



Namibian Electronic Sports Association

ONLINE AND LAN BYLAWS

BYLAWS SPECIFIC TO NESA ONLINE AND LAN ESPORTS LEAGUES

The Rules and Regulations of the NAMIBIAN ELECTRONIC SPORTS ASSOCIATION (NESA) shall at all times be read and applied in conjunction with the Constitution and any other applicable regulations. NESA reserves the right to modify these Rules and Regulations permanently or on an ad-hoc basis to suit specific games, leagues or events.

Section 1. DEFINITIONS

1. **“NESA”** is the abbreviation used for the Namibian Electronic Sports Association which is an association not for gain, and is the sole body recognised for administrating and governing eSports within Namibia.
2. **“eSports”** refers to electronic sports where games are played competitively on different platforms that mainly includes personal computers, consoles and cell phones.
3. **“NESA Online eSports League”** An online eSports tournament officiated by NESA and hosted by NESA Members over the internet for the purpose of awarding National Colours and ranking Players nationally.
4. **“NESA LAN eSports League”** A LAN-based eSports tournament officiated by NESA and hosted by NESA Members for the purpose of awarding National Colours and ranking Players nationally.
5. **“Executive Committee (EC)”** The NESA committee responsible for overseeing and administering eSports in Namibia.
6. **“Player”** A Registered Player is an individual or affiliated club member who is in good standing and has fulfilled all NESA requirements. Players may participate in NESA Online and/or LAN eSports Leagues, if these leagues are for individual participation.
7. **“Team”** A Team is two or more registered Players that compete in the NESA Online and/or LAN eSports League against other teams. A Team may also be known as a Clan or a Club. Players from different Clubs may form Teams with the consent of their respective Clubs.
8. **“Club”** An administrative body registered with NESA consisting of registered Players and one or more teams.
9. **“Team Captain/Manager”** A Registered Player selected by the Team’s Players to represent the Team in all administrative duties.

10. **“Handle”** A unique Online and/or LAN nickname chosen by a Player, registered with NESAS which can also be referred to as Alias.
11. **“Game”** A single unit of competition between Players or Teams, with a win, loss or draw result.
12. **“Match”** A competition between two Players or Teams consisting of one or more Games.
13. **“Umpire”** A Player selected by the NESAS Executive Committee to officiate NESAS matches.
14. **“Game Titles”** Includes all PC and/or console games chosen for the NESAS Online and/or LAN eSports League.
15. **“Championship”** A single tournament within the NESAS Online and/or LAN eSports League consisting of one or more Matches played in Rounds. There are multiple Regional Championships and one National Championship per season.
16. **“Round”** A set of Matches sectioned to be played in parallel within a specific Championship.
17. **“LAN Host”** A Club or Organisation selected to host one or more Championships in the NESAS Online and/or LAN eSports League.
18. **“Colours”** National Colours awarded by NESAS.
19. **“Season”** The duration of the NESAS Online and/or LAN eSports Leagues from the start of the first Championship to the end of the National Championship.
20. **“Spectator”** Any individual not participating in a Match but actively viewing the competition.

Section 2. BACKGROUND

1. The NESAS Online and/or LAN eSports League is the only Online and/or LAN League in Namibia that is accredited for the purposes of awarding Colours and choosing National teams to represent Namibia in International events. The EC specifically looks after all eSports related issues and regulations within NESAS.
2. Online and/or LAN Hosts are registered Clubs that have been selected by NESAS to host one or more Championships in the NESAS Online and/or LAN eSports League. Online and/or LAN Hosts are announced on NESAS online platforms.

Section 3. REGISTRATIONS

1. If a Player or Team wishes to participate in the NESAS Online and/or LAN eSports League, the said Player or Team needs to be registered with NESAS.
2. If you are a member of a Team that is not a member of an affiliated club, you need to affiliate your Team directly to NESAS as a Club.
3. If you wish to compete in more than one Championship, you will need to register separately for every Championship.
4. If you wish to participate in more than one Game Title (provided the Championship Program allows it) within the same Championship, you will need to register separately for every Game Title. Please be advised that some Computer Game Titles are Team based and require more

than one Player, please refer to the Game Title specific rule sets. You need to be part of a Team to register for these games.

5. Only once individuals have registered with NESAS shall those Players be able to register for participation in a Championship. Registrations for a particular Championship are administrated by NESAS.
6. NESAS will publish the Championship Programs on NESAS platforms.
7. Players may not register for a Championship already underway, unless approved by the EC to eradicate a bye or to prevent a Team from dropping out if such Team consists of the minimum Players required.
8. To register with NESAS, a Player or Club will need to complete a registration form and pay the prescribed fees in full. The application form and proof of payment need to be forwarded to the Secretary of NESAS.
9. Clans must nominate a Team Captain/Manager. The Team Captain/Manager shall register the Team and all the Team Players need to register separately within that specific Team.
10. Teams that do not have the minimum number of Players registered for a given Game Title before registrations closes for a Championship will not be eligible to compete in that Championship.
11. Once a Team has agreed to participate in a Championship, all Matches in that Championship must be played. Players who do not complete their Matches will be suspended pending a decision from the EC, this is to ensure that fair Match draws are possible, and Teams do not benefit unfairly from automatic wins.
12. The NESAS EC will verify NESAS membership and the Umpires will verify Player, Team, and Club registrations.
13. Teams and Players are urged to contact NESAS's Umpire immediately if they encounter any duplication of Team or Player details, whether in full or abbreviated form.
14. Any dispute that might occur during a Championship, whether it is for cheating, misbehaviour of Players or Teams or general Team disputes that might occur must advise the Umpires. The Club may raise the matter with the NESAS EC should such Club deem it necessary.
15. Please note that any registered Player that takes a dispute to a public forum or does not first lodge their complaint with the Club to which they are affiliated shall be disciplined accordingly.
16. Closing dates for registrations are to be announced by NESAS.

Section 4. PLAYER ELIGIBILITY

1. The NESAS Online and/or LAN eSports League is not directed to children under the age of 13, and by registering, participants agree that they are 13 years of age, or older.
2. Persons between the ages of 13 and 18 are required to let their parents or guardians know about their intent to enter the NESAS Online and/or LAN eSports League and obtain parental consent before signing up for any of the NESAS Online and/or LAN eSports League Championships, or before submitting any personal information.
3. Each Team registration is on Championship by Championship basis.

4. Players must make use of their registered handles when playing all matches. Changes to registered handles require umpire approval.

Section 5. CHAMPIONSHIP AND LEAGUE ENTRY FEES

1. Entry fees for participating in the NESAS Online and/or LAN eSports League are published on NESAS platforms.
2. Once a Player and/or Team have paid their NESAS Online and/or LAN eSports League registration fees, they are entitled to enter the said event.
3. A Player can apply in writing to the Secretary of NESAS for their registration fee to be reimbursed if the League is cancelled.

Section 6. COMPUTER EQUIPMENT

1. Players are expected to provide their own computer equipment. Players' computer equipment shall be subject to Umpire inspection. Umpires reserve the right, in conjunction with the EC to reject the use of any computer equipment of any player that is deemed to provide an unfair advantage or disadvantage to that player or his Team.
2. NESAS and the EC will not be held in any way responsible for the theft or damage of any Player computer equipment used at any NESAS League.
3. Computer Equipment may not be removed from a NESAS LAN by anyone other than the owner before the event closes as per each Championship's Program.
4. Computer Equipment must be removed by Players when the event closes as per each Championship's Program.
5. NESAS will not be held accountable for electrical, internet or any other expenses that are related to Players and Teams participating in any NESAS Online Leagues.

Section 7. GAME TITLES PLAYED

The Game Titles to be played in the NESAS Online and/or LAN eSports League shall be announced on NESAS platforms.

Section 8. HOW THE GAMES ARE PLAYED

1. The NESAS Online and/or LAN eSports League consists of various Championships.
2. Dates for each Championship are as published on the NESAS website.
3. Game Titles for each Championship are as published on the NESAS website, with Game specific rules.
4. Each Championship shall be played to a modified Swiss system if possible (with a maximum of 6 rounds), otherwise the Round Robin System shall be used.
5. Clubs that nominate Game Titles to be played in the NESAS Online and/or LAN eSports League must provide a set of proposed Game Specific Rules for the Executive Committee to consider.

Section 9. SCORING

1. Teams competing in the League receive two(2) points for a win, one(1) point for a draw, and zero(0) points for a loss.
2. The winning Team must submit the Match results as required, as soon as the Match has been completed. The Umpire will make the result known. The onus is on the losing Team to check that the submission is correct.
3. Results submissions are made by Team Captains/Managers only.
4. If a mistake is made, an Umpire should be notified to rectify the results as soon as possible, before the draw of the next Match. If an Umpire is not notified, the results are considered to be correct.
5. Within a specific Championship, the Umpires shall inform all players of the results submission procedures and deadlines.
6. Winning Teams must submit Match results before the submission deadline so that the Umpires may determine the Match roster for the following round.
7. Losing Teams must lodge complaints regarding incorrect submission of results with an Umpire before the submission deadline so that the Umpires may determine the Match roster for the following round.
8. Teams that do not submit Scores, comprising of a post-game screenshot and a replay as per the Game Title's specific rule sets, before the submission deadline, will forfeit their games and receive zero(0) points.
9. Scores shall be posted on the NESAS website and/or any other relevant NESAS platforms.
10. Game Title specific rule sets and score sheets will be provided by the tournament umpires. Players are fully responsible for recording scores, including post-game screenshots and replays, and are not subject to alteration once handed in to umpires.

Section 10. POST GAME SCREEN SHOTS AND REPLAYS

1. All the Players from both Teams must take a post-game screenshot, and save replays if available, after every round, with the scores clearly visible.
2. Team Captains/Managers must enforce this rule and ensure that all the Team Players take the screenshots. The Team Captains/Managers must save a copy of all the Team Players' screenshots, and replays if available, as a precaution for at least one month. Any questionable Match screenshots will be verified by obtaining a copy from the Team Captains/Managers.
3. If a match consists of more than one game, Team Captains/Managers must place all screenshots on the NESAS website or other provided platform. Replays shall be stored by the captains of both teams for a duration of no less than one(1) month. These replays shall be made available to the EC on request or in case of a conflict.

Section 11. UMPIRES

1. Umpires will adjudicate in accordance with the written letter of these rules and the Game Title specific rule-set, unless otherwise specified by an official clarification released by NESAS, or, in

conjunction with international controlling bodies' clarifications. Umpires otherwise have final adjudication on any issues with ambiguities or requiring interpretation.

2. Players shall accept the Umpire's decision with good grace remembering, any player arguing, being aggressive or abusive to the Umpire may be subject to having their match forfeited or, in severe cases, be ejected from the tournament.

Section 12. THE DRAW:

1. The draw is based on NESA's Modified Swiss System.

2. Byes are defined as follows:

a. Should the total number of Teams be (or become) odd during the tournament, a "bye" may need to be issued to a Team prior to any pairing. No Team is to receive more than one bye per tournament.

b. Teams who are absent shall forfeit the round/s (scoring nil), opponents shall receive a win.

c. The Team receiving the 'bye' will be chosen starting from those eligible on the lowest score.

d. Organisers have the option to use a late entry Team (if available) to eliminate the "bye".

3. Byes will be scored as follows:

a. Teams awarded a "bye" are given the average points under the designated scoring system.

b. The Countback/Tiebreaker Method is defined as follows:

c. The Countback/tiebreaker method is for separating competitors on tied scores.

Section 13. PRE-MATCH ARRANGEMENTS

1. Matches must start promptly according to the times published on each Championship's Program.

2. Any Team not present for the draw period at least ten minutes prior to the start time will forfeit the round. The only exceptions will be for Teams who have made contact with an Umpire to explain their circumstances and advise such umpires of their expected arrival time.

3. Teams must be present and ready to start the match at the appointed time after the draw has been released. Where a Team has a reasonable excuse for arriving late the match start will be delayed by up to 15 minutes.

4. A Team may not substitute any players after the Program for such day has started.

Section 14. CHEATING, RULE VIOLATION AND DISCIPLINARY ACTION

1. In the event that an Umpire suspects that a Player is guilty of cheating or violating the code of conduct, and if the Umpire deems that there is an irresolvable violation, then that Umpire will report the case to the EC. The Player shall immediately be suspended pending a decision from the EC. Umpires are required to forward all resolutions and decisions, for record keeping purposes to the EC in writing. Umpires' decisions shall not form a general ruling, and are valid for the case in point only.

2. Any Umpire who fails to take due action if a transgression is reported to him/her, and confirmed, who joins in or condones the harassment, abuse or dishonesty of another player, shall be subjected to an EC enquiry.
3. The only disciplinary action recognised by NESAS will be where due process was applied, and the Player who is alleged to have breached any code of conduct will have the right to have the dispute adjudicated according to NESAS's disciplinary regulations.
4. If a Club disciplines a Player, and the Player is not satisfied with the discipline so applied, such Player has the right to appeal to the NESAS EC. Such an appeal may only be lodged if the Player is appealing a decision relating to the NESAS LAN eSports League.
6. NESAS recognises that false or vindictive accusations can have a serious effect on innocent individuals and will regard such claims very seriously. Perpetrators of such false or vindictive accusations shall be subjected to a EC enquiry.

Section 15. SPORTSMANSHIP

1. The NESAS LAN eSports League was created to promote gaming as a National sport. All members are therefore ambassadors of the League and of Namibia. We therefore expect fair play and good sportsmanship from all our members at all times.
2. Should a Player use foul or vulgar language, make derogatory, racially, ethnically or religiously motivated comments or insults to any of his/her fellow Players, be inebriated, or commit any other contravention of the Code of Conduct, the Player should be reported to an Umpire as soon as possible.
3. Good sportsmanship also requires Players to use original software.
4. Players participate at the discretion of the organisers. Players who exhibit offensive, disruptive or inappropriate behaviour will be removed from the competition at the discretion of the organisers.
5. Players may not partake in any ambush marketing, i.e. Players may not bring any branded items or clothing not approved by the tournament organisers or in conflict with tournament sponsors; for example equipment may not have additional branded stickers. Players will be unable to partake in the event if the player is in possession of such branded items or clothing that is deemed unfit.
6. Players may not bring alcohol onto the premises.
7. Any Player found committing software piracy shall face disciplinary action at the discretion of the EC.
8. Since software piracy is a felony, legal action may be taken.

Section 16. MEDALS AND COLOURS

1. Medals shall be provided for Game Titles at the discretion of the NESAS Executive Committee.
2. Teams and Players that finish in the top three places shall receive medals in Regional and National Championships for the following sections:
 - a. Junior Championship, under 18 years of age.
 - b. Senior Championship, 18 years of age and older.

3. Awards of Colours for all Championships will be based on NESAs systematic credit system, and will be defined according to specific Game Titles.
4. Players and Teams that participate in all matches and win all their matches in the NESAs Online and/or LAN eSports League shall automatically be awarded National Colours if same is approved by the Namibian Sports Commission.
5. Individual Players and/or Teams that participate in all Matches at a National Championship, and win all their Matches, are automatically awarded National Colours, if same is approved by the Namibian Sports Commission.
6. Selection of National Teams and Players representing Namibia in International Championships will be selected by NESAs based on a systematic credit system, as well as members' good standing with NESAs.

Section 17. MEDIA COVERAGE

NESAs and its authorised parties reserve exclusive right to the coverage of the NESAs Online and/or LAN eSports League and any media content produced thereof.

Section 18. CONTACTING NESAs

Should Players need to contact NESAs EC, contact details of all committee members are available on the NESAs website.