

MIND SPORTS SOUTH AFRICA

BYLAWS SPECIFIC TO THE MSSA UMPIRE'S COMMITTEE

The Rules and Regulations of MIND SPORTS SOUTH AFRICA (MSSA) shall at all times be read and applied in conjunction with these Regulations.

Schedule 1, DEFINITIONS

1. MSSA – MSSA is an association not for gain and is the sole body as recognised by the government and SASCOC.
2. Board Gaming Board of Control (BGBoC) – The *MSSA* sub-committee responsible for overseeing and administering board gaming in South Africa.
3. Computer Gaming Board of Control (CGBoC) – The *MSSA* sub-committee responsible for overseeing and administering computer gaming in South Africa.
4. Figure Gaming Board of Control (FGBoC) – The *MSSA* sub-committee responsible for overseeing and administering figure gaming in South Africa.
5. Club – A club registered with *MSSA* consisting of registered *Players* and one or more teams. Also known as a Member.
6. Player – A Registered Player is a person, in good standing, of an affiliated *Club (Member)*, in respect of whom the full *MSSA* registration fee applicable to a Registered Player has been received.
7. Team – A Team is one or more registered *Players* that compete in the *MSSA Online Computer Gaming League* against other teams. A Team may also be known as a Clan. *Players* from different *Clubs* may form *Teams* with the consent of their respective *Clubs*.
8. Team Captain – A *Registered Player* selected by the *Team's Players* to represent the *Team* in all administrative duties. In the event that a *Team* consists of one *Player*, that *Player* is deemed to be the *Team Captain*.
9. Handle – A unique online nickname chosen by a *Player*. *Handles* may not change during the course of a *Season*.
10. Game – A single unit of competition between *Players* or *Teams*, with a win or loss result.
11. Match – A competition between two *Players* or *Teams* consisting of one or more *Games*.
12. Umpire – A *Player* selected by the *MSSA Umpire Selection Committee* to administrate *MSSA* events.
13. Spectator – Any individual not participating directly in a *Match*.
14. Computer Game – A computer game chosen for the *MSSA Online Computer Gaming League*.
15. League Host – The *Club* selected to host the *MSSA Online Computer Gaming League*.
16. Online – A *Computer Game* played over the Internet.
17. Colours – Provincial and National Colours awarded by the *MSSA*.
18. Leg – A division of the *MSSA Online Computer Gaming League* lasting five weeks.
19. Season – The duration from the start of the first *MSSA Online Computer Gaming League Leg 1* to the finish of the *MSSA Online Computer Gaming League Leg 3*.

Schedule 2, BACKGROUND

1. These byelaws are designed to assist the Umpire's Committee and Umpire's in performing their duties to ensure that the different championships are run competently.
2. The byelaws shall be read in conjunction with *MSSA's* Constitution and Regulations as well with the rules provided by the International Federation with which *MSSA* is affiliated.

Schedule 3, TYPES OF UMPIRE'S

1. Umpire's roles may be classified as followings below and depending based on the need as determined by the Umpire's Committee and/or the Management Board. However, the following shall be present at all championships:
 - 1.1 Senior Umpire
Supervising the overall event.
 - 1.2 Technical Umpire
Checking the status of management and operation of equipment and devices.
 - 1.3 Game Discipline/Period Umpires
Umpire's given the task of umpiring/refereeing specific disciplines/periods.

Schedule 4, ACCEPTABLE ERROR

1. The acceptable error allowed is 2% per section, being:
 - a. Listing of players in terms of official rankings.
 - b. The Draw
 - c. Recording of scores
 - d. Calculation of scores
 - e. Awarding of medals

Schedule 5, CORRECTIVE MEASURES

1. Should an umpire have a greater degree of error than the 2% allowed, then:
 - a. The Umpire's Committee must inform the Umpire of the errors made, and
 - b. Advise the Umpire that such umpire will be barred from any and all team selection until he/she umpires a championship with acceptable variance levels.
 - c. Such umpire, will then only be able to act as a junior umpire under the guidance of a senior umpire, until such senior umpire is satisfied that the erring umpire is capable.

Schedule 6, UMPIRE'S DUTIES

1. To ensure that he/she is in possession of the seedings at least one week prior to the event.
2. To liaise with the Tournament Director.
3. To check the venue, tables and seating at least one hour before start of play.
4. To enforce Discipline at the event.
5. To ensure that player's are properly entered.
6. To record the results both visibly and on computer.
7. To submit the results to the Vice-President in charge of Umpiring as soon as possible after the event has been finalised.
8. To ensure that the players are awarded their awards at the prize-giving.
9. To ensure that photographs are taken of the medal winners.
10. To award the Sportsmanship Award.

Schedule 6, AWARDING OF MEDALS

1. Medals shall be awarded as follows:
 - a. From 3rd to 1st
 - b. Males before females.
 - c. Primary school before High School
 - d. High School before Under 24
 - e. Under 24 before Premier

Schedule 7, PHOTOGRAPHS

1. Only the recipients of the medals shall be photographed with awards.
2. Photographs shall be taken of all umpires separately
3. All photographs of medal winners and of umpires shall be taken in front of MSSA competition banners.

Schedule 8, CHEATING, RULE VIOLATION AND DISCIPLINARY ACTION

1. In the event that an *Umpire* suspects that a *Player* is guilty of cheating or violating the code of conduct, and if the *Umpire* deems that there is an irresolvable violation, then that *Umpire* will report the case to the *BoC*. The *Player* shall immediately be suspended pending a decision from the *BoC*. *Umpires* are required to forward all resolutions and decisions, for record keeping purposes to the *BoC*. *Umpires* decisions shall not form a general ruling, and are valid for the case in point only.
2. Any *Umpire* who fails to take due action if a transgression is reported to him/her, and confirmed, who joins in or condones the harassment, abuse or dishonesty of another player, shall be subjected to an *BoC* enquiry.
3. The only disciplinary action recognised by the *MSSA* will be where due process was applied, and the *Player* who is alleged to have breached any code of conduct will have the right to arbitration, a disciplinary hearing, and appeal (if necessary).
4. If a *Club* disciplines a *Player*, and the *Player* is not satisfied, such *Player* has the right to appeal to *MSSA BoC*.
5. If *MSSA BoC* disciplines a *Player*, and the *Player* is not satisfied, such *Player* has the right to appeal to *MSSA* in terms of *MSSA's* Regulations.
6. *MSSA* recognises that false or vindictive accusations can have a serious effect on innocent individuals and will regard such claims very seriously. Perpetrators of such false or vindictive accusations shall be subjected to a *BoC* enquiry.

Schedule 9, SPORTSMANSHIP

1. MSSA is the custodian of gaming as a National sport. All members are therefore ambassadors of MSSA and our country. We therefore expect fair play and good sportsmanship from all our members at all times.
2. Should a *Player* use foul or vulgar language, make derogatory, racially, ethnically or religiously motivated comments or insults to any of his/her fellow *Players*, be inebriated, or commit any other contravention of the code of conduct, the *Player* should be reported to an *Umpire* as soon as possible.
3. Good sportsmanship also requires *Players* to use original software.

Schedule 10, HOW THE GAMES ARE PLAYED

1. No game may start prior to the Umpire announcing that such game may begin.
2. Dates and times shall be adhered to as per MSSA's notification.
3. Games shall be played according to such MSSA Regulations.

Schedule 11, SCORING

1. *Teams* competing in the league receive 2 points for a win, 1 point for a draw, and 0 points for a loss.
2. The winning *Team* must submit the *Match* results to the *League Host*, as soon as the *Match* has been completed. The *League Host* will make the result know. The onus is on the losing *Team* to check the submission is correct.
3. Results submissions are made by *Team Captains* only.
4. If a mistake is made, an *Umpire* should be notified to rectify the results as soon as possible, before the draw of the next *Match*. If an *Umpire* is not notified, the results are considered to be correct.
5. Winning *Teams* must submit *Match* results before the submission deadline so that the *League Host* may determine the *Match* roster for the following week.
6. Losing *Teams* must lodge complaints regarding incorrect submission of results with an *Umpire* before the submission deadline so that the *League Host* may determine the *Match* roster for the following week.
7. Scores shall be posted on both the *League Host's* website and the MSSA website, with the MSSA website hosting the official version.
8. *Teams* that do not submit Scores before the submission deadline will forfeit their games and receive 0 points.

Schedule 12, FIXTURES

1. A table with the *Matches* for each of the *Legs* matches will be drawn on a weekly basis using the modified Swiss system.
2. A summary of each week's *Match* roster and the results from previous weeks' *Matches* shall be publically available on the *League Host's* website. *Team Captains* must familiarize themselves with the *League Host's* booking and score submission systems.
3. *Teams* and *Players* will have 10 minutes to prepare themselves for their *Match*. *Teams* and *Players* that are not ready and able within the stipulated timeframe will have to compete as a compromised *Team* or forfeit the *Match*.

Schedule 13, MEDALS AND COLOURS

1. *Teams* that finish in the top three places shall receive medals in Leg 2 and in Leg 3 for the following sections:
 - a. Premier.
 - b. University (*Teams* made up only of *Players* who are all currently registered at a University as a student).
 - c. Schools (*Teams* made up only of *Players* who are all currently registered at a School as a Learner).
2. *Teams* that finish in the top half of Leg 2 and in the top half of Leg 3 shall also qualify for Provincial *Colours*. Provincial *Colours* are awarded based on residence. Thus if you live in Cape Town and you qualify for Provincial *Colours*, you shall be awarded Provincial *Colours* for the Western Cape.
3. *Teams* that win all their games in Leg 3 shall automatically be awarded National *Colours*. Please note that National *Colours* differs from Protea *Colours*, and is the second highest Award that the MSSA can make.

Schedule 14, RECORD KEEPING

CONTACTING MSSA

1. Should *Players* need to contact the *MSSA CGBoc* or the *MSSA Umpires Committee*, contact details of all committee members are available on the *MSSA* website.

Annexure 1

DETAIL PENALTY SYSTEM FOR FIGURE GAMING

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1 OBJECTIVE

SAWU values its members and their diversity. As such, the umpires' committee is committed to provide a safe, healthy and pleasant tournament environment for all the tournament participants and spectators within the spirit of the SAWU/IWF code of ethics.

All SAWU members have the right to participate in an enjoyable tournament environment where the individual rights of each member and tournament rules are respected. This includes the right to participate in a tournament that is free from conduct of a dishonest, harassing or abusive nature. In order to maintain an atmosphere of mutual respect, conduct characterised as dishonest or harassment will not be condoned or tolerated nor will the complainant be subjected to any form of victimisation or intimidation.

2 POLICY

2.1 Definitions of terms

2.1.1 General definitions

- a. Complainant is the person who is making the complaint.
- b. Transgressor is the person who is transgressing against another person.
- c. Harasser is the person who is harassing another person.
- d. Recipient is the person who was harassed or subjected to dishonesty.
- e. New player is the person who has played with the current rule set for less than a year.
- f. Provincial player is the player who got provincial colours with the current rule set not version (i.e DBM any version) within the past 3 years.
- g. National player is the player who got national colours for the current rule set not version (i.e DBM any version) within the past 3 years or was world champion within the past 5 years.

2.1.2 Definition of dishonest conduct

- a. Dishonest conduct is defined as a deliberate breach of the rule system consisting of but is not limited to:
 - i. Erroneous Movement (i.e. element moving too far, improper contact, wrong contraction, Impetuous troops not moving...).
 - ii. Withholding from the opponent when a command is broken
 - iii. Improper deployment map (i.e. Flank march arriving on opposite side to indicated on deployment map, Improperly marked ambushes, commands mixing etc...)

- iv. Faulty combat results. (i.e. counting support when no support can be given, using wrong fighting factors, etc...)

2.1.3 Definition of harassing conduct

- a. Harassment is defined as unwelcome conduct of a verbal or physical nature that:
 - i. Is personally offensive;
 - ii. Fails to respect the rights of others;
 - iii. Interferes with tournament effectiveness and productivity; and
 - iv. Creates an intimidating, hostile or offensive tournament environment.
 - v. Is repetitive.
- b. Harassment is mostly subjective. It is clearly for each individual to decide what behaviour is acceptable to him/her and what he/she regards as offensive. The focus is on how the recipient responds to the conduct or incident rather than on the intent of the harasser.
- c. Harassment may include but is not limited to one or more of the following:
 - i. Comments, remarks, insinuations or innuendo.
 - ii. Unwelcome physical contact.
 - iii. Obscene gestures and/or indecent exposure.
- d. Any of the above actions as a form of coercion or blackmail to obtain a tournament results.

2.2 Policy rules

- a. Umpires will not tolerate harassment or dishonesty of any nature by any of the players. To ensure that players are treated fairly, all reports/accounts of dishonesty and harassment must be treated seriously and sympathetically.
- b. Transgressors will be subject to immediate appropriate disciplinary action, which may include but is not limited to a reprimand, yellow card or red card. Should the transgression be of such nature that the umpire deems a red card insufficient, the umpire is to escalate the event to the SAWU disciplinary committee.
- c. Umpires are responsible for communicating the formal policy to Players within their area of responsibility at any given tournament. It is expected that umpires should familiarise themselves with this policy. Furthermore, each umpire is responsible for ensuring that corrective and appropriate action is taken when improper behaviour is observed or reported.
- d. All Players should ensure that they do not participate in behaviour that may be construed as harassment or dishonest. A player who feels that he/she is being harassed or cheated should bring the matter immediately to the attention of the appropriate umpire.
- e. Investigations must be carried out immediately, and must be as thorough and confidential as possible. It is the responsibility of umpires to ensure that complainants and witnesses are not

victimised in any way. Failure would lead to disciplinary action being taken against the transgressor.

- f. Players are prohibited from harassing spectators.
- g. Any umpire who fails to take action if a transgression of this policy is reported to him/her, who joins in or condones the harassment, abuse or dishonesty of another player, shall be subjected to a disciplinary enquiry.
- h. SAWU recognises that false or vindictive accusations can have a serious effect on innocent individuals and will regard such claims in a serious light that may lead to disciplinary action.
- i. The disciplinary action grid is subjective in order to reflect and take in consideration the fact that junior players and new players are prone to mistake.

3 DISCIPLINARY ACTION

3.1 REPRIMAND

- a. Reprimands cannot be given to national players or senior provincial players they instead automatically get a booking.
- b. The player's infringement is of a minor manner and consist of but is not limited to:
 - i. Improper dress code.
 - ii. Arriving late for a tournament.
- c. Two reprimands in one competition results in a **BOOKING**.
- d. Three reprimands for the same offence in one competition results in a **YELLOW CARD**.
- e. Reprimands do not carry over to the following competition or season.
- f. New Junior players blatantly cheating. E.g. declaring a command is not demoralized when it is, moving troops too far, deliberately twisting the rules. The transgressors ' elements involved in the transgression will be removed from table.

3.2 BOOKING

- a. Verbal harassment upon another player, spectator or umpire.
- b. Junior provincial players blatantly cheating. E.g. declaring a command is not demoralized when it is, moving troops too far, deliberately twisting the rules. Transgressor automatically suffers the loss of the command the elements were part of (command removed from the table)

- c. Two bookings in one competition results in a **YELLOW CARD**.
- d. Three bookings for the same offence in the same season results in a **YELLOW CARD**.
- e. Bookings do not carry over to the following tournaments.

3.3 YELLOW CARD

- a. Verbal assault upon another player, spectator or umpire.
- b. Junior national players and senior provincial players blatantly cheating. E.g. declaring a command is not demoralized when it is, moving troops too far, deliberately twisting the rules. . Transgressor automatically suffers the loss of the command the elements were part of (elements removed from the table) or if command broken the game is forfeited.
- c. National players blatantly cheating. E.g. declaring a command is not demoralized when it is, moving troops too far, deliberately twisting the rules. Transgressor automatically forfeits the game.
- d. Two yellow cards result in a **RED CARD**.
- e. Yellow cards carry over for one season.

3.4 RED CARD

- a. Physical assault upon another player, spectator or umpire.
- b. Transgressor automatically disqualified from the game and the tournament.
- c. Red cards results in penalties to be determined by the Umpire Committee.

INFRACTION	PENALTY IMPOSED
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