MYANMAR ESPORTS FEDERATION
ESPORTS TEAM POLICY
Version: March 5, 2024

The Constitution of the Myanmar Esports Federation shall at all times be read and applied in conjunction with this Policy.

Article 1. PURPOSE STATEMENT

The purpose of the Esports Team Policy is to establish guidelines and procedures for the recognition and support of Esports teams in Myanmar. This policy aims to promote the professionalism, integrity, and fair competition of Esports teams while facilitating their participation in national and international events.

Article 2. DEFINITIONS

MESF: Myanmar Esports Federation, the governing body responsible for overseeing Esports activities in Myanmar

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

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 player 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 tournament category of MESF

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

Professional Player: Those players without Professional Player ID Card

Pro card: an official identification card issued by MESF to registered professional Esports players, granting various benefits and privileges

Esports Team: a group of players who compete together in Esports competitions, representing a collective entity

Basic Team: a team with basic players

Team certificate: an official identification card issued by MESF to recognized Esports teams, granting various benefits and privileges

AESF: Asian Electronic Sports Federation

IESF: International Esports Federation

GEF: Global Esports Federation

Article 3. OBJECTIVES

1. To empower and support Esports teams in Myanmar, enabling them to achieve success and recognition in national and international competitions.
2. To establish Myanmar as a leading hub for Esports teams, known for their skill, professionalism, and sportsmanship on the global stage
3. To formally recognize and support Esports teams in Myanmar, acknowledging their skill, teamwork, and contribution to the Esports community.
4. To facilitate the participation of Esports teams in national and international competitions, allowing them to represent Myanmar on the global stage.
5. To provide assistance and support to Esports teams, including visa application and passport validation services, to ensure smooth participation in international events.

6. To ensure that Esports teams adhere to anti-doping policies and other regulatory requirements set forth by international Esports federations.

7. To contribute to the growth and development of Esports teams in Myanmar by fostering a competitive and inclusive environment for players.

Article 4. ANTI-DOPING POLICY

1. Esports teams are subject to anti-doping regulations established by recognized authorities such as the World Anti-Doping Agency (WADA).

2. Team members must refrain from the use of prohibited substances and methods outlined in the WADA Prohibited List.

3. Random doping tests may be conducted at Esports events to ensure compliance with anti-doping policies.

4. Violations of anti-doping regulations may result in disciplinary action, including suspension or disqualification from competitions.

Article 5. TEAM CERTIFICATE

1. The Team certificate serves as an essential ID and proof of the Esports team's professional status and grants various benefits and privileges.

2. The Team certificate for Professional Teams will be issued in the following format:
   - **Professional Team certificate**: (PT/Issued Type/Issued Number)
     - "**BT**" represent Basic Team
     - "**Issued Type**" are
       - 00 - other Tournaments, example, M series, PMCL
       - 01 onwards - MESL franchise tournament in a sequential order
     - "**Issued Number**" indicates the unique number assigned to the professional teams in sequential order.

3. Teams who do not participate in the MESL Pro Series but wish to apply for the Team certificate must meet the following requirements:

- at least (5) players and a coach in the team must hold a Pro card issued by MESF.
- the team must demonstrate exceptional skill and performance in Esports competitions, as determined by MESF.
- the team must agree to abide by the regulations and guidelines set forth by MESF, including anti-doping policies and code of conduct.
- the team must submit a formal application to MESF for review and approval, including relevant documentation and information supporting their eligibility for the Team certificate.

Article 6. LEGAL COMPLIANCES & TEAM REQUIREMENTS

1. Esports teams must comply with all applicable national and international laws and regulations, including anti-doping regulations and immigration requirements for international travel.
2. Teams must maintain a clean disciplinary record and conduct themselves in a professional manner both on and off the gaming stage.
3. Teams are responsible for representing Myanmar with integrity and sportsmanship at all times during national and international Esports events.

Article 7. ELIGIBILITY CRITERIA FOR TEAM CERTIFICATE

1. **Composition of Team**:
   1.1 The team must consist of a minimum of (3) players who collectively participate in Esports competitions under a unified entity.
   1.2 A minimum of (3) players must hold a valid Pro card issued by the MESF.
2. **Skill and Performance**:
   2.1 The team must demonstrate exceptional skill and performance in Esports competitions, showcasing competence, strategy, and teamwork.
   2.2 Previous achievements and tournament standings may be considered as indicators of the team's proficiency.
3. **Compliance with Regulations**:

3.1 The team must agree to abide by all regulations and guidelines set forth by MESF and other relevant authorities governing Esports activities.
3.2 This includes adherence to anti-doping policies, fair-play regulations, and ethical standards.

4. **Legal Compliance**:
   4.1 The team must comply with all national, international laws and regulations governing Esports activities, including immigration requirements for international travel.
   4.2 Any legal or disciplinary issues involving the team members may affect eligibility for the Team certificate.

5. **Commitment to Representation**:
   5.1 The team must be committed to representing Myanmar in national and international Esports events with integrity, sportsmanship, and professionalism.
   5.2 They should embody the values of fair competition and respect for opponents and fellow competitors.

6. **Continued Active Engagement**:
   6.1 The team should demonstrate a commitment to active participation in Esports competitions and events, contributing to the growth and development of the Esports ecosystem in Myanmar.
   6.2 They should strive for continuous improvement and excellence in their performance and conduct.

7. **Application Submission**:
   7.1 The team must submit a formal application for the Team certificate to MESF, providing all required documentation and information as specified by MESF guidelines.
   7.2 The application should include details of team members, achievements, competition history, and any other relevant information supporting their eligibility for the Team certificate.

8. **Evaluation and Approval**:
   8.1 MESF will evaluate the team's application based on the eligibility criteria outlined above and other relevant factors.
   8.2 Approval of the Team certificate is subject to MESF's discretion and may involve a review of the team's performance, conduct, and contribution to the Esports community.

9. **Renewal and Review**:
   9.1 Team certificate may be subject to renewal at specified intervals determined by MESF.
   9.2 Teams must maintain their eligibility and compliance with regulations to renew their Team certificate.
   9.3 MESF reserves the right to review and revoke Team certificate in cases of non-compliance, misconduct, or violation of regulations.

10. **Contribution to Esports Community**:
    10.1 The team's involvement in community-building activities, mentorship programs, and initiatives aimed at promoting Esports development may be considered favorably during the evaluation process.
    10.2 Teams that actively contribute to the growth and positive impact of the Esports community in Myanmar may receive additional recognition and support from MESF.

Article 8. PROCEDURE

1. Any entity who wants to get the Pro Team certificate must apply for the professional Esports team registration form.

2. Teams who meet the eligibility criteria may submit a formal registration for the Team certificate to MESF.

3. The registration will be reviewed by MESF to ensure compliance with eligibility criteria and regulatory requirements.

4. Upon approval, MESF will issue the Team certificate to the team, granting official recognition as an Esports team with Professional Team ID representing Myanmar in international competitions.

Note: Any professional team to lawfully participate in any Esports event and competitions in Myanmar, it must have the registered Professional Team certificate, its player acknowledge and comply with the Esports player policy and have registered Pro cards.

Article 9. SIGNIFICANCE OF PROFESSIONAL TEAM CERTIFICATE

1. The Team certificate officially recognizes teams as representatives of Myanmar in international Esports events, enhancing their status and credibility within the Esports community.
2. They are eligible to compete in professional Esports leagues inside Myanmar and in international competitions, showcasing the talent and teamwork of the nation on the global stage.
3. MESF provides various forms of assistance and support to teams, including visa application and passport validation services, to facilitate their participation in international competitions.
4. By nurturing and supporting Esports teams, MESF contributes to the growth and development of Esports talent in Myanmar, fostering a competitive and thriving Esports ecosystem.

Article 10. GENERAL REGULATIONS

1. Teams must adhere to the rules and regulations of international Esports federations such as AESF, IESF, and GEF when participating in international competitions.
2. Teams are required to conduct themselves with integrity and sportsmanship, respecting opponents, officials, and fellow competitors.
3. Teams must refrain from engaging in any form of cheating, hacking, or other unfair practices that may compromise the integrity of Esports competitions.

Article 11. CODE OF CONDUCT

The code of conduct for Team certificate holders outlines expectations for professionalism, fair-play, and ethical behavior in Esports. It emphasizes respect for opponents and officials, compliance with regulations, and positive representation of the Esports community. Teams are encouraged to resolve conflicts peacefully, contribute to community development, and uphold the principles of sportsmanship and integrity. Failure to comply may result in disciplinary action, including suspension or revocation of the Team certificate. Esports teams are expected to conduct themselves with integrity, honesty, and respect towards all individuals involved in Esports, including opponents, officials, organizers.

Article 12. AMENDMENT

1. This regulation may be amended, modified, or supplemented by the 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.