



GGLeagues Player Code of Conduct

By participating in GGLeagues, you are agreeing to the terms of the Code of Conduct. GGLeagues is committed to bringing the best experience possible to all our players and community members. To ensure we are providing the best experience possible, all players are expected to display Good Gamer behavior as listed below.

Competition Conduct

Unfair Play.

The following actions will be considered unfair play and will be subject to penalties at the discretion of GGLeagues officials.

Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players.

Collusion includes, but is not limited to, acts such as:

- Soft Play: Defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Prearranging: Prearranging to split prize money and/or any other form of compensation.

- Signaling: Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
- Deliberate Loss: Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

Competitive Integrity

Players are expected to play at their best at all times within any GGLeague game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

Hacking

Hacking is defined as any modification of the base game that is being competed on by any player or person acting on behalf of a player.

Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage.

Ringling

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

Smurfing

Players are expected to play using their main accounts. Any player thought to be playing on a different account may undergo further analysis. Any player caught smurfing will be penalized.

Cheating Device

The use of any kind of cheating device and/or cheat program.

Intentional Disconnection

An intentional disconnection without a proper and explicitly stated reason (e.g. rage quit).

GGLeagues Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of GGLeagues officials, violates these Rules and/or the standards of integrity established by GGLeagues for competitive game play.

Profanity and Hate Speech

A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use any facilities, services or equipment provided or made available by GGLEagues or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player may not use this type of language on social media when specifically citing GGLEagues or during any public facing events such as streaming.

Disruptive Behavior / Insults

A Player may not take any action or perform any gesture directed at an opposing Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic. We aren't able to monitor every game, but if a team believes another team is being unprofessional the team can take a screenshot. GGLEagues will investigate all complaints.

Abusive Behavior

Abuse of GGLEagues officials, opposing Players, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's body, computer, or property will result in penalties. Players and their guests (if any) must treat all individuals attending a match with respect.

Unsportsmanlike Behavior

Responsibility Under Code

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

Sexual Harassment.

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person

would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

Emotes and Other In-Game Actions

Spamming mastery, emoting, or anything of that sort is considered playful banter and **is** allowed as long as the actions do not detract from another player's experience. If someone asks that a team refrain from use of taunting, using emotes, or commenting in chat, this acts as the one and only warning. Further use of these actions is a reportable offense and can result in consequences.

Discrimination and Denigration.

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

Player Behavior Investigation

If GGLeagues or the game developer determines that a player has violated the In game code, the game's terms of service, or other rules of the game in question, GGLeagues officials may assign penalties at their sole discretion. If a GGLeagues official contacts a player to discuss the investigation, the player is obligated to tell the truth. If a player lies to a GGLeagues official creating obstruction of the investigation then the player is subject to punishment.

Criminal Activity

A Player may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

Moral Turpitude

A Player may not engage in any activity which is deemed by the GGLeagues to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

Confidentiality

A Player may not disclose any confidential information provided by GGLEagues or any affiliate of the game developers, by any method of communication, including all social media channels.

Bribery

No Player may offer any gift or reward to a player, GGLEagues official, Game developer employee, or person connected with or employed by another GGLEagues team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

Gifts

No Player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game.

Noncompliance

No Player may refuse or fail to apply the instructions or decisions of GGLEagues officials.

Match-Fixing

No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the GGLEagues as requested by GGLEagues officials. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by the GGLEagues.

Association with Gambling

No Player or GGLEagues official may take part, either directly or indirectly, in betting or gambling on any results of any GGLEagues game or match globally.

Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during a GGLeagues event.

Commercial Use of GGLeagues Assets and Imagery

Players are prohibited from any commercial use of GGLeagues Assets and Imagery without the express, written consent of GGLeagues. Personal use of GGLeagues, including on social media, is allowed and specifically subject to the Player Conduct rules above, including but not limited to no harassment, sexual harassment or disruptive behavior.

Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that GGLeagues believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the GGLeagues.

Penalties

Upon discovery of any Player committing any violations of the rules listed above, the GGLeagues may, without limitation of its authority, issue the following penalties:

Verbal Warning

Loss of Ban(s) for Current or Future Game

Game Forfeiture

Match Forfeiture

Suspension

Disqualification

Penalty Schedule

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in GGLeagues. It should be noted that penalties

may not always be imposed in a successive manner. GGLeagues, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by GGLeagues.

Right to Publish

GGLeagues shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against the GGLeagues, Game developer, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.