

# **THE ESPORT COMPANY**

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### **INTEGRITY STANDARDS & CODE OF CONDUCT**

#### **Part I: Code of Conduct**

##### **A. Adoption of Code of Conduct:**

1. The Esport Company (TEC) has adopted and implemented this Code of Conduct for Esports Participants competing in TEC sanctioned events, including players, coaches, school administrators, team management and team personnel, league and tournament organizers and administrators as part of TEC's continuing efforts to maintain the integrity and quality of high school Esports competitions.
2. This Code of Conduct has been derived from the Pennsylvania Esports Coalition's "E-tegrity Standards," adopted by the Coalition's Board of Directors on October 10, 2019.
3. This Code of Conduct is intended to provide an effective means to deter any Esports Participant from conducting themselves improperly while participating in Esports or acting in any way as an ambassador for or representative of high school Esports.
4. All Esports Participants must accept and/or adopt the TEC Code of Conduct in order to participate in TEC sanctioned events, including official team practices, scrimmages, league games, playoff or postseason championships, and TEC sponsored or sanctioned tournaments. All Participants shall continue to be bound by and required to comply with the Code of Conduct until he/she has not participated in a Match or been involved in any Event for a period of six (6) months. TEC shall continue to have jurisdiction over him/her under the Code of Conduct thereafter in respect of matters taking place prior to that point.
5. This Code of Conduct is not intended to limit any other league play or tournament rules, and nothing in such other rules removes, supersedes, or amends this Coalition Code of Conduct.

#### **Part II: Prohibited Conduct**

## **A. Abusive or Aggressive Conduct**

1. No Participant shall use abusive or aggressive conduct while participating in any TEC sanctioned Esports event, competition or while streaming in an official capacity, including:

- a. Abuse of gaming equipment/hardware or facilities provided for a Match or Event.
- b. Disobeying or showing noticeable or disruptive dissent at the reasonable instructions or requests of Match Officials responsible for the smooth running and administration of Events.
- c. Using language or a gesture that is obscene, offensive or insulting during a Match or Event, or while streaming in an official capacity. This includes, but is not limited to, profanity, racial or sexist slurs, and sexually explicit references.
- d. Inappropriate and deliberate physical contact between Players and/or Player Support Personnel and/or Officials during a Match or Event.
- e. Behaving in a threatening manner or advancing towards another Participant or Official in an aggressive manner during a Match or Event.
- f. Deliberate and malicious distraction or obstruction of another Participant during a Match.

2. No Participant shall display abusive or inappropriate behavior in any TEC sanctioned Esports event, competition or while streaming in an official capacity, including:

- a. Inappropriate or offensive gamer tags, screen names or visual displays that use profanity, racial or sexist slurs, and sexually explicit references.
- b. Threatening or bullying behavior through chat functions or other text communication tools.
- c. Intentionally disrupting or interfering with another player through digital displays or communications tools during a match or event.

## **B. Cheating:**

1. No Participant shall knowingly or deliberately cheat or attempt to cheat to win or manipulate the outcome of any contest. This includes:

- a. Manipulating or attempting to manipulate a contest for inappropriate strategic or tactical reasons.
- b. Without limitation, using:
  - i. external software to gain more vision than intended by the game mechanics;
  - ii. external software to automatically hit opponents when firing a weapon;
  - iii. additional information about the game, usually the opponent, from third party sources like stream viewers or the live audience;
  - iv. any external software that directly tampers with the game software to gain any kind of advantage in the game.

2. TEC league and tournament administrators shall determine whether any program used, or activity conducted, by players or teams constitutes cheating.

3. This section of the TEC Integrity Standards is not intended to cover any corrupt or fraudulent acts related to any betting activity. Such conduct is prohibited under the Anti-Corruption section.

### **C. Doping and Prohibited Substances**

1. Players are prohibited from using unprescribed performance enhancing drugs. For the purpose of the TEC Integrity Standards, drugs listed by the World Anti-Doping Agency at <http://list.wada-ama.org/> constitutes a violation of this section.

2. Players, coaches, school administrators, team management and team personnel, league and tournament organizers and administrators are prohibited from using drugs or alcohol, including tobacco, e-cigarettes and electronic vaporizers during a match or while spectating at an event.

3. Players, coaches, school administrators, team management and team personnel, league and tournament organizers and administrators found to be impaired by drugs or alcohol during league matches or tournaments will be disqualified from the Match or Event. Further disciplinary actions for players will be determined based on the regulations adopted by the TEC Board of Directors, as prescribed by the TEC Competition Committee and Disciplinary Advisory Committee.

### **D. Betting**

1. Betting on any TEC sanctioned Match or Event is strictly prohibited.

2. All Participants, including players, coaches, school administrators, team management and team personnel, league and tournament organizers and administrators are prohibited from placing bets on any TEC sanctioned Match or Event, or the outcome of any TEC Match or Event.

3. Betting on any Esports Match or Event, or the outcome of any Match of Event, including betting on any Esports tournament, league match or event, any peer-to-peer Esports wagering, skin betting or any derivative of gambling, regardless of the prevalence of skill, chance or both, is strictly prohibited for any player participating in TEC sanctioned Matches or Events.

4. Coaches, school administrators, team management and team personnel, league and tournament organizers and administrators directly involved in any TEC sanctioned Match or Event are strictly prohibited from betting on any Esports Match or Event, or the outcome of any Match of Event, including betting on any Esports tournament, league match or event, any peer-to-peer Esports wagering, skin betting or any derivative of gambling, regardless of the prevalence of skill, chance or both.

5. All Participants, including players, coaches, team management, tournament administrators, and tournament organizers are prohibited from assisting bettors who are wagering on Esports matches or other tournament outcomes.

6. As part of the TEC Integrity Standards, TEC has adopted the Anti-Corruption Code provided by the Esports Integrity Coalition (ESIC) in recognition of the critical importance of sustaining public confidence in the integrity of Matches and Events.

7. The advancement of technology and increasing popularity of Esports and competitive video games have led to a substantial increase in the amount, and the sophistication, of betting on Esports. The development of new betting products, both legal and illegal in the United States of America, including spread-betting, betting exchanges, peer to peer wagering and in-game betting, as well as internet and phone accounts that allow people to place a bet at any time and from any place, even after a Match has started, have all increased the potential for the development of corrupt betting practices. That, in turn, increases the risk that attempts will be made to involve Participants in such practices. This can create negative perceptions about the Esports industry, and in some cases, aid in corrupt practices that impact the integrity of esports.

8. Therefore, no Participant, including a player, coach, team management, tournament administrator, and tournament organizer shall engage in Corrupt Conduct in respect of any Match or Event, no matter the location of where the Match or Event is held and whether or not the participant is personally participating or involved.

9. Each Participant shall continue to be bound by and required to comply with the Anti-Corruption Code of ESIC until he/she no longer qualifies as a Participant.

10. This section, and the Anti-Corruption Code of ESIC, is not criminal law but rather disciplinary rules of professional conduct for those involved in Esports. However, Corrupt Conduct may also be a criminal offence and/or a breach of other applicable laws or regulations of the jurisdiction hosting the Esports event.

## **E. Violations**

1. Determination of violation is in the discretion of TEC and may be addressed under the discretion of TEC and will be reported to the school or schools sponsoring the team, as well as to TEC's Competition Committee and Disciplinary Advisory Committee.

2. Tournament organizers, academic organizations and TEC has the responsibility to report any suspected or reported corruption pursuant to illegal betting practices to the appropriate regulatory body or the appropriate law enforcement authority.

## **F. Memorandum of Understanding**

1. Through a memorandum of understanding between the PA Esports Coalition and ESIC, any question of integrity not provided under the TEC Integrity Standards shall fall to the standards adopted by ESIC and shall be governed therein.

2. All Participants, including players, coaches, team management, tournament administrators, and tournament organizers, when accepting the TEC Integrity Standards are also accepting the standards set and governed by ESIC.

## **Part III: Terms of Use and Privacy Policy**

### **A. Acceptance of Terms**

1. By accessing or using The Esport's Company (TEC) Platform, you agree to comply with and be bound by the following Terms of Use and Privacy Policy. If you do not agree to these terms, please refrain from using the platform.

## **B. Definitions**

1. TEC: Refers to The Esport Company
2. Platform: Refers to the TEC website, Discord Server, and any other digital services provided by TEC.

## **C. Terms of Use**

1. Eligibility: You must be a student enrolled in a TEC Sanctioned league's High School or Middle School to participate in the TEC leagues and Championship Events.
2. Conduct: You agree to adhere to TEC's Code of Conduct and Esports rules. Inappropriate behavior, cheating, or unsportsmanlike conduct may result in disciplinary actions.
3. Consent to Recordings: You consent to TEC's recording and use of your gameplay, voice, and image for promotional and educational purposes.
4. Account Security: You are responsible for maintaining the security of your account credentials. TEC is not liable for any unauthorized access to your account.
5. Termination: TEC reserves the right to terminate or suspend your account for violations of these terms.

## **D. Privacy Policy**

1. Information Collection: TEC may collect personal information, including but not limited to, name, age, grade, school, and contact details for registration and event management purposes.
2. Information Use: TEC will use your information for administrative, communication, and event related purposes. Your information may be shared with Higher Education Esports Programs for recruitment purposes.
3. Security: TEC employs reasonable security measures to protect your information; however, no online platform is entirely secure.
4. Access and Correction: You may request access to and correction of your personal information held by TEC by contacting the Executive Director, Samantha Bickel, at [samantha@interscholasticsports.org](mailto:samantha@interscholasticsports.org).
5. Minors: TEC is committed to protecting the privacy of minors. Parents or guardians may request information about their child's data and request its deletion if desired.
6. Changes to Privacy Policy: TEC may update this Privacy Policy. We will notify you of any material changes through the platform.

## **E. Contact Information**

If you have any questions or concerns about the Integrity Standards, Code of Conduct, Terms of Use and Privacy Policy, please contact the Executive Director, Samantha Bickel, at [samantha@interscholasticsports.org](mailto:samantha@interscholasticsports.org).