

MIND SPORTS SOUTH AFRICA

BYLAWS SPECIFIC TO THE MSSA ON-LINE ESPORTS SCHOOLS LEAGUE

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The Rules and Regulations of MIND SPORTS SOUTH AFRICA (MSSA) shall at all times be read and applied in conjunction with these Regulations. MSSA reserves the right to modify these Rules and Regulations if required to do so.

Schedule 1, DEFINITIONS

1. MSSA – The MSSA is an association not for gain and is the sole body as recognised as the custodian of Esport Titles as recognised as a sport.
2. MSSA On-line esports Schools League – An on-line esports tournament officiated by educators of affiliated school clubs and hosted by MSSA Members.
3. Computer Gaming Board of Control (EBoC) – The MSSA sub-committee responsible for overseeing and administering computer gaming in South Africa.
4. Esports Board of Control (EBoC) – MSSA's sub-committee responsible for overseeing and administering computer gaming in South Africa.
5. School Club – A club based at a registered school, or a club consisting entirely of learners who are home-schooled (except for one adult who shall take responsibility for the 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 On-line esports Schools League* against other teams.
8. School Team – A *team* consisting of school learners who are currently enrolled at a recognised school within South Africa, or a Home School team which meets the criteria in terms of the Regulations.
9. Team Captain – A *Registered Player* appointed by the Designated Club Official to assist the Educator in charge in all administrative duties.
10. Designated Club Official – A *Registered Player* who shall be the Team Manager in charge to represent the *Team* in all administrative duties.
11. IGN or Nick – A unique In-Game Name or nickname chosen by a *Player*, registered with MSSA.
12. Game – A single unit of competition between *Players* or *Teams*, with a win or loss result.
13. Match – A competition between two *Players* or *Teams* consisting of one or more *Games*.
14. Umpire – A *Player* selected by the MSSA Umpire Selection Committee to administrate MSSA events.
15. Esport Title – An esports Title chosen for the *MSSA On-line esports Schools League*.
16. Championship – A tournament within MSSA's *calendar of events* consisting of one or more *Matches*.
17. Round – A set of *Matches* scheduled to be played.
18. Colours – Provincial Colours awarded by the MSSA.

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19. Season – The duration of the *MSSA On-line Esports Schools League* from the start of the first *Match* to the last *Match*.
20. Spectator – Any individual not participating directly in a *Match*.

Schedule 2, BACKGROUND

1. The *MSSA On-line esports Schools League* is the property of Mind Sports South Africa and is the only On-line Schools League in South Africa that is accredited for the purposes of awarding *Colours* and choosing provincial and/or national teams to represent South Africa in International events.
2. The *EBoC* specifically looks after all computer gaming related issues and regulations within the *MSSA*.
3. The *MSSA On-line esports Schools League* shall be accredited as a School National Championship.

Schedule 3, REGISTRATIONS

1. If you wish to participate in the *MSSA On-line esports Schools League*, you need to be a registered *Player* of any fully paid up affiliated *School Club* or *School Team*.
2. If you wish to participate in more than one *Esport Title* (provided the *Championship* Program allows it) within the same *Championship*, you will need to register separately for every *Esport Title*. Please be advised that some *Esport Titles* are *Team* based and require more than one *Player*, please refer to the *Esport Title* specific rule sets. You need to be part of a *Team* to register for these games.
3. *Players* shall only be allowed to play in more than one *Esport Title* should the Umpire-in-Charge deem that it proper.
4. Only once individuals have registered with *MSSA* shall those then *Players* be able to register for participation in a *Championship*. Registrations for a particular *Championship* are administrated by *MSSA*.
5. *MSSA* will publish the *Championship* Programs.
6. *Players* may not register for a *Championship* already underway, unless approved by the *Umpires* to eradicate a bye or to prevent a *Team* from dropping out if such *Team* consists of the minimum *Players* required.
7. Members shall ensure that a *Player* is registered with *MSSA* and in good standing.
8. The designated *School Club* official shall nominate a *Team Captain/Manager*. The *Team Captain/Manager* shall register the *Team* and all the *Team Players* need to register separately within that specific *Team*.
9. *Teams* that do not have the minimum number of *Players* registered for a given *Esport Title* before registrations close for a *Championship* will not be eligible to compete in that *Championship*.
10. Once a *School Club* has agreed to participate in a *Championship*, all *Matches* in that *Championship* must be played. *Players* who do not complete their *Matches* will be suspended pending a decision from the *EBoC*, this is to ensure that fair *Match* draws are possible, and *Teams* do not benefit unfairly from automatic wins.
11. The *MSSA Umpires* will verify *MSSA* membership and *Player*, *Team*, and *Club* registrations. This is a necessary step as all *Players* in the *MSSA On-line esports Schools League* are automatically registered as *Players* of *MSSA*. As a *Player* of the *MSSA* you are also bound by the International esports Federation's (IeSF) Rules,

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Regulations and Code of Conduct.

12. *Teams* and *Players* are urged to contact the *MSSA's Umpire Team* immediately if they encounter any duplication of *Team* or *Player* details, whether in full or abbreviated form.
13. Any dispute that might occur during a *Championship*, whether it is for cheating, misbehaviour of *Players* or *Teams* or general *Team* disputes that might occur must advise the *Umpires*. The *Club* may raise the matter with the *MSSA EBoC* should such *School Club* deem it necessary.
14. Please note that any registered *Player* that takes a dispute to a public forum or does not first lodge their complaint with the *Club* to which they are affiliated shall be disciplined accordingly.
15. Registrations for *Championships* shall close on the date advised in the official notice for such league.

Schedule 4, PLAYER ELIGIBILITY

1. *Players*, who are minors, are required to obtain parental or guardian permission to enter before submitting any personal identifiable information.
2. *Players* participating in MSSA's On-line esports Schools League must meet the minimum age requirement for their *Esport Title* as per current regulations.
3. *Players* shall use of their registered *handles* when playing all *matches*. MSSA must be notified of any handle changes. *Umpires* may request *players* to change their handles should it not meet MSSA's standards.

4. Reserves

Reserves may be used as follows:

1. In team games consisting of 5 or more *players*, such as CS:GO, DotA 2, and LoL, the *Team* may use up to three reserves. All *players* of the *Team* shall qualify for provincial colours as long as such *player* has played in at least two complete matches.
2. In team games consisting of between 2 and 4 *players*, such as VainGlory, the school may use one reserve per *Team* and that all *players* of the *Team* shall qualify for provincial colours as long as such *player* has played in at least two complete matches.

Schedule 5, ENTRY FEES

1. *Players* that wish to participate in the MSSA On-line esports Schools League must ensure that they have paid the *MSSA Player* registration fee as decided by MSSA from time-to-time.
2. A *Player* can apply for the *Championship* entry fee to be reimbursed if the *Championship* is not played.

Schedule 6, COMPUTER EQUIPMENT

1. *Players* are expected to provide their own computer equipment. *Players'* computer equipment shall be subject to *Umpire* inspection. *Umpires* reserve the right to reject the use of any computer equipment of any *player* that is deemed to provide an unfair

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advantage to that *player* or his *Team*.

2. The *MSSA* will not be held in any way responsible for the theft or damage of any *Player* computer equipment.
3. Computer Equipment may not be removed by anyone other than the owner before the event closes as per each *Championship's* Program.
4. Computer Equipment must be removed by *Players* when the event closes as per each *Championship's* Program.

Schedule 7, ESPORT TITLES PLAYED

1. The *Esport Titles* to be played in the *MSSA On-line esports Schools League* shall be announced by *MSSA* from time-to-time.

Schedule 8, HOW THE GAMES ARE PLAYED

1. The *MSSA On-line esports Schools League* consists of a series of on-line matches between *School Clubs* which shall be known as *Championships*.
2. Dates for each *Championship* and round are as published by *MSSA*.
3. *Esport Titles* for each *Championship* are as published by *MSSA*, with *Esport Title* specific rules.
4. Each *Club* shall play from a designated premises where the entire team playing shall be present.
5. *MSSA On-line esports Schools League* shall be played to the *MSSA's* modified Swiss system over 5 rounds if possible, otherwise the Round Robin System shall be used as per the *MSSA* rules.
6. The *Designated Club Official* in charge of the *School Club* shall be deemed to be responsible for his/her teams conduct during the event.

Schedule 9, SCORING

1. *Teams* competing in the league receive 3 points for a win, 1 point for a draw, and 0 points for a loss.
2. The winning *Team* must submit the *Match* results as required, as soon as the *Match* has been completed. The *Umpire* will make the result known. The onus is on the losing *Team* to check the submission is correct.
3. Results submissions are made by *Team Captain/Managers* 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. Within a specific *Championship*, the *Umpires* shall inform all *players* of the results submission deadlines.
6. Winning *Teams* must submit *Match* results before the submission deadline so that the *Umpires* may determine the *Match* roster for the following *round*.
7. Losing *Teams* must lodge complaints regarding incorrect submission of results with an *Umpire* before the submission deadline so that the *Umpires* may determine the *Match* roster for the following *round*.
8. *Teams* that do not submit Scores, comprising of a post-game screenshot and, when necessary, or requested by *MSSA*, a replay as per the *Esport Title* specific rule sets,

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before the submission deadline will forfeit their games and receive 0 points.

9. Scores shall be posted on the *MSSA* website.
10. *Esport Title* specific rule sets and score sheets shall be provided by the tournament *umpires*. *Players* are fully responsible for recording scores, including post-game screenshots and replays, and are not subject to alteration once handed into *umpires*.

Schedule 10, POST GAME SCREEN SHOTS AND REPLAYS

1. All the *Players* from both *Teams* must take a post-game screenshot, and save replays if available, after every round, with the scores clearly visible.
2. *Team Captain/Managers* must enforce this rule and ensure that all the *Team Players* take the screenshots. The *Team Captain/Managers* must save a copy of all the *Team Players'* screenshots, and replays if available, as a precaution for the duration of the *Championship*. Any questionable *Match* screenshots will be verified by obtaining a copy from the *Team Captain/Managers*.
3. If a *Match* consists of more than one *game*, *Team Captains/Managers* must submit all the results in one submission.

Schedule 11: UMPIRES

1. *Umpires* will adjudicate in accordance with the written letter of these rules and the *Esport Title* specific rule set, unless otherwise specified by an official clarification released by *MSSA*, or, in conjunction with international controlling bodies clarifications. *Umpires* otherwise have final adjudication on any issues with ambiguities or requiring interpretation.
2. *Players* shall accept the *Umpire's* decision with good grace remembering, any *player* haranguing, being aggressive or abusive to the *Umpire* may be subject to having their *match* forfeited or, in severe cases, be ejected from the league.

Schedule 12: THE DRAW:

1. The draw is based on *MSSA's* Modified Swiss System.
2. The Pairing Exclusions are as follows:
 - a. *Players* shall not be paired against any relatives in the first degree of consanguinity for the duration of the championship. Thus a *player* shall not be allowed to play against his/her spouse, parent, brother, sister, and/or child.
3. Byes are defined as follows:
 - a. Should the total number of *Teams* be (or become) odd during the tournament, a "bye" may need to be issued to a *Team* prior to any pairing. No *Team* is to receive more than one bye per tournament.
 - b. *Teams* who are absent shall forfeit the round/s (scoring nil), opponents shall receive a win.
 - c. The *Team* receiving the 'bye' will be chosen starting from those eligible on the lowest score.
 - d. Organisers have the option to use a late entry *Team* (if available) to eliminate the "bye".
4. Byes will be scored as follows:
 - a. *Teams* awarded a "bye" are given the average points under the designated

scoring system.

5. The Countback/Tiebreaker Method is defined as follows:
 - a. The countback/tiebreaker method is for separating competitors on tied scores.

Schedule 13, PRE-MATCH ARRANGEMENTS

1. *Matches* must start promptly according to the times agreed upon by the Designated Club Official within the dates as published for each round on the *Championship's* Program.
2. Should a Designated Club Official fail to make contact, such teams and/or players shall forfeit the match.
3. Should the Designated Club Officials fail to agree on a date and time, then both teams shall forfeit such match.
4. *Teams* must be present and ready to start the *match* at the arranged time after the draw has been released. Where a *Team* has a reasonable excuse for arriving late the *match* start will be delayed by up to 15 minutes.
5. A *Team* may not substitute any *players* after the Program for such day has started.

Schedule 14, 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 *EBoC*. The *Player* shall immediately be suspended pending a decision from the *EBoC*. *Umpires* are required to forward all resolutions and decisions, for record keeping purposes to the *EBoC*. *Umpires* decisions shall not form a general ruling, and are valid for the case in point only.
2. 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).
3. *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 *MSSA* enquiry.

Schedule 15, SPORTSMANSHIP

1. The *MSSA On-line esports Schools League* was created to promote gaming as a National sport. All our members are therefore ambassadors of the league and their schools. 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. *Players* participate at the discretion of the *School Club*. *Players* who exhibit offensive, disruptive or inappropriate behaviour will be removed from the competition at the discretion of *MSSA*.
4. *Players* may not partake in any ambush marketing, i.e. *Players* may not bring any

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branded items or clothing not approved by the *School Club*, tournament organisers or in conflict with tournament sponsors; for example equipment may not have additional branded stickers. *Players* will be unable to partake in the event if the *player* is in possession of such branded items or clothing.

5. *Players* may not bring alcohol, or any substances prohibited by WADA, onto the premises.
6. Any *Player* found committing software and content piracy shall be expelled from the *Championship*.

Schedule 16, MEDALS AND COLOURS

1. Medals shall only be provided for sections and *Esport Titles* that have been entered on time for a *Championship*.
2. *Teams* that finish in the top three places shall receive medals for the following sections:
 - a. Female (*Teams* made up only of *Players* who are all females).
 - b. Mixed gender or solely male.
3. *Players* in a *Team* that win all their *Matches* in the *MSSA On-line esports Schools League* are automatically awarded School Provincial *Colours*.
4. *Players*, in a *Team* entirely of learners that finishes in the top half of the *MSSA On-line esports Schools League* and a Provincial *Championship* are automatically awarded School Provincial *Colours*.

Schedule 17, LEAGUE COVERAGE

1. *MSSA* and its authorised parties reserve exclusive right to the coverage of the *MSSA On-line esports Schools League* and the digital content produced thereof.

Schedule 18, CONTACTING MSSA

1. Should *Players* need to contact the *MSSA EBoC* or the *MSSA Umpires Committee*, contact details of all committee members are available on the results page on *Google Drive*.