CounterStrike:GO

Rulebook PolyLAN 33
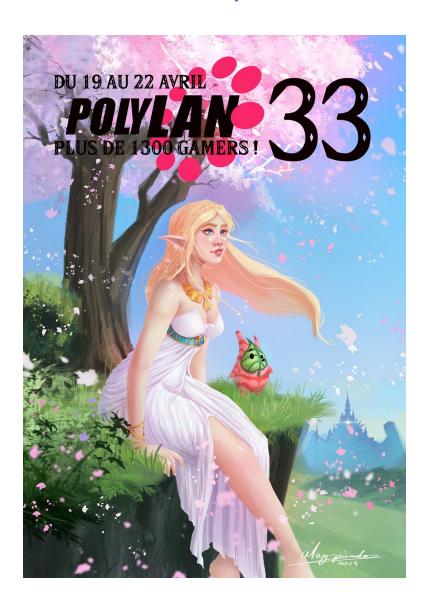
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1 General

These regulations will be the reference document for the entirety of the PolyLAN P33 event (hereinafter «CS:GO») taking place at the Swiss Tech Center from the 19th April 2019 to the 22nd April 2019.

The rules may be available in several languages. If the individual rules differ, the English version is valid in all cases as correct.

1.1 Scope and Application

These regulations apply to all players participating in the CS:GO tournament (hereinafter: "CS:GO" or "Game"), as well as their organization and entire team, including their coaches, managers, owners, members and employees. (The whole of these persons are called "participants" throughout the rest of this document). By taking part in this tournament, every participant guarantees that they are aware of the content of these regulations and commits to respect it in its entirety.

Participants agree that their games could be streamed, casted or shown on the stage.

2 Tournament information

2.1 Tournament Platform

The official Tournament Platform for the Main Tournaments will be Plamingo (https://polylan.ch/Plamingo/) please make sure that each member of your team has already registered and paid for the event.

2.2 Tournament format

The tournament is played in 2 stages.

Stage 1: rounds robin in the Best-of-1 format, 4 pools of 6 teams. The top 24 teams qualify for the stage 2. The Groups will be seeded according to the last played tournaments in Switzerland & Europe (offline and online).

Stage 2: Double Elimination in the Best-of-1/3 format. The Elimination Bracket will be seeded according to the previous Swiss Rounds results (example. 1st vs 16th) or by lot (in case only winners get out of the group).

Tiebreaker:

In case of a tie after stage 1 the direct result counts. In case of a 3-way-tie the round

between the 3 teams counts.

2.3 Tournament schedule

First appointment for the team captain or team manager (or player if he/she has none of the latter two) will be the briefing on Saturday at 8:00 AM. The Tournament itself will start 30 minutes later. All players must be at the location at the start of the tournament.

The rough schedule of the Tournament can be found on Plamingo. According to the number of participants there could be changes.

The detailed schedule will be published on November 1st after the registration closed, including round start times, breaks and final time.

2.4   Tournament communication

2.4.1   General communication

The whole tournament communication is held on the official PolyLAN Discord (https://discordapp.com/channels/291151425633779712/536181381580062730)

2.4.2   Game communication

The communication between the teams for the individual games is held on the Game's chat directly.

2.4.3   Decision Issue

In case you (your team) do not agree with an Admin's decision, the Team Captain or Team Manager (or player if he/she has none of the latter two) has the opportunity to discuss the incident and the decision with the Referee Panel.

3 Team

3.1 Team composition

The maximum number of players per team is 8 people. There are 5 players, 1 replacement player, 1 coach and 1 manager. Only the players taking part in the current game can be in contact during the game. The rulebooks of the tournament and the LAN apply to the whole team.

3.2 Player

A player is part of a 5-Men roster. During a match, only the players are allowed to talk with one another or go on the stage.

3.3 Captain

The team captain is the player in charge of his team to the tournament officials. The captain remains the same through the entirety of the tournament. He/She has to announce his/her team before the beginning of the tournament, to do the Maps Pick&Ban, official complaints, or of any other issue which would require to be reported to the administrators. If an issue arises, only the captain and the coach are allowed to go to the admins' booth to discuss the current matter. The captain has to make sure of it and check that no one else belonging to the roster comes.

3.4 Replacement player

The replacement can exchange his/her place with a player at any time during the LAN, for all that it happens <u>before</u> the beginning of the game. The replacement, as well as the manager and the coach are not allowed to communicate with the players whenever they are playing.

3.5 Coach

The coach can assist in any interaction with the administrators. He is the only one allowed to join the captain at the admins' booth if there is a conflict or an investigation.

4 Game settings

4.1 Server

Europe

4.2 Match settings

Mode: 5v5

Map/Mappool:
- de_dust2
- de_vertigo
- de_inferno
- de_nuke
- de_train
- de_overpass
- de_mirage

4.3 Scripts / Third-Party-Software

4.3.1 Illegal scripts

Any script is illegal except to buy weapons or the demo ones. Here's a few examples of forbidden scripts:
- Jumpthrow 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 or starting parameters

The following command is forbidden:
- mat_hdr_enabled

The following commands in the launching options are forbidden:
- +mat_hdr_enables 0/1
- +mat_hdr_level 0/1/2

4.3.3 Overlays

All the in-game Overlays except for the ones mentioned below are forbidden:

- cl_showpos 1
- cl_showfps 1
- net_graph 0/1

The HUD can be modified as long as no information is which is available in the standard HUD is deleted or falsified. If you are using a personalised HUD, it has to be readable. If an admin is hindered in his work because of unreadable HUD, measures can be taken. The personalised files are only authorised for your HUD or your graphic interface. Other personalised files are forbidden, as well as the personalised models, modified textures or sounds (volume, landscapes sounds).

4.3.4 Forbidden software or forbidden component

Modifying the graphics or the in-game textures with the use of pilots or similar tools is forbidden. Furthermore, any kind of superposition which displays system performances during the reading (for example Nvidia SLI Display, RivaTuner overlays) is forbidden. The tools displaying only the FPS are allowed. Any hardware helping the player in any way is forbidden. You will be sanctioned independently of the fact that the modifications have been done using external material or a software and whatever their active use or not.

5 Game proceedings

5.1 Material installation

The participants are responsible for the installation of their own setup and their functioning. Thus including to supply with and install the adequate pilots if necessary, as well as the adequate cables and adaptors. The tournament officials can help the player if he/she encounters technical issues, but they won't delay the the tournament's planning for this.

5.2 Summons

The summoning time is the time at which the players have to be present to play their official match. This summoning time is indicated on the tournaments' schedule. The match order is important. The match which is at the top of the match-to-be-played's list must always be played first. The participants are invited to be present and ready a few minutes before the summoning time in order to avoid unpredictable delay. If the players from each side are ready before the summoning time, they may begin their match before the scheduled time provided that they play their match in the planned order.

5.3 Before the game

5.3.1 Match times

The players must check the published schedule regularly in case of recent adjustments and to secure not delay the whole tournament.

5.3.2 System

The players generally play the matches on their own systems. However, the tournament organizer can set up individual systems for individual matches or the

whole tournament to which the matches belong. The Grande Finale will be played on a stage, where setups will already have been installed, thus the players only have to bring their headphones/mic, mouse and keyboard.

5.3.3 Random selection process of the map during a BO1

To choose on which map the match will be played, the ban will be as follows:
- the top team in the tree is considered team A. The other team is by definition team B.
- team A begins at ban followed by team B until there is only one map left. This map will be played.

5.3.4 Random selection process of the map during a BO1

To choose on which map the match will be played, the ban will be as follows:
- the top team in the tree is considered team A. The other team is by definition team B.
- team A starts at ban followed by team B until there are only three maps left.
- Team A chooses one of the three remaining maps, this one will be the first map played during the confrontation.
- Team B chooses one of the two remaining maps, this one will be the second map played during the confrontation.
- The remaining map will be played for the tie-break game.

5.3.5 Start of the game delayed.

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 its sole discretion and depending on the points and situation, exceptionally confer a victory.

5.4 During the match

5.4.1 Demo

Recording a demo for each match played is compulsory. The latter may be requested during the entire tournament. Any lack of demo at the request of an official will result in penalties.

5.4.2 Warmup

Before the start of the match, both teams must indicate that they are ready by entering / ready. If a player has temporary problems, he can withdraw his/her loan status by returning the / unready command.

5.4.3 Put the Match on hold

If you have a problem that prevents you from playing, you are allowed to use the pause function. The pause function must be used at the beginning of the next round (during the freeze time). You must announce the reason before or immediately after using it. If no reason is given, the opposing team can reactivate the game and continue playing. The reactivation or the break of the game without any reason can lead to a sanction.

The pause function can be used by all players on the server using this command: / pause

5.4.4 Tactical break

A tactical break of one minute per team and per game is allowed. This break must be done during the freezetime. You must use the pause via the menu and not via the console. Any error may be considered as a break for no reason and may lead to a penalty.

5.4.5 Communication

Throughout the duration of a match, any communication reaching a player must be limited to the other players of his/her roster playing with him in that match only. No further communications are allowed. When a break is activated in the game, they are allowed to speak with their coach, the substitute and with tournament officials but any other communication is prohibited.Communication

Throughout the duration of a match, any communication reaching a player must be limited to only the other players of his/her roster playing with him/her in that match. No further communication is allowed. When a break is activated in the game, they have permission to speak with the coach, the substitute and with tournament officials but any other communication is prohibited.

5.4.6 Overtime

In the case of a tie (15-15), an overtime will be played with an MR3 and $ 10,000 start money. At the beginning of the overtime, the teams stay in the last played side (CT, T). They change sides after 3 rounds. Teams continue overtimes until a winner is determined.

5.4.7 Involuntary interruption of a match

If a match is involuntarily interrupted (crash, network disconnection, ...) the following rules must be followed:

· A break must be made (while respecting the rules of the break stated above) and maintained until all 10 players are connected.

· If the problem occurs before three rounds of one of the half of the match is completed, the server must be restarted and the half is restarted from scratch.

· If the problem occurs after three rounds of one half are completed, half must be restarted and the score will be counted from the last completed round. The starting money is set at 2000 and the team that lost the last round must commit suicide with the "kill" command in the console. This round is not counted. The score continues in the next round. The starting money is again set at 800.

If a player disconnects unintentionally, a break must be made (while respecting the rules of the break stated above). If no kill has been made, the match will start again. If a kill was made already, players will have to put the break at the beginning of the next round. The waiting time of a disconnected player is 10 minutes.If the player joins the game in time, the match can be resumed.If after 10 minutes the missing player is not reconnected, the match continues with one missing player for the concerned team. No amicable settlement is allowed without the approval of an official. Officials may, in case of validation, monitor that conditions are met. All amicable arrangements made without official validation will be ignored by the officials and considered null in case of dispute.

5.4.8 Technical / Medical Emergency

In the case of a medical emergency or a technical problem, the match is interrupted and depending on the case, the admins can decide in their sole discretion the outcome of the game.

5.5 After the game

5.5.1 Validation of the score

At the end of the match, the captain of both teams will have to appear at the corner of the admins to announce the score and take knowledge of the next match.

5.5.2 Request for investigation

If a team has suspicions that an opposing player is cheating. The captain must inform the officials. They will look at the gotv only on the player concerned to know if the suspicions of cheating are proven, the "record" of the player can be asked. If the accused player is unable to provide this record, the match will be considered a lose for the team of that player.

6 Settlement violations

6.1 Prohibited action and bug

6.1.1 bombs

It is forbidden to plant the bomb in a way that it can no longer be reached. Places that can be reached with the help of a teammate are allowed. Violation of this rule will result in the deduction of 3 rounds.

6.1.2 Climbing

Boosts with the help of teammates is allowed. It is not allowed to reach positions where textures disappear into walls or patterns if a special movement (eg a jump) is needed.

6.1.3 Boosting, sky walking, sharking

Boosting through walls, ceilings, floors, pixels or invisible surfaces as well as sky walking, floating and sharking is prohibited.

6.1.4 grenades

Throwing grenades in a wall is forbidden. Throwing them over walls or roofs is allowed

6.1.5 Suicide

It is forbidden to commit suicide via the console.

6.1.6 Other

The use of bugs is usually not allowed. If a bug that is not in the rules is used, an official will decide if a measure will be taken.

6.2 Disqualification and expulsion

After an admin has investigated a rule violation, a sanctioned team may also suffer multiple automatic losses, disqualification from the team or even the team's expulsion. A disqualified team automatically loses all of its next games and loses all the rights and endowments and prices that it could have received. In a group stage, all the results of previous matches are converted into defeat. In a final phase, the previous match is converted to defeat and his previous opponent advances to the next round instead of the eliminated team.

7 General provisions

7.1 Health

In order to avoid any medical problems resulting from the tournament, participants must be guaranteed not to be prey to health problems incompatible with the world of video games or tournaments. The screens, the crowd or the noise will not be held responsible for any physical or psychological complications for the participants.

7.2 Right to the image

Participants authorize the organizers to take photos / videos of them and publish them on the event's Facebook page, in an exhibition, magazines and press newspapers for promotional purposes. They accept that these rights in the image are transferred to the organizers without compensation, especially financial. All participants allow the possible broadcast of their matches.

8 Terminology

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 innings (or sets). The remaining innings (or sets) are not played.

9 SESF Standards

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P REAMBLE

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 is comprised of 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[1].

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)   Referee 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

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[1] Cf. Regarding private corruption: Art. 322^{octies} et art. 322^{novies} Swiss Penal Code, https://www. admin.ch/opc/fr/classified-compilation/19370083/index.html#a322octies

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.

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 makes 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[2]. 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 trademark (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

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[2] Cf. ESIC code of conduct and the directives of the Federal Sports Department, which can be found here.

confidentiality that is required by the situation, Swiss law is reserved[3].

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 Coalition (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.

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[3] Cf. Regarding private corruption: Art. 322[octies] et art. 322[novies] Swiss Penal Code, https://www. admin.ch/opc/fr/classified-compilation/19370083/index.html#a322octies

[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:   Language 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 evidences, call witnesses, explain themselves, etc.

Article 20:   Standards of evidence

1)   Referees shall use the evidences 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) Referee 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 coming 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 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		
Low	Deception			
	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 :

  o Admin's decision: the first decision, made by officials.

  o Referee Panel's decision: the second decision, made by the Referee Panel.

  o 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: A organization and/or person that organizes Esport competitions.