scripts :

- Stop shoot scripts
- Center view scripts
- Turn scripts
- No recoil scripts
- Burst fire scripts
- Rate changers
- FPS scripts
- Anti flash scripts or binding
- Stop sound scripts

4.3.2 Illegal command or startup parameters

The following command is prohibited :

- mat_hdr

The following commands in launch options are prohibited:

- +mat_hdr_enables 0/1
- +mat_hdr_level 0/1/2

4.3.3 Overlays

All In-Game overlays except below are prohibited:

- cl_showpos 1
- cl_showfps 1
- net_graph 0/1

The HUD can be changed as long as no information that is available in the standard HUD is deleted or tampered with. If you are using a custom HUD, it should be readable. If an admin is hampered in their work due to unreadable HUDs, action can be taken. Custom files are only allowed for your HUD and GUI. Other custom files are prohibited, including custom models, modified textures or sounds (volume, soundscapes).

4.3.4 Prohibited software or prohibited component

Altering game graphics or textures with the help of drivers like Videocard or similar tools is illegal. Also, any sort of overlay that displays system performance while playing (eg Nvidia SLI Display, RivaTuner overlays) is illegal. Tools that only display FPS are legal. Any hardware that helps the player by any means is prohibited. You will be punished regardless of whether the changes were made using external hardware or software.

4.3.5 Screen color

Use of the 16-bit display is prohibited.

4.3.6 Contents of the config file

In the config folder you are only allowed to have config files. Photos, demos, screenshots and compressed files are prohibited. If an administrator is hampered in his work due to too many unclear configuration files, action can be taken.

4.4 Server setting

- Max rounds : 30 (mp_maxrounds 30)
- Round time : 1.92 (mp_roundtime 1.92)
- Freeze time : 15 seconds (mp_freezetime 15)
- Buy time : 15 seconds (mp_buytime 15)
- Overtime rounds : 6 (mp_overtime_maxrounds 6)
- Overtime start money : 10000 (mp_overtime_startmoney 10000)
- Half time : 30 seconds (mp_halftime_duration 30)

The server configuration parameters have been adopted from the version 18.01.2016. of ESL. The servers use a tickrate of 128. The link to find all the config: <https://play.eslgaming.com/d>

Commands added by us :

- tv_enable 1
- tv_delay 105

4.5 Skins/Models

Skins or models are prohibited for the duration of the tournament. You must select the default skin. If the error is told to the admins after the end of the game, no penalty will be taken. The first time a team is taken with one or more default skin (s), a warning will be issued. From the second time, the match will be considered lost.

5 Progress of Matches

5.1 Hardware installation

Tournament members are responsible for the proper installation of their equipment and their operation. This includes supplying and installing the correct drivers if necessary, as well as the correct cables and adapters.

5.2 Convocation

The call-in time is the time at which tournament members must be present to play their official match. This convocation time is indicated on the tournament schedule. The order of games is important. The match at the top of the list of matches to be played should always be played first. Tournament members are encouraged to be present and ready a few minutes before the call time to avoid any unforeseeable delays. If tournament members on either side are ready before the call-up time, they are allowed to start their match before the scheduled time, provided they complete all of their matches in the scheduled order.

5.3 Before the match

5.3.1 Time of matches

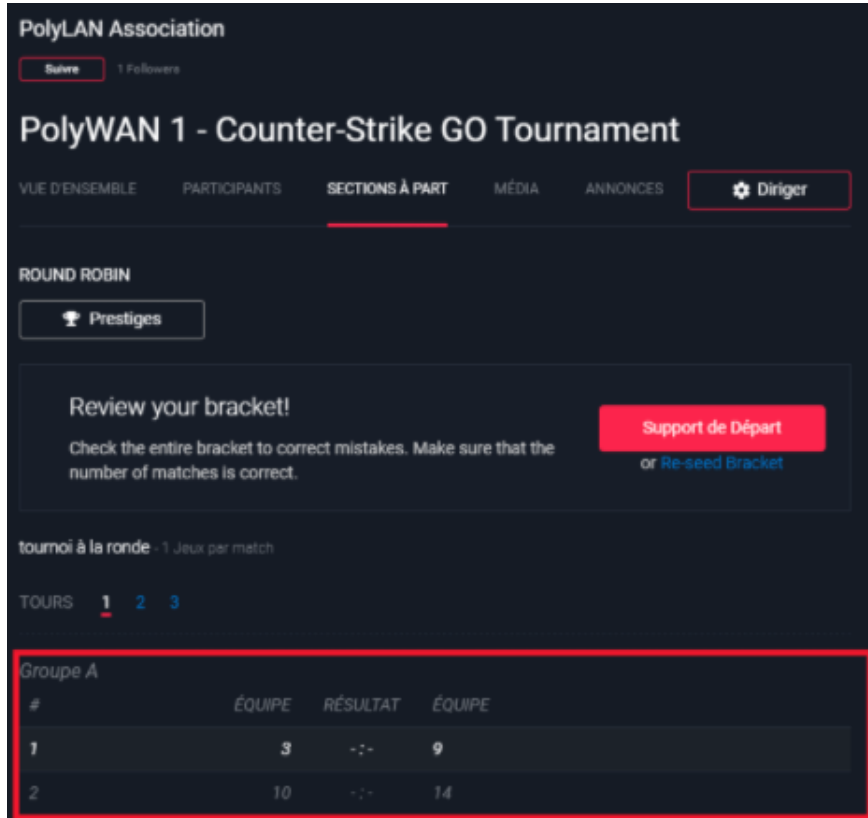
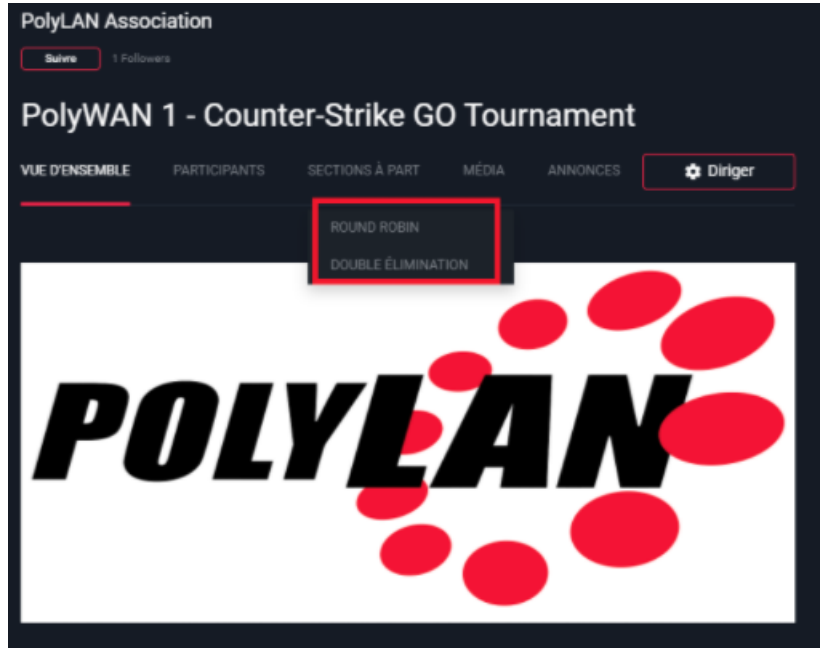
Tournament members should regularly check the published schedule in case any adjustments / modifications take place and make sure not to cause the tournament to be delayed.

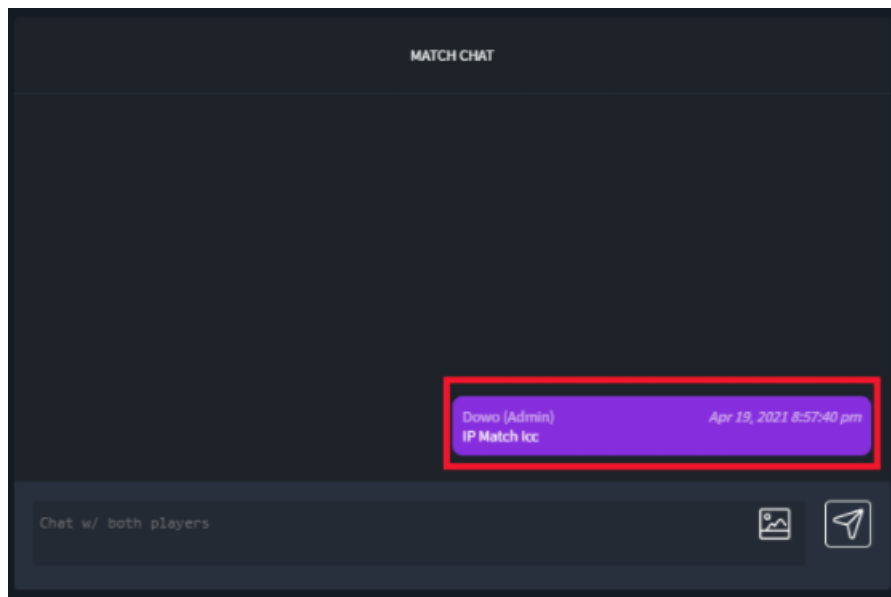
5.3.2 Connection to the server

Each member of a roster is authorized to connect to the server on which his team's match is to take place. A member of a roster can be identified through their Steam ID. If a member of a roster cannot connect to the server, a person in charge (captain or coach) is requested to immediately contact the admins.

5.3.2.1 Match IP

Tournament IPs can be found in the match battlefy chat.





5.3.3 Pick / Ban

The veto map is done directly on the server. When both teams are ready to play, the server will initiate the veto map process.

5.3.3.1 Map selection process during a BO1

To choose on which map the match will be played, the ban will be done as follows :

- The top team in the tree is considered team A. The other team is by definition team B.
- Team A starts ban followed by Team B until there is only one map left. This map will be played.
- A cut round will be played to define the side of the teams.

5.3.3.2 Map selection process during a BO3

To choose on which map the match will be played, the ban will be done as follows :

- The top team in the tree is considered team A. The other team is by definition team B.
- Team A starts banned followed by Team B.
- Team A chooses one of the five remaining maps, this will be the first map played during the showdown. Team B chooses the side of the first game.
- Team B chooses one of the four remaining maps, this will be the second map played during the showdown. Team A chooses the side of the second game.
- Team A starts ban followed by Team B.
- The remaining map will be played for the tiebreaker. A cut round will be played to define the side of the teams.

5.3.3.3 Map selection process during the Grand Final

For the Grand Final, the map selection process is as follows :

- The winning team of the winner bracket is team A. The team coming from the lower bracket is considered as team B.
- Team A chooses a map, this will be the first map played during the showdown. item Team B chooses the side of the first game.
- Team B bans a map followed by Team A.
- Team B chooses one of the four remaining maps, this will be the second map played during the showdown. The team chooses the side of the second game.
- Team A bans a map followed by Team B.
- The remaining map will be played for the tiebreaker. A cut round will be played in order to define the side of the teams.

5.3.4 Delayed start of the match

In the event that unintentional technical difficulties should lead to the inability to start a match more than 15 minutes after the start of the round, an admin may, at his sole discretion and depending on the points and the situation, exceptionally confer a victory.

5.4 During the match

5.4.1 Demo

It is mandatory to register a demo for each game played. The latter may be requested for the duration of the tournament. Any lack of a demo when requesting a member of the organization will result in penalties.

5.4.2 Warmup

Before the start of the match, both teams must signal that they are ready by typing the command “! Ready”. If a roster member has temporary problems, they can revoke their loan status by entering the “! Unready” command. To force your team to be ready to begin, any roster member can write the “! Forceready” command, which sets all roster members to be ready.

5.4.3 Technical break

If you have a problem that prevents you from playing, you are allowed to use the technical break. You must announce the reason before or immediately after using it. If no reason is given, the opposing team can reactivate the game and continue playing. Reactivating or pausing the game without any reason may lead to a sanction.

The technical break can be used by all members of a roster on the server using this “! Tech” command.

To resume the match, the two teams must type the command “! Unpause” in the chat.

5.4.4 Tactical break

Each team has 4 breaks of 30 seconds available for each map. These can be taken separately or all in succession at the same freeze time. To request a break, roster members must type the command "! Pause" in the chat.

5.4.5 Communication

Throughout the duration of a match, any communication reaching a member of a roster must be limited only to other members of his roster playing with them in that match. No other communication is permitted. When a break is activated in the game, they are allowed to speak with the coach, the substitute and with the people who organize the tournament but all other communication is prohibited.

5.4.6 Overtime

In the event of a tie (15-15), an overtime will be played with an MR3 and 10,000 \$ of start money. At the start of the overtime, the teams stay on the last side played (CT, T). They change sides after 3 rounds. The teams continue the overtimes until a winner is determined.

5.4.7 Round backup

In some cases, the round can be restored by admins. Restoration requests can only be made in the following cases:

- Disconnecting a roster member
- Instant server latency
- Server config error

In the event of a roster member's disconnection or instant server latency, the round can only be restored if no damage has been inflicted before the server disconnection or instantaneous latency occurs.

5.4.8 Unintentional interruption of a match

If a match is unintentionally interrupted (crash, network disconnection, ...) a technical break must be made and the admins must be notified.

The wait time for a member of a disconnected roster is 10 minutes. If the roster member joins the game on time, the match can be resumed. If after 10 minutes the missing roster member is not reconnected, the match continues with one less roster member. No amicable settlement is allowed without the agreement of an admin. The admins will be able, in case of validation, to monitor that the conditions are respected. All arrangements made amicably without official validation will be ignored by admins and considered null and void in the event of a dispute.

5.4.9 Technical / Medical Emergency

In the event of a medical emergency or a technical problem, the match is interrupted and depending on the case, the admins can decide at their sole discretion the outcome of the game.

5.5 After the game

5.5.1 Investigation request

If a team has suspicion of cheating against a member of an opposing roster. The captain must go and inform the admins. They will look at the gotv only on the roster member concerned to know if the suspicion of cheating is true, the “record” of the roster member can be requested. If the roster member in question is unable to provide their demo, the match will be considered forfeit.

6 Rule violations

6.1 Prohibited action and bug

6.1.1 Bombs

It is forbidden to plant the bomb in a way that it can no longer be reached. Places that can be reached with the help of a teammate are allowed.

6.1.2 Climbing

Boosts with the help of teammates are allowed. It is not allowed to reach positions where textures disappear in walls or patterns if a special movement (eg a jump) is required.

6.1.3 Boosting, sky walking, sharking

Boosting through walls, ceilings, floor, pixels or invisible surfaces as well as sky walking, floating and sharking are prohibited.

6.2 Suicide

It is forbidden to commit suicide via the console.

6.3 Other

The use of bugs is generally not allowed. If a bug that is not listed in the regulations is used, an admin will decide if action will be taken.

6.4 Disqualification and expulsion

After an admin has studied a violation of the rules, a team that has received a sanction may also suffer several automatic defeats, disqualification from the team or even expulsion from the team. A disqualified team automatically loses all of its next matches and loses all rights and prizes and prizes it might have received. In a group stage, all the results of the previous matches are converted into defeat. In a final phase, the previous match is converted into a defeat and its previous opponent advances to the next round in place of the eliminated team.

7 General provisions

7.1 Health

In order to avoid any medical problems resulting from the tournament, tournament members must ensure that they do not fall prey to health problems incompatible with the world of video games or the tournament. Screens, crowds or noise cannot be held responsible for any physical or psychological complications for tournament members.

8 Terminology

8.1 Best-of-X

If a match is played in Best-of-X, a maximum of X rounds (or sets) are played. The match is considered won if a team or player wins more than half of the sets (or sets). The remaining rounds (or sets) are not played.

SESF STANDARDS REGARDING THE ORGANIZATION OF ESPORT COMPETITIONS

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Swiss Esports Federation
Schweizerischer Esports Verband
Fédération Suisse d'Esports
Federazione Svizzera di Esports

PREAMBLE

At the SESF, we believe that Esport should take place in a fair environment, implying amongst other elements, a safe atmosphere free from any discrimination, free from corruption and, which ensure fair-play from all the stakeholders, integrity, and respect between all involved parties.

In order to establish this safe environment, we decided to provide players, organizers, referees and every party involved in Esport competition with a corpus of basic rules, (the SESF Standards) meant to be applied during Esport related events, and Esport competitions.

Those rules govern *inter alia* the conduct of the participants, the organization of the referee system, and its procedure. We expect this regulation to be respected by our members.

Besides, to help reach this goal we also intend to offer a basic training for referees, ensuring that Esport in Switzerland and beyond adheres to certain standards.

This effort is in line with the one initiated at a more global level by, notably, the ESIC, which aim at preserving the integrity of Esport. Hence, those standards are inspired from the different codes developed by the ESIC.

Part I Generalities

Article 1: Scope and application

- 1) The SESF Standards apply to all parties involved in an Esport competition (hereinafter participant). All parties are deemed to have agreed:
 - a) That it is, their personal responsibility to familiarize themselves with the requirements contained in this document.
 - b) To submit to the exclusive jurisdiction of the Referee present at the event regarding any matters that come under the present regulation.
- 2) All parties are bound by and required to comply with this regulation during the whole event, as well as later for matters that are linked to the said event, but in any case, no more than 3 months after the said event, starting from the following day of the day the event ended.
- 3) Without prejudice of 1.a) and 1.b), the members of the SESF, in concert with the organizer of the event, are responsible for promoting awareness and education amongst all parties regarding the present document.
- 4) It is acknowledged that certain participants may also be subject to other rules of Members that govern, discipline, and/or conduct, and that the same conduct of such participants may implicate not only the SESF Standards, but also such other rules that may apply. For the avoidance of any doubt, all parties acknowledge and agree that:
 - a) the SESF Standards are not intended to limit the responsibilities of any participant under such other rules; and
 - b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of the Referee to determine matters properly arising pursuant to the SESF Standards.

Article 2: Confidentiality

- 1) Discussions, content of protests, support tickets or any other internal document as well as reports written by Referees are deemed strictly confidential.
- 2) It is prohibited to make such material public without the permission of the SESF Referee Commission.

Part II Organization of the Referee system

Article 3: Principles

In order to achieve the goals laid down in the preamble, it is necessary that the organization of the referee system during an Esport competition prevents situations which could lead to an arbitrary decision.

Article 4: Referee System

- 1) The Referee system comprises 3 levels of decision, the Admins, the Referee Panel and the Referee Commission of the SESF (Referees).
- 2) The organizer of the competition is responsible for the establishment and the appointment of Admins, except for the representatives of the SESF.
 - a) The SESF can help the organizer in this task.

Article 5: Transparency and reporting obligation

- 1) Admins shall communicate to a SESF Referee all non-contractual benefits, for example gift, payment, hospitality, etc. when those benefits aim at getting them to do something that could harm the reputation of the event, another player or another participant.
- 2) In any case, Admins must disclose any benefits which exceed a value of 200.-, that are non-contractual, that are not from family, and that are not part of a competition.
- 3) Admins must also disclose to a SESF Referee any approach or invitation to engage in corruption that they receive.
- 4) Admins must also report to a SESF Referee any incident, fact or matter that comes to his attention which may evidence some sort of corruption.
- 5) These declarations will be treated by the SESF Referee with all the confidentiality that is required by the situation, the law is reserved¹.
- 6) All these obligations apply *mutatis mutandis* to SESF Referees, they should however report directly to the Referee Commission.

Article 6: Conflict of interest and independence

- 1) Referees shall be independent at any time.
 - a) Independence is assessed in light of the situation.
 - b) In particular, but not exclusively, attention shall be paid to commercial relations, contractual relations, employer-employee relations, etc.
- 2) Referees shall resign when a conflict of interest arises during a competition.
 - a) In particular, Referees shall not be appointed when their team or ex-team, their family, etc. is a participant in the competition.

¹ Cf. Regarding private corruption: Art. 322^{octies} et art. 322^{novies} [Swiss Penal Code](#)

Article 7: Admins

- 1) Admins are the first level of decision. They supervise the event and act as referees during rounds or matches of the competition.
- 2) One Admin is responsible for a match.
- 3) One Admin shall be elected to sit in the Referee Panel.

Article 8: SESF Referee

- 1) SESF Referees are referees specifically trained by the SESF.
 - a) They supervise the event from an educational point of view, hence they are in charge of making participants sensible to all issues regarding the present regulation in particular issues related to corruption, cheating, harassment, discrimination, etc.
 - i) In accordance with the organizer, a basic training can be provided to all participants.
- 2) At least 2 SESF Referees shall supervise a competition.
- 3) SESF Referees sit in the Referee Panel.

Article 9: Referee Panel

- 1) The Referee Panel is the second level of decision.
- 2) The Referee Panel is comprised of 1 representative of the Admins and 2 SESF Referees.
- 3) The Referee Panel takes a decision, if a decision made by an Admin is contested.

Article 10: SESF Referee Commission

- 1) The decisions made by the Referee Panel can be appealed to the SESF Referee Commission.
- 2) The Referee Commission is chosen by the SESF.

Part III Conduct of the participant

Article 11: General conduct

- 1) Every participant of the competition must show a spirit of fair play and respect towards all other participants². In particular, but not exclusively, discriminatory, sexist, defamatory, offensive, vulgar, obscene behaviours will not be tolerated in any circumstances.
 - a) In addition, any behaviour affecting the smooth running of the tournament, damaging others' property (it also includes, for example, participant's accommodation, as well as the journey to the event), or any unsportsmanlike conduct, can result, depending on the gravity, in the immediate disqualification of the player or the team.
 - b) Remains also reserved any legal action that could be taken according to Swiss law.

Article 12: Names, nicknames and aliases

- 1) In the case a team's name or a player's nickname is offensive, the organizer reserves the right to change it. Depending on the circumstances the team or the player can be prohibited from partaking in the event.
- 2) Also, names and nicknames violating other rights, as for example protected trademarks (without permission), personality rights, etc. are prohibited.
- 3) Alternative or wrong spelling in order to circumvent 1) and 2) are also forbidden.

Article 13: Transparency and reporting obligation

- 1) Players and player support personnel shall communicate to a SESF Referee all non-contractual benefits as for example gift, payment, hospitality, etc. When those benefits aim at getting them to do something that could harm the reputation of the event, another player or another participant.
- 2) In any case, Players and player support personnel must disclose any benefits which exceed a value of 200.-, that are non-contractual, that are not from family, and that are not part of a competition.
- 3) Players and player support personnel must also disclose any approaches or invitation to engage in corruption received by him.
- 4) Players and player support personnel must also report to a SESF Referee any incident, fact or matter that comes to his attention which may evidence some sort of corruption.
- 5) Those declarations will be treated by the SESF with all the confidentiality that is required by the situation, Swiss law is reserved³.

² Cf. ESIC code of conduct and the directives of the Federal Sports Department, which can be found [here](#).

³ Cf. Regarding private corruption: Art. 322^{octies} et art. 322^{novies} [Swiss Penal Code](#),

Article 14: List of substances considered as illegal drug-taking

The list of the substances considered prohibited unless the player has obtained a therapeutic use exemption is the one present on the website of the Esports Integrity Commission (ESIC)⁴.

Article 15: Prohibited behaviours and Prohibited actions

- 1) The following actions are strictly forbidden during any event:
 - a) To cheat by any means (exploitations, third party software, etc.).
 - b) To adopt an unfair behaviour (intentional disconnection, spam/flood, etc.).
 - c) To adopt a toxic behaviour.
 - d) To adopt an aggressive behaviour to the point the game has to be stopped.
 - e) To be violent.
 - f) To damage the equipment.
 - g) To violently contest an official's decision.
 - h) To repetitively refuse to follow the referees instructions.
 - i) To intentionally and consciously violate the rules mentioned in this document.
- 2) A player or the whole team will be sanctioned according to the table in the appendix I.

⁴ See the [ESIC PROHIBITED LIST](#) and the [ESIC ANTI-DOPING CODE](#).

Part IV Procedure

Article 16: General

- 1) The procedure is defined by the Referees according to the circumstances.
- 2) If no consensus can be found between the referees, all decisions of the present regulation are taken following the majority rule.

Article 17: Languages of the procedure

The languages of the procedure are English, French, German and Italian.

- 1) English is the language by default.
- 2) When agreed by the parties, French, German and Italian can be used instead of English.

Article 18: Assumption of innocence

- 1) A participant accused of a violation of the present regulation is innocent until the opposite is proven.
- 2) It follows from the previous paragraph that the proof must be brought by the person alleging the violation.

Article 19: Right to be heard

- 1) All participants have the right to be heard and to defend themselves before a decision is made about them.
- 2) It includes the right to bring evidence, call witnesses, explain themselves, etc.

Article 20: Standards of evidence

- 1) Referees shall use the evidence at their disposal to assess the situation before them.
- 2) Each proof is given an appropriate weight considering the circumstances of the alleged violation.

Article 21: Hearings and reports

- 1) The procedure is mostly oral; however, a referee shall be designated to take a written transcription.
 - a) Referees shall also make a report including their interventions.
 - b) In particular, if protestations can be expressed verbally a written transcript must be established soon afterwards.
- 2) Digital documents and emails are admitted.

- 3) Each document must include names, time and date, motives, and a summary of the discussions and of the circumstances.

Article 22: Confidentiality

- 1) All the documents above-mentioned are strictly confidential, shall not be made public, unless it is required by Swiss law.
- 2) Anonymized version of those documents could be used for educational purposes.

Part V Other

Article 23: Recognition and application of the decisions

- 1) The organizer, the participants and the members of the SESF recognized and respect any decisions taken according to the present regulation, without the need for further formality.
- 2) In addition, the organizer, the participants and the members of the SESF shall take all steps legally available to give effect to such decisions.

Article 24: License

- 1) The organizer of the event grants the SESF a free license for the coverage of the event.
 - a) This includes all forms of transmission.
 - b) This licence should not impair the rights of the organizer regarding its own coverage of the event.
 - c) The SESF can assign the coverage rights to a third party or to the players themselves if neither the organizer nor the SESF is using their rights.
- 2) Participants also agree that the SESF takes pictures, videos, and footage of their gameplay and uses them for the promotion of Esport.

Article 25: Amendment

- 1) This regulation may be amended at any time by the Referee Commission.
- 2) Such modification comes into effect on the date specified by the Referee Commission and after being communicated to and approved by the Board of the SESF.
- 3) For each modification, transitory effects and retrospective applications shall be considered in the communication made to the SESF Board.

Article 26: Interpretation

- 1) If any article or provision of this regulation is held invalid, unenforceable or illegal for any reason, the SESF Standards shall remain otherwise in full force apart from such article or provision which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.
- 2) In the event of a gap in this regulation, Referees shall decide in accordance with general principles of law and in equity, based on the rules they would establish if they had to act as a legislator.
- 3) The SESF Standards are governed by and shall be construed in accordance with Swiss law.
 - a) Any dispute arising between the present regulation and Swiss law comes within the competence of Swiss tribunals.



APPENDIX I: SANCTION TABLE

Gravity	Violation	Sanction	Application	Miscellaneous
Very High	Physical harm	Disqualification		Police
	Threats			
	Theft			
	Corruption			
	Collusion			
	Damage others' property			
High	Discriminatory Insult			
	Cheat			
	Ringer/Faker			
	Deception			
Medium	Fake result			
	Wrong account			
	Unregistered account			
	Repeated Insult	Match loss	>2 times	
	No show		>15 min	
	Abort Match	Game loss		
Deception				
Low	Pausing	Game specific sanction		
	Be late	Game loss / Warning	15> min / <15min	
	Excessive protestations	Warning		
	Insult			

APPENDIX II:GLOSSARY

- Admins: Persons appointed to manage a competition.
- All-parties: Organizers, referees, teams, players, coaches, managers, or any other people involved in a way or another in the competition which are not part of the public.
- Competition: Any kind of Esport tournament, online or offline. A competition is organized by one or multiple organizer(s).
- Event: An offline Esport public occasion managed by a/multiple organizer(s).
- Decisions: The three different tiers of decisions defined by the Standards :
 - Admin's decision: the first decision, made by officials.
 - Referee Panel's decision: the second decision, made by the Referee Panel.
 - Referee Commission's decision: the final decision, made by the Referee Commission.
- Match: A single stage of the tournament, where teams or players face each other.
- Organiser: An organization and/or person that organizes Esport competitions.