

The background of the page features a series of curved, parallel lines in shades of blue and grey, creating a sense of motion and depth. The WBSC logo is centered in the upper half of the page.

WBSC

WORLD
BASEBALL SOFTBALL
CONFEDERATION

Game Time!

APPENDIX TO WBSC eSport
TOURNAMENT REGULATION



WBSC eSport INTEGRITY

INDEX

CHAPTER 1	PREAMBLE	1
Article 1	Preamble	1
Article 2	Terminology	1
Article 3	Scope of Application.....	2
CHAPTER 2	GENERAL CODE OF CONDUCT	2
Article 4	General Code of Conduct for eSport Participants	2
CHAPTER 3	SAFEGUARDING	4
Article 5	WBSC Safeguarding form Harassment and Abuse Rules	4
Article 6	Rejection of Harassment and Abuse	4
Article 7	Safeguarding Officer.....	4
Article 8	Reporting.....	5
Article 9	Confidentiality	5
CHAPTER 4	ANTI-DOPING.....	5
Article 10	WBSC Anti-Doping Rules	5
Article 11	Event Testing	6
CHAPTER 5	PREVENTION OF MANIPULATION OF THE COMPETITIONS (PMC)	7
Article 12	WBSC Prevention of Manipulation of the Competitions (PMC) Rules	7
Article 13	Violation of the PMC Rules	7
CHAPTER 6	DISCIPLINARY ACTION	8
Article 14	WBSC Disciplinary By-Laws.....	8

CHAPTER 1 PREAMBLE

Article 1 Preamble

1.1 As per the WBSC Statutes Article 1.2, the WBSC is the only recognised International Governing Body that governs the Sport of Baseball/Softball and all related disciplines of the Sport, including all virtual/electronic versions of the Sport ("eSport") in all the countries and territories of the world, which accept its Statutes, Code of the Divisions, By-Laws, Rules, and Regulations. In this Article 1.2, "eSport" means any form of active virtual/electronic entertainment representing or impersonating fully or in part any of the disciplines, events, or trademarks governed by the WBSC as well as all related online and offline competitions.

1.2 This separate document on the WBSC eSport Integrity (the "Document") is a compendium of the fundamental integrity principles of the WBSC eSport as part of the continuing efforts of the WBSC to protect and promote the reputation and a healthy environment of its family.

1.3 The WBSC adopted the [WBSC Integrity Code](#) which sets out the obligations with best practices to ensure the WBSC parties adhere to the highest ethical standards of conduct and always protect their rights by creating a safe, diverse, and trustful environment. The integrity principles at large which are not mentioned in this Document shall be abided by the WBSC Integrity Code.

1.4 This Document is a dynamic document that is continually edited and updated to reflect the fast-changing environment of eSport. This Document will be revised whenever there is a need to react to the newest change or challenge in eSport.

Article 2 Terminology

2.1 Participants mean all the individuals including players, player support personnel such as coaches and managers, umpires, officials, staff and volunteers, as well as any other members of any delegation and member of the WBSC eSport online community who agreed to the terms of use of the WBSC eSport and who are accredited to the WBSC a eSport event.

2.2 WBSC eSport Event means all tournaments or events featuring any of the WBSC eSport disciplines organised directly by the WBSC.

2.3 Continental-level eSport Event means all tournaments or events featuring any of the WBSC eSport disciplines organised directly by the WBSC Continental Associations (CA).

2.4 National-level eSport Event means all tournaments or events featuring any of the WBSC eSport disciplines organised directly by the WBSC Member Federation.

Article 3 Scope of Application

3.1 WBSC

3.1.1 During any WBSC eSport Event for the entire duration;

3.1.2 To all Participants of any WBSC eSport Event; and

3.2 WBSC Continental Association

3.2.1 During any Continental-level eSport Event for the entire duration;

3.2.2 To all Participants of any Continental-level eSport Event; and

3.3 WBSC Member Federation

3.3.1 During any National-level eSport Event for the entire duration;

3.3.2 To all Participants of any National-level eSport Event; and

CHAPTER 2 GENERAL CODE OF CONDUCT

Article 4 General Code of Conduct for eSport Participants

4.1 All Participants should comply with this Document and behave accordingly in order to show their respect and commitment to the integrity and credibility of the WBSC eSport. The Ethical principle for the international Baseball/Softball family are regulated by the [WBSC Ethics By-Laws](#).

4.2 Participants bound by this Document are obliged to respect all the applicable laws and regulations as well as the WBSC Statutes, Code of Divisions, By-Laws, Rules and Regulations to the extent applicable to them.

4.3 It is important to conduct themselves before, during, and after WBSC eSport events and as well as in their interactions with other Participants. Thus, all Participants are expected to:

- 4.3.1 Act in an ethical and dignified manner;
- 4.3.2 Respect human dignity that all people deserve;
- 4.3.3 Take care of safety and well-being of other participants, staffs, and supporters;
- 4.3.4 Promote values of the WBSC which are Team Spirit & Friendship, Integrity & Respect, Tradition & Innovation, Diversity & Unity, and Excellence & Fun;
- 4.3.5 Respect the rules of eSport events and play fair.

4.4 Inappropriate behaviour or misconduct by a Participant may harm the safety of other Participants or the integrity of the WBSC eSport. Participants must avoid violating the principles in this Document which include, but are not limited to:

- 4.4.1 Any form of harassment and abuse related to race, colour, gender, sexual orientation, language, religion, opinion, disability and other status violating the [WBSC Safeguarding from Harassment and Abuse Rules](#) and Article 5 of this Document;
- 4.4.2 Any use of doping substances or doping methods to enhance performance violating the [WBSC Anti-Doping Rules](#) and Article 6 of this Document;
- 4.4.3 Any form of cheating including manipulation of the competitions violating the [WBSC Prevention of the Manipulation of Competitions Rules](#) and Article 7 of this Document;
- 4.4.4 Any other actions or conducts that threaten to undermine the integrity and fairness of the eSport event, such as:
 - 4.4.5.1 Attempts to interfere with another player's connection to the WBSC eSport service through Distributed Denial of Service (DDoS), misuse of hacking of servers, or any other means;
 - 4.4.5.2 Any activities including spam, scam, trolling, and other malicious conducts that disrupt, interrupt, harm, or violate the integrity of the eSport event and their streaming services, online community, or experience of other Participants.

CHAPTER 3 SAFEGUARDING

Article 5 WBSC Safeguarding from Harassment and Abuse Rules

5.1 The WBSC adopted the [WBSC Safeguarding from Harassment and Abuse Rules](#) to respect all internationally recognised human rights and promote the protection of these rights for the WBSC family. All other safeguarding rules which are not mentioned in this document shall be regulated by the WBSC Safeguarding from Harassment and Abuse Rules.

5.2 According to the WBSC Safeguarding from Harassment and Abuse Rules, Safeguarding refers to the process and mechanisms of ensuring that sports and sporting events are safe settings for all and in which human rights are fully respected.

Article 6 Rejection of Harassment and Abuse

6.1 To make sure that eSport, eSport events and community, and any other activity taking place both online and offline are safe setting for all, Participants must fully respect the human rights.

- 6.1.1 Any form of discrimination based on race, colour, gender, sexual orientation, language, religion, opinion, disability and any other status should be always rejected.
- 6.1.2 All forms of harassment and abuse, be it physical, sexual, any emotional or mental, neglect or negligence should be always rejected.
- 6.1.3 Any form of cyberbullying which means bullying with the use of digital technologies, that can take place on gaming platform, messaging platform, social media, and mobile phones. It is repeated behaviour, aimed at sacring, angering or shaming those who are targeted.

Article 7 Safeguarding Officer

7.1 There shall be a Safeguarding Officer nominated and available at each physical event. The responsibilities of Safeguarding Officer which include, but not limited to:

- 7.1.1 Providing support to any concerned persons;

- 7.1.2 Documenting all reports of the incidents regarding discrimination, harassment and abuse and determining following procedure of each case;
- 7.1.3 Cooperation and liaising with appropriate bodies, including the WBSC Integrity Unit and external authorities, for the entire investigation process.

Article 8 Reporting

8.1 An alleged incident of harassment and abuse may be report in writing or verbally through various channels including:

- 8.1.1 Safeguarding Officer onsite at eSport events;
- 8.1.2 Any WBSC Officials and/or staff at WBSC eSport Events;
- 8.1.3 Any other contact point identified by CA or National Federation (NF) during their eSport events; and
- 8.1.4 Local authorities.

8.2 Parents, carers, or guardians of the Participants who are under the age of 18 or adults classified as being at risk may report on behalf those Participants.

8.3 Procedure and appeal shall follow the WBSC Safeguarding from Harassment and Abuse Rules.

Article 9 Confidentiality

9.1 As per the WBSC Safeguarding from Harassment and Abuse Rules, all information pertaining to an alleged incident of harassment and abuse shall be regarded as confidential and the WBSC may disclose the confidential information under certain circumstances.

CHAPTER 4 ANTI-DOPING

Article 10 WBSC Anti-Doping Rules

10.1 As part of continuing efforts not only to protect the integrity of sports but also to promote health of participants, the WBSC adopted the [WBSC Anti-Doping Rules](#) (WBSC ADR) which are in compliance with the [World Anti-Doping Code](#) (WADC) of the World Anti-Doping Agency (WADA) to eradicate doping in sport.

10.2 Anti-doping activities required by the WBSC ADR and WADC include conducting in-competition and out-of-competition testing, providing education programmes and sanctioning those who commit Anti-Doping Rule Violations (ADRVs).

10.3 Participants of eSport events must abide by the WBSC ADR and should cooperate with all the necessary doping related activities of the WBSC.

10.4 The WBSC ADR incorporate the [WADC International Standard Prohibited List](#) (the “Prohibited List”) which is revised on a annual basis. It is an individual responsibility for the Participants to check the Prohibited List and ensure they are not violating the WBSC ADR. Participants may find more information and their responsibilities on anti-doping from the [Anti-Doping section of the WBSC Website](#).

10.5 The WBSC provides education programmes and webinars on anti-doping to support Participants. Participants may find useful information about anti-doping educational tools from the [Anti-Doping section of the WBSC Website](#).

Article 11 Anti-doping at Events

11.1 At WBSC eSport Event, the WBSC is the authority that implements all anti-doping requirements; the WBSC might decide to undertake anti-doping testing and/or educational and/or any other anti-doping activity during or in connection with the Event.

11.2 At Continental-level eSport Event, the CA is the authority that implements all anti-doping requirements; the CA might decide to undertake anti-doping testing and/or educational and/or any other anti-doping activity during or in connection with the Event.

11.3 At National level eSport Event, the NF is the authority that implements all anti-doping requirements; the NF might decide to undertake anti-doping testing and/or educational and/or any other anti-doping activity during or in connection with the Event.

11.4 Organisers of the eSport events must consult with the respective authority in charge for the event to accommodate the necessary requirements for a smooth delivery of any planned anti-doping activity.

CHAPTER 5 PREVENTION OF MANIPULATION OF THE COMPETITIONS (PMC)

Article 12 WBSC Prevention of Manipulation of the Competitions (PMC) Rules

12.1 The WBSC acknowledges the challenges to the sport integrity from the manipulation of sport competitions and it stands against the manipulation of sport to support and protect the integrity of sport. This section is based on the [WBSC Prevention of Manipulation of Competitions Rules](#), and Participants must comply with the rules.

12.2 Participants shall be aware that violating this rule may also constitute a criminal offence and/or a breach of other applicable laws and regulations.

Article 13 Violation of the PMC Rules

13.1 Manipulation of eSport events: An intentional arrangement, act or omission aimed at an improper alteration of the result or the course of an eSport events in order to remove all or part of the unpredictable nature of the sport with a view to obtaining an undue benefit for oneself or for others.

13.2 Technological manipulation in eSport events: Use of any technological measures such as using bugs, software cheats, applications and server attacks implemented to gain a competitive advantage in eSport events.

13.3 Corrupt conduct: Providing, requesting, receiving, seeking, or accepting a benefit related to the manipulation of a competition or any other form of corruption.

13.4 Betting related to a competition in which the Participant is directly or indirectly involved or participating in, regardless of whether such betting, gambling, or wagering is otherwise legal in any jurisdiction.

13.5 Inside information

13.5.1 using and/or disclosing inside information for the purposes of betting, any form of manipulation of competitions or any other corrupt purposes.

13.5.2 Giving and/or receiving a benefit for the provision of inside information.

13.6 Failure to report any of such incidents to the WBSC.

13.7 Failure to cooperate with any investigation that maybe carried out by the WBSC in relation to the possible violation of the PMC Rules.

CHAPTER 6 DISCIPLINARY ACTION

Article 14 WBSC Disciplinary By-Laws

14.1 Any violation of the responsibilities and obligations in the Document shall go through with the disciplinary procedure according to the [WBSC Disciplinary By-Laws](#).

14.2 As it is described in the WBSC Disciplinary By-Laws, the WBSC has the authority to take disciplinary action against NF or individual Participant representing a federation in case of a violation of the WBSC Statutes, By-Laws, Rules and Regulations as well as the misconduct and reprehensive behaviours that can harm image, prestige and authority of the WBSC.

14.3 An alleged violation of the eSport Tournament Regulations and this Document will follow the disciplinary procedure according to the WBSC Disciplinary By-Laws.

14.4 A corresponding penalty will be applied to an actual violation and the penalties that are applicable to individuals include dismissal, removal, suspension, fine, warning, and a penalty that combines any of the aforementioned measures.

14.5 Penalties for a violation of the WBSC eSport Tournament Regulations may also include elimination or disqualification form the tournament.

14.6 Appeals against a decision or penalty can be made within twenty-one (21) calendar days from the official notification and follow the procedure as stated in the WBSC Disciplinary By-Laws.