

**POLYLAN 43**  
**LEAGUE OF LEGENDS**  
**TOURNAMENT RULES**

Centre de Congres de Beaulieu, Lausanne

May 15-17, 2026

*Version 2.0*



# 1. General Purpose

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This ruleset serves as the reference document for the entire PolyLAN 43 event, held at the Centre de Congres de Beaulieu in Lausanne, from Friday, May 15, 2026 at 9:00 AM to Sunday, May 17, 2026 at 4:00 PM. This ruleset is available in multiple languages. In case of discrepancy between language versions, the French version prevails.

## 1.1 Scope

This ruleset applies to all persons participating in the PolyLAN League of Legends tournament (hereafter: "LoL" or "the Game"), as well as their organization and team, including coaches, managers, owners, members, and employees (all such persons are referred to as "players" throughout this document). By taking part in this tournament, each player acknowledges having read and understood this ruleset and agrees to comply with it in full. Players accept that their matches may be broadcast, commentated, or projected on stage.

## 1.2 Administrator Authority

Decisions made by tournament administrators are final and take precedence over all other considerations. In situations not covered by this ruleset, administrators shall rule at their sole discretion, in the interest of the smooth running of the competition. Any dispute must follow the procedure described in section 2.6.4.

## 2. Tournament Information

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### 2.1 Tournament Management Platform

The official tournament management platform is Plamingo (PolyLAN intranet).

### 2.2 Tournament Format

The tournament is played in two stages:

#### Stage 1: Swiss Rounds

Swiss rounds phase over 7 rounds in Best-of-1 (Bo1) format.

#### Stage 2: Double Elimination Brackets

Two double elimination brackets are formed from the Stage 1 results:

- Pro Bracket: teams ranked 1 to 32 (all placed in the Winner Bracket).
- Fun Bracket: teams ranked 33 and beyond (all placed in the Winner Bracket).

Phase	Format	Fearless Draft
Rounds before Quarterfinals	Bo1	No
Quarterfinals	Bo3	Yes
Semifinals	Bo3	Yes
WB Final / LB Final	Bo3	Yes
Grand Final	Bo3	Yes

### 2.3 Side Selection

- Stage 1 (Swiss rounds): The Pick & Ban phase order is determined by a !roll d6 in the rand channel on Discord. The highest value wins.
- Stage 2 (Brackets): The higher-seeded team chooses the side for Game 1. For subsequent games in a Best-of series, the loser of the previous game chooses the side.
- Grand Final: The team coming from the Winner Bracket chooses the side for Game 1. Thereafter, the loser of each game chooses the side for the next.

### 2.4 Swiss Round Tiebreakers

In case of a tie between two or more teams after the 7 Swiss rounds, the following tiebreaker criteria apply in order:

1. Number of wins (overall score).
2. Head-to-head record between tied teams.
3. Brawl

## 2.5 Tournament Schedule

Team captains or managers are called to the briefing on Friday, May 15 at 9:00 AM. The tournament begins 30 minutes later. All players must be present at the tournament venue from the start.

Day	Phase	Time
Friday, May 15	Briefing + Stage 1 (Swiss rounds + Bo1 brackets)	09:00-20:00
Saturday, May 16	Stage 2 (Brackets)	09:00-20:00
Sunday, May 17	Finals + Grand Final	09:00-16:00

## 2.5b Detailed Game Schedule

*Note: the times below are indicative and may be adjusted by the administrators based on tournament progress. Players must check for updates on Discord.*

Day	Round / Phase	Start Time	Format	Notes
Friday, May 15	Captain Briefing	09:00		
Friday, May 15	Round 1	09:30	Bo1	
Friday, May 15	Round 2	10:30	Bo1	
Friday, May 15	Round 3	11:30	Bo1	
Friday, May 15	Round 4	12:30	Bo1	
Friday, May 15	Lunch Break	13:30-14:30	-	
Friday, May 15	Round 5	14:30	Bo1	
Friday, May 15	Round 6	15:30	Bo1	
Friday, May 15	Round 7	16:30	Bo1	End of Swiss rounds
Friday, May 15	Bracket Announcement	17:30	-	Discord + Plamingo
Friday, May 15	Pro + Fun Bracket: R16	18:00	Bo1	
Friday, May 15	Pro + Fun Bracket: R8	19:00	Bo1	
Saturday, May 16	Pro + Fun Bracket: QF	09:00	Bo3	Fearless
Saturday, May 16	Lunch Break	12:00-13:00	-	
Saturday, May 16	Pro + Fun Bracket: SF	13:00	Bo3	Fearless
Saturday, May 16	Pro + Fun Bracket: WB Final	16:00	Bo3	Fearless
Sunday, May 17	Pro + Fun Bracket: LB Final	09:00	Bo3	Fearless
Sunday, May 17	Grand Final	13:00	Bo3	Fearless
Sunday, May 17	Award Ceremony	~16:00	-	

## 2.6 Communication During the Tournament

### 2.6.1 General Communication

All tournament announcements are broadcast via the PolyLAN Discord, in the League of Legends channel (<https://discord.gg/polylan>). Players must use the appropriate Discord tag. For any other questions, the tournament administrator can be found at the committee corner.

### **2.6.2 In-Game Communication**

Communication between players or teams for each match takes place on the Plamingo match page or via Discord.

### **2.6.3 Issues During a Match**

If a player encounters a problem, they must contact the administrator as quickly as possible. It is strongly recommended to take screenshots (victory screen, chat, etc.) as evidence.

### **2.6.4 Contesting a Decision**

If a player or team contests a decision made by the administrator, the team captain or manager may request a review by a referee panel member. The referee panel's decision is then final. The Referee Panel is ruled according to Section 9 of the SESF standards below.

## **2.7 Team Composition**

Teams consist of a maximum of 7 persons, as follows:

- 5 starting players
- 1 substitute (optional)
- 1 manager (optional)

During matches, only the 5 players in-game are allowed in the same voice channel. Only players are permitted on stage during the Grand Final.

## **2.8 Substitutions**

A substitute may replace a starting player between games in the same match (Bo3 or Bo5). The following conditions apply:

- The team must notify the administrator within 5 minutes of the end of the previous game.
- The substitute must be listed on the team sheet registered on Plamingo before the start of the tournament.
- No substitution is permitted during a game.
- In case of a medical emergency rendering a player unable to continue, the administrator may authorize an exceptional substitution even in a Best-of-1, at their sole discretion.

# **3. Game Settings**

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## **3.1 Server**

## 3.2 Match Settings

Parameter	Value
Mode	5v5
Game Version	Latest patch in effect
Map	Summoner's Rift
Game Type	Tournament Mode (Tournament Draft)

*Note: champions released on the current patch are automatically banned from play. Champions that have undergone a major rework are enabled at the administrator's discretion.*

### 3.2b In-Tournament Restrictions

Administrators may, at any time before or during a match, ban certain gameplay elements (champions, skins, items) in case of a known bug affecting competitive integrity. Teams will be notified of active restrictions via Discord before the start of each round.

## 3.3 Scripts and External Software

Only software that provides no in-game advantage or real-time information is permitted. For reference:

- Permitted outside the game: analysis sites and applications (U.GG, OP.GG, Porofessor) for pre-match preparation.
- Prohibited in-game: any overlay, script, macro, or third-party tool providing real-time information (automatic timers, jungle tracking, etc.).
- Tolerated: FPS counters and system performance indicators.

## 4. Match Procedures

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### 4.1 Before the Match

### 4.1.1 Match Time

Players must regularly check the announced schedule for any adjustments and ensure they do not delay the tournament.

### 4.1.2 Presence Confirmation

The team captain or manager must confirm their team's presence by contacting the opposing team no later than 15 minutes after the start of the round's scheduled time. After this deadline with no valid justification, a forfeit win may be awarded to the opponent.

### 4.1.3 Delayed Match Start

If involuntary technical difficulties or a communication failure prevent the start of a match more than 15 minutes after the scheduled time, the administrator may, at their sole discretion, award a forfeit win.

### 4.1.4 Pick & Ban Phase

The Pick & Ban phase follows the standard Tournament Draft format:

- Blue Team = A ; Red Team = B
- Bans: A B A B A B
- Picks: A B B A A B
- Bans: B A B A
- Picks: B A A B

If a player selects a champion by mistake, they must inform the administrator before the opposing team locks in their next selection. If this is the case, the phase will be restarted with the same picks and bans up to the point of the error. If the opposing team has already locked in their next selection, the mistakenly selected champion remains locked.

## 4.2 During the Match

### 4.2.1 Pauses

The total duration of all pauses combined cannot exceed:

- 10 minutes for a Best-of-1
- 20 minutes for a Best-of-3

It is forbidden to pause the game without a valid technical or medical reason. An unjustified pause results in a warning. If the permitted pause time is exceeded, the administrator may order an immediate resumption or, if the issue persists, award the game victory to the opposing team.

### 4.2.2 Disconnect / Lag / Bug

In the event of a disconnection, the player must attempt to reconnect as quickly as possible. The player or a teammate must pause the game immediately via the /pause command. If,

after several attempts, the player cannot rejoin the game, the administrator must be notified without delay.

#### **4.2.3 Technical or Medical Emergency**

In the event of a medical emergency or major technical problem, the match is interrupted and the administrator must be notified immediately. The administrator decides, at their sole discretion, on the outcome of the game.

#### **4.2.4 Communication During Pauses**

During a pause, players are not allowed to communicate with each other, except to identify and resolve the technical issue causing the pause. Any strategic communication during a pause is forbidden and will be sanctioned. The administrator may, at their discretion, allow teams to briefly discuss before resuming if the pause is prolonged.

#### **4.2.5 Player Seating**

During on-stage matches (Grand Final), players must sit in the following order from left to right from the audience's perspective: Top, Jungle, Mid, Bot, Support. This order must be observed by both teams.

#### **4.2.6 Electronic Devices in the Match Area**

During on-stage matches, players are not permitted to have wireless devices (mobile phones, smartwatches, Bluetooth earphones, etc.) in the match area. Administrators will collect these devices before the start of the match and return them at its conclusion.

### **4.3 After the Match**

#### **4.3.1 Score Entry**

Unless otherwise indicated by the administrator, results are automatically recorded on Plamingo at the end of the match. It is the teams' responsibility to verify the accuracy of the score. In case of error, both teams must report it.

#### **4.3.2 Forfeit Wins**

Matches won by forfeit are recorded at the minimum necessary score (1-0 in Bo1, 2-0 in Bo3, 3-0 in Bo5). No other statistics are recorded.

## **5. Fearless Draft**

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Fearless Draft is a champion selection mode applied to all Best-of-3 matches, starting from the quarterfinals (Pro Bracket and Fun Bracket).

## 5.1 Fearless Draft Rules

- Any champion selected in a game of a match becomes banned from selection for the remainder of the match, for both teams.
- Banned champions are not affected by this rule: a champion banned in Game 1 can be picked or banned again in Game 2.
- For clarity: if champion X is picked by team A in Game 1, it cannot be picked by either team in Games 2 or 3.

*Fearless Draft does not apply to Best-of-1 matches (Swiss rounds, rounds before the quarterfinals, and loser brackets excluding the final).*

## 6. Chronobreak and Remakes

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This section describes the procedures to follow in case of a bug or major technical problem.

### 6.1 Game of Record (GOR)

A game is considered a "Game of Record" (official game) once any of the following conditions is met:

- A player establishes line of sight with an opponent.
- An attack or ability hits minions, jungle monsters, structures, or enemy champions.
- A player enters the enemy jungle.
- The game timer reaches 2:00.

#### 6.1b Prompt Bug Reporting

As soon as a player becomes aware of a bug, they are required to pause the game as quickly as possible (via the /pause command, by asking a teammate, or by alerting the administrator) and report the issue. If a player intentionally continues playing without reporting a bug they are aware of, they forfeit any right to a remake or rollback for that bug. The administrator may determine that an immediate pause was not feasible if the teams were engaged in combat at the time the bug was discovered.

### 6.2 Before the GOR

Before a game reaches GOR status, a remake may be granted in the following cases: incorrect application of runes or summoner spells due to a bug, or technical difficulties preventing the normal course of the game.

### 6.3 After the GOR

After the GOR, a remake can only be granted in exceptional circumstances, at the sole discretion of the administrator. Examples: server crash, critical bug significantly affecting a player's ability to play, or environmental conditions making the game unplayable.

## 6.4 Awarded Victory

In the event of a technical issue requiring the termination of a game after the GOR, the administrator may award the victory to a team if they determine with reasonable certainty that the opposing team could no longer avoid defeat. The following criteria may be taken into account:

- The game has lasted more than 15 minutes.
- The gold differential exceeds 57.5% in favor of one team.
- The tower differential exceeds 7.
- The inhibitor differential exceeds 2.

*The final decision always rests with the tournament administrator. In case of disagreement, the appeal procedure described in section 2.6.4 applies.*

## 7. Sanctions

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The following table summarizes applicable sanctions. The administrator reserves the right to adapt sanctions according to the severity and circumstances.

Severity	Infraction	Sanction	Details
Very High	Physical assault, threats, theft, corruption, collusion, property damage	Immediate disqualification + authorities contacted if necessary	
High	Cheating (scripts, exploits, third-party software), identity fraud, discriminatory insult	Team disqualification	
Medium	Falsified result, unregistered account, repeated insults, intentional disruption	Game or match loss	After 2 warnings
Low	Lateness, unjustified pause, excessive protests, isolated insult	Warning or game loss	< 15 min: warning / > 15 min: game loss

Sanctions are cumulative. A player who has received 2 warnings will be given a game loss on the next infraction. High and very high severity sanctions are applicable immediately, without prior warning.

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## 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.

## 8. Terminology

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### 8.1 Match, Game, Set and Round

A match refers to the encounter between two teams. A match consists of one or more games (rounds). The term "round" refers to a round in the context of Swiss rounds. A match may be divided into sets, each consisting of multiple games.

### 8.2 Best-of-X (BoX)

In a Best-of-X match, a maximum of X games are played. The match is won as soon as a team wins more than half of the games. Remaining games are not played.

### 8.3 Fearless Draft

A selection mode in which champions picked in a game are excluded from subsequent games of the same match, for both teams (see section 5).

### 8.4 Game of Record (GOR)

The point from which a game is considered official and can no longer be restarted without a specific procedure (see section 6.1).

### 8.5 Side

The side of the map on which a team plays: Blue Side (bottom-left, first pick) or Red Side (top-right, last pick).

### 8.6 Seeding

The ranking of teams at the end of Stage 1, used to determine positions in the double elimination brackets and side selection.

## 9. Cash prize payment

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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 reserved<sup>1</sup>.
- 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.

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<sup>1</sup> Cf. Regarding private corruption: Art. 322<sup>octies</sup> et art. 322<sup>novies</sup> [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 participants<sup>2</sup>. 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 reserved<sup>3</sup>.

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<sup>2</sup> Cf. ESIC code of conduct and the directives of the Federal Sports Department, which can be found [here](#).

<sup>3</sup> Cf. Regarding private corruption: Art. 322<sup>octies</sup> et art. 322<sup>novies</sup> [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)<sup>4</sup>.

#### 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.

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<sup>4</sup> 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.