**Allied Esports joins Esports Integrity Commission**

Allied Esports, an Esports entertainment company joins the Esports Integrity Commission and hence joining hands for the fight against corruption in the Esports industry.

Allied Esports will now opt for the ethical codes of ESIC, codes for anti-corruption, code of conduct for the players, and starting with Counter-strike: Global offensive online tournament based on anti-doping code.

Amid Covid-19, there are extensive difficulties in the business model and its functioning for Allied Esports. They partnered with ESIC in July launching CS:GO Legend Series. Previously, they also entered a deal of multi-year licensing agreement with GRID, and Esports data provider.

**Allied Esports:**

Allied Esports International Inc. Is among the most innovative companies across the globe, and is at the front row in the Esports entertainment sector with a wide global network of the competition battleground serving properties, content production centers, and community hubs for gaining experiences.

Allied Esports facilities include a lot of top developed nations like China, North America, Australia, and it also includes the Las Vegas’s renowned Arena HyperX Esports, HyperX Esports Trucks, and Germany, Hamburg’s HyperX Esports Studio. They also serve several proprietary events and productions both online and offline, like, VALORANT Ignition series, and Simon Cup.

**Allied Esports Entertainment:**

Allied Esports Entertainment is a leader in the global market of Esports entertainment sector and has access to innovative infrastructure, interactive service to audiences, multiplatform content, and live transformative experiences. They offer all the services globally through the joining of their two powerful brands: the World Poker Tour (WPT), and the Allied Esports.

**Esports Integrity Commission (ESIC):**

The commission came up in 2015 and is a non-profitable association, aimed at dealing with manipulations in matches, frauds in betting, and several other Esports related threats. It was developed by the top stakeholders of the Esports sector. The commission has top Esports companies as the members, including, ESL, DreamHack, Esports Insider, and Blast.

**Comments by the officials:**

The commissioner of the ESIC, Ian Smith stated in a release that they pleasingly welcome Allied Esports joining hands with ESIC, and he stated how they worked have previously worked together for several years. ESIC used the impressive Las Vegas-based Arena, HyperX Esports of Allied Esports, and at the time of Allied’s Legend Series event, the time of this membership is ideal. Ian Smith also added that they look at ensuring that the organizations of the tournaments stay safe in the coming week and the future, and must also stay well-regulated.

CEO of Allied Esports, Jud Hannigan stated that they are highly proud of joining an exceptional organizer of Esports events and tournaments, ESIC, that works at structuring and regulating the Esports industry. From weekly events to international competitions, Allied’s players, partners, and sponsors are highly confident about fair play conduction of any event, and with this, they aim to assist ESIC in the deployment and development of their practices.