SWISS PRO LEAGUE

INTEGRITY CODE

Version 1.0

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ARTICLE 1 – PURPOSE

1.1 Objective

The purpose of this Integrity Code is to protect the fairness, credibility and integrity of all SPL competitions.

1.2 Scope

This Code applies to:

- Players
- Coaches
- Team Managers
- Team Owners
- Officials
- Broadcast Talent
- Other Participants

ARTICLE 2 – GENERAL DUTY OF INTEGRITY

2.1 Integrity Obligation

All participants shall compete honestly and in good faith.

2.2 Cooperation

Participants must cooperate with SPL investigations and disciplinary proceedings.

2.3 Truthfulness

Providing false, misleading or incomplete information to the SPL is prohibited.

ARTICLE 3 – ACCOUNT SHARING

3.1 Prohibition

Account sharing is strictly prohibited.

3.2 Definition

Account sharing includes:

- Allowing another person to play on your account
- Playing on another participant's account
- Account lending

- Account renting

3.3 Violations

Violations may result in:

- Suspension
- Match Loss
- Exclusion

ARTICLE 4 – BOOSTING

4.1 Prohibition

Boosting is prohibited.

4.2 Definition

Boosting includes:

- Receiving rank boosting
- Providing boosting services
- Participating in boosting arrangements

4.3 Sanctions

Violations may result in suspension or exclusion.

ARTICLE 5 – IDENTITY FRAUD

5.1 Real Identity

Participants must compete under their registered identity.

5.2 Prohibited Conduct

Prohibited conduct includes:

- False identities
- Fake registrations
- Impersonation
- Identity concealment

ARTICLE 6 – CHEATING

6.1 Prohibition

Cheating is strictly prohibited.

6.2 Definition

Cheating includes any attempt to gain an unfair competitive advantage.

6.3 Zero Tolerance

Cheating constitutes one of the most serious violations within the SPL.

ARTICLE 7 – SCRIPTS

7.1 Prohibition

The use of scripts is prohibited.

7.2 Examples

Examples include:

- Automated gameplay
- Automated actions
- Script-assisted execution

ARTICLE 8 – HACKS

8.1 Prohibition

The use of hacks is prohibited.

8.2 Examples

Examples include:

- Map Hacks
- Vision Hacks
- Radar Tools
- Client Manipulation

ARTICLE 9 – THIRD-PARTY SOFTWARE

9.1 Prohibition

Participants may not use software that provides an unfair competitive advantage.

9.2 Permitted Software

Examples include:

- Discord
- Teamspeak
- OBS
- Standard Hardware Drivers

ARTICLE 10 – MACROS

10.1 Prohibition

Hardware and software macros that automate gameplay actions are prohibited.

10.2 Scope

This includes:

- Mouse Macros
- Keyboard Macros
- Automated Input Systems

ARTICLE 11 – MATCHFIXING

11.1 Prohibition

Matchfixing is strictly prohibited.

11.2 Definition

Matchfixing includes any agreement or action intended to manipulate the outcome of a match, series or competition.

11.3 Examples

Examples include:

- Deliberately losing a match
- Agreeing on predetermined results
- Manipulating standings
- Arranging outcomes with opponents

11.4 Sanctions

Matchfixing may result in:

- Immediate suspension
- Exclusion
- Permanent ban
- Prize money forfeiture

ARTICLE 12 – COMPETITIVE MANIPULATION

12.1 Prohibition

Participants shall not manipulate any aspect of competition results.

12.2 Examples

Examples include:

- Artificially influencing standings
- Coordinated competitive abuse
- Deliberate competitive distortion

ARTICLE 13 – BRIBERY

13.1 Prohibition

Offering, requesting, accepting or facilitating bribes is prohibited.

13.2 Scope

Bribery includes:

- Money
- Gifts
- Services
- Favours
- Other benefits

13.3 Sanctions

Bribery may result in permanent exclusion.

ARTICLE 14 – BETTING

14.1 Prohibition

Participants may not place bets on SPL competitions.

14.2 Covered Persons

This prohibition applies to:

- Players
- Coaches
- Team Managers
- Owners
- Officials
- Other Participants

14.3 Indirect Betting

Betting through third parties is prohibited.

ARTICLE 15 – DUTY TO REPORT

15.1 Mandatory Reporting

Participants must report any suspected integrity violation.

15.2 Examples

This includes:

- Matchfixing Attempts
- Bribery Attempts
- Cheating Suspicions
- Betting Violations

15.3 Failure to Report

Failure to report may constitute a separate violation.

ARTICLE 16 – INVESTIGATIONS

16.1 Authority

The SPL may investigate any suspected integrity violation.

16.2 Cooperation

Participants must cooperate fully with investigations.

16.3 Evidence Requests

The SPL may request:

- Screenshots
- Videos
- Match Recordings
- Riot Data
- Communication Logs
- Other Relevant Information

ARTICLE 17 – SCREENSHARES

17.1 Authority

The SPL may request a screenshare during an investigation.

17.2 Scope

Screenshares may include:

- Desktop Review
- Running Processes
- Installed Software
- Relevant Files

17.3 Refusal

Refusal to cooperate may result in sanctions.

ARTICLE 18 – RIOT SANCTIONS

18.1 Recognition

The SPL may consider sanctions issued by Riot Games.

18.2 Additional Measures

The SPL may impose additional penalties where appropriate.

18.3 Independence

SPL disciplinary decisions remain independent from Riot Games decisions.

ARTICLE 19 – SOCIAL MEDIA CONDUCT

19.1 Professional Behaviour

Participants shall maintain professional conduct on social media platforms.

19.2 Prohibited Conduct

Prohibited conduct includes:

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

19.3 Constructive Criticism

Constructive criticism remains permitted.

ARTICLE 20 – INVESTIGATION CONFIDENTIALITY

20.1 Confidentiality

Participants shall maintain confidentiality regarding ongoing investigations.

20.2 Disclosure

Information may only be disclosed where authorised or legally required.

ARTICLE 21 – DISCIPLINARY SANCTIONS

21.1 Available Sanctions

The SPL may impose:

- Warnings
- Fines
- Match Losses
- Suspensions
- Prize Forfeiture

- Licence Sanctions
- Exclusion

21.2 Aggravating Factors

The SPL may increase sanctions where:

- Intentional misconduct exists
- Repeated violations occur
- Competitive integrity is significantly harmed

ARTICLE 22 – PERMANENT BANS

22.1 Eligibility

Permanent bans may be imposed for:

- Matchfixing
- Cheating
- Bribery
- Severe Integrity Violations

22.2 Scope

Permanent bans may prohibit participation in all SPL competitions.

ARTICLE 23 – RESTORATION OF COMPETITIVE INTEGRITY

23.1 Corrective Measures

The SPL may take any reasonable action necessary to restore competitive integrity.

23.2 Examples

Corrective measures may include:

- Match Result Adjustments
- Standings Adjustments
- Prize Redistribution
- Additional Disciplinary Action

ARTICLE 24 – FINAL PROVISIONS

24.1 Interpretation

The SPL retains authority to interpret this Integrity Code.

24.2 Amendments

The Integrity Code may be amended by the SPL where necessary.

24.3 Effective Date

This Integrity Code enters into force upon official publication by the Swiss Pro League.

END OF DOCUMENT

SWISS PRO LEAGUE INTEGRITY CODE
Version 1.0