MYANMAR ESPORTS FEDERATION
CODE OF CONDUCT

Version: March 5, 2024

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

Article 1. PURPOSE STATEMENT

This Code of Conduct establishes mandatory behavioral, ethical, and professional standards applicable to all individuals and entities operating under MESF jurisdiction.

This Policy:

1. Converts general conduct obligations in Article 11 of the Esports Athletes Policy into enforceable rules.

2. Harmonizes conduct standards across Players, Coaches, Officials, Staff, and Partners.

3. Protects integrity, fairness, and national representation standards.

4. Establishes a uniform disciplinary structure.

Article 2. DEFINITIONS

Professional Player: As defined in Article 2 of the Esports Athletes Policy.

Professional Team: As defined in Article 2 of the Esports Team Policy.

Event Organizer: As defined in Article 3 of the Esports Events General Policy and Article 2 of the Esports Organizer Policy.

PRO CARD Holder: Athlete holding valid Professional Player ID Card under Article 5 of the Esports Athletes Policy.

Tournament Certificate Holder: Entity holding a valid Tournament Certificate under Article 5 of the Esports Events General Policy.

Coach: Individual officially registered under a Professional Team.

Official: Referee, judge, technical delegate, or tournament authority accredited by MESF.

Staff: Any individual contracted or appointed by MESF, Organizer, or Team.

Partner: Sponsor, commercial collaborator, media partner, or service provider formally recognized by MESF.

Misconduct: Any act or omission violating this Code or referenced Articles of governing policies.

Article 3. OBJECTIVES

1. To uphold professionalism and sportsmanship.
2. To protect competitive integrity.
3. To prevent corruption, abuse, and reputational harm.
4. To define consequences proportionate to violations.
5. To ensure consistent enforcement across all categories.

Article 4. GENERAL PRINCIPLES

This Policy applies to:

1. All PRO CARD holders (Article 5, Esports Athletes Policy).
2. All Professional Teams holding Team ID Cards (Article 5, Esports Team Policy).
3. All Tournament Certificate holders (Article 5, Esports Events General Policy).
4. All Organizer ID Card holders (Article 4, Esports Organizer Policy).
5. All national representatives selected under the Professional Athletes category (Article 2, Esports Athletes Policy).

Compliance is mandatory for lawful participation under Article 2 of the Esports Events General Policy.

Article 5. PLAYER CONDUCT STANDARDS

In addition to Article 11 of the Esports Athletes Policy, Players shall not:

1. Engage in match manipulation or collusion.
2. Use unauthorized software, cheats, or exploits.
3. Engage in abusive language during events or online platforms linked to competitions.
4. Refuse reasonable media or promotional obligations when contractually required.
5. Publicly defame MESF, officials, or other participants without evidence.

Violation may affect PRO CARD status under Articles 6 and 7 of the Esports Athletes Policy.

Article 6.COACH CONDUCT STANDARDS

Coaches shall:

1. Promote athlete welfare and safety.
2. Refrain from psychological abuse or coercion.
3. Avoid conflict of interest in player selection.
4. Comply with anti-doping obligations.
5. Not solicit bribes or influence match outcomes.

Coach misconduct may trigger Team ID sanctions under Article 11 of the Esports Team Policy.

Article 7. OFFICIAL CONDUCT STANDARDS

Officials shall:

1. Maintain neutrality and impartiality.
2. Avoid undisclosed relationships with teams.
3. Not accept gifts or inducements influencing decisions.

4. Protect confidential competition information.
5. Enforce rules consistently.

Breach may result in accreditation revocation under Organizer Policy sanction provisions.

Article 8.STAFF CONDUCT STANDARDS

Staff shall:

1. Maintain confidentiality of internal information.
2. Avoid misuse of MESF authority.
3. Refrain from harassment or discrimination.
4. Disclose potential conflicts of interest.
5. Protect federation assets.

Serious violations may result in termination and referral to the disciplinary committee.

Article 9. PARTNER CONDUCT STANDARDS

Partners shall:

1. Comply with sponsorship and branding guidelines.
2. Avoid association with prohibited products if restricted by MESF policy.
3. Refrain from influencing competitive decisions.
4. Avoid public actions damaging MESF integrity.

MESF reserves the right to suspend or terminate partnership agreements upon breach.

Article 10.PROHIBITED CONDUCT (ALL CATEGORIES)

The following are strictly prohibited:

- Match-fixing

- Betting on MESF competitions
- Bribery or corruption
- Harassment or discrimination
- Physical violence
- Doping violations
- Data manipulation
- Unauthorized disclosure of confidential information

Article 11.SOCIAL MEDIA & PUBLIC COMMUNICATIONS

- Public statements must not damage the integrity of competitions.
- Hate speech is prohibited.
- Confidential information must not be disclosed.
- Personal accounts do not exempt individuals from responsibility.

Article 12. REPORTING & INVESTIGATION

1. Allegations submitted through the official reporting channel.
2. Acknowledgment within 48 hours.
3. Preliminary review within 7 days.
4. Investigation completed within 30 days.
5. The right to respond is granted.

Standard of proof: balance of probabilities.

Article 13.SANCTION FRAMEWORK

Level 1: Minor

- Warning

- Mandatory education

Level 2: Moderate

- Fine
- Match suspension
- Temporary accreditation suspension

Level 3: Serious

- Multi-event suspension
- Team ID suspension
- PRO CARD suspension

Level 4: Severe

- Permanent ban
- Revocation of Team ID
- Partnership termination

Sanctions may be cumulative.

Article 14.APPEAL

Decisions may be appealed within 14 days to an independent disciplinary body established by MESF.