



CODE OF CONDUCT

2024



BEHAVIOR:

All Team Members and Owners must always observe the highest standards of personal integrity and good sportsmanship and act in a manner consistent with the best interests of the League.

Team Members and Owners are required to behave in a professional and sportsmanlike manner in their interactions with other competitors, League officials, and members of the XP League Office, the media, sponsors, and fans.

Team Members and Owners may not use obscene or offensive gestures or profanity in their tags, player handles, game chat, live play communications, lobby chat, shoulder content, interviews, or other public-facing communications of any kind. This rule applies to English and all other languages and includes abbreviations and/or obscure references.

Team Members and Owners are expected to settle their differences in a respectful manner and without resorting to violence, threats, or intimidation (physical or non-physical). Violence is never permitted at any time or place, or against any person including competitors, fans, referees, and officials.

The obligation to behave in a professional and sportsmanlike manner includes an obligation on the part of Players and Team Mangers to arrive on time and ready to compete for all games, matches and tournaments in the League Schedule. It also prohibits forfeiting a game or match without reasonable cause. For the avoidance of doubt, arriving on time includes arriving in sufficient time to receive the media and League obligations for that match day, check in with League Office personnel, and to ensure there is enough time to provide starting rosters, receive Player Peripherals, and all other tasks necessary to keep the match day on schedule.

XP League is a place for players from around the world, from diverse cultures, and from diverse backgrounds, to come together to compete and share their passion for our game. Participants in our competitions should be focused on bringing the world together through epic entertainment, celebrating our game, players, and fans, and building diverse and inclusive communities.



BEHAVIOR (continued):

Players, Team Managers, and Owners must refrain from disruptive or divisive behavior, commentary, or other forms of expression during official League and Team events (including without limitation any Official Game) or on any official League or Team channels (e.g., match broadcasts, League or Team shows, and official League and Team-branded websites and social media channels).

Throughout the period on match day that a Player, Team Manager, or Owner is visible to the League's and/or Team's live and camera audience(s), they may not wear, display, or otherwise convey personalized messages without express XP League Office approval, which approval shall not be granted for political messages.

CHEATING AND GAME INTEGRITY:

Players must always compete to the best of their skill and ability. Any form of cheating by any Players, Team Managers or Owners will not be tolerated.

All Players, Team Managers and Owners are prohibited from influencing or manipulating any Game match (whether a League match or otherwise) with the intent that any aspect of the match is determined by anything other than the competitive merits.

Examples of cheating or behavior impacting game integrity are not exhaustive, and include without limitation: Collusion, match fixing or any other action to intentionally alter, or attempt to alter, the results of any game, match, or tournament (or any components thereof). Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means. Allowing an individual who is not the registered owner of a Battle.net Account to play on that Battle.net Account in a Game and/or playing in a Game while logged in to a Battle.net Account registered to someone else. Misuse or hacking of game servers. Violent, threatening, or harassing behavior in any Game or League setting, including Team housing. Possession of a weapon at League or team facilities or any other League setting. Inappropriate use of League equipment.



UNSPORTSMANLIKE CONDUCT:

Players must avoid all unsportsmanlike conduct, gestures, or comments during any XPL hosted event. Examples of unsportsmanlike conduct are as follows: offensive and demeaning behavior, foul language, demeaning comments in chat (this is most referred to as toxicity and examples include but are not limited to: noob, stfu, idiot, retard, shut up, useless, trash, ez, ezwin, diff, int, l2p, you're bad, etc.), taunting opposing players after elimination, excessive actions after a victory (crouch-spamming, spraying gunfire at dead bodies, dancing or bunny-hopping over eliminated players, emoting, etc.).

Unsportsmanlike conduct can be categorized as minor and major infractions.

Any infraction should be addressed immediately by the coach or league commissioner when the infraction occurs. If necessary, the game should be paused, and a timeout used to correct the behavior.

Continued conduct that is determined to be unsportsmanlike or major infractions can result in forfeiture of that round, forfeiture of the match, player disqualification, and/or team disqualification.



ILLEGAL AND/OR DETRIMENTAL CONDUCT:

Players, Team Managers and Owners are required to always comply with all Applicable Laws.

A Player, Team Manager or Owner may not engage in any activity or practice which: brings him or her into public disrepute, scandal or ridicule, or shocks or offends a portion or group of the public, or derogates from his or her public image, or is, or could reasonably be expected to be, detrimental to the image or reputation of, or result in public criticism of or reflect badly on The League.

A non-exhaustive list of such types of misconduct are as follows: Actual or threatened violence toward a person, including domestic violence, partner violence, dating violence and child abuse Sexual assault and other types of sexual offenses Illegal possession or distribution of a weapon Possession, use or distribution of performance-enhancing substances Conduct that poses a danger to the safety of another person Animal cruelty Theft and other property crimes; and crimes involving dishonesty.

Each Team Member and each Owner acknowledges that the League Office and Team Entities may have an obligation under Applicable Law to report illegal activities to local law enforcement authorities or respond to formal inquiries from law enforcement or judicial authorities in jurisdictions where suspected violations of law have taken place.



ANTI-HARASSMENT:

XP League Office is committed to providing a competitive Game environment that is free of harassment and discrimination. In furtherance of this commitment, Players, Team Managers and Owners are prohibited from engaging in any form of harassment or discrimination (either in Game or outside the Game), including without limitation that which is based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class or characteristic.

NON-DISPARAGEMENT:

Teams, Team Members, and Owners have the right to express their opinions in a professional and sportsmanlike manner.

Teams, Team Members, and Owners may not at any time make, post, publish or communicate to any person or entity or in any public forum any false, defamatory, libelous, or slanderous remarks, comments or statements concerning any member of the XP League Office, any of their respective Representatives, the League, the other Teams or their respective sponsors or members, the Game or any other product or service of XP League.

This Section does not, in any way, restrict or impede a Team, Player, Team Manager or Owner from complying with any Applicable Law or a valid order of a court of competent authority or an authorized government agency.