



Counter-Strike 2

Rulebook PolyLAN 43

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1 General

These regulations will be the reference document for the entirety of the PolyLAN 43 Counter-Strike 2 tournament (hereinafter «CS2t») taking place at Beaulieu from the 13th of May 2025 to the 17th of May 2026. The rules may be available in several languages. If the individual rules differ, the French version is valid in all cases as correct.

1.1 Recipients

These rules apply to all persons participating in the Counter Strike 2 tournament (hereinafter: "CS", "CS2" or "Game"), as well as to their organization and team, including their coaches, managers, owners, members and employees. (All such persons are referred to as "Tournament Members" throughout the remainder of this document). By participating in this tournament, each tournament member warrants that he/she is aware of the contents of these rules and agrees to abide by them in their entirety.

Tournament members accept that their matches may be broadcast, commented on or projected on stage.

1.2 Stream

It is possible to stream the tournament if and only if the match is not being not streamed by the tournament team.

A 105-second delay is mandatory on the stream.

If these conditions are not met, a penalty may be imposed.

2 Tournament information

2.1 Admins

Here are listed the admins tournament :

- TBD : Tournament Manager
- LORI : Server Admin

2.1 Tournament Management platform

The official management platform for the tournament will be Plamingo, PolyLAN's intranet. Please be sure that each member of your team has an active and usable account.

2.2 Tournament format

The tournament is played in 2 stages.

- **Step 1** : Swiss rounds in Best-of-1, group of 15-16 teams. All the teams qualify for Step 2. The group seeding will be made by the admins.
- **Step 2** : Double elimination bracket Best-of-1 / 3. The bracket seeding will be based on the Step 1's results.

The format may change depending on the number of teams taking part in the tournament.

2.3 Tiebreaker

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

2.4 Tournament schedule

The tournament starts on Friday at 09:00. This means that matches must start at this time. The rest of the tournament schedule can be found on Plamingo.

Depending on the number of participants, there may be changes. The detailed schedule, including round start times, breaks and tournament end times, will be published on Thursday May 09 after the close of tournament registration.

2.6 Communication

2.6.1 General communication

All tournament communication will be on Discord.

2.6.2 In-game communication

For each individual game, the communication between teams shall take place directly on the in-game chat.

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. More details in the SESF standards below.

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 Roster member

The roster is made up of the 5 male and female players in the team. Only members of the roster are allowed to speak during the match within the roster or on stage.

3.3 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.

3.4 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.

3.5 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

The PolyLAN servers are located in the LAN.

4.2 Game settings

Mode : 5v5

Mappool :

- de_ancient
- de_anubis
- de_vertigo
- de_dust2
- de_nuke
- de_inferno
- de_mirage

Admins reserve the right to retain the map pool from a previous update if it is modified by Valve within a timeframe deemed too short for teams to adapt between the update and the start of the tournament.

4.3 Scripts and third party softwares

4.3.1 Illegal scripts

Most scripts are illegal (except for buying weapons or demo scripts). Here are a few 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 and starting settings

The following command is forbidden :

- mat_hdr

The following command in the starting options are forbidden :

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

4.3.3 Overlays

All the In-game overlays are forbidden except for those

below :

- cl_showpos 1
- cl_showfps 1
- net_graph 0/1

The HUD can be modified as long as no information available in the standard HUD is removed or falsified. If you use a custom HUD, it must be legible. Action may be taken if an illegible HUD hinders an admin's work. Custom files are only allowed for your HUD and GUI. Other custom files are forbidden, including custom models, modified textures or sounds (volume, soundscapes).

4.3.4 Forbidden software or forbidden component

Modifying game graphics or textures with the help of drivers such as Videocard or similar tools is illegal. In addition, any kind of overlay that displays system performance during playback (e.g. Nvidia SLI Display, RivaTuner overlays) is illegal. Tools that only display FPS are legal. Any hardware that helps the player in any way is forbidden. You will be punished regardless of whether the modifications were made using external hardware or software.

4.3.5 Screen color

The use of the 16 bits display is forbidden.

4.3.6 Config folder content

In the configuration folder, you are only allowed to have configuration files. Photos, demos, screenshots and compressed files are not allowed. Action may be taken if too many unclear configuration files hinder an admin's work.

4.4 Server settings

4.4.1 Configuration

- Max rounds : 24 (mp_maxrounds 24)
- Round time : 1.92 (mp_roundtime 1.92)
- Freeze time : 20 seconds (mp_freezetime 15)
- Buy time : 20 seconds (mp_buytime 15)
- Overtime rounds : 6 (mp_overtime_maxrounds 6)
- Overtime start money : 10000 (mp_overtime_startmoney 10000)

4.4.2 Match plugin

The match plugin used will be "MatchZy". To ensure all players can connect to the server, they must provide their Steam IDs to the Admins before the start of the tournament.

4.4.3 Game version

The tournament will be played on the latest version (patch) of Counter-Strike. If Valve deploys an update during the tournament, it will be tested on a separate server to ensure the match plugin functions correctly. If the match plugin is not functional, the remainder of the tournament will

be played on the previous version.

4.5 Skins/Models

Agent skins or models are forbidden for the duration of the tournament. The default skin must be selected. If the error is reported to the admins at the end of the game, no penalty will be imposed. The first time a team is caught using one or more default skins, a warning will be issued. The second time, the match is considered lost.

5 D roulement des Matches

5.1 Installation du mat riel

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. Members are identified by their Steam ID. If the member is unable to connect to the server, the person in charge (captain or coach) is asked to contact the admins immediately.

5.3.3 Match IP

The tournament IPs may be found on Plamingo.

5.3.4 Pick / Ban

The map veto is directly made on the server. When the two teams are ready to play, the server shall launch the map veto process.

5.3.4.1 Select process for the map during a BO1

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

- The top team in the tree is considered Team A. The other team is, by definition, team B.
- Team A begins banning, followed by Team B, until only one map remains. This map will be played.
- A cut round will be played to define the teams' sides.

5.3.4.2 Select process for the map during a BO3

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

- The top team in the tree is considered Team A. The other team is, by definition, team B.
- Team A begins the ban, followed by Team B.

- Team A chooses one of the five remaining maps, which will be the first map played during the confrontation. Team B chooses the side for the first match.
- Team B chooses one of the four remaining maps, which will be the second map played during the confrontation. Team A chooses the side for the second match.
- Team A starts a ban followed by Team B.
- The remaining map will be played for the tie-breaker match. A cut round will be played to determine the teams' side.

5.3.4.3 Select process for the map during a BO1 during the Grande Finale

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

- The winner of the winner bracket is team A. The team from the lower bracket is considered team B.
- Team A chooses a map, which will be the first map played during the confrontation.
- Team B chooses the side for the first match.
- Team B chooses a map, followed by Team A.
- Team B chooses one of the four remaining maps, which will be the second map played during the confrontation. The team chooses the side for the second match.
- Team A selects a map, followed by Team B
- The remaining map will be played in the tie-breaker match. A cut round will be played to determine the teams' side.

5.3.5 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 compulsory to register a demo for each member of the team playing the match. This can be requested throughout the tournament. Failure to provide a demo when requested by an admin will result in sanctions.

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 member of a roster has temporary problems, he or she can remove his or her ready status by entering the command “! To force your team to be ready to start, any member of the roster can enter the command “ !for ceready”, which defines that all roster members will 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 may reactivate the game and continue playing. Reactivating or pausing play without giving a reason may result in a penalty. The technical pause can be used by all members of a roster on the server using this command “ !tech”. To resume the match, both teams must type the command “!

5.4.4 Tactical break

Each team has 3 30-second breaks available for each map and 1 per overtime. These can be taken separately or all at once during the same freeze time. To request a break, please the in-game tactical timeout system (ESC → Call a tactical timeout).

5.4.5 Communication

For the duration of a match, any communication to a roster member must be restricted to other roster members playing with him/her in

that match. No other communication is permitted. When a break is activated in the game, roster members are allowed to speak with their coach, the substitute and the tournament admins, but all other communication is forbidden.

5.4.6 Overtime

In the event of a tie (12-12), an overtime will be played with an MR3 and \$10,000 start money. At the start of the overtime, teams stay on the last side played (CT, T). They change sides after 3 rounds. Teams continue overtimes until a winner is determined.

5.4.7 Restoring a Round

In some cases, the round can be restored by the admins. Restoration requests can only be made in the following cases: - disconnection of a roster member

- Instant server latency
- Server configuration error

In the event of a roster member disconnection or instant server latency, the round can only be restored if no damage was inflicted prior to the disconnection or instant server latency.

5.4.8 Involuntary interruption of a match

If a match is unintentionally interrupted (crash, network disconnection, etc.), a technical break must be made and the admins must be notified. The waiting time for a disconnected roster member is 10 minutes. If the roster member rejoins within this time, the match can be resumed. If after 10 minutes the missing roster member is not reconnected, the match continues with one roster member less. No amicable settlement is permitted without the agreement of an admin. Admins may, in the event of validation, monitor compliance with the conditions. All amicable arrangements made without official validation will be ignored by the admins and considered as null and void in the event of a dispute.

5.4.9 Technical / medical emergency

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

5.5 after the match

5.5.1 Investigation demand

If a team suspects cheating against a member of an opposing roster. The captain must inform the admins. The admins will look at the gotv only on the roster member concerned to see if the suspicions of cheating are proven, the roster member's "record" may be requested. If the roster member in question is unable to provide their demo, the match will be considered a forfeit.

6 Rule violations

6.1 Forbidden actions and bugs

6.1.1 Bombs

It is forbidden to plant the bomb in such a way that it can no longer be reached. Places that can be reached with the help of another team member are permitted.

6.1.2 Climbing

Boosts with the help of other team members are permitted. It is not allowed to reach positions where textures disappear into walls or patterns if a special movement (e.g. a jump) is required.

6.1.3 Boosting, sky walking, sharking

Boosting through walls, ceilings, floors, pixels or invisible surfaces as well as skywalking, floating and sharking are prohibited.

6.2 Suicide

It is forbidden to suicide through the console.

6.3 Others

The use of bugs is generally not permitted. If a bug is used that is not listed in the rules, an admin will decide whether or not to take action.

6.4 Disqualification and expulsion

After an admin has investigated an infringement of the rules, a sanctioned team may also suffer several automatic defeats, team disqualification or even team expulsion. A disqualified team automatically loses all future matches and forfeits all rights, prizes and awards it may have received. In a pool phase, all results from previous matches are converted into defeats. In a final phase, the previous match is converted into a defeat and the 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 Terminologie

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.

9. Cash prize payment

Cash prize payment will be done in a single bank transfer to one designated member of the team.

Standards SESF

SESF STANDARDS REGARDING THE ORGANIZATION OF ESPORT COMPETITIONS

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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.