

17 May 2017

Bye-laws for the Selection and Conduct of the National eSports Team.

Version 1

MIND SPORTS SOUTH AFRICA

BYE-LAWS FOR THE SELECTION AND CONDUCT OF THE NATIONAL ESPORTS TEAM

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 – The MSSA is an association not for gain and is the sole body as recognised by IeSF as the controlling body for computer games as a sport in South Africa.
2. Club – A club registered with MSSA consisting of registered *Players* and one or more teams. Also known as a Member.
3. Colours – National Colours awarded by MSSA.
4. Computer Game – A computer game chosen for MSSA *National Team Trials*.
5. eSports Board of Control (eSBoC) – MSSA's sub-committee responsible for overseeing and administering computer gaming in South Africa.
6. Host – The *Club* selected to host the MSSA *National Team Trials*.
7. Game – A single unit of competition between *Players* or *Teams*, with a win or loss result.
8. National Team Trials – the event as decided upon by MSSA's Management Board as used to select the National Team.
9. Match – A competition between two *Players* or *Teams* consisting of one or more *Games*.
10. 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.
11. Spectator – Any individual not participating directly in a *Match*.
12. Team – A Team is one or more registered *Players* that compete in the MSSA *National Team Trials* against other teams.
13. Team Captain – A *Registered Player* selected to represent the *Team* in all administrative duties, and lead the team in competition. In the event that a *Team* consists of one *Player*, that *Player* is deemed to be the *Team Captain*.
14. Umpire – A *Registered Player* selected by the MSSA Umpire Selection Committee to administrate MSSA events.

Schedule 2, BACKGROUND

1. MSSA *National Team Trials* is the property of Mind Sports South Africa and is the only event in South Africa that is accredited for the purposes of selecting national teams to represent South Africa in International events. The eSBoC specifically looks after all computer gaming related issues and regulations within MSSA.
2. The *National Team* is the property of Mind Sports South Africa and may only participate as such team in events with the permission of MSSA.
3. MSSA was formed to promote gaming as a National sport. All MSSA's National Team Members are therefore ambassadors of MSSA and of South Africa. MSSA therefore expects fair play and good sportsmanship from such members at all times.

Schedule 3, PLAYER ELIGIBILITY

1. Only Registered Players who have qualified for MSSA's *National Team Trials* in a Regional, Provincial, and/or National Championship are eligible to participate in such Trials.

Schedule 4, REGISTRATION FOR NATIONAL TEAM TRIALS

1. To participate in the MSSA *National Team Trials*, Registered *Player* shall be fully-paid-up members of an affiliated *Member*.
2. Such player needs to have submitted all documentation required by MSSA prior to the start of the National Team Trials.
3. To compete in more than one *Computer Game*, a player shall register separately for every *Computer Game* through the member club. Please be advised that some *Computer Games* are *Team* based and

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require more than one *Player*, as such players must refer to the *Computer Game* specific rule sets. Players wishing to enter a team event shall be part of a *Team* to register for these games.

4. Players shall only be allowed to play in more than one *Computer Game* should the Umpire-in-Charge deem that it proper.
5. Players playing in a team event shall nominate a *Team Captain*.
6. No reserves are allowed.
7. *Teams* participating in team events that do not have the minimum number of *Players* registered for a given *Computer Game* shall not be eligible to compete.
8. Once a *Team* has agreed to participate in *National Team Trials*, all *Matches* in such *National Team Trials* must be played. *Teams* who do not complete their *Matches* will be suspended pending a decision from the *eSBoC*, this is to ensure that fair *Match* draws are possible, and *Teams* do not benefit unfairly from automatic wins.
9. The *MSSA* shall verify *MSSA* membership and the *Umpires* shall verify *Player*, *Team*, and *Club* registrations.
10. As all *Players* in *MSSA* are automatically registered as *Players* of *MSSA* and the International e-Sports Federation (IeSF), *Players* of the *MSSA* are bound by Rules, Regulations and Code of Conduct of both *MSSA* and IeSF.
11. *Teams* and *Players* are urged to contact the *MSSA's Umpire Team* immediately if they encounter any queries.
12. Any dispute that might occur, whether it is for cheating, misbehaviour of *Players* or *Teams* or general *Team* disputes that might occur must immediately advise *MSSA's Umpires* present at *MSSA's National Team Trials*.
13. Please note that any registered *Player* that takes a dispute to a public forum or does not first lodge their complaint with the *Umpire* shall be subject to Disciplinary Procedure.

Schedule 5, ENTRY FEES

1. Entry fees for participating in *MSSA's National Team Trials* shall be at the discretion of *MSSA's Management Board*.
2. A *Player* can apply for the *Computer Game* entry fee to be reimbursed if the *Computer Game* is not played.

Schedule 6, COMPUTER GAMES PLAYED

1. Computer games played in *MSSA's National Team Trials* shall be at the discretion of *MSSA's Management Board* after considering the recommendations of the *Esports Board of Control*.

Schedule 7, 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 *Match*, with the scores clearly visible.
2. Team captains must enforce this rule and ensure that all the *Team Players* take the screenshots. The *Team Captains* must save a copy of all the *Team Players'* screenshots, and replays if available, as a precaution for at least one month. Any questionable *Match* screenshots will be verified by obtaining a copy from the *Team Captains*.

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 *eSBoC*. The *Player* shall immediately be suspended pending a decision from the *eSBoC*. *Umpires* are required to forward all resolutions and decisions, for record keeping purposes to the *eSBoC*. *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 *eSBoC* 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

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disciplinary hearing, and appeal (if necessary).

4. *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 *eSBoC* enquiry.

Schedule 9, HOW TEAMS ARE SELECTED

1. *MSSA* shall first select the Team Captain.
2. The *Team Captain* shall be selected from the Team Captains present at such National Team Trials, and who best demonstrates the playing skills, personal skills, and leadership skills required for the National Team.
3. The *Team Captain* shall then submit a list of his 'squad' to *MSSA*.
4. The squad shall consist of double the number of players required for such team event.
5. The squad shall include any requirements as to the make-up of the team as per *MSSA*'s Constitution in terms of demographic representation.
6. Since the *Team Captain* is ultimately responsible for the team, the *Team Captain* must ensure that he/she only selects players with whom the *Team Captain* can work, and such players who shall take direction from the *Team Captain*.
7. Once the Squad has been approved by *MSSA*, such *Team Captain* shall select the final team out the squad for each event.
8. Should the *Team Captain* be a male, such *Team Captain* shall appoint a Deputy Team Captain, out of the members of the squad, who shall be a female. Such Deputy Team Captain shall be deemed to be the Team Captain for events wherein a female team has to participate.

Schedule 10, HOW MEMBERS ARE SELECTED FOR 1v1 GAME TITLES

1. *MSSA* shall first select the player who best demonstrates the playing skills, personal skills, and leadership skills required for the National Team.
2. The number of players selected for each title shall depend entirely on the requirements as laid down for the various international events.
3. *MSSA* may appoint a player per Game Title to act as a Team Manager per Game Title. Such Team Manager shall have the same duties as per Schedule 12 below.

Schedule 11, REMOVAL FROM THE TEAM

1. A Team Member may be removed from the Team if:
 - I. Such *Player* is in contravention of *MSSA*'s Code of Conduct, and/or
 - II. Such *Player* uses foul or vulgar language, make derogatory, racially, ethnically or religiously motivated comments or insults to any of his/her fellow *Players*, and/or
 - III. Such *Player* who is considered disruptive, and/or
 - IV. Such *Player* has outstanding fees, and/or
 - V. Such *Player* is not attending team practice.
2. To be removed from the Team, the following shall be required:
 - I. In the case of a *Team Captain*, the *Team Manager* and 40% of the team shall make written representation to the Management Board, to have such person removed, and
 - II. In the case of a *Team Member*, the *Team Manager* and the *Team Captain* shall make written representation to the Management Board, to have such person removed.
3. The Management Board's decision shall be final.

Schedule 12, ADDING MEMBERS OF THE SQUAD

1. *MSSA*'s Management Board shall be entitled to add to members of the Squad or National Team on the following conditions:
 - I. The Team Manager and the Team Captain shall make written representation to the Management Board requesting such player to be added, and
 - II. Only players that participated at the National Team Trials that were used to select such team may be added to the Team.
2. *MSSA* shall attempt to maintain the squads at their original strength, if there are sufficient numbers of

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players who competed at the National Team Trials.

Schedule 13, DUTIES OF THE TEAM CAPTAIN

1. *Team Captains* shall ensure that there are sufficient members available every month for:
 - a. Online test matches.
 - b. Press meetings.
2. *Team Captains* shall advise the *Team Manager* which day every month the team is available for online test matches at least two months in advance.
3. Where dates of matches have been decided upon by IeSF, the *Team Captains* shall ensure that the team is available.
4. *Team Captains* shall ensure that all members of the team practice regularly and shall report in writing on such to the *Team Manager*.
5. *Team Captains* shall ensure that all members of the team are aware of, and comply with, WADA requirements. Should there be any infraction by any member of the team, the *Team Captains* shall immediately report such infraction to the *Team Manager*.
6. *Team Captains* shall recommend to the *Team Manager* her/his choice for any international event.

Schedule 14, DUTIES OF THE TEAM MANAGER

1. The *Team Manager* shall liaise with the *Team Captain* every month.
2. The *Team Manager* shall ensure that all members of the team are aware of, and comply with, WADA requirements. Should there be any infraction by any member of the team, the *Team Manager* shall immediately report such infraction to the Management Board together with her/his recommendations.
3. The *Team Manager* shall ensure all the documentation is available for submission to IeSF.
4. The *Team Manager* shall be present when the team participates in an event.