

# Wisdom Gaming Code of Conduct

Wisdom Gaming has adopted the [AnyKey Keystone Code](#) as our Code of Conduct for all players, Staff, co-streamers or anyone participating in the Wisdom Gaming Tournament/event or representing those who are. It is expected that all participants follow this code at all times during their involvement in Wisdom Gaming/events including in person and online communication, in their own or others' stream or chat, and on social media.

Wisdom Gaming are dedicated to fostering respectful, enjoyable, and harassment-free gaming experiences for everyone regardless of sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.

The Keystone Code identifies four fundamental values as guides for positive and fulfilling engagement in gaming spaces, even while players compete with one another. These values can be observed being put into practice in all of the healthiest online communities.

The four Keystones shape our understanding of how people can comport themselves and interact with one another to foster positive communities where players from all walks of life can feel welcome. This is what the Keystones look like in practice.

## **Compassion**

You value the diverse perspectives, backgrounds, and opinions of others, even when different from your own. You appreciate that all viewpoints come from the life experiences of fellow human beings. You understand that online interactions impact real people in real ways, both offline and online.

## **Integrity**

You behave honorably and honestly. You take responsibility for your words and actions. While playing games, you honor the rules and spirit of honest competition.

## **Respect**

You respect everyone regardless of their background, identity, physical appearance, or beliefs. Even in competitive gaming where "trash-talk" is common, you are a good sport and respect opponents as fellow human beings, keeping the banter to the game, not ever making it personal.

## **Courage**

You have the courage to moderate your own behavior, speak out against harassment, and report violations by others. You do not tolerate harassment or hate speech of any kind, even when you are not directly involved.

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## Competitive integrity

Teams are expected to play at their best at all times within any Wisdom Gaming Match, and to avoid any behavior that potentially threatens the actual or perceived integrity of competition or that is otherwise inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of the Tournament Administrators. All decisions in regard to violations are at the sole discretion of the League. Examples below are listed for illustrative purposes only:

1. **Collusion.** Defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Staff, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive. Collusion includes, but is not limited to, acts such as:
  - 1.1. Soft Play which is 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.
  - 1.2. Pre-arranging to split prize money and/or any other form of compensation.
  - 1.3. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player and/or Staff.
  - 1.4. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player and/or Staff to do so.
2. **Hacking.** Any modification to the game that creates unfairness or advantage.
3. **Exploiting.** Intentionally using any in-game bug to an advantage.
4. **Ghosting.** Defined as looking at, looking at or attempting to look at spectator monitors and opposing players' screen(s)/game(s).
5. **Ringing.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
6. **Cheating Device.** The use of any kind of cheating device and/or cheat program.
7. **International Disconnection.** An international disconnection without a proper and explicitly-stated reason.
8. **Wisdom Gaming Discretion.** Any other act which violates these rules and/or standards established by Wisdom Gaming.

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9. **Sponsorship.** Any use of sponsorship that is affiliated with any competing team in the Wisdom Gaming event/tournament must adhere to all rules, even if not formally contracted to this ruleset.
10. **Profanity and Hate Speech.** A Player/Staff 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 Team Member may not use any facilities, services or equipment provided or made available by Riot Partner Operator or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public facing events such as streaming.
11. **Disruptive Behaviour / Insults.** A Player/Staff may not take any action or perform any gesture directed at an opposing Team Member, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.
12. **Abusive Behaviour.** Abuse of Wisdom Gaming officials, Team Members, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Players/Staff and their guests (if any) must treat all individuals attending a match with respect.
13. **Studio Interference.** No Player/Staff may touch or otherwise interfere with lights, cameras, or other studio equipment. Team Members may not stand on chairs, tables, or other studio equipment. Team Members must follow all instructions of Riot Partner Operator studio personnel.
14. **Unauthorised Communications.** All non-competition mobile phones, tablets, and other voice-enabled and/or "ringing" electronic devices must be fully powered off during play. Players may not text/email while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

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## Responsibility Under Code

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

- 1. 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.
- 2. 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.
- 3. Hostile Verbiage.** Using any verbiage relating to violence or self-harm is forbidden. Even if the words/phrases have alternative meaning(s), there is no excuse for using such verbiage. Ignorance is not a valid reason.
- 4. Discrimination and Denigration.** Players and Staff 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 colour, 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.
- 5. Alcohol and Illegal / controlled substances.** Players are strictly prohibited from consuming alcohol or being under the influence of illegal / controlled substances during the competition. This extends to streams, interviews, and media/content creation relating to Wisdom Gaming tournaments/events.
- 6. Statements.** Players/Staff may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of Wisdom Gaming and its affiliates, the tournaments, and the as determined in the sole and absolute discretion of the Wisdom gaming.
- 7. Confidentiality.** A Player/Staff may not disclose to any third party any confidential information provided by the Tournament Administrators, Wisdom Gaming, or its parent or affiliates concerning the Game, the Tournament, Riot Games, or its

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parent or affiliates, by any method of communication, including posting on social media channels.

8. **Criminal Activity.** A Player/Staff 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.
9. **Bribery.** No Player/Staff may offer any gift or reward to a Player, Staff, Wisdom Gaming and its affiliates, or person connected with or employed by another team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team
10. **Gifts.** No Player/Staff 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. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.
11. **Match-Fixing.** No Player/Staff 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.
12. **Gambling.** No Player/Staff may engage, nor attempt to engage, in any legal or illegal gambling activity relating in any way to any Wisdom Gaming tournament or event. This rule applies to all esports gambling activities including, without limitation, those available in any physical retail location or those conducted via the internet. Gambling activity is defined as placing anything of value – including real currency, virtual currency, or other digital assets – at risk in connection with a bet or wager.

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## Rules and Conduct Violations

### 1. Investigation Compliance

- 1.1. Players agree to fully cooperate with Wisdom Gaming and/or Tournament Administrators (as applicable) in the investigation of possible violations of these Rules. If Wisdom Gaming and/or a Tournament Administrator contact a Player to discuss the investigation, the Player must be truthful in the information that they provide to Wisdom Gaming and/or Tournament Administrator. Any Player found to have withheld, destroyed, or tampered with any related information, or otherwise found to have misled Wisdom Gaming and/or Tournament Administrators during an investigation, will be subject to disciplinary action. Players understand and agree that Wisdom Gaming has the right, in its sole discretion, to remove a Player from or restrict such Player's participation in any Tournament event as part of any investigation conducted by Wisdom Gaming and/or Tournament Administrators (as applicable).
- 1.2. Players understand and agree that Wisdom has the right, in its sole discretion, to remove a Player from or restrict such Player's participation in any Tournament event as part of any investigation conducted by Wisdom and/or Tournament Administrators (as applicable).
- 1.3. No Team Member may refuse or fail to apply the reasonable instructions or decisions of Wisdom Gaming officials.
- 1.4. Documentation or other reasonable items may be required at various times throughout Wisdom Gaming competition as requested by Wisdom officials. If the documentation is not completed to the standards set by the Wisdom then a team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

### 2. Disciplinary Action

- 2.1. If Wisdom Gaming decides that a Player has violated any of the Rules, Wisdom Gaming may take the following disciplinary actions (as applicable):
  - 2.1.1. Verbal Warning
  - 2.1.2. Loss of in-game privileges if applicable (e.g Loss of Champion Bans, Map Bans, Loss of Side Selection, etc)
  - 2.1.3. Match Restart
  - 2.1.4. Loss of game
  - 2.1.5. Game and/or Match forfeiture

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- 2.1.6. Issuance of Public Warning to the Player.
    - 2.1.7. Loss of all or any part of the prizes previously awarded to the Player
    - 2.1.8. Disqualification of the Player from participating in one or more Matches of the Tournament; or
    - 2.1.9. Stoppage of the Player from participating in one or more future competitions hosted by Wisdom Gaming
  - 2.2. Any penalty taken will be at the sole discretion of Wisdom Gaming. Wisdom Gaming reserves the rights to seek damages and/or remedies from such Players to the fullest extent permitted by applicable law.
  - 2.3. The enforcement of any applicable punishment by Wisdom Gaming shall not provide such Player with grounds for claims against Wisdom Gaming under any theory of law, or otherwise be considered a liability on the part of Wisdom Gaming to such Player.
  - 2.4. Wisdom Gaming reserves the right to honor penalties incurred in other affiliate competitions (e.g Riot sanctioned bans).
  - 2.5. Wisdom Gaming has final, binding authority to decide all disputes with respect to any portion of these Rules, including the breach, enforcement, and interpretation thereof.
3. Appeal Process
  - 3.1. If a Player is suspended/banned by a Wisdom Gaming Official, they will be notified via email and/or discord. An appeal can be sent after 30 days of the initial penalty. Please fill out this [google form](#) with:
    - Name
    - IGN/Gamertag
    - Discord Contact (Format: Discord Name#1234)
    - Email contact
    - Date of Suspension/ban
    - Tournament/Event being Suspended/ban from
    - Reason for suspension
    - Reason for appeal

An admin will respond within 5-7 business days