



WESCO
WORLD E-SPORTS CONSORTIUM

CONSTITUTION AND STRUCTURE

v.1.1 - 2016

(according to the presidential letter number 000005//01-2016)

OUR CLAIM

Electronic for practice and future development. Human for the life and moral values.

OUR MISSION

Developing e-Sports everywhere and for all

WeSCO's primary objective is "to improve the electronic sports constantly and promote it globally in the light of its unifying, educational, cultural and humanitarian values, particularly through youth and development programmes".

We share the success of the future competition known as WeSCO World Cup™ to support electronic sports development projects in our member associations across the globe. Electronic sports has flourished as a global leading sports category because of this kind of support. With future financial support going into these programmes each day, we are spending more than ever on electronic sports development.

Many of our members will depend on this support to finance their day-to-day operations. It ensures that electronic sports can have a solid foundation throughout the world.

Organising inspiring tournaments

Our second objective is to organise international electronic sports competitions. WeSCO's goal is to touch, unite and inspire the world through its competitions and events. We will be best known for organising the biggest single-sport competition in the world: the WeSCO e-Sports World Cup™. The revenue from this one competition will enable us to stage around 16 tournaments every four years, which serve to develop many aspects of the e-sports, from women's and youth electronic sports to inclusive e-sports, schools and university e-sports (educational).

Caring about society and the environment

Electronic sports is much more than just a leading sports category. Its universal appeal means it has a unique power and reach which must be managed carefully. We believe that we have a duty to society that goes beyond electronic sports: to improve the lives of young people and their surrounding communities, to reduce the negative impact of our activities and to make the most we can of the positives.



Electronic sports can inspire communities and break down barriers. electronic sports is for all. WeSCO believes that everybody has the right to play electronic sports free from discrimination or prejudice and we are striving to ensure that this is the case.

We recognise, and work hard to limit, our impact on the environment, inspiring greater awareness and best practice in sustainability standards at all of our events.

This is the third crucial pillar of WeSCO's mission: building a better future for all through electronic sports.

OBJECTIVES OF WeSCO

In order to promote its philosophy and fulfil its mission during this decade, WeSCO has decided to concentrate on the following objectives

- **Ensure the quality of its e-sporting events** by entrusting the members of its commissions with the task of guaranteeing the right execution of the specifications and regulations sent to the organisers, through close cooperation with the technical directors of the International e-Sports Federations, Developers, Publishers and Organizations.
- **Develop its reputation** and assert itself in sports and e-sports circles, so as to enhance its credibility and that of the movement.
- **Develop existing national federations, publishers, developers, organizations, stakeholders and e-sports related companies** in the various countries and support them in their dealings with governments, commercial, financial, administrative management and operational actions.
- **Contribute** through study commissions to **strengthen** the links between national federations, publishers, developers, organizations, stakeholders and e-sports related companies, the e-sports movement and governs, students, stakeholders and entrepreneurs.
- **Approach political and economic authorities, as well as the media**, to obtain new funding sources for the development of electronic sports in all countries.



- **Identify an electronic sports development programme through education**, and establish a set of moral standards in line with the evolution of contemporary electronic sport and educational issues throughout the world.

THE GENERAL ASSEMBLY

Every five years the General Assembly brings together the electronic sports federations, publishers, developers, organizations, stakeholders and e-sports related companies, which are WeSCO members, and they participated of the a huge number of activities in the General Assembly. One representative of each category, also elects the Executive Committee and the auditor for a five-year period. It adopts the budget and the programme of WeSCO activities.

Members are divided by world regions and their respective categories:

Regions and their Associated Members:

WeSCO America,
WeSCO Europe,
WeSCO Asia,
WeSCO Oceania, and
WeSCO Middle-east.

Categories:

- e-Sports Federations (Associations, Confederations),
- e-Sports Game publishers,
- e-Sports Game developers,
- e-Sports event Organizations (profit and non-profit, from the same country),
- Stakeholders, and
- Game Related Companies

THE EXECUTIVE COMMITTEE



The Executive Committee is composed of 30 members. It meets twice a year to take the decisions necessary for the proper functioning of WeSCO. **The Steering Committee** consists of the President, the first Vice-President, the five Vice-Presidents, the Secretary General, the Treasurer and the first Assessor. It meets periodically when convened by the President, to carry out the business of WeSCO between meetings of the Executive Committee.

THE STRUCTURE OF THE WeSCO EXECUTIVE COMMITTEE

The WeSCO Executive Committee meets at least twice a year to take any decisions necessary for the proper functioning of WeSCO.

- President,
- First Vice-President,
- The Five Vice-Presidents
(**Continental Association Delegate WeSCO America, Europe, Asia, Middle-East, Oceania**),
- Treasurer
- First Assessor
- Assessors

WeSCO OFFICE

The General Secretariat is in charge of WeSCO's administrative work and it is based at the 'Commercial Palace of Jundiaí' in São Paulo, Brazil, a unique office that brings together under one roof several of the leading players in international electronic sports administration. This new infrastructure constitutes a remarkable opportunity for WeSCO, allowing to work together, cultivate contacts, share experience and exploit synergies.

THE COMMITTEES



The committees assist and advise the Executive Committee in the overall administration of WeSCO. There are 15 permanent committees:

1. International Technical Committees - ITC: one for the WeSCO's American e-Sports Cup, one for the WeSCO's Europe e-Sports Cup, one for the WeSCO's Middle-east e-Sports Cup, one for the WeSCO's Asia e-Sports Cup, one for the WeSCO's Oceania e-Sports Cup and one for the WeSCO's e-Sports World Cup; monitors the preparation of competitions from a technical point of view, drawing up the competition programme and ensuring the good running of the event.

The ITC Region and World is responsible for : cooperating with the eSMC (e-Sport Management Committee) in drawing up the technical regulations of the Region and World Cup; advising the EC concerning any general problem of a technical nature; controlling the technical conduct of the WeSCO Regional and World Cup

2. e-Sports Management Committee - eSMC: ensures that the e-sports regulations are updated and proposes new rules to the EC.

The eSMC is responsible for studying, preparing and submitting to the Executive Committee, the regulations for the sports events of WeSCO. The eSMC will first submit any proposed modifications to the International Sports Federations concerned, through the WeSCO General Secretariat. If it appears desirable to adapt the regulations of the International Sports Federations for the e-sports events of itself, the eSMC will first submit any proposed modifications to the International Members Committee concerned, through the WeSCO General Secretariat.

3. International Medical Committee - IMC: supervises the organisation of medical care, as well as the norms of security and hygiene; supervises the anti-doping control procedures.

The tasks of the IMC are the following: a) to ensure obedience to the technical rules, in force, of the International Olympic Committee (IOC), World Anti-Doping Agency (WADA) and the International Sports Federations on a medical field, for international sporting events (anti-doping control, medical supervision of competitions, etc.). b) to cooperate especially with the Medical Committee of the IOC, the FIMS (International Sports Medicine Federation), the Medical Committee of the FSI and the WADA (World Anti-Doping Agency). c) to help the organisers of the sporting events of WeSCO to ensure the obedience to regulations concerning the appropriate medical controls. d) in cooperation with the CESU, to promote



the scientific study of the electronic sports by all appropriate measures and to support mass physical, mind and sports activity among the e-sports athletes.

4. International Control Committee - ICC: verifies that the participants fulfil the conditions of participation.

The ICC is responsible for controlling the qualifications of competitors at the WeSCO Regionals e-Sports CUPs and WeSCO e-Sports World CUP; and for proposing any measure which could improve the system of control.

5. Education Committee - EduC: promotes the educational e-Sports by organising the Conference during the WeSCO's e-Sports Regional Cups and WeSCO's e-Sports World Cup, as well as the WeSCO's Forum.

The task of the Education Committee is to promote the scientific study of electronic sports through conferences, forums, reports, publications, lectures and all other appropriate measures - To gather knowledge about electronic sport and to establish knowledge management for /about electronic sport - To support the continual improvement of the quality of national and local electronic sports through sharing of its outputs. - To engage with and/or support through partnership both internal WeSCO committees in educational matters, and external organisations which promote similar educational objectives to those of WeSCO. - To advise on the management and support of contracted relationships between WeSCO and other agencies (universities, foundations, companies, external agencies) through which WeSCO aims to benefit its members through the education-electronic sports mix - To take an active part in educational events (conferences, congress, seminars,...) organized by national or international agencies in order to present and promote WeSCO aims and goals.

6. Media and Communication Committee - MCC: inspects and controls all the infrastructures and technical means provided to the press; cooperates with international media to ensure media coverage of WeSCO events.

This committee is responsible for: a) advising the WeSCO Executive Committee and the President on all matters related to the advertising and media coverage of the WeSCO activities. b) cooperating with all of the international press associations, especially with the International Sports Press Association (AIPS). c) collaborating with the organising committees to ensure the widest possible audience of the WeSCO Region e-Sports Cups, the WeSCO e-Sports World Cup. d) ensuring that organisers provide the appropriate services for the media. e) advising the organisers on all matters concerning the press during the WeSCO events, particularly on accreditation and media representatives.



7 & 8. WeSCO's e-Sports Cups Supervision Committees (Regional and Worldwide) - eSCS: responsible for supervising the progress made in the preparation of the WeSCO's e-Sports Regional Cups and WeSCO's e-Sports World Cup, by making inspection visits and meeting regularly with the leaders of the Organising Committees.

9. Finance Committee - FC: studies the budget plan with the Treasurer.

The Finance Committee assists the Executive Committee of WeSCO in managing its financial resources and in setting its budgets in order to ensure continuity and development of its activities

10. Committee for the Development of e-Sports - CDeS: responsible for studying all the projects aiming at developing the structures of WeSCO and its members.

The main objectives and responsibilities of CDeS are as follows: - examine and submit policies and objectives for the different Development areas to the decision of the WeSCO Executive Committee; 1- develop appropriate tools to structure the administrative work and develop external and internal communication in the area of Development; 2- analyse and work out recommendations for the WeSCO Executive Committee for: a. projects presented by WeSCO Region Representatives; b. projects presented by National e-Sports Federations (NeSF); c. special projects that WeSCO wants to initiate; 3- allocate financial resources and carry out monitoring and evaluation of the projects and programmes approved by the WeSCO Executive Committee.

11. Committee for Gender Equality - CGE: responsible for studying all the projects aiming at developing women's sport within WeSCO and its members.

12. Legal Committee - LC: advises the EC on all legal matters related to WeSCO activities.

The Legal Committee is a non permanent commission with a role both consultative and operational on juridical issues.

13. e-Sports Athletes Committee - eSAC: represents the e-Sports athletes and e-Sports managers and Coaches involved in e-Sports organisations.

The 5 key aims which this group was able to establish for itself were:

1. increasing e-sports athletes participation in electronic sports activities,
2. developing cooperation internally and with external partners,
3. reinforcing the image of WeSCO and of the electronic sports movement,
4. positively influencing changes in and the development of electronic sports, and
5. added value of the participation of electronic sports athletes within the WeSCO structure by providing support to WeSCO events and committees.

14. Disciplinary Committee - DC: preserves the integrity and reputation of WeSCO and WeSCO events, and contributes to ensure the security of the WeSCO e-Sports athletes.

15. Gender Equality Committee - GEC: The Gender Equality Committee advises the WeSCO Executive Committee on suitable policies to be developed, to encourage, support and improve the promotion of women in electronic sport at all levels and in all structures, with a view to implement the principle of equality between men and women, thus fully representing the values of electronic sport and those of our modern society worldwide.

16. Independent Ethics Committee - IEC: The independent Ethics Committee is one of WeSCO's judicial bodies. It is primarily responsible for investigating possible infringements of the WeSCO Code of Ethics. It has been divided into two separate chambers:

- a. **The Investigatory Chamber** - The investigatory chamber investigates possible violations of the WeSCO Code of Ethics and is free to open preliminary proceedings at its own discretion and at any time as well as based on a filed complaint, which may not be challenged.
- b. **The Adjudicatory Chamber** - The adjudicatory chamber renders decisions independently on the basis of the findings of the investigatory chamber. When deciding whether to accept or reject proceedings, the chairperson of the adjudicatory chamber is obliged to assess the final report that it has received from the investigatory chamber.

The Ethics Committee will be set up in upcoming formation of the Bodies of WeSCO. Most of the current members of the Ethics Committee will be elected by the 1st WeSCO Congress on 04 December 2016.

The WeSCO Code of Ethics, is ratified by the Executive Committee and in the future at the WeSCO Congress, provides the basis for all of the Ethics Committee's proceedings and decisions. The Ethics Committee can impose the sanctions stipulated in the Statutes, the Code of Ethics and the Disciplinary Code upon officials, players, intermediaries and licensed match agents if they violate the Code of Ethics. The WeSCO Code of Ethics focuses on general conduct within e-Sports that has little or no connection with actions on the field of play (Online and/or LAN).

The Ethics Committee consists of an independent investigatory chamber and an independent adjudicatory chamber. The chairpersons, deputy chairpersons and all other members are all elected by the Congress for a term of office of five years. In accordance with the WeSCO Statutes, the chairperson and deputy chairperson of each chamber must not have an organisational or financial relationship with WeSCO, either directly or through their immediate family members. The other members, as well as their immediate family members, may not belong to any other judicial body, the Executive Committee or any other standing committee of WeSCO. The members of the Ethics Committee are fully independent in how they investigate and conduct proceedings, as well as in their decision-making.

The WeSCO general secretariat provides both the investigatory chamber and the adjudicatory chamber with a secretariat and the necessary staff.

THE STANDING COMMITTEES

Appeal Committee
Audit and Compliance Committee
Bureau WeSCO e-Sports World Cup
Bureau WeSCO e-Sports World CuP Qualifiers
Committee for Platforms
Committee for Game Modes
Committee for Franchises
Committee for Fair Play and Social Responsibility
Committee for Women's e-Sports preservation



Development Committee
Disciplinary Committee
Emergency Bureau for the WeSCO e-Sports World Cup Qualifiers
Ethics Committee
Finance Committee
Educational e-Sports Committee
Professional e-Sports Committee
e-Sports Stakeholders Committee
Governance Committee and Review Committee
Legal Committee
Marketing and TV Committee
Media Committee
Medical Committee
Members Committee
Players' Status Committee
Referees Committee
Security and Integrity Committee
Strategic Committee
Developers and Publishers Committee

VISUAL IDENTITIES

Brand

WESCO
WORLD E-SPORTS CONSORTIUM



Emblem



OTHER PARTIES

Anthem, Social Media, Mascots and Honorary Members.

THE REGIONS AND THEIR ASSOCIATED MEMBERS

WeSCO REGION is the governing body of electronic sports in their respective region. It is funded within WeSCO foundation in order to provide a platform for all e-sports athletes in their respective REGION to exchange and interact through e-sports. It is directly related and subordinated to the WeSCO International.

Structure

Associate member of WeSCO since: it's funding

Number of members: (number of countries in the region)

Number of sub-regions: (if any, they may be chosen by the Board of Directors of the Region)

Decision-making

The General Assembly is supreme authority of the respective WeSCO REGION. It is held at least once a year. It elects the members of the Executive Committee and control the general policy of the respective WeSCO REGION.



The Executive Committee consists of 7 members from different countries elected for 5 years. It is responsible for the administration of WeSCO REGION and for enforcing the decisions taken by the General Assembly.

Board of Directors Members

President: one member

Vice-President: one member

Secretary-General: one member

Treasurer: one member

Assessors: 4 members

List of committees:

- Development committee
- Marketing and public relations committee
- Legal committee
- e-Sports and education committee

Address:

-Provided by the President

THE CODES OF WeSCO

To guarantee the correct position of each member in WeSCO, we have elaborated five Codes, the guiding lines for our day by day actions. They are:

1. **WeSCO Code of Ethics**
2. **WeSCO Code of Conduct**
3. **WeSCO Disciplinary Code**
4. **WeSCO Ethics Committee Milestone**

