SWISS PRO LEAGUE CONSTITUTION

Version 1.0

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ARTICLE 1 – NAME AND LEGAL STATUS

1.1 Name

The name of the organisation shall be:

Swiss Pro League (SPL)

The SPL is operated by the Swiss Pro League Association under Swiss law.

1.2 Legal Form

The Swiss Pro League is organised and operated through a non-profit association in accordance with Articles 60 et seq. of the Swiss Civil Code.

1.3 Headquarters

The official seat of the Association shall be determined by the Board.

1.4 Official Language

The official working language of the SPL is English.

The SPL may provide translations into German, French, Italian or other languages.

In case of discrepancies, the English version shall prevail.

ARTICLE 2 – PURPOSE

2.1 Mission

The purpose of the SPL is to promote, organise and develop competitive esports within Switzerland.

2.2 Objectives

The SPL shall pursue the following objectives:

- Organise professional and semi-professional competitions
- Support Swiss esports talent
- Establish sustainable competition structures
- Promote fair play and competitive integrity
- Create development opportunities for organisations and players
- Increase visibility of Swiss esports nationally and internationally

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2.3 Independence

The SPL shall operate independently and impartially.

ARTICLE 3 – LEAGUE STRUCTURE

3.1 Official Competitions

The SPL may organise:

- Spring Split
- Championship Split
- SPL Cup
- Open Qualifiers
- Special Events
- Community Events
- Additional competitions

3.2 Number of Licensed Teams

The SPL shall generally consist of ten (10) licensed teams.

The SPL may increase or decrease this number if deemed necessary.

3.3 Competition Format

The official competition format shall be determined by the Competition Rulebook and Season Handbook.

ARTICLE 4 – GOVERNANCE

4.1 Governing Bodies

The SPL shall be governed through:

- Association Board
- Commissioner
- SPL Administration
- Disciplinary Committee
- Additional committees as required

4.2 Authority

The SPL shall possess authority to:

- Issue regulations
- Grant licences
- Conduct competitions
- Impose sanctions

- Resolve disputes
- Protect competitive integrity

ARTICLE 5 – COMMISSIONER

5.1 Appointment

The Board shall appoint a Commissioner.

5.2 Responsibilities

The Commissioner shall oversee:

- Competition operations
- Rule enforcement
- Team relations
- Disciplinary procedures
- Competition integrity

5.3 Emergency Authority

The Commissioner may issue temporary rulings where necessary to preserve:

- Fairness
- Integrity
- Operational stability

ARTICLE 6 – DISCIPLINARY COMMITTEE

6.1 Establishment

The SPL may establish a Disciplinary Committee.

6.2 Jurisdiction

The Committee may hear cases involving:

- Cheating
- Matchfixing
- Serious misconduct
- Appeals
- Integrity violations

6.3 Decisions

The Committee may impose:

- Warnings
- Fines
- Suspensions
- Licence sanctions
- Exclusions

ARTICLE 7 – TEAM LICENCES

7.1 Licence Requirement

Participation in the SPL requires an official SPL licence.

7.2 Licence Duration

Licences shall generally remain valid for two (2) years.

7.3 Annual Review

The SPL may review licence holders annually.

Review criteria may include:

- Activity
- Financial obligations
- Compliance
- Professional conduct
- Contribution to the league

7.4 No Automatic Renewal

No organisation shall possess an automatic right to licence renewal.

ARTICLE 8 – TEAM APPLICATIONS

8.1 Application Process

Organisations wishing to participate must submit an official application.

8.2 Evaluation

Applications may be evaluated based on:

- Organisation quality

- Stability
- Player roster
- Competitive level
- Professionalism
- Long-term commitment

8.3 Calibration Matches

The SPL may require applicants to participate in calibration matches.

8.4 Waiting List

The SPL may maintain an official waiting list for future licence opportunities.

ARTICLE 9 – TEAM MANAGERS

9.1 Requirement

Every licensed organisation must designate at least one Team Manager.

9.2 Eligibility

The Team Manager must:

- Be at least 18 years old
- Be reachable by the SPL
- Possess valid contact information
- Be authorised by the organisation

9.3 Responsibilities

The Team Manager shall serve as the primary administrative contact between the team and the SPL.

ARTICLE 10 – PLAYER PROTECTION

10.1 Principle

The SPL recognises the importance of protecting players from organisational instability.

10.2 Successor Organisations

Where an organisation dissolves or withdraws, the SPL may authorise a successor organisation.

10.3 Roster Continuity

To qualify as a successor organisation, at least three (3) players from the previous starting roster must remain.

10.4 Licence Transfer

The SPL may transfer a licence to an approved successor organisation where doing so serves the interests of:

- Competitive integrity
- League stability
- Player protection

ARTICLE 11 – LICENCE TRANSFERS & SLOT SALES

11.1 Notification Requirement

Any planned transfer, sale or change of control involving a licensed SPL team must be reported to the SPL immediately.

11.2 Approval Requirement

Any licence transfer requires prior written approval from the SPL.

Without approval, the transfer shall be considered invalid.

11.3 SPL Participation

The SPL may participate in discussions and negotiations relating to licence transfers.

11.4 League Contribution

The SPL may determine an appropriate contribution to support league operations in connection with a licence transfer.

No fixed percentage shall apply.

11.5 Refusal

The SPL may refuse any transfer where:

- Competitive integrity is endangered
- Ownership requirements are not met
- Conflicts of interest exist
- The acquiring organisation is unsuitable

ARTICLE 12 – TEAM REBRANDING

12.1 Rebranding

Teams may change:

- Team Name
- Team Identity
- Logo
- Team Tag

subject to SPL approval.

12.2 Historical Records

The SPL shall maintain records of previous team names and identities.

12.3 Restrictions

Names that are misleading, offensive or create confusion may be rejected.

ARTICLE 13 – OWNERSHIP & CONFLICTS OF INTEREST

13.1 Multi-Team Ownership

No individual or legal entity may directly or indirectly control more than one SPL licensed team.

13.2 Disclosure

Teams shall disclose ownership structures upon request.

13.3 Investigations

The SPL may investigate ownership relationships where necessary.

13.4 Sanctions

Violations may result in:

- Fines
- Licence sanctions
- Exclusion

ARTICLE 14 – TEAM ACTIVITY REQUIREMENTS

14.1 Activity Obligation

Licensed teams must remain active and responsive.

14.2 Administrative Duties

Teams must:

- Respond to SPL communications
- Attend required meetings
- Respect deadlines
- Maintain current information

14.3 Inactivity

Persistent inactivity may result in:

- Warnings
- Fines
- Licence review
- Licence revocation

ARTICLE 15 – PLAYER REPRESENTATION

15.1 Player Interests

The SPL may establish mechanisms for player representation.

15.2 Consultation

The SPL may consult players regarding:

- Competition changes
- Scheduling
- Player welfare
- League development

ARTICLE 16 – MEDIA RIGHTS

16.1 Ownership

The SPL owns all official competition broadcast rights.

16.2 Broadcasts

The SPL may produce and distribute broadcasts through any media channel.

16.3 Co-Streams

The SPL may authorise co-streams under separate policies.

16.4 Recordings

The SPL may record matches, interviews and league-related content.

ARTICLE 17 – TEAM COMMUNICATIONS

17.1 Recording Rights

The SPL may record:

- Voice communications
- Interviews
- Team content
- Competition-related media

for operational, promotional and archival purposes.

17.2 Publication

Publication shall generally require team approval unless otherwise agreed.

ARTICLE 18 – SPONSORSHIP

18.1 League Sponsors

The SPL may enter sponsorship agreements.

18.2 Team Sponsors

Teams may maintain independent sponsorship agreements.

18.3 Restrictions

The SPL may reject sponsorships that:

- Violate laws
- Damage league reputation
- Create major conflicts of interest

ARTICLE 19 – STATISTICS & HISTORICAL RECORDS

19.1 Data Collection

The SPL may collect and analyse competitive statistics.

19.2 Historical Records

The SPL may permanently archive:

- Results
- Rankings
- Championships

- Awards
- Records

19.3 Publication

Statistics may be published through:

- Website
- Broadcasts
- Social Media
- Official reports

ARTICLE 20 – HALL OF FAME & AWARDS

20.1 Hall of Fame

The SPL may establish a Hall of Fame.

20.2 Eligibility

Eligible persons may include:

- Players
- Coaches
- Team Managers
- Team Owners
- Contributors to Swiss Esports

20.3 Awards

The SPL may award:

- MVP
- Rookie of the Split
- Coach of the Split
- First All-Pro Team
- Player of the Year
- Team of the Year
- Cup MVP

20.4 Historical Recognition

Award recipients may be permanently recognised in official SPL records.

ARTICLE 21 – DATA PROTECTION

21.1 General Principle

The SPL shall process personal data only to the extent necessary for the administration and operation of its competitions and activities.

21.2 Collected Information

The SPL may collect and process:

- Full Name
- Date of Birth
- Riot ID
- In-Game Name
- Team Affiliation
- E-Mail Address
- Discord Information
- Competition Statistics
- Communication Records

21.3 Publication

The SPL may publish:

- Team Names
- Player Names
- Match Results
- Rankings
- Awards
- Statistics
- Historical Records

21.4 Legal Compliance

The SPL shall comply with applicable Swiss data protection legislation.

21.5 Data Retention

The SPL may retain historical competition data indefinitely for archival and statistical purposes.

ARTICLE 22 – CONFIDENTIALITY

22.1 Confidential Information

Confidential information includes, but is not limited to:

- Internal SPL documents
- Ongoing investigations
- Disciplinary proceedings
- Non-public decisions
- Contractual information
- Financial information
- Sponsorship negotiations

22.2 Non-Disclosure Obligation

Players, coaches, team managers, owners, officials and other participants shall not disclose confidential information without authorisation.

22.3 Exceptions

Disclosure is permitted:

- With SPL approval
- Where legally required
- To competent authorities
- To legal representatives

22.4 Violations

Violations may result in disciplinary action.

ARTICLE 23 – SOCIAL MEDIA & PUBLIC CONDUCT

23.1 Professional Behaviour

All participants shall behave professionally and respectfully towards:

- The SPL
- Teams
- Players
- Officials
- Sponsors
- Partners
- Spectators

23.2 Prohibited Conduct

The following conduct is prohibited:

- Harassment
- Bullying
- Hate Speech
- Discrimination
- Defamation
- Threats
- Deliberate Misinformation

23.3 Constructive Criticism

Constructive criticism of league operations and decisions shall remain permitted.

ARTICLE 24 – PLAYER WELFARE

24.1 Player Protection

The SPL recognises the importance of protecting players from organisational instability.

24.2 Fair Treatment

Teams are expected to treat players fairly and professionally.

24.3 Support

The SPL may assist players affected by organisational collapse, withdrawal or licence changes.

ARTICLE 25 – FORCE MAJEURE

25.1 Definition

Force Majeure includes events beyond the reasonable control of the SPL, including:

- Natural Disasters
- Government Actions
- Internet Outages
- Major Platform Failures
- Riot Service Outages
- War
- Civil Unrest

25.2 Authority

The SPL may postpone, modify or cancel competitions affected by Force Majeure.

ARTICLE 26 – LIABILITY

26.1 Participation at Own Risk

Participation in SPL competitions occurs at the participant's own risk.

26.2 Limitation of Liability

The SPL shall not be liable for:

- Internet Failures
- Power Outages
- Hardware Failures
- Software Errors
- Riot Service Interruptions
- Data Loss
- Indirect Damages
- Lost Revenue

26.3 Exceptions

This limitation shall not apply in cases of:

- Intentional Misconduct
- Gross Negligence
- Mandatory Legal Liability

ARTICLE 27 – DISPUTE RESOLUTION

27.1 Internal Resolution

Participants shall attempt to resolve disputes through SPL procedures before initiating legal action.

27.2 Internal Bodies

Disputes may be reviewed by:

- Commissioner
- SPL Administration
- Disciplinary Committee

- Appeals Process

ARTICLE 28 – GOVERNING LAW

28.1 Applicable Law

All legal relationships involving the SPL shall be governed exclusively by Swiss law.

ARTICLE 29 – JURISDICTION

29.1 Venue

The exclusive place of jurisdiction shall be the official registered seat of the Swiss Pro League Association.

ARTICLE 30 – FINAL PROVISIONS

30.1 Severability

If any provision of this Constitution is declared invalid or unenforceable, the remaining provisions shall remain in full force and effect.

30.2 Replacement Provision

Any invalid provision shall be replaced by a valid provision reflecting the original intent as closely as possible.

30.3 Adoption

This Constitution enters into force upon approval by the competent governing body of the Swiss Pro League Association.

30.4 Amendments

The Constitution may be amended by the Board in accordance with the procedures established by the Association.

END OF DOCUMENT

SWISS PRO LEAGUE CONSTITUTION
Version 1.0