

Campus Legends® Singapore - Code of Conduct

Who is Subject to the Code of Conduct?

Any person who is involved or part of the event & Tournaments organised and hosted by Singapore Cybersports & Online Gaming Association (SCOGA) - should they be SCOGA staff, players, team staff or management, event production or administration staff, on or off-screen talents, etc.- is subject to the SCOGA Code of Conduct.

All participants, including the main team and substitutes, will be required to attend a mandatory tournament briefing to better understand the code of conduct. This briefing will cover the expected conduct, definitions, clauses, and penalties to avoid potential disputes or misunderstandings before, during, or after the tournament.

By registering for Campus Legends®, participants are taken to have read, understood and agreed to these terms. Failure to comply may result in a penalty.

1. Definitions

1.1. Participant

A "Participant" is defined as any player or member of a team taking part in Campus Legends®.

1.2. SCOGA Official

"SCOGA Official" is a general catch-all term that refers to any member of the SCOGA organisation, inclusive but not limited to, Tournament organisers, marshals, administration staff, etc.

2. Scope and Application

2.1. All personnel subject to the Code of Conduct are automatically bound and required to comply with all of the provisions of the Code of Conduct. Everyone shall be deemed to have agreed:

2.2. That is their responsibility to familiarise themselves with all of the requirements of the Code of Conduct, including what conduct constitutes an offence under the Code of Conduct.

2.3. To submit to the exclusive jurisdiction of any SCOGA official to hear and determine charges brought under the Code of Conduct;

2.4. Not to bring any proceedings in any court or other forum that are inconsistent with the foregoing submission to the jurisdiction of SCOGA officials;

2.5. All personnel shall continue to be bound by and required to comply with the Code of Conduct;

- 2.6. SCOGA and its affiliated partners are responsible for promoting Code of Conduct awareness and education amongst Participants and SCOGA officials.
- 2.7. It is acknowledged that certain participants may also be subject to other rules of Membership that govern discipline and/or conduct, and that the same conduct of such participants may implicate the Code of Conduct and other such rules that may apply. For the avoidance of any doubt, participants acknowledge and agree that: (a) The Code of Conduct is not intended to limit the responsibilities of any participant under such rules; and (b) nothing in such other rules shall be capable of removing, superseding or amending in any way the jurisdiction of SCOGA officials to determine matters properly arising under the Code of Conduct.

3. **Anti-Drug and Anti-Doping Policy**

In affirmation of SCOGA's commitment to a drug-free Singapore, we adopt an Anti-Drug and Anti-Doping Policy that aligns with esports values, protects the integrity of the local esports ecosystem, and commits us to champion the drug-free cause.

3.1. Doping & Prohibited Substances

Doping refers to the use of prohibited substances that stimulate one's attention, focus and/or other performance enhancement to gain a competitive advantage over others. SCOGA participants shall not consume, transact or own drugs and/or any such substances. The list of prohibited substances can be found here: Prohibited List (antidopingsingapore.gov.sg)

3.2. Misuse of Drugs Act & Controlled Drugs

Participants shall not consume, traffic or possess any substance listed as controlled drugs and substances in the Misuse of Drugs Act and the Intoxicating Substances Act in Singapore or overseas. The list of controlled drugs and substances can be found here: [Central Narcotics Bureau of Singapore | Drugs and Inhalants \(cnb.gov.sg\)](https://www.cnb.gov.sg/central-narcotics-bureau-of-singapore-drugs-and-inhalants)

For more Anti-Drug resources, you may visit:

<https://www.ncada.org.sg/anti-drug-resources>

<https://www.cnb.gov.sg/drug-information>

3.3. Penalties & Sanctions

In the event of a violation of the Anti-Drug & Anti-Doping Policy, the participant is not only liable for penalisation within the tournament (immediate disqualification & expulsion) but also subject to action that the governing agencies and/or local authorities in Singapore may take.

SCOGA will not have any jurisdiction over possible legal implications if participants have violated prevailing Anti-Doping & Anti-Drug policies and are solely responsible for their actions and consequences.

4. **Anti-Gambling and Anti-Collusion Policy**

SCOGA and its affiliated partners take a firm stance against gambling and do not condone, in any shape or form, any actions that violate the competitive spirit of Campus Legends®.

Gambling/betting is defined as the act of wagering any item of value, be it physical or virtual (cash, cash equivalent, e.g. skins, credit of monetary value, virtual currencies, or any other monetary instrument) on the outcome of a Match. Gambling/betting on esports tournaments is illegal in Singapore.

SCOGA believes that participants in Campus Legends® should behave to the highest levels of ethical and professional behaviour, adopt a healthy gaming attitude, and be positive influences on other gamers in the community. All participants are thus expected to abide by the following rules:

4.1. Betting and Gambling

Participants shall not participate in any act of betting or gambling. Betting is defined as the act of wagering any item of value, be it physical or virtual (cash, cash equivalent, credit of monetary value, virtual currencies, or any other monetary instrument) on the outcome of a match. Participants must never place, attempt to place, or encourage the placement of bets on any match of Campus Legends®. No participant may benefit directly or indirectly from gambling on any result of this event.

4.2. Managing Gambling Risk in Game

Participants must be mindful of their spending regarding in-game currency and lootbox-like mechanics. These have been linked to youths developing problem gambling symptoms, causing negative consequences to one's finances, mental wellness and relationships.

Participants can follow www.instagram.com/ncpg.singapore for more tips on managing gambling risks in games. Participants experiencing gambling addiction issues are encouraged to reach out to the Fei Yue Community Services Online Counselling (ec2.sg) or TOUCHLine at 1800-377-2252.

4.3. Collusion and Match-Fixing

Participants shall not participate in any act of collusion or match-fixing. Collusion is defined as any agreement between two or more participants to cheat, deceive, or disadvantage opposing players. Collusion includes, but is not limited to, the following:

4.3.1. Agreeing to any ruleset outside of the official rules.

4.3.2. Deliberately degrading performance or losing a match, or encouraging another participant to do so.

4.3.3. Pre-arranging the splitting of prize money or any other form of compensation or favour.

4.3.4. Match-fixing is defined as offering, agreeing, conspiring, or influencing the outcome of any Match by means that are prohibited by law or these rules.

4.4. Bribery

Participants shall not participate in any act of bribery. Bribery is defined as the act of offering compensation or anything else of value to influence the judgment or conduct of a person. Participants must never offer or receive any form of compensation to or from another player or any other person to attempt to gain or give an unfair advantage in this Competition.

5. Penalties and Offences

The SCOGA Code of Conduct delineates penalties into 3 levels – “Warnings”, “Forfeiture” and “Expulsion”, within which there are differing degrees of severity. Failure to uphold the SCOGA Code of Conduct may result in any of the following penalties being applied, based on the severity of the infraction and the discretion of SCOGA Officials.

The breakdown of penalties, as well as their instigating offences, is as follows:

5.1. Warnings

For minor infractions, SCOGA Officials will issue warnings to participants. Warnings are further separated into 2 tiers: “Verbal” and “Written”. Participants are expected to acknowledge such warnings and take remedial actions.

5.1.1. Verbal

Verbal Warnings will be issued in the following scenarios:

- 5.1.1.1. Disobeying or showing noticeable or disruptive dissent at the reasonable instructions or requests of SCOGA Officials responsible for the smooth execution of events.
- 5.1.1.2. Public criticism or inappropriate public comment about an incident occurring in a match or any participant, SCOGA officials or teams participating in any match, irrespective of when such criticism or inappropriate comment is made.
- 5.1.1.3. Conduct that brings esports, Campus Legends®, SCOGA or a participant into disrepute.

5.1.2. Written

If 2 Verbal Warnings have been issued to a participant in a match, a Written Warning will be issued to the Participant(s) and their supporting organisation (i.e., educational institution or esports organisation).

Committing the following infractions will also lead to an immediate Written Warning:

- 5.1.2.1. Abuse of gaming equipment/hardware or facilities provided for Campus Legends®.
- 5.1.2.2. Showing serious dissent at a SCOGA official's decision during Campus Legends®.
- 5.1.2.3. Using language, gestures or in-game actions that are obscene, offensive or insulting within the duration of Campus Legends®.
- 5.1.2.4. Breach of event clothing, equipment, commercial or media obligations during Campus Legends®.
- 5.1.2.5. Serious public criticism of, or inappropriate comment about, an incident occurring during Campus Legends®, any participant or SCOGA official, irrespective of when such criticism or inappropriate comment is made.
- 5.1.2.6. Inappropriate and deliberate physical contact between participants and/or SCOGA Officials during Campus Legends®.

5.2. Forfeiture

Forfeitures will be issued to participants for major infractions, resulting in either a point loss in a series or the loss of an entire match series. Failure to comply with a "Written Warning" will also result in forfeiture penalties for participants.

5.2.1. Forfeiture of Point:

The following cases will result in the issuance of a "Forfeiture of Point" by SCOGA officials to the guilty party.

- 5.2.1.1. Any attempt to manipulate a match for inappropriate strategic or tactical reasons.
- 5.2.1.2. Behaving in a threatening manner or advancing towards another participant or official aggressively during Campus Legends®.
- 5.2.1.3. Using language, gestures or in-game actions that are seriously obscene, seriously offensive or of a seriously insulting nature to another participant, SCOGA official or any other third person during Campus Legends®.
- 5.2.1.4. Being late for Campus Legends® events by over 10 minutes. Examples include, but are not limited to: Briefings, check-ins, match start, etc.

5.2.2. Forfeiture of Match

In more severe infractions, SCOGA Officials will issue a "Forfeiture of Match" to the offending participant. Such infractions are as stipulated below:

- 5.2.2.1. Threat of assault on another participant or any other person (including a spectator) during Campus Legends®.
- 5.2.2.2. Deliberate and malicious distraction or obstruction of another participant during a match.

5.3. Expulsion

The ultimate sanction that will be imposed on participants for the most severe offences or repeated refusal to comply with the SCOGA Code of Conduct would be “Expulsion” from Campus Legends®. This would entail the immediate removal of Participant(s) from the event and, depending on severity, a ban from future competitive events organised by SCOGA and its affiliated partners.

5.3.1. Immediate Expulsion

Should concerns regarding the following offences be raised to SCOGA Officials and subsequently validated, the guilty Participant(s) will be immediately expelled from the event.

- 5.3.1.1. Any act of violence in the Campus Legends® environment (such as the physical premises of the event).
- 5.3.1.2. Using language, gestures or in-game actions that incite religious discourse, targeted harassment, or breach of Singapore laws.

5.3.2. Competitive Ban

Additional disciplinary measures, such as competitive bans, may also be imposed on participants in addition to Immediate Expulsion from Campus Legends®. The severity of the infraction determines the duration of the ban. These infractions include, but are not limited to, the following:

- 5.3.2.1. Physical assault of another participant or any other person (including a spectator) during Campus Legends®.
- 5.3.2.2. Participant “No Show” at agreed-upon match timings without valid reasons communicated to SCOGA officials.
- 5.3.2.3. Cheating or attempting to cheat to win a game or match. Without limitation, cheating can include:
 - 5.3.2.3.1. “Map Hack” (using external software to gain more vision than intended by the game mechanics)
 - 5.3.2.3.2. “Aimbot” (using external software to hit opponents when firing a weapon automatically)

- 5.3.2.3.3. "Ghosting" (getting additional information about the game, from third-party sources like stream viewers or the live audience)
- 5.3.2.3.4. Any external software that directly tampers with the game software to gain any kind of advantage in the game.

6. Avoidance of Doubt

- 6.1. To avoid any doubt, SCOGA officials will have jurisdiction to adjust, reverse or amend the results of any game or match where appropriate at their absolute discretion.
- 6.2. If SCOGA officials find a participant not guilty of the offence, then it remains open to SCOGA's discretion to find the participant guilty of an offence of a lower level than that with which he/she has been charged.

For example, where a participant has been charged with (but found not guilty of) a forfeiture-level offence, SCOGA officials may instead find the participant guilty of a Warning-level offence and impose an appropriate sanction.

7. Reporting on an Alleged Offence

- 7.1. Any one of the following individuals can report an alleged offence under the Code of Conduct:
 - 7.1.1. SCOGA officials, such as game marshals who officiated in the game or match during which the alleged offence was committed
 - 7.1.2. The Team Captain, Manager or Senior Management of either of the two teams participated in the match during or in relation to which the alleged offence was committed.
- 7.2. Reports of alleged offences must be completed in writing (including email), designated "Report under the Code of Conduct," and as much detail as possible about the alleged offence must be set out and sent to SCOGA. The reporter must ensure it is clear by whom the report is being or has been made. Complaints can initially be made verbally, by instant messenger, or in-game communications, but a summary in writing must be sent to SCOGA within 24 hours of the verbal Report.
- 7.3. Where it is alleged that a participant has committed more than one offence under the Code of Conduct, then a separate report should be filed for each of the offences that are alleged to have been committed, unless, at the entire discretion of the person making the report, the alleged offences occurred during the same incident or arose out of the same set of circumstances, in which case, the allegations can be made in one report.

8. Standard of Proof and Evidence

- 8.1. Unless otherwise described herein, the standard of proof in all cases brought under the Code of Conduct shall be whether SCOGA is comfortably satisfied, bearing in mind the

seriousness of the allegation that is made, that the alleged offence has been committed. This standard of proof in all cases shall be determined on a sliding scale from, at a minimum, a mere balance of probability (for the least serious offences) up to close to, but not as high as, proof beyond a reasonable doubt (for the most serious offences).

- 8.2. SCOGA shall not be bound by judicial rules governing the admissibility of evidence. Instead, facts relating to an offence committed under the Code of Conduct may be established by any reliable means, including admissions.
- 8.3. SCOGA may draw an inference adverse to the participant who is asserted to have committed an offence under the Code of Conduct based on his/her refusal, without compelling justification.

9. Appeals

- 9.1. There are no appeals from decisions in relation to the first Verbal Warning under the Code of Conduct, but, apart from that exception, all decisions of the SCOGA administration can be appealed.
- 9.2. The only party that may appeal a decision shall be the participant found guilty of the offence.
- 9.3. Any notice to appeal must be lodged with the SCOGA administration within 48 hours of receipt of the decision of SCOGA Officials.
- 9.4. SCOGA shall organise an "Appeal Panel" to hear and determine all issues arising from any matter which is appealed under this Article on a de novo basis, i.e. they shall hear the matter over again, from the beginning, without being bound in any way by the decision being appealed. This "Appeal Panel" shall have the power to increase or decrease, amend or otherwise substitute a new decision on the appropriateness (or otherwise) of the penalty imposed at first instance, provided that any new penalty must be within the permitted range of penalties set out in the relevant Code or Policy.
- 9.5. Any decision made by the "Appeal Panel" shall constitute the full, final, and complete disposition of the matter and shall be binding on all parties.
- 9.6. There shall be no appeal in relation to an accepted punishment. For the avoidance of doubt, where a participant admits the offence charged and accedes to the proposed penalties, the participant waives his/her right to any appeal against the imposition of such a sanction.

10. Recognition of Decisions

- 10.1. Any sanctions or other final adjudications under the Code of Conduct shall be recognised and respected by all personnel subject to the Code of Conduct, without any further formality. Each of SCOGA and its members shall take all legally available steps to enforce and give effect to such decisions.

11. Amendment and Interpretation

- 11.1. The Code of Conduct may be amended from time to time by the SCOGA administration, with such amendments coming into effect on the date specified by SCOGA.
- 11.2. The Code of Conduct shall come into full force and effect on 25 April 2022 (the 'Effective Date'). It shall not apply retrospectively to matters pending before the Effective Date.
- 11.3. If any Article or provision of this Code of Conduct is held invalid, unenforceable or illegal for any reason, the Code of Conduct shall remain otherwise in full force apart from such Article or provision, which shall be deemed deleted insofar as it is invalid, unenforceable or illegal.
- 11.4. The Code of Conduct is governed by and shall be construed in accordance with Singapore Law.