

Tribal Gaming Regulatory Authority Standards

TGRA 2 version 1.0

April 4, 2018

Standards for eSports Events

Note: These standards are not intended to serve as a legal basis for game classification within the context of skill or within the context of Class II or Class III gaming pursuant to IGRA. Such classifications will be subject to interpretation by the jurisdictional regulatory authority.

I. Definitions

- A. *Competitor* means a person who participates in a match or event in an eSports contest.
- B. *Configuration* (a.k.a. technical specifications or tech specs.) means the processor speed, amount of memory, hard drive space, the type of video card, and other advanced specifications of a computer or a peripheral.
- C. *eSports* means the competitive playing of video games between individual competitors or teams.
- D. *Frames per second (fps)* means the number of consecutive full-screen images that are displayed each second on a screen or monitor.
- E. *Game console* means a specialized computer system used to play video games.
- F. *Game developer* means a business that specializes in video game development; the process of creating video games.
- G. *PC* means a personal computer designed to play video games.
- H. *Observer* means someone acting in an official capacity with the role of determining the in-game camera view for officials and the viewing audience.
- I. *Official* means the person independent of the competitors who is appointed by the event organizer as the official administrator and/or match referee, doping control agent, team-designated manager, observer, event shoutcaster or any other member of event management exercising authority at an event or during a match.
- J. *Mobile device* means any portable device, mobile phone, tablet or laptop, which is capable of connecting to or using any mobile telecommunication or Wi-Fi technology to enable or facilitate transmission of textual material, data, voice, video or multimedia services over the Internet or otherwise.
- K. *Mobile eSports* means competitive playing of video games between individual competitors or teams on mobile devices.

- L. *Performance enhancers* means various substances or chemical agents designed to provide an advantage in athletic performance.
- M. *Shoutcaster* means commentator, a person who relays updates during a game or match for the viewing audience.
- N. *Online streamer* means a person who broadcasts live video streams of gameplay, usually from an event, to streaming websites.
- O. *Streaming* means the act of broadcasting gameplay online to a viewing audience.
- P. *Video game* means an electronic game that involves interaction with a user interface to generate visual feedback on a video device such as a computer monitor.

II. **Conditions of participation**

- A. **Drugs and alcohol.** A competitor playing a match while under the influence of any drugs, alcohol, or other performance enhancers is strictly prohibited.
- B. **Cheating to win.** The use of any unauthorized software, hardware, peripheral, or device which may provide a competitor any advantage is strictly prohibited.
- C. **Cheating to lose.** Also known as match-fixing, a competitor playing a match with the intent to lose to another competitor is strictly prohibited.
- D. **Prohibited participants.**
 - 1. Any person banned from any professional eSports event or by an organization or game developer associated with eSports shall be prohibited from participating.
 - 2. Any person excluded from casino property shall be prohibited from participating.
 - 3. Any person who is an employee of, or immediate family member of, the event organizer or an official shall be prohibited from participating.
- E. Any violation of the prohibitions defined in this section may, at the discretion of the event organizer, be punishable with exclusion from the event, including forfeiture of any prizes won.

III. **Equipment standards**

- A. **Hardware.** Any device and its components including but not limited to computers (PC), gaming consoles, and mobile devices used to play a game.
 - 1. All hardware used in an event for competitive play must be identical in make, model, and configuration including but not limited to software and firmware updates (versions or patches).
 - 2. All hardware, at a minimum, must be able to meet and support the game developer's recommended operating requirements and 60fps or greater.

- B. Peripherals.** A peripheral is any external device that provides input and/or output for the PC, gaming console, or mobile device.
1. All peripherals provided for a PC, including but not limited to: headset, gaming mouse, monitor(s), and keyboard shall establish a wired connection.
 2. All peripherals provided for a gaming console or mobile device, including, but not limited to a headset, controller or gamepad, and a monitor shall establish a wired connection.
 3. Wireless connected devices may be permitted for competition if specific game rules permit such a device.
 4. All peripherals provided by the event organizer shall be identical in make, model, and configuration.
 5. If permitted by the rules and event organizers, a competitor may be allowed to supply his/her own peripherals.
 - a. Peripheral equipment supplied by a competitor may be subject to testing and verification to assure compliance with the event rules.
 - b. Event officials may retain possession of any peripheral equipment from the time it is verified until the event to ensure the device is not altered or tampered with.
 6. Monitors shall be the same size and configuration, and should meet or exceed the following specifications:
 - a. Minimum of 24 inches, measured diagonally;
 - b. Minimum resolution of 1920 x 1080;
 - c. Minimum refresh rate of 60Hz, or higher.
- C. Software updates.** All software programs and drivers shall be updated to the latest versions available at the time of the event.
- D. External devices and USB ports.** All external input and output ports shall be disabled with the exception of any ports required by peripherals for gameplay.

IV. Equipment testing and verification

- A. Hardware testing shall be conducted prior to the event to ensure the functionality and integrity of the equipment.
- B. Once testing is completed, the equipment should be stored in a secured manner which ensures no further access to both the physical hardware and software until the event.
- C. A setup period should be established for competitors so that they may perform the following:
 1. Ensure the operability of all provided equipment.

2. Connect and configure peripherals (i.e., mouse, keyboard, headset) to preferred settings.
 3. Ensure proper function of voice chat system.
 4. Adjust gameplay settings, such as look inversion, look sensitivity, and audio settings.
 5. In-game warm-up and practice session.
- D. If at any point during an event a competitor encounters any equipment problems during the setup or playing process, the competitor shall immediately alert and notify an official, who shall be responsible for having the problem corrected or resolved.

V. Gaming area

- A. The designated gaming area or stage for the competitors shall be a controlled environment to limit access to the equipment and mitigate the possibility of cheating.
- B. Once the equipment is placed into the gaming area, the area shall be restricted to officials, competitors, and technical support.
- C. Once competitors begin match setup they are not allowed to leave the gaming area without permission from an on-site official or referee and shall be accompanied by an official while outside of the gaming area.
- D. All mobile phones, tablets and other electronic communication devices shall be removed from the gaming area before the game. Competitors are not permitted to use text, email, or social media while in the gaming area.
- E. Competitors shall not touch or handle another competitor's owned or provided equipment after a match has started.

VI. Licensing

All licenses and permissions shall be obtained from the game developer by the event organizer and shall be submitted to the Tribal Gaming Regulatory Authority prior to the first day of the event.

VII. Network access

- A. eSports events requiring Internet or intranet access should do so via a separate dedicated network or local area network to mitigate risk to the event host.
- B. A secure and stable Internet connection shall be configured for all gaming devices that require access to a game developer's server or similar system.

VIII. Broadcasting and streaming

- A. All live streamed matches should be on a minimum three (3) minute delay.
- B. Competitors are prohibited from streaming without the express written approval of the person or organization having ownership of the broadcast rights.

IX. Rules and match play

- A. Rules of play shall be defined by the event organizer and shall be submitted to the Tribal Gaming Regulatory Authority for approval, which approval shall be required prior to event commencement.
- B. Approved rules shall be provided in writing to all competitors and officials prior to event commencement.