

Esports Wales

Player Code of Conduct

Status: Board approved code

Applies to: All Players & Participants

Owner: Board of Directors

Safeguarding Lead: Designated Safeguarding Lead (DSL)

Integrity Lead: Integrity & Ethics Lead

Review cycle: Annual

Next review due: 12 months from adoption

1. Purpose

1.1 This Code of Conduct sets out the **standards of behaviour, responsibility, and integrity** expected of all players and participants involved in activities delivered, sanctioned, or recognised by **Esports Wales CIC** (“the Company”).

1.2 It exists to:

- ensure esports is **safe, fair, inclusive, and enjoyable**
 - protect the welfare and wellbeing of all participants
 - promote respect, sportsmanship, and integrity
 - clearly define acceptable and unacceptable behaviour
 - support consistent and fair responses to misconduct
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2. Scope

2.1 This Code applies to:

- all players and participants
- all levels of participation (recreational, developmental, competitive)

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Version Number: 001



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- children, young people, and adults

2.2 It applies to behaviour:

- during competitions, training, and events
 - in online and digital environments (including gameplay, voice/text chat, streaming, and social media)
 - when representing Esports Wales, clubs, or teams
 - where conduct impacts Esports Wales activity or reputation
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3. Core Values

All players are expected to uphold the following values:

- **Respect** – for others, officials, staff, and the game
 - **Fair Play** – honesty, integrity, and playing by the rules
 - **Inclusion** – welcoming and respectful behaviour towards everyone
 - **Responsibility** – for actions, behaviour, and wellbeing
 - **Safety** – prioritising welfare over winning
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4. Expected Standards of Behaviour

Players must:

- treat all participants, officials, and staff with respect
- follow competition rules and instructions
- behave honestly and fairly at all times
- act in a way that promotes a positive esports environment
- take responsibility for their actions and online conduct



Players must **not**:

- engage in bullying, harassment, or discrimination
 - use abusive, threatening, or offensive language
 - cheat, exploit bugs, or manipulate competition
 - engage in match-fixing, betting, or corruption
 - misuse substances or stimulants
 - encourage or pressure others into unsafe or unethical behaviour
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5. Online Behaviour & Digital Conduct

5.1 Given the nature of esports, players must behave responsibly online.

5.2 This includes:

- respectful communication in voice and text chat
- appropriate behaviour during live streams
- responsible use of social media

5.3 The following are **not acceptable**:

- hate speech, slurs, or discriminatory comments
- harassment, trolling, or targeted abuse
- doxxing or sharing personal information
- impersonation or account misuse

Online misconduct is treated **as seriously as offline misconduct**.

6. Safeguarding & Welfare

6.1 Players must:

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- respect personal boundaries
- behave appropriately towards children and adults at risk
- report safeguarding concerns promptly

6.2 Where players are under 18:

- additional safeguarding expectations apply
- behaviour will be managed with a **child-centred approach**

6.3 Safeguarding concerns override competition outcomes.

7. Health, Wellbeing & Mental Health

7.1 Players are encouraged to:

- prioritise health, rest, and balance
- look after their own wellbeing and that of others
- speak up if struggling or concerned

7.2 Unhealthy practices, including:

- excessive play
- unsafe stimulant or substance use
- pressure to continue when unwell

are discouraged and may be addressed under welfare procedures.

8. Integrity & Fair Competition

8.1 Players must:

- compete honestly
- respect rules, officials, and outcomes

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- protect the integrity of esports competition

8.2 Players must **not**:

- fix or manipulate matches
 - bet on competitions they are involved in
 - misuse inside information
 - accept bribes or inducements
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9. Reporting Concerns

9.1 Players are encouraged to report:

- bullying or harassment
- safeguarding concerns
- integrity or cheating concerns
- wellbeing risks

9.2 Reports may be made to:

- event officials or staff
- club representatives
- safeguarding or integrity leads

9.3 No player will be penalised for raising concerns in good faith.

10. Breaches of the Code

10.1 Breaches of this Code may result in:

- verbal or written warnings
- education or behaviour requirements



- removal from matches or events
- suspension or disqualification
- further disciplinary action

10.2 Sanctions will be:

- proportionate
 - fair and consistent
 - appropriate to age and context
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11. Acceptance of the Code

11.1 All players must:

- read and understand this Code
- comply with it at all times

11.2 For players under 18:

- parents/carers are encouraged to be aware of this Code
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12. Linked Policies & Procedures

This Code must be read alongside:

- **0201 Safeguarding Policy Statement**
- **0204 Duty of Care Policy**
- **0213 Online Safety & Digital Safeguarding Policy**
- **0301 Equality, Diversity & Inclusion Policy**
- **0303 Anti-Discrimination & Anti-Harassment Policy**
- **0306 Anti-Bullying Policy**

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- **0401–0408 Integrity, Health & Wellbeing Policies**
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13. Review


13.1 This Code shall be reviewed:

- annually
 - following significant incidents
 - following changes to governance requirements
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14. Adoption

This Player Code of Conduct was approved by the Board of Directors of **Esports Wales CIC**.

Date approved: ___02/03/2026___

Signed (Chair):___  ___

