MYANMAR ESPORTS FEDERATION
ESPORTS EVENTS GENERAL POLICY

Version: March 5, 2024

The Constitution of the MYANMAR ESPORTS FEDERATION shall at all times be read and applied in conjunction with these Regulations.

Article 1. PURPOSE STATEMENT

The purpose of the Esports Events General Policy is to establish guidelines and procedures for the recognition and to support the game developers and brands who are interested in hosting Esports events in Myanmar. This policy aims to support and welcome game developers and brands by ensuring transparency, safety, and compliance with national regulations while fostering the growth of Esports by maintaining integrity and professionalism in the industry.

Article 2: GENERAL STATEMENT OF THE POLICY

The General policy is the overview policy over the esports event of all kinds. This policy is connected to other policies and shall be applied in conjunction with the other key policies including but not limited to the Esports Athletes Policy, the Esports Event Organiser Policy and the Esports Team Policy.

For the esports event to be lawfully hosted, organized, sponsored and participated, each of the stakeholders must comply with the federations General/ overall policy over esports event such that

1. Any esports event, itself MUST have an Esports Tournament Certificate.

2. Any professional players participating MUST have a Professional ID card.

3. The organizer in charge MUST have a registered organizer ID card and must hold Esports Event Approval Certificate.

4. The professional teams joining, MUST have or the Professional Team ID.

5. The event host such as brands and game developers should check if the event is registered and lawfully happening in accordance with the Esports Event General Policy, if the organizer holds the valid organizer ID card, if the players have the valid

professional ID card.
For the esports events to lawfully happen either online, or offline, it needs to have its dedicated approval certificates. This policy covers all of the on ground events including but not limited to the esports events, esports competitions, professional esports leagues, game conventions, gaming festivals except the community level tournaments, participated by basic teams but not professional teams.

Article 3. DEFINITIONS

1. General Definitions

MESF: Myanmar Esports Federation, the sole governing authority responsible for overseeing Esports activities in Myanmar.

Esports: Competitive video gaming, often in the form of organized multiplayer competitions.

Stakeholders: Game Developers, brands, event organizers, professional players, athletes, professional teams and other professionals.

Event Organizer: Any entity responsible for planning, managing, and executing Esports tournaments or events.

Event Host: The owner of the league IP such as Game developers, publishers and brands, who are responsible for creating the league IP, passing the organizer rights to the vendor organizers.

Esports Event Proposal: Official document submitted to MESF by a tournament organizer detailing the specifics of the proposed Esports event.

Organizer ID Card: Official certification issued by MESF to recognized Esports event organizers.

Esports Event Approval Certificate: Authorization granted by MESF for the hosting and organization of specific Esports events within Myanmar.

Tournament ID: A unique identifier assigned to approved Esports tournaments by MESF.

Tournament Certificate: An ID document issued by MESF containing essential information about the approved tournament.

Professional Level Tournament: Any Esports tournament, event, competitions of all kinds, participated by the professional players, those events listed and registered in the professional event category under MESF.

Professional Player: A skilled Esports athlete who competes at a high level and earns income from participating in Esports competitions, and/or any player who participated in the professional Esports events listed and registered under the professional Esports event category of MESF listed and registered Esports tournaments.

Professional Athletes: Any players who are selected through the national athlete selections process and become a national representative for the Federation's official Esports events and sports games, such as SEA GAMES, ASIAN GAMES, and Olympics etc.

Professional Coach: A skilled Esports coach who coaches a team that competes at a high level and earns income from participating in Esports competitions.

Basic Player: Those players without Professional Player ID Card.

Pro Card: A Professional Player ID Card, an official identification card issued by MESF to registered professional Esports players, granting various benefits and privileges.

2. Event Definitions

Types of Esports Event: Denotes the category or type of Esports event for which the license is issued.

Event Type 1: (Esports Online Event) Events held entirely online; Live broadcast online events

Event Type 2: (Esports Offline Event) Offline LAN tournaments held on the ground without being broadcasted over a communication network

Event Type 3: (Esports onground + online Event) A big hybrid online-offline tournament broadcasted live online with the Main Event LAN on ground event.

Event Type 4: All other types of Esports events that are not related to Esports tournaments. Esports events refers to all types of Esports/Gaming related tournaments as well as fun, festival, exhibition, lecture; includes all types of tournaments including ceremonies.

Article 4. OBJECTIVES

1. To streamline and formalize the organization of Esports Events in Myanmar, promoting efficiency and clarity in event planning and execution.

2. To enforce strict adherence to national regulations and guidelines mandated by the Ministry of Sports and Youth Affairs, ensuring legal compliance and upholding the integrity of the Esports industry.

3. To support the key stakeholders by instilling a culture of transparency and accountability within the Esports community, fostering trust among stakeholders and minimizing risks of malpractice or misconduct.

4. To actively support the expansion and maturation of the Esports sector in Myanmar leveraging tournaments as catalysts for economic growth, innovation,
and job creation.

5. To prioritize the welfare and interests of all participants, including players, teams, sponsors, and spectators, by implementing measures to safeguard their rights, safety, and overall experience throughout Esports events.

Article 5. ESPORTS TOURNAMENT CERTIFICATE

The Esports Tournament certificate issued by the Myanmar Esports Federation (MESF) serves as official recognition and identification for Esports leagues, tournaments, competition and all types of esports events to be hosted, organized, sponsored and

participated lawfully within Myanmar. These certificates signify compliance with MESF regulations and demonstrate a commitment to upholding the standards of professionalism, fairness, and integrity within the Esports community.

1. The Esports Tournament certificate is an official document issued by MESF to identify tournaments and categorize them to be officially listed under the specific event categories under the MESF list of Esports events. It signifies an essential certificate for the brands and game developers to officially register under federation to ensure compliance with established standards and regulations and to lawfully host and organize that event.

2.The Tournament certificate displays the following information including but not limited to:

- Tournament Name
- IP Owner Company Name
- Issue Dates
- Expired Dates
- Game Title(s)
- Unique Tournament ID
- Tournament Logo
- IP Owner Company Logo

3. The Tournament certificate will be issued in the following format: (T/Type of Tournament/Issued Tournament Certificate Number)

- "T": Represents the type of license, in this case, for the Tournament.

- "Type of Tournament": Denotes the category or type of Esports tournament for which the license is issued. This can be categorized into three main types: Align with above Event Status
  a) (01-National): Signifies a national-level Esports tournament.
  b) (02-Pro Series): Indicates a professional series Esports tournament.
  c) (03-Community): Represents a community-level Esports tournament.
- "Issued Tournament Certificate Number": This part represents the unique identification number assigned to each Tournament Certificate.
- For example, the first Esports Tournament Certificate for a national Esports tournament will look like this: (T/01/0001)

Article 6. SIGNIFICANCE OF TOURNAMENT CERTIFICATE

1. Legitimacy and Credibility: Having a Tournament Certificate adds legitimacy and credibility to the Esports event. It assures participants, sponsors, and spectators that the tournament is organized in compliance with established regulations and standards, fostering trust and confidence in the integrity of the competition.

2. Essential step to foster opportunities: Holding a Tournament Certificate opens doors to opportunities within the Esports industry, allowing game developers and brands to connect with other organizers, sponsors, influencers, and key players in the ecosystem. These connections can lead to collaborations, partnerships, and mutually beneficial relationships.
3. Contribution to Industry Growth: Game developers and brands, by following MESF regulations and obtaining a Tournament Certificate, foster the growth and professionalism of the Esports industry in Myanmar, creating a sustainable ecosystem that benefits all stakeholders.

4. Dedicated Partnerships opportunities : MESF may offer dedicated partnership opportunities to entities holding a Tournament Certificate, such as collaborations with other industry stakeholders, access to exclusive events or workshops, and priority consideration for special initiatives or projects.

5. Enhanced Sponsorship Opportunities; Holding a Tournament Certificate can attract potential sponsors who value legitimacy and compliances with regulatory standards. Sponsors may be more inclined to invest in tournaments organized by entities with official recognition from MESF, leading to increased sponsorship opportunities and financial support for the event.

Article 7. ELIGIBILITY CRITERIA FOR TOURNAMENT CERTIFICATE

Entities seeking a Tournament Certificate must meet the following eligibility criteria:

1. Demonstrate a commitment to upholding MESF regulations and promoting fair play in Esports tournaments.
2. Submit a detailed proposal outlining the tournament format, schedule, rules, and prize pool distribution.
3. The tournament must comply with all legal requirements and regulations set forth by MESF and the Ministry of Sports and Youth Affairs.
4. Prior experience in organizing Esports events or related activities may be considered favorably during the application process.

Article 8. LEGAL COMPLIANCE AND ORGANIZATIONAL REQUIREMENTS

All Esports tournaments hosted in Myanmar, whether local, qualifiers, leagues, or international connecting events, must obtain a Tournament Certificate from MESF. Failure to comply with this requirement may result in legal consequences as per the regulations outlined by the Ministry of Sports and Youth Affairs.

1. All game developers and brands intending to host their Esports events in Myanmar must register their tournaments with the Myanmar Esports Federation (MESF) to obtain a Tournament Certificate.
2. Registration entails compliance with all applicable laws, regulations, and guidelines set forth by the MESF and relevant governmental authorities.
3. Game developers and brands must provide detailed information regarding the proposed Esports event or tournament, including but not limited to event dates, venue, prize pool, tournament format, and rules.
4. Submission of necessary documentation, such as permits, licenses, and contracts, may be required as part of the registration process.

Failure to adhere to the stipulated legal requirements and tournament guidelines may result in penalties, including fines, suspension, or revocation of the Tournament Certificate.

Article 9. PROCEDURE

1. Entities interested in hosting Esports events and tournaments in Myanmar must submit the Esports Tournament Application Form to the MESF.

2. Esports event proposal providing comprehensive detailed information including but not limited to: event dates, venue, tournament format, prize pool, rules, and any additional relevant details should be submitted along with

3. Supporting documentation, including event permits, venue contracts, prize distribution plans, and any agreements with sponsors or partners, must be submitted along with the application.

4. Upon receiving the application, the MESF will conduct a thorough review to ensure compliance with regulatory standards and guidelines.

5. The review process may involve assessing the suitability of the proposed event, verifying the authenticity of submitted documentation, and evaluating the organizer's track record in Esports event management.

6. Any discrepancies or deficiencies identified during the review will be communicated to the applicant, who will be given an opportunity to rectify or provide clarification as necessary.

7. Upon successful completion of the review process and fulfillment of all requirements, the MESF will issue a Tournament certificate to the applicant.

8. The applicant will be provided with a unique identification number with the Tournament certificate which should be prominently displayed in all promotional materials and communications related to the event.

Article 10. GENERAL POLICIES

1. **Fair Play and Sportsmanship:** In all tournaments, it must be promoted for fair-play and sportsmanship among participants, enforcing rules and penalties for any violations.

2. **Player Welfare:** In all tournaments , it should be prioritized for the physical and mental well-being of players, providing adequate breaks, hydration, and rest periods during tournaments.

3. **Anti-Discrimination Policy:** All tournaments must be inclusive and free from discrimination based on factors such as race, gender, religion, or sexual orientation.

4. **Intellectual Property Rights:** Tournament Certificate Holders must respect intellectual property rights, obtaining necessary licenses for game titles, logos, and other copy-righted materials used in the tournament.

5. **Data Privacy and Security:** Tournament Certificate Holders are responsible for protecting participants' personal information and ensuring compliance with data protection laws and regulations.

6. **Spectator Safety:** Measures should be in place to ensure the safety and security of spectators attending live events, including crowd control and emergency protocols.
7. **Financial Transparency:** Tournament Certificate Holders must maintain transparent financial records and disclose any financial transactions related to the tournament, including sponsorship agreements and prize distributions.

8. **Environmental Responsibility:** Tournament Certificate Holders should strive to minimize the environmental impact of tournaments, adopting sustainable practices for venue operations, waste management, and energy consumption.

9. **Compliance with Anti-Doping Policies:** Tournaments must adhere to anti-doping policies established by relevant authorities such as the World Anti-Doping Agency (WADA) to ensure fair competition and maintain the integrity of Esports

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10. **Compliance with Broadcasting Regulations:** Tournament Certificate Holders must comply with broadcasting regulations and obtain necessary licenses for live streaming or broadcasting Esports events.

Article 11. AMENDMENT

1. This Regulation may be amended, modified, or supplemented by the Myanmar Esports Federation (MESF) as deemed necessary to address emerging issues, improve effectiveness, or reflect changes in legal or regulatory requirements.

2. Amendments shall come into effect upon approval by the designated authority and shall be communicated promptly to all relevant stakeholders.

3. It is the responsibility of all parties subjected to this policy to comply with any amendments made herein, and failure to do so may result in sanctions or penalties as outlined in the policy or by MESF.

4. The MESF shall maintain a record of all amendments made to this policy, which shall be made available to the public upon request.