United Kingdom Governing Body (UKGB) Code of Conduct 2023

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Introduction

United Kingdom Governing Body (UKGB) is a newly formed governing body with the goal of uniting aspects of esports in the United Kingdom to create a fair and respectful environment that welcomes everyone. We work with and support aspects of the community, ranging from tournament organisers, publishers, organisations, and players. Our company and associates will do what we can to provide the best environment for everyone in esports.

The goal of the code of conduct

The goal of the code of conduct is to regulate esports and unite British esports culture with uniform rules for every individual and group that this code of conduct applies to. The intention of this code of conduct is to create a fair and just environment for everyone, and attempt to minimise unsportsmanlike conduct in esports, and maintain competitive integrity for any event we associate with.

Application of the code of conduct

The code of conduct has multiple applications, targeting multiple aspects of esports ranging from tournament organizers, publishers, organisations and players. By competing in events under UKGB jurisdiction, individuals are agreeing to our code of conducts and will abide by it where possible. Any breach of the code of conduct will be treated seriously by UKGB and any punishment given by UKGB is binding and enforceable by agreement of the code of conduct. Individuals may withdraw from the code of conduct by withdrawing from any event or association with UKGB and face no repercussions after withdrawing.

**1.0 Company policies**

1.1 Individual conduct:

. Every person associated with UKGB will conduct themselves with professionalism and respect to everyone without discrimination.

1.2 Match Betting

. All personal and immediate family associated with an employee of UKGB is prohibited from betting on any tournament overseen by UKGB

1.3 Age rating

. All players, staff and event attendees must be above the age of 16 to enter any LAN event unless they are accompanied by an adult. In the case that the game has a rating of 18 and over, under 18s will be required to be accompanied by an adult.

. Attendees may be under the age rating of the game being played during an event if they are accompanied by a legal guardian for the duration of the event.

Consequences

1.1: Any individual found to be disrespectful or unprofessional will be asked to leave the event if it’s a LAN event or if found to be disrespectful on social media then will be asked to issue an apology while we investigate the situation. If caught to be reoffending, then more serious action will be deliberated within UKGB) to discuss the best motions going forward.

1.2: Individuals that are found to have bet on a match when associated with UKGB will be immediately removed from association with the organisation and permanently banned from being allowed to compete in any tournaments associated with UKGB

1.3: All personal that are found to be in breach of code 1.3 and attend an event under the set age guidelines will be asked to leave the event but permitted to come back with a relative over the age of 18 and be accompanied for the remainder of the event if there are tickets available for the adult. Repeat offenders of this code will be banned until they are of 18 years old.

**2.0 Players**

2.1 Player conduct:

. Players will be required to conduct themselves with respect and integrity, inside and outside of games. This includes but is not limited to, slurs, derogatory language, homophobic, transphobic, racist and sexist comments.

2.2 Doping:

. The use of performance enhancing drugs which includes but is not limited to, marijuana, Adderall, nicotine, caffeine pills or steroids.

. Drug tests will be performed in part with the IESF and will use their testing facilities during LAN events.

. Nicotine is allowed to be in the players system during any LAN event but use of nicotine products including but not limited to; tobacco, E-cigarettes, or snus is prohibited while on LAN event sites, except for designated smoking areas.

. Prescription drugs are allowed if the player in question has provided proof of a doctor’s prescription for the drug.

2.3 Match fixing and betting:

. Intentionally underperforming to intentionally lose a round/match is prohibited.

. Any player associated with UKGB is prohibited from betting on any match that UKGB has jurisdiction over.

2.4 Communication:

. Communication between teammates and coaches during a match is limited to the in-game voice channels or a third-party application chosen at the discretion of the event organiser.

. Communication between a team and coach during the match except timeout is prohibited.

. Communication outside of the in-game communication channels is prohibited during the match.

2.5 Hardware:

. All players must present their peripherals to the tournament organisers to be tested when requested and will be tested for software and extra communication methods.

. Players are prohibited from using hardware that hasn’t been tested before the matches.

. Players and coaches may not have any extra communication devices on their person including but not limited to, Mobile devices, microphones, speaker, radio devices and others.

2.6: Cheating and exploitation

. Any form of cheating which includes but is not limited to wallhacking, aim botting, soft aiming, trigger botting and macroing is disallowed and will result in the immediate termination of the match if caught.

. Bugs are allowed if not patched after 2 in game updates. If a bug has been found during the game, it will be at the discretion of the game delegate to decide the next steps.

Consequences

2.1: If any individual does not abide by rule 2.1, they will be punished depending on the comments made, the range of punishment is a communication ban for the event to a temporary ban for all UKGB events. Repeat offenders of breaching 2.1 will receive worsening consequences. Apologies to individuals hurt by the comments may aid in punishment times.

2.2: Individuals found in breach of 2.2 will immediately be disqualified of the event and will cause an investigation with the IESF and UKGB to have clarity on if it is a repeat offense. Furthermore, after being punished for an offense of 2.2 that player/team will be required to take more frequent and random drug testing before events. In the event of a repeat offense players will be permanently banned from any UKGB event.

2.3: Any individuals or teams found betting and intentionally losing will be stripped of all winnings and titles from that event and fined £10000. Repeat offenses will increase the fine amounts and on a third offense will be permanently banned from all UKGB offenses.

2.4: In the event of unauthorised communication between individuals the players will be removed of any earnings, points or titles from that match and will be fined £10000. Repeat offenses will result in team wide temporary bans depending on offense timings.

2.5: If a player brings unauthorised hardware on stage this will be classed as cheating and be given the same punishments if found with any form of hack. They will be immediately disqualified for the remainder of the event and depending on what the device is will be given temporary bans depending on the device. A single repeat offence will get the player permanently banned from UKGB events.

2.6: Any form of cheating will result in an immediate temporary ban for 1 year and a repeat offense will result in a lifetime ban.

2.6.1: The intentional use of a bug will result in a disqualification of the match and a repeat offense of will be given a temporary ban depending on the severity of the exploit.

**3.0: Publishers**

3.1 Gambling:

. If a game includes gambling through some way UKGB, requires that the developer has a way for the player to disable gambling on an account for a set period. This can be through in game or through support.

. Gambling is to have a set limit of £1000 in 24-hour period.

3.2 In game bugs:

. Bugs are allowed to be played if the developer has not been patched after 2 patches. It is dependent on the developer to patch the bugs this will not be managed by UKGB

3.3 Time limiter:

. Developers are required to have an option to limit the time played by contacting the support, an in-game option, or parental controls.

. After 3 hours of continuous play, a notification must be sent to the player telling them to take a break, this can be optional but must be on by default.

3.4 Cosmetics:

. Any cosmetics with what are deemed a competitive advantage will be disabled in professional play at the discretion of UKGB. This will vary depending on the game.

3.5 In game purchases:

. Payment methods must require a CVC, password or some other kind of protection if they are saved in game.

**4.0 Organisation and teams:**

4.1 Mental wellbeing of players:

. The mental wellbeing of players for an organisation must be monitored and assistance where requested should be provided by the organisation. Failure to keep player mental health in check will result in disqualification.

. If anyone has concerns about other players mental health, they can forward it to UKGB and in turn be forwarded to the players organisation and assisted by both parties.

 4.2 Contracted player and coach hours:

. Under no circumstances will a player or coach be required to play more than 8 hours in a single day with at least 1 hour break before the 6-hour mark and requires at least 1 day off per weekend. Players may still practice with the team but do so at their own discretion and is down to the organisation if this counts as extra hours.

. A player or coach is not allowed to be forced to work during national holidays or religious holidays.

4.3 Contract termination period:

. A player or coaches’ contract may not be terminated without reason and at least a 2-week notice. This also applies to a player wishing to terminate their contract.

4.4 Discrimination:

. A player, coach or staff member cannot be paid less or treated differently due to race, nationality, gender, sexuality or disabilities.

**5.0 Tournament organisers:**

5.1 Gendered tournaments:

. There will be no gender or sexuality specific tournaments associated with UKGB. All genders can play in any tournament.

5.2 Audience:

. During a LAN tournament, the tournament organiser must prevent the players from hearing the audience. Some ways of preventing this are, IEMs under players headsets, a wall dividing the players and the audience.

. If a player chooses to wear their own IEMs this is permitted but will be required to be tested before the games alongside other hardware such as keyboards and mice.

5.3 Ghosting in LAN:

. Tournament organizers must ensure that players are unable to acquire outside information e.g., enemy team’s monitors, enemy teams talking, casters talking, or the stream of the game played.

Consequences for publishers, organizations and tournament organizers:

Due to the nature of the agreement with publishers, organizations and tournament organizers, there are no set consequences for each code. If a code has been breached, we will contact the offender and discuss the event and come to an agreement on the result of the breach, this may include removing partnership with the offender or giving time to resolve the breach.

**Definitions:**

LAN:

. LAN stands for “local area network” and in the context of the code of conduct, implies a live in person esport event.

Ghosting:

. Ghosting is defined as a player gaining unauthorized outside information during a match.

Bugs:

. A bug is defined as an unintentional feature in a game, this feature can provide an advantage but can also provide a disadvantage depending on the situation.

UKGB:

. United Kingdom Governing Body, the organisation this code of conduct is written for.