



Namibian Electronic Sports Association

THE NATIONAL TEAM SELECTION POLICY

OF THE

NAMIBIAN ELECTRONIC SPORTS ASSOCIATION

2018

The purpose of this document is to clarify the National Team selection process that will be used for the year 2018 by the Namibian Electronic Sports Association (NESA).

HOSTING OF NATIONAL TOURNAMENTS

National Tournaments will be hosted in order to assess players and determine the National eSports Team. Game Titles will be selected by the NESA Executive Committee according to international trends.

National Qualifiers for Single Player Game Titles will be held as a physical tournament in each region where NESA has a representative, or alternatively, if the numbers do not allow for qualifiers in the various regions, all regions will be invited to take part in the qualifiers hosted in the Khomas Region.

National Qualifiers for Team/Clan Game Titles will be held as an online tournament where players can participate regardless of their area of residence. With these online tournaments, at least one member of the Selection Committee will have access to the communication channel of the team they are assessing. Said communication channels will be setup by NESA.

The National Finals for both Single Player and Team/Clan Game Titles will be a physical event hosted in the Khomas Region.

If the Game Title is on a console, such equipment will be provided by NESA. If the Game Title is on computer, players will be required to provide their own unless a sponsor is able to source the computers for NESA. Should players be required to provide their own computers, they will need to submit a screenshot of their computer specifications so that Tournament Officials can ensure that their specifications meet the minimum requirements as set out in the Game Title's regulations.

Any umpire, judge or coach used by NESA at National Tournaments, must be a registered member of NESA or affiliated to an international federation to which NESA is affiliated.

NESA will ensure to invite a representative of the Namibia Sports Commission to all qualifiers events as well as the National Finals events.

All National Finals results will be made public no later than 7 days after the event.

MARKETING OF NATIONAL TOURNAMENTS

Regional and national qualifiers and national finals will be advertised and announced to all members, stating the date, place and time of the event at least 14 days before the date of the qualifiers or finals.

Advertisements and announcements will be done via electronic means, including NESAs Facebook page, the NESAs newsletter and NESAs website, and if possible by publication via newspapers, radio, posters, flyers and any other relevant media platforms available to NESAs.

SELECTION COMMITTEE

A Selection Committee will be established for each game title for which players will be chosen for the National Team. Each Selection Committee must have at least one NESAs Executive Committee member as part of it. A person may be part of more than one Selection Committee. No person participating in a National Tournament of a certain game title may be eligible to be part of the Selection Committee for that game title. Selection Committee persons may be of any nationality. No prior knowledge of a specific Game Title is needed.

To be part of a Selection Committee, a person must submit their application in writing to the NESAs Executive Committee. These persons must be registered members of NESAs.

A Single Player Game Title needs a minimum of 2 members for its Selection Committee. A Team/Clan Game Title needs a minimum of 4 members for its Selection Committee. Once a selection has been made as to who the members of the Selection Committee should be, a short induction training / crash course will be given to make sure the National Team Selection Policy is understood as well as the basics of the game title for which the committee has been selected. The Selection Committee will need to familiarise themselves with the NESAs Code of Ethics and Conduct, LAN Bylaws and Online Bylaws.

All members from Selection Committees will be seen as part of the Tournament Officials and will perform as Umpires at tournaments. In any unforeseen situation, the Selection Committee is allowed to take decisions to ensure the smooth progress and conclusion of the selection process – e.g. if there is a fire and a qualifier round could not take place, the Committee can decide on how to progress with the absence of results.

At all times, persons from the Selection Committee shall conduct themselves in a professional and impartial manner. No favouritism or prejudice shall be shown towards any player.

STANDARD PLAYER RULES

NESAs expects players to be disciplined in their attitude towards eSports and be respectful in their behaviour toward coaches, players, officials, parents and volunteers.

In addition to NESAs Code of Ethics and Conduct, LAN Bylaws and Online Bylaws, the following criteria forms the basis upon which team selection will apply.

Players are expected to:

1. Display a disciplined and respectful attitude during events;
2. Endeavour to always do their best;
3. Not refuse to undergo any doping control tests used by a doping control official, and such a player may not be found guilty of a doping offence prescribed by the regulations of Act 12 of 2003 or international federations to which NESA is affiliated. Refusal of- or positive testing of dope tests will lead to disqualification;
4. Be registered with NESA;
5. Have their NESA membership fees paid in full before the commencement of a national tournament;
6. Pay a participation fee per qualifier they participate in (final rounds where players are invited to participate do not have a participation fee); and
7. Be Namibian Citizens of which proof must be submitted when registering for a tournament.

Due to current limitations in resources, players will not be divided according to age groups or gender groups; all players will compete against each other no matter their age or gender.

Age restrictions will apply according to the rules of the Game Titles. Any players under the age of 18 must get written permission, the form as determined by NESA, from their parent or legal guardian to enter any National Tournaments.

SELECTION GUIDELINES: SINGLE PLAYER GAME TITLES

In single player game titles, players compete on their own against other players. The national tournament will consist of two qualifier rounds, and a final round which is based on invitation only where players, based on their scoring from the two qualifier rounds combined, are invited to participate, i.e. those with the highest scores will go through to the final round.

Each qualifier round is limited to 32 players whereas the final round is limited to 16 players.

Participants are allowed to compete in both qualifier rounds, however, preference will be given for new entries during the second qualifier round.

The tournament format will be based on the following:

1. Should the number of participants for a qualifier round be more than 16, the round will be played in single-elimination format, meaning the loser of each bracket is immediately eliminated from winning the competition. Should the number of participants be less than 16, the round will be played in double-elimination format, meaning that if a person lost twice, they are eliminated from winning the competition.
Match-ups will be made at random via a draw that will be done by the official(s).
2. The National Finals will be played in a double-elimination format.
3. Matches per round will be in the order of First Round of Games, followed by Second Round of Games and Third Round of Games, followed by the Quarter Finals, Semi Finals and then the Final match.

The scoring of the qualifier rounds will be based on the following:

1. Scoring will be done as follows per qualifier:
 - a. Points out of 10 for Placement:
 - Place 17 to 32 – 3 Points
 - Place 9 to 16 – 5 Points
 - Place 4 to 8 – 8 Points
 - Place 1 to 3 – 10 Points
 - b. Points out of 10 for Individual Conduct – 10 being the best score they can get:
 - Individual Conduct is based on how the player behaves in terms of language, presentation, punctuality, etc.
 - Players will be given a score for each match they played, then the average will be used as the final point for Individual Conduct.
2. The average points from the two qualifier rounds will be taken to determine who will partake in the final round.
3. The top 16 will partake in the final round. In the event that two or more players have the same score that pushes the number of qualified players over 16, such players will still be invited to the finals to play off for their positions in the finals before the official matches start, the format being:
 - a. Only two players – single normal match against each other where the first one to win will partake in the final round;
 - b. Three or more players – single matches in round robin style, a phase where each player plays against every other player in the group, where the one(s) with the most wins will partake in the final round.

The scoring of the final round will be based on the following:

1. Points out of 10 for:
 - a. Placement:
 - Place 13 to 16 – 3 Points
 - Place 9 to 12 – 5 Points
 - Place 4 to 8 – 8 Points
 - Place 1 to 3 – 10 Points
 - b. Individual Conduct – 10 being the best score they can get:
 - Individual Conduct is based on how the player behaves in terms of language, presentation, punctuality, etc.
 - Players will be given a score for each match they played, then the average will be used as the final point for Individual Conduct.
2. The two players with the best scores will be chosen for the National Team, the one with the highest score will be the official player with the one in second place being the reserve, unless if both players are able to compete in an international tournament.

Scoring will be done by members from the Selection Committee.

SELECTION GUIDELINES: TEAM/CLAN GAME TITLES

In clan game titles, players compete as a team of 5 players against other teams. The tournament will consist of one qualifier round where anyone is welcome to participate in, and a final round which is based on invitation only where players, based on their scoring from the qualifier round, are invited to participate, i.e. those with the highest scores will go through to the final round.

The qualifier round is limited to 16 teams from which 10 players across all participating teams will be chosen to go through to the final round to determine the 1st team and the 2nd team, also known as the reserve team.

If a Game Title so requires it, a “Behaviour Check” will be done on all players participating in the National Tournament before the start of a tournament. The Behaviour Check is implemented as mandated by the game developer of that specific game, which usually involves a misconduct check, based on categories such as “Assisting Enemy Team”, “Negative Attitude”, “Verbal Abuse”, or “Hate Speech”, of each player over all the matches they played in a specific timeframe leading up to the tournament. If a player is deemed as “not suitable” to participate in a tournament, the team will be notified, and they can continue as follows:

1. The player involved can continue to play for the team, but he/she will not receive any points throughout the tournament, i.e. he/she will not qualify for the National Team; or
2. The team can replace the player with a different player, subject to the same “Behaviour Check” as all other players.

The tournament format for the qualifier round will be based on the following:

1. Double-elimination format, meaning that if a team lost twice, they are eliminated from winning that tournament.
Match-ups will be made at random via a draw that will be done by the official(s).
2. Matches per round will be in the order of First Round of Games, followed by Second Round of Games and Third Round of Games, followed by the Quarter Finals, Semi Finals and then the Final match.
3. All rounds will be Best-of-3, meaning that a match has 3 games, and the team that wins the majority of the games is declared the winner of that match.

The scoring of the qualifier round will be based on the following:

1. Total score will be out of 30:
 - a. Points out of 10 for Placement:
 - Place 13 to 16 – 3 Points
 - Place 9 to 12 – 5 Points
 - Place 4 to 8 – 8 Points
 - Place 1 to 3 – 10 Points
 - b. Points out of 5 for Individual Conduct – 5 being the best score they can get:
 - Individual Conduct is based on how the player behaves in terms of language, presentation, punctuality, etc.
 - Players will be given a score for each match they played, then the average will be used as the final point for Individual Conduct.
 - c. Points out of 5 for Team Conduct – 5 being the best score they can get:

- Team Conduct is based on how players interact with each other, how players respond to instructions/player calls given, etc
 - Players will be given a score for each match they played, then the average will be used as the final point for Team Conduct.
- d. Points out of 10 for Individual Score:
- Online systems will be used to calculate individual scores. Such systems will be specified within the Game Title's rules set as drawn up by NESAS which will be made publicly available.
 - Players will be given a score for each match they played, then the average will be used as the final point for Individual Score.
2. The top 10 players will partake in the final round, and, where applicable, the various positions within the specific game title will be taken into consideration. In the event that two or more players have the same number of points, which results in the 10 highest scores to be more than 10 players, the following steps will be taken:
- a. The player(s) with the best Individual Score will be considered for the National Team playoffs first;
 - b. If the Individual Scores are all the same, Team Conduct will be considered next where the player(s) with the best score will be considered for the National Team playoffs first;
 - c. If the Team Conduct scores are also all the same, Individual Conduct will be considered next where the player(s) with the best score will be considered for the National Team playoffs first;
 - d. If it happens that all the players' scores are the same in the various measures, a match will be held between the players' teams where only the players concerned will be assessed, and the player(s) with the best score will then go through to the National Team playoffs.

The tournament format for the final round will be based on the following:

1. Two teams will be setup at random with the selected 10 players. Throughout the tournament, players will be swapped at random or per their positions in the team, dependent on the specific Game Title, until all players have had a chance to be on a team with each other. With Game Titles where players will have specific positions, this will result in 5 matches being played. With Game Titles where players do not have specific positions, this will result in 6 matches being played.
2. All matches will be Best-of-1, meaning that a match has 1 game, and the team that wins that game is declared the winner of that match. No scoring will be given to players for winning a match.

The scoring of the final round will be based on the following:

1. Total score will be out of 30:
 - a. Points out of 5 for Individual Conduct – 5 being the best score they can get:
 - Individual Conduct is based on how the player behaves in terms of language, presentation, punctuality, etc.
 - Players will be given a score for each match they played, then the average will be used as the final point for Individual Conduct.

- b. Points out of 5 for Team Conduct – 5 being the best score they can get:
 - Team Conduct is based on how players interact with each other, how players respond to instructions/player calls given, etc.
 - Players will be given a score for each match they played, then the average will be used as the final point for Team Conduct.
 - c. Points out of 10 for Individual Score:
 - Online systems will be used to calculate individual scores. Such systems will be specified within the Game Title's rules set as drawn up by NESAS which will be made publicly available.
 - Players will be given a score for each match they played, then the average will be used as the final point for Individual Score.
 - d. Points out of 10 for assessment by contending players:
 - Based on how a player feels another player fare as a teammate and if their play style is beneficial to the team.
 - Players will be given a score for each match they played, then the average will be used as the final point for this part.
2. The 5 players, with positions taken into account where applicable, with the best scores will be chosen for the 1st team, and the remainder will become the 2nd or reserve team.
 3. In the event that two or more players have the same number of points, and this results in the total number of players with the highest scores to be more than 5, the following steps will be taken:
 - a. The player(s) with the best Individual Score will be considered for the 1st National Team first;
 - b. If the Individual Scores are all the same, Team Conduct will be considered next where the player(s) with the best score will be considered for the 1st National Team first;
 - c. If the Team Conduct scores are also all the same, Individual Conduct will be considered next where the player(s) with the best score will be considered for the 1st National Team first;
 - d. If it happens that all the players' scores are the same in the various measures, then a match will be held between the two teams once more where only they will be assessed, and the player(s) with the best score then will then be selected for the 1st National Team.

Scoring will be done by members from the Selection Committee.

APPEALS AND DISPUTES

Should any questions for clarification on the selection of the National Team arise from amongst participants or other NESAS members, they will be allowed 14 days from the date of the announcement of results to raise such appeal for discussion with the Selection Committee and/or NESAS Executive Committee.

The NESAS Executive Committee will handle any disputes that the Selection Committee is unable to resolve.

The Namibia Sports Commission will handle any disputes that the NESA Executive Committee is unable to resolve.

MOVEMENT WITHIN TEAMS

Once selected, it is enforced that players remain in their same team(s) for the season, unless for certain reasons a player is unable to be with the team anymore, e.g. injury, illness, etc.

In the next year, new players will be chosen, unless current players get chosen again that year.

WHAT IS EXPECTED OF THE NATIONAL TEAM

Once selected to be a member of the National Team, players will have to represent Namibia against other countries internationally. With this comes certain responsibilities, namely:

1. To know the Namibian National Anthem;
2. Possible participation internationally, i.e. outside Namibia, may be required;
3. Practice for all eSports competitions where the Player is selected to participate and maintain a healthy and balanced life style with adequate fitness training and/or outdoor activities.
4. Wear NESA and/or sponsor branded attire, gear and products as instructed by NESA at any competition, event or activity where the Player is to play or appear. When conducting interviews or other public or media appearances, NESA will prescribe to the player certain outlines and key points that the Player must adhere to.
5. The Player will promote Namibia, NESA and any sponsors of NESA through his/her conduct, interviews and dealings with media, the general public, sponsors or any other 3rd party whenever possible. The Player will make no negative remarks or show an adverse attitude towards the Republic of Namibia, the Namibian Sports Commission, NESA, sponsors, staff or any associated entity.

For players in employment, they should note that their employment is protected by law, with reference to the *Namibia Sports Act of 2003*, Part VI, Section 36, should they need to be away from their place of employment to represent Namibia as part of the National Team at a sports event.

POLICY REVIEW

The National Team Selection Policy will be reviewed at the end of the year and every effort will be made to ensure all those interested have access to this information, and that all regulations set forth are obeyed fully.

This policy adheres to the Namibia Sports Act of 2003.

Policy Adopted: April 2018

Review Date: December 2018