

ANZ and International eBasketball Tournament.

By: International Global Encounters Monuments Institution and the ANZ eBasketball Tournament Team

## The Ismaili eBasketball Cup for Australia New Zealand and Papua New Guinea:

### Player Code of Conduct

1. Participants, moderators, and spectators are required to follow the rules outlined by the applicable organizing team; these include but are not limited to:
  - a. Any verbal abuse and/or harassment towards participants, spectators, and the organizing team.
  - b. Any non-verbal abuse and/or harassment
  - c. Purposely losing or forfeiting a match to manipulate standings or qualification
  - d. Purposely disconnecting from a match
  - e. Any form of gambling on any aspect of the competition.
  - f. Allowing someone to control and/or participate on your behalf.
  - g. Registering any inappropriate online usernames.
  - h. Intentionally providing incorrect information on your registration form.
  - i. Manipulation of the escalation form and/or process.
  - j. Colluding with other participants.
  - k. The use of any cheats, hacks or third-party applications to improve your gameplay.
  
2. ***The organizing team at every stage of the competition has the right to disqualify participants as a result of misconduct and/or unethical behaviour during the tournament, or those that do not follow the rules outlined in section 1.***  
**Disqualification** results in the player not allowed to participate in any remaining scheduled games and will automatically lose every remaining game 3-0.
  
3. The organizing team has the option to **instead suspend a participant for a set number of games rather than disqualification** for participants that do not follow the guidelines outlined in section 1 and 2.  
For any games affected by the suspension will result in an automatic lose of 3-0.
  
4. If at any point a participant feels unsafe during their game, they are recommended to disconnect immediately and escalate the concern to the applicable organizing team.

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### **5. Disconnect / Internet Issues**

In the case that a player disconnects before a minute has elapsed on the game clock, or the first point, whichever occurs first, the game will be immediately remade with the same settings and teams and home/away status. If the disconnect happens after this point, the score will be added to the second game, and only the remaining time will be played. Players will be required to work together to reach a “resume” point. Both players will not score until the clock has reached the point of the disconnect, and then the game will be “live” and continue normally. Be sure to take screenshots of both games to prove the score. The score will then be added from both games to reach our final score. If a disconnect happens after the first half, the first and second quarters of the second game will become the new 3rd and 4th quarters to save time. Players should make their best possible effort to restore the second game to an accurate setting of the first game. This should include score, timeouts remaining, and possession of the ball.

### **6. Escalation Process**

5.1. All players and/or moderators will have the opportunity to escalate any issues including but not limited to, participant code of conduct, disconnections, gaming disputes, and scoring discrepancies.

We recommend submitting escalation forms immediately upon experiencing any concerns or issues and failure to do so may result in the applicable team not having the opportunity to resolve and/or respond to the escalation effectively.

5.2. ***The ANZ escalation process will be provided to all participants along with the schedule of games.*** If a decision is required, the applicable organizing team’s judgement and decision is final.

**The organizing team has the final say on all dispute, escalations, enforcement, revisions, and interpretation of all rules and regulations.**