

Esports Athletic Commission (CODE of CONDUCT)

Introduction:

Hey gamers,

We're all here because we share a passion for gaming and want to create an exceptional community together. Think of our gaming group as a collaborative effort towards a new era of gaming.

Our primary goal? Ensuring everyone feels welcome, regardless of who they are. We value diverse ideas and talents because that's what makes gaming truly extraordinary.

Our Code of Conduct is our guide to maintaining a fair and enjoyable environment for everyone. We stand firmly against any form of discrimination, whether it's based on background, race, or any other factor.

Mutual respect is essential. It's the foundation that makes our gaming community outstanding. Whether you are part of the official team or just here to play, these guidelines apply to all of us.

If you ever feel that these rules are not being upheld or if you have any questions, please speak up. We want to hear from you. Let's work together to keep our gaming community a great place for everyone!

Code of Conduct

1. Ethical Competition:

- Participants must adhere to the principles of fair play, uphold sportsmanship, and integrity in all virtual combat sports activities; and demonstrate respect towards opponents, organizers, and other community members.
- Cheating, exploiting glitches, or engaging in any form of dishonest or unethical behavior is strictly prohibited.

2. Compliance with Rules:

- All participants must familiarize themselves with and abide by the rules and regulations set forth by the Esports Athletic Commission (EAC) and the specific regulations of the metaverse gaming league platform.

2.5. Reporting Violations:

- Gamers are encouraged to promptly report any suspected violations of the code of conduct, rules, or ethical standards to the league organizers or relevant authorities.

3. Record-Keeping:

- The EAC will maintain accurate and up-to-date records of virtual combat events, fighters, and match outcomes.

- Fighters and event organizers are responsible for promptly reporting match results to the EAC.

4. Communication and Cooperation:

- Participants are encouraged to maintain a professional and respectful tone in all communications within the gaming community, including in-game chats, forums, and social media related to the metaverse gaming league.

5. Education and Training:

- The EAC will provide training and educational resources for virtual combat professionals, including gamers, referees, and event organizers.

- Participants are encouraged to stay informed about the latest rules, regulations, and advancements in virtual combat sports.

6. Charitable Initiatives:

- The EAC is committed to running charitable initiatives to support avatars and gamers in need within the virtual world.

- Participants are encouraged to contribute to charitable programs organized by the EAC.

7. Responsible Streaming and Content Creation:

- If streaming matches or creating content related to the metaverse gaming league, gamers should adhere to ethical guidelines, avoiding content that promotes hate speech, discrimination, or any form of harmful behavior.

8. Anti-Harassment and Anti-Discrimination:

- Harassment, discrimination, or any form of disrespectful behavior based on race, gender, ethnicity, or other characteristics will not be tolerated.

9. Abiding by Decisions:

- Accept and abide by decisions made by league organizers, referees, and the EAC, even if there is a disagreement. The established appeals process should be used for dispute resolution.

10. Legal Compliance:

- All participants must adhere to applicable virtual laws and regulations governing virtual combat sports.

- The EAC will work to ensure that all virtual combat events comply with the legal framework of the virtual world.

11. Professional Conduct:

- Participants, including gamers, referees, and event organizers, are expected to maintain a high level of professionalism in all interactions within the virtual combat sports community.

- Harassment, discrimination, or any form of disrespectful behavior is strictly prohibited.

12. Anti-Harassment and Anti-Discrimination:

- Harassment, discrimination, or any form of disrespectful behavior based on race, gender, ethnicity, or other characteristics will not be tolerated.

13. Player Welfare:

- Prioritize physical and mental well-being. Excessive gaming that jeopardizes health is discouraged, and gamers are encouraged to take breaks as needed.

14. Appeals and Dispute Resolution:

- The EAC will establish a fair and transparent process for handling appeals and resolving disputes among participants.

- Participants are encouraged to bring forward concerns through the designated channels for resolution.

15. Maintaining Virtual Economy Integrity:

- Gamers participating in virtual markets, stores, or trading systems within the metaverse gaming league should operate with integrity, avoiding fraudulent activities.

16. Positive Contribution to the Community:

- Contribute positively to the metaverse gaming community by engaging in constructive discussions, helping others, and participating in community events.

By adhering to this code of conduct, participants contribute to the creation of a positive, competitive, respectful, and enjoyable virtual combat sports environment within the Virtual Combat Sports Association. The EAC will continuously review and update these guidelines as needed to ensure the highest standards of professionalism and fairness in virtual combat sports.