



U.S. GAMER

OFFICIAL COMPETITION RULEBOOK

GLOBAL COMPETITION STANDARD



EDITION 1.0

Effective August 1, 2026

Integrity | Dignity | Skill | Safety | Accountability

Document Control and Authority

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AUTHORITY This Rulebook is binding when incorporated into an Event Schedule, sanction letter, player agreement, or organizer contract. Local law, platform terms, and publisher rules remain controlling where they impose stricter requirements.

Standards position. This is a private U.S. Gamer competition standard. References to public international, technical, safety, or financial frameworks are informational and do not represent certification, sponsorship, adoption, or endorsement by the cited institutions.

Interpretation authority. The Chief Competition Officer, or an appointed independent panel, issues official interpretations. No organizer may waive player-safety, anti-bullying, anti-retaliation, anti-cheating, safeguarding, or due-process protections.

Order of precedence

1. Applicable law and binding regulatory requirements.
2. Platform, publisher, and network terms that lawfully govern the game or service.
3. The published U.S. Gamer Event Schedule and approved Game Rules Addendum.
4. This Official Competition Rulebook.
5. Written match-official instructions issued consistently with the documents above.

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PLAYER CODE

The Ten Rules of U.S. Gamer Competition

CODE OF HONOR Win with skill. Lose with dignity. Protect the game, the people, and the truth of the result.

1	Compete honestly	Use only permitted hardware, software, accounts, strategies, and assistance.
2	Respect every person	No bullying, harassment, discrimination, threats, humiliation, or retaliation.
3	Never backstab off-platform	Do not sabotage teammates, leak confidences, manipulate devices, file false reports, or covertly harm another participant.
4	Protect minors and vulnerable people	Report safety concerns immediately and follow all safeguarding directions.
5	Preserve match evidence	Do not delete, alter, fabricate, or conceal relevant logs, messages, recordings, or device data.
6	Keep credentials secret	Never request, transmit, or expose another person's seed phrase, private key, password, or biometric data.
7	Reject corruption	No bribes, collusion, match-fixing, insider wagering, coercion, or undisclosed conflicts.
8	Follow officials lawfully	Comply with pause, inspection, safety, and evidence-preservation instructions, subject to appeal.
9	Disclose money clearly	All entry fees, prize rules, service fees, exchange rates, taxes, and network costs must be known before commitment.
10	Leave the competition stronger	Act with sportsmanship, accessibility, care for the venue, and respect across cultures.

ARTICLE 1

Scope, Authority, and Definitions

One global baseline, implemented through transparent event-specific rules.

1.1 Scope

This Rulebook governs U.S. Gamer-sanctioned competitions, qualifiers, exhibitions, leagues, championships, online ladders, hybrid events, and any associated wallet, prize, broadcast, or player-conduct activity identified in an Event Schedule.

An Event Schedule must identify the game, platform, competition format, eligibility class, jurisdiction, time zone, language, prize model, approved hardware, technical addendum, appeal deadlines, and responsible officials. Silence never authorizes an organizer to reduce safety or fairness protections.

1.2 Core definitions

TERM	OPERATIVE MEANING
Competition Area	The physical or digital environment in which a match is played, observed, administered, or transmitted.
Event Schedule	The binding event-specific instrument that supplements this Rulebook.
Game Rules Addendum	Title-specific rules for maps, modes, scoring, exploits, patches, substitutions, pauses, and victory conditions.
Match Record	The authoritative evidence package: roster, configuration, logs, recordings, official notes, result, and settlement state.
Participant	A player, substitute, coach, team manager, analyst, official, contractor, volunteer, or credentialed guest.
Protected Report	A good-faith safety, integrity, safeguarding, accessibility, financial, or ethics complaint.
Real-Value Event	An event involving money, cryptocurrency, redeemable credit, or any transferable item of material value.
Sanctioned Event	An event formally approved to use the U.S. Gamer name and this Rulebook.

1.3 Rule acceptance

Registration constitutes agreement to the published rules, privacy notice, conduct code, and adjudication process. Material changes after registration require notice and, where the change affects price, eligibility, prize, privacy, or competitive conditions, affirmative re-acceptance or a penalty-free withdrawal option.

ARTICLE 2

Eligibility, Registration, and Identity

Every competitor is known, properly classified, and eligible before play begins.

2.1 Minimum requirements

- Use one verified competition identity and disclose all alternate or legacy accounts requested by the organizer.
- Meet the age, residency, rating, platform, rank, and qualification criteria in the Event Schedule.
- Hold no active suspension or ineligibility status applicable to the event.
- Complete required identity, tax, sanctions, or payout verification before a Real-Value Event deadline.
- Disclose material conflicts, including ownership, employment, household, financial, coaching, or close personal relationships with officials or opponents when relevant to impartiality.

2.2 Age classes

Events must publish an age class. Unless local law and the Event Schedule provide otherwise, Real-Value Events are limited to adults who have reached the age of majority in their jurisdiction. Youth participation requires guardian consent, a designated safeguarding officer, age-appropriate communications, restricted data collection, and a prize method lawful for minors.

2.3 Roster integrity

A team may field only registered players and approved substitutes. Account sharing, identity substitution, smurfing to defeat eligibility controls, or playing for another person is prohibited. Emergency substitutions require written official approval and must not create an unfair strategic advantage.

IDENTITY PROTECTION Officials may verify identity but must never request a wallet seed phrase, private key, complete password, or biometric template.

ARTICLE 3

Event Classes and Competition Formats

The format must be understandable before registration and stable once play begins.

3.1 Event classes

CLASS	PURPOSE	MINIMUM CONTROL LEVEL
Community	Local or online play with no transferable prize value	Basic identity, published format, conduct and safety controls
Rated	Ranked competition affecting official standing	Verified identity, match records, certified officials, appeal channel
Championship	Regional, national, or global title competition	Full technical controls, independent integrity lead, broadcast and evidence plan
Real-Value	Any event with money, cryptocurrency, redeemable credit, or valuable property	Financial compliance, fee disclosure, verified payout, enhanced age and identity controls
Youth	Any event that admits a participant under 18 or the local age of majority	Safeguarding plan, guardian process, restricted communications, trained personnel

3.2 Required format disclosures

- Bracket or league format, seeding method, match length, scoring, tiebreakers, advancement, and elimination conditions.
- Map, stage, character, loadout, side, server, and host-selection method.
- Patch version, downloadable content, approved mods, and known prohibited exploits.
- Pause, disconnect, remake, reschedule, no-show, forfeit, and substitution rules.
- Evidence captured, broadcast delay, voice recording, referee access, and review technology.

3.3 Format changes

Officials may make a narrowly tailored format change only for safety, law, platform outage, force majeure, or manifest competitive necessity. The change, reason, affected matches, and remedy must be recorded. A change may not target a particular participant or retroactively convert a lawful result into a violation.

ARTICLE 4

Match Operations and Equipment

A match is an auditable process from check-in through final result.

4.1 Match lifecycle

1. Check-in: verify roster, identity, eligibility, equipment, network, accessibility needs, and conflicts.
2. Configuration lock: record game version, mode, map, sides, controller profiles, server, and approved tools.
3. Ready confirmation: each side confirms readiness before the official start signal.
4. Live match: officials monitor play, communications, device state, and incidents within the announced evidence scope.
5. Result capture: the official system records score, winner, logs, relevant media, interruptions, and protests.
6. Review window: officials resolve immediate issues before declaring the result final.
7. Settlement: any rating, prize, or wallet action follows only after the result reaches the required finality state.

4.2 Equipment equality

Organizer-supplied stations must be materially equivalent. Players may inspect assigned stations and request a documented correction before play. Personal peripherals require prior approval, current firmware where applicable, and inspection on request. Devices that inject commands, automate play, alter network traffic, conceal inputs, or defeat platform controls are prohibited.

4.3 Disconnections and technical pauses

The Game Rules Addendum must define pause authority and reconnect limits. A player must report a material technical issue immediately and stop exploiting it. Officials preserve the state, distinguish player-caused from external failure, and choose the least disruptive fair remedy: resume, checkpoint restore, round replay, match remake, reschedule, or result confirmation.

NO SELF-HELP A participant may not disconnect, reset, alter a station, confront another player, or seize equipment to correct a perceived problem. Request an official pause.

ARTICLE 5

Competitive Integrity and Fair Play

The official result must reflect skill under the published rules - never corruption or hidden interference.

5.1 Prohibited integrity conduct

- Cheats, unauthorized scripts, bots, macros, automation, input spoofing, aim assistance, packet manipulation, memory editing, exploit tools, or unauthorized overlays.
- Account sharing, impersonation, ghosting, stream sniping, unauthorized coaching, hidden communications, or receiving prohibited information during play.
- Match-fixing, intentional underperformance, collusion, result trading, bracket manipulation, prize splitting that changes play, or prearranged outcomes.
- Bribery, kickbacks, coercion, threats, insider wagering, or betting on a match in which the person has confidential information or influence.
- Evidence destruction, log deletion, fabricated screenshots, edited recordings presented as original, false witness statements, or obstruction of an inspection.
- Exploiting a known technical defect after an official prohibition or failing to disclose a newly discovered exploit that creates a material unfair advantage.

5.2 Artificial intelligence

AI may be used for training, accessibility, analysis, translation, or broadcast only when the Event Schedule permits it and the use does not play, decide, aim, react, communicate hidden information, or automate a competitive task for the participant. Approved accessibility assistance must be documented and designed to provide access rather than an unrelated advantage.

5.3 Duty to report

A participant who becomes aware of credible match-fixing, cheating, bribery, safeguarding risk, or evidence tampering must promptly use the protected reporting channel. Good-faith reporting is protected even when the allegation is not substantiated. Knowingly false or malicious reporting is a separate violation.

ARTICLE 6

Anti-Bullying and Anti-Backstabbing Standard

Zero tolerance for harassment, covert sabotage, retaliation, and real-world betrayal of competitive trust.

MANDATORY STANDARD Substantiated bullying or backstabbing conduct may result in immediate removal, disqualification, prize forfeiture, suspension, and placement on the U.S. Gamer Ineligibility Register (Blacklist), up to a permanent global bar.

6.1 Bullying prohibited

Bullying means repeated or severe conduct that a reasonable person would understand as intended or likely to intimidate, humiliate, isolate, degrade, threaten, control, or harm another person. It includes conduct in matches, team spaces, direct messages, voice chat, social media, venues, travel, training, and third-party communities when connected to U.S. Gamer participation.

- Insults, slurs, sexual harassment, threats, stalking, unwanted contact, demeaning memes, dogpiling, or coordinated humiliation.
- Doxxing, swatting, exposure of private information, unwanted outing, impersonation, or threats against family, employment, housing, education, immigration status, or personal safety.
- Coercive team control, hazing, forced silence, exclusion from required information, economic pressure, or punishment for setting a boundary.
- Retaliation against a reporter, witness, supporter, official, or person requesting accessibility or safeguarding help.
- Using rank, fame, ownership, sponsorship, money, or platform access to pressure a person into silence or unwanted conduct.

6.2 Backstabbing conduct prohibited

Backstabbing conduct is deliberate, concealed, bad-faith harm against a teammate, opponent, official, organizer, or community member where the actor exploits trust, access, confidentiality, or dependency. It is a competition-integrity violation even when it occurs outside the game client.

- Leaking private team strategies, credentials, medical or personal information, or protected reports to cause harm or gain leverage.

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- Sabotaging equipment, accounts, wallet access, network settings, travel, check-in, schedules, team files, practice, or communications.
 - Inducing a no-show, false forfeit, missed deadline, or roster failure through intentional deception or withheld required information.
 - Filing, arranging, or amplifying knowingly false allegations; manufacturing evidence; recruiting others to isolate or discredit a target.
 - Secretly diverting prize money, changing a wallet address, interfering with a payout, or misrepresenting a team member's consent.
 - Retaliating because a person changed teams, ended a relationship, refused a demand, reported misconduct, or testified truthfully.

6.3 Competitive deception exception

Bluffing, hidden roles, feints, alliance changes, or strategic deception are not backstabbing when the game and Event Schedule expressly permit them as mechanics and they remain inside the authorized competitive environment. This exception never permits real-world harassment, credential abuse, confidential-data misuse, match-fixing, financial deception, or threats.

6.4 Immediate protection

Officials may separate participants, restrict contact, preserve evidence, remove access, relocate a person, pause play, or impose a provisional suspension where reasonably necessary to protect safety or integrity. A provisional measure is not a final finding and must receive prompt review.

6.5 Blacklist threshold and fairness

Blacklist status requires a substantiated finding under Article 10 and a sanction under Article 12, except for a temporary emergency safety hold. Rumor, popularity, protected characteristics, lawful criticism, union or player organizing, refusal to pay an undisclosed fee, or a good-faith report can never support blacklist status.

The decision must identify the proven conduct, evidence standard, sanction scope, effective period, review date, and appeal right. Records are access-controlled and may not be used for public shaming, doxxing, or harassment.

ARTICLE 7

Communications, Public Conduct, and Team Duties

Competition speech can be energetic; personal abuse and deception cannot be normalized.

7.1 Match communications

Only approved channels, languages, participants, and devices may be used during a live match. Trash talk is permitted only if the Game Rules Addendum allows it and it remains non-discriminatory, non-threatening, non-sexual, non-personal, and stoppable on official direction.

7.2 Team duties

- Provide teammates timely access to required schedules, roster decisions, match materials, and payout terms.
- Document team ownership, prize shares, agent authority, sponsorship obligations, and decision rights before competition.
- Maintain a safe channel for internal concerns and prohibit retaliation.
- Do not compel access to personal accounts, seed phrases, private messages, or unrelated devices.
- Notify officials promptly when a team dispute threatens a match, roster, payout, or participant's safety.

7.3 Public statements

Participants may criticize decisions and advocate for reform, but may not knowingly publish false factual claims, disclose protected personal information, threaten officials, direct harassment, or interfere with an active investigation. Officials must not use confidentiality as a pretext to conceal safety failures or prevent lawful reporting.

ARTICLE 8

Safeguarding Minors and Vulnerable Participants

The best interests, voice, dignity, and safety of the participant come before event convenience or publicity.

8.1 Safeguarding plan

Any event admitting a minor or identified vulnerable participant must appoint a safeguarding lead, publish reporting channels, screen and train relevant personnel as permitted by law, establish supervision and travel rules, define emergency escalation, and provide age-appropriate information.

8.2 Minimum boundaries

- No sexual conduct, grooming, exploitation, hazing, humiliating initiation, or exchange of sexual content involving a minor.
- No avoidable one-to-one private communication between an adult in authority and a minor; use recorded or guardian-visible channels where appropriate.
- No sharing of a minor's location, schedule, legal name, school, contact details, wallet details, or image beyond documented consent and necessity.
- No alcohol, illegal drugs, gambling product, or real-value crypto solicitation directed to minors.
- A minor may stop an interview, photo session, stream appearance, or nonessential interaction without competitive penalty.

8.3 Mandatory response

Immediate danger must be referred to emergency services or the competent safeguarding authority. Competition officials preserve evidence without conducting an amateur criminal investigation, protect the reporter from retaliation, and cooperate lawfully with guardians and authorities while respecting the participant's safety and privacy.

ARTICLE 9

Accessibility, Inclusion, and Equal Participation

Access decisions are individualized, timely, confidential, and competitively reasoned.

9.1 Equal treatment

No person may be excluded, harassed, seeded unfairly, denied service, or disciplined because of race, color, ethnicity, national origin, language, sex, gender, gender identity, sexual orientation, religion, age, disability, pregnancy, family status, veteran status, socioeconomic status, or another status protected by applicable law.

9.2 Accommodation process

1. The participant requests an accommodation through a confidential channel as early as reasonably possible.
2. The accessibility official identifies the functional barrier, not unnecessary medical detail.
3. The organizer and participant assess effective options, competitive impact, privacy, and technical feasibility.
4. The approved accommodation is documented for officials and implemented consistently.
5. A denial must state the reason and provide an expedited review before elimination where practicable.

9.3 Accessible event baseline

- Step-free venue routes or equivalent access, accessible restrooms, seating, and emergency egress where physical events are held.
- Captioning or transcripts for essential announcements; visual alternatives for audio-only match signals; readable contrast and scalable text.
- Controller remapping, approved adaptive devices, breaks, quiet areas, interpreters, and support persons where reasonable.
- Language assistance for safety, rules, consent, protest, and disciplinary communications.

ARTICLE 10

Officials, Evidence, and Adjudication

A strict rulebook requires neutral fact-finding, reliable evidence, and reasoned written decisions.

10.1 Official roles

ROLE	PRIMARY RESPONSIBILITY
Tournament Director	Event delivery, schedule, staffing, venue, and operational decisions
Chief Competition Officer	Rule interpretation, match integrity, official assignments, and final event-level rulings
Match Official	Check-in, configuration, live supervision, score, incidents, and initial ruling
Integrity Officer	Cheating, corruption, evidence preservation, conflicts, and protected reports
Safeguarding Officer	Minor and vulnerable-person safety, protective action, and external referrals
Accessibility Officer	Accommodation process and accessible event delivery
Financial Control Officer	Prize funding, fee disclosure, wallet verification, authorization, and settlement record
Appeals Panel	Independent review of material procedural, factual, or sanction errors

10.2 Evidence standard

Ordinary competition violations are decided on the balance of probabilities: whether the violation is more likely than not. A permanent bar, fraud finding, or severe reputation-affecting sanction requires clear and convincing evidence. Emergency protective action may be based on a credible, articulable safety or integrity risk pending full review.

10.3 Evidence handling

- Record origin, collector, date, time zone, device or account, file hash when practical, transfers, and material edits.
- Preserve original files and distinguish originals from clips, screenshots, transcripts, summaries, and reenactments.
- Give the responding person a fair summary of the allegation and material evidence, subject to lawful witness-safety redactions.
- Exclude or reduce weight for unreliable, unlawfully obtained, materially altered, or unverifiable evidence.
- Disclose official conflicts and replace a decision-maker whose impartiality could reasonably be questioned.

10.4 Written decision

A material ruling states jurisdiction, allegation, proven facts, disputed facts, evidence considered, rule applied, finding, remedy or sanction, effective time, review date, and appeal route. Personal data is minimized.

ARTICLE 11

Protests, Appeals, and Dispute Resolution

Speed matters in competition; fairness matters more.

11.1 Match protest

A match protest must be made within the Event Schedule deadline, normally before the next affected match begins. It must identify the match, disputed event, rule, requested remedy, and available evidence. An official may accept a late protest where concealed misconduct, newly available evidence, safeguarding, or technical impossibility justifies the delay.

11.2 Appeal grounds

- Material misapplication of a rule or use of a rule not in force at the relevant time.
- A significant procedural failure, undisclosed conflict, or denial of a meaningful opportunity to respond.
- A finding unsupported by the applicable evidence standard.
- New evidence that could not reasonably have been produced earlier and may change the outcome.
- A sanction that is clearly disproportionate or inconsistent without a reasoned distinction.

11.3 Appeal procedure

The appeal body must be independent of the initial decision. It may affirm, modify, vacate, remand, or order a new hearing. It may not increase a sanction solely because a person appealed. Emergency safety restrictions remain in effect only as long as reasonably necessary and must be reviewed promptly.

11.4 External rights

Nothing in this Rulebook prevents a person from contacting law enforcement, a regulator, child-protection authority, court, emergency service, union, attorney, or other lawful external body. Internal remedies do not waive non-waivable legal rights.

ARTICLE 12

Sanctions and the Ineligibility Register

Sanctions protect people and competition, correct conduct, and deter repetition without arbitrary punishment.

12.1 Sanction principles

Sanctions are individualized and proportionate. Officials consider intent, harm, advantage, concealment, repetition, retaliation, age, vulnerability, cooperation, admission, remediation, prior findings, and the need to protect others. Similar cases should receive similar outcomes, with written reasons for material differences.

LEVEL	TYPICAL GRAVITY	AVAILABLE OUTCOMES
Level 1	Minor, first-time, promptly corrected	Education, coaching directive, formal warning, technical correction
Level 2	Material but limited harm or advantage	Round or map loss, match loss, fine where lawful and disclosed, short suspension
Level 3	Serious integrity or conduct breach	Event disqualification, prize forfeiture, 1-12 month bar, probation
Level 4	Severe, repeated, coordinated, retaliatory, or concealed breach	12-36 month bar, cross-event blacklist status, restitution where lawful
Level 5	Extreme violence, exploitation, severe doxxing, corruption, or persistent dangerous conduct	Permanent global bar and blacklist status; authority referral where required

12.2 U.S. Gamer Ineligibility Register (Blacklist)

The Register is the controlled official record of active disqualification, suspension, probation, role restriction, or permanent bar. It exists to stop sanctioned persons from evading discipline through new accounts, teams, regions, organizer changes, or aliases.

- Minimum record: verified participant ID, aliases needed for matching, decision ID, prohibited roles, geographic and event scope, start date, end or review date, and appeal status.
- Access is limited to authorized integrity, safeguarding, registration, legal, and event personnel with a legitimate need to know.
- Public disclosure is limited to what is necessary, lawful, accurate, and proportionate. The Register may never become a harassment list.

12.3 Status review and correction

- A person may request correction of identity or status data and receive notice when an active sanction expires or is lifted.
- A time-limited bar must have a defined end or review date. Permanent status requires Level 5 findings and periodic administrative confirmation that the record remains accurate.

12.4 Rehabilitation and reinstatement

Where safety permits, a decision may require training, counseling, restitution, no-contact terms, monitoring, or a conduct plan. Reinstatement depends on completed conditions, elapsed sanction, truthful disclosure, current risk, and a written decision. No victim is required to participate in reconciliation.

ARTICLE 13

Prizes, Wallets, Fees, and Settlement

The result is determined by competition; value moves only through disclosed, verified, lawful controls.

13.1 Real-value event authorization

A Real-Value Event may operate only after the organizer confirms applicable age, licensing, consumer, gaming, contest, tax, sanctions, anti-money-laundering, custody, privacy, and payment requirements. Where authorization is uncertain, the event must use no-value points or nontransferable game units until cleared.

13.2 Mandatory financial disclosure

- Gross prize pool and proof-of-funding method; entry price and refund rules; guaranteed and conditional components.
- Host, service, platform, processor, network, gas, miner, currency-conversion, withdrawal, and tax-withholding amounts or calculation methods.
- Net winner amount or a worked example, settlement asset, exchange-rate source and timestamp, confirmation requirement, and expected timing.
- Who has custody, whether funds are escrowed, who can authorize a transfer, and what happens if a transaction fails or is sent to an incorrect address.
- Geographic or participant restrictions and identity, tax, sanctions, or source-of-funds checks.

NO HIDDEN FEE No host or service fee may be created or increased after entry, match lock, or wallet authorization. A participant must see the gross amount, every fee, and the expected net amount before approval.

13.3 Wallet and address verification

A payout address is verified through an approved signed challenge, authenticated device flow, or two-person manual procedure. NFC, QR, deeplink, or WalletConnect messages may carry an address, amount, network, nonce, and authorization request, but never a seed phrase or private key. Address replacement after match lock requires re-verification and fraud review.

13.4 Result-to-settlement states

STATE	MEANING
Result recorded	Score and provisional winner captured; protest window open
Winner confirmed	Competition review complete; payout authorization may begin
Transaction authorized	Participant approved the disclosed recipient, amount, asset, fee, and network
Transaction sent	Signed transaction accepted for broadcast; transaction ID recorded
Confirming	Network finality threshold not yet reached
Transaction settled	Required confirmations reached and accounting record reconciled
Failed or corrective action	Failure documented; any correction uses a new authorized transaction

13.5 Payout control

The match result system and payout engine must be logically separated. At least two authorized persons approve organizer-controlled prize transfers above the Event Schedule threshold. Organizer prize wallets should use strong authentication and, where appropriate, multisignature or hardware protection. An immutable blockchain transfer cannot be reversed; correction requires a separately authorized transaction and complete audit trail.

ARTICLE 14

Cybersecurity, Privacy, and Data Governance

Protect the participant, the result, and the keys - before, during, and after competition.

14.1 Security baseline

- Inventory systems, accounts, devices, data, dependencies, privileged roles, and third-party services.
- Use least privilege, strong unique authentication, role separation, encryption in transit, secure backups, and timely patching.
- Log sensitive administrative, match-result, wallet, payout, roster, and disciplinary actions with synchronized timestamps.
- Maintain an incident response plan covering detection, containment, evidence preservation, player notice, recovery, and lessons learned.
- Test restoration, failover, match-record integrity, and wallet recovery before a Championship or Real-Value Event.

14.2 Secret-handling rules

Seed phrases, private keys, full passwords, recovery codes, and biometric templates are prohibited from official chat, tickets, screenshots, broadcasts, match logs, or organizer forms. Wallet recovery occurs on the participant's trusted device. Officials verify control through public addresses and signed challenges only.

14.3 Privacy baseline

Collect only data necessary for eligibility, safety, competition, payment, security, and legal duties. Publish purpose, categories, recipients, retention, security, participant rights, and contact route. Sensitive data is compartmentalized and access-logged. A protected report is not shared beyond those who need it to act fairly and safely.

14.4 Incident classification

A suspected credential leak, wallet compromise, payout-address change, match-log alteration, doxxing event, ransomware incident, or unauthorized access triggers immediate preservation and risk assessment. Officials may freeze a payout or result state only for a documented integrity or safety reason and must review the hold promptly.

ARTICLE 15

Broadcast, Media, Audio, and Safe Listening

Global presentation must preserve player dignity, competitive evidence, audience access, and hearing safety.

15.1 Broadcast controls

- Publish whether match video, voice, chat, biometric confirmation, device screens, or venue audio may be recorded.
- Use delay and observer controls proportionate to stream-sniping and confidential-strategy risk.
- Do not display seed phrases, private keys, full wallet recovery screens, private messages, legal names of protected participants, or incident-report details.
- Provide captions or transcripts for essential broadcast and event announcements where reasonably practicable.
- Correct materially false result or discipline information promptly and preserve the original correction record.

15.2 Music and media rights

Organizers must hold or obtain the rights needed for music, game footage, player likenesses, commentary, clips, and sponsor content. Player media consent must be specific, understandable, revocable where law requires, and separate from safety-critical participation consent.

15.3 Safe listening

Headset, venue, stream, and playback systems must provide practical volume control, warnings, breaks, and monitoring appropriate to exposure. Officials must respond to reported discomfort, tinnitus, pain, or hearing difficulty without competitive retaliation. Events should use the WHO-ITU global standard for safe listening in video gameplay and esports as a technical reference.

ARTICLE 16

Venue Safety, Emergency Action, and Sustainability

No match or schedule takes priority over life, health, accessibility, or lawful emergency response.

16.1 Emergency action plan

- Named incident commander, emergency contacts, venue address, evacuation and shelter routes, accountability method, and accessible egress.
- Medical response, fire, severe weather, violence, missing person, safeguarding, cyber incident, utility loss, and crowd-control procedures.
- Clear authority to pause or abandon play, silence systems, stop a broadcast, and preserve evidence.
- Staff briefing, participant orientation, communication redundancy, and post-incident welfare support.

16.2 Health and fatigue

Schedules must allow hydration, meals, restroom access, sleep, medication, prayer, accessibility, and reasonable recovery. Officials may require a health pause where fatigue, heat, lighting, sound, stress, or illness creates a material safety risk. A person seeking medical help may not be penalized for the request itself.

16.3 Sustainable event practice

Event planning should assess social, economic, and environmental impacts; engage affected stakeholders; reduce unnecessary travel, energy, waste, and disposable materials; provide accessible procurement; and document improvement. ISO 20121:2024 may be used as a management-system reference; this Rulebook does not claim ISO certification.

ARTICLE 17

International Events and Local Addenda

A global standard succeeds by preserving a common core while respecting lawful local implementation.

17.1 Local Event Addendum

Each cross-border or host-country event must publish a Local Event Addendum addressing governing law, age, visas, tax, payments, sanctions, language, privacy, accessibility, safeguarding, emergency contacts, insurance, consumer rights, and any publisher or platform restrictions. A local rule may strengthen but not silently weaken the core integrity and safety articles.

17.2 Language and interpretation

The Event Schedule identifies the authoritative language. Safety, consent, fee, protest, and disciplinary information must be available in a language the affected participant can understand, using qualified interpretation where stakes require it. Translation ambiguity is resolved against surprise and in favor of fair notice.

17.3 Cultural respect

Officials and participants must respect lawful cultural, religious, disability, gender, and family needs. Cultural difference never excuses abuse, discrimination, exploitation, corruption, or denial of due process. Event calendars should account for major local observances where reasonably possible.

17.4 Cross-border discipline

An active U.S. Gamer suspension applies across sanctioned regions to the scope stated in the decision. Recognition of an external organization's discipline requires identity verification, a sufficiently fair process, an applicable rule, a reasoned risk assessment, and an opportunity for the affected person to respond.

ARTICLE 18

Adoption, Review, and Change Control

The Rulebook is controlled, auditable, and improved through evidence and participant voice.

18.1 Adoption

Edition 1.0 becomes effective on the date shown in Document Control when adopted by the U.S. Gamer Competition Standards Council. An event may adopt a later edition only with notice. The edition in force at registration governs unless a lawful emergency amendment is necessary.

18.2 Amendment classes

CLASS	DESCRIPTION	CONTROL
Editorial	Typographic, citation, layout, or clarification with no substantive effect	Publish corrected copy and change log
Operational	Process improvement that does not change eligibility, prize, sanction, or core rights	Publish notice before use
Material	Changes eligibility, conduct, sanctions, evidence, prize, fees, privacy, or appeal rights	Council approval, version increment, participant notice
Emergency	Immediate safety, legal, platform, or integrity necessity	Narrow temporary directive, recorded reason, prompt review and sunset

18.3 Annual review

The Council reviews incident trends, sanctions consistency, appeals, accessibility requests, safeguarding reports, technical failures, cybersecurity events, payout disputes, participant feedback, and relevant standards at least annually. Personal data is aggregated or de-identified where possible.

18.4 Official change log

Each release records edition, effective date, changed articles, reason, approving authority, migration rule, and superseded edition. Archived editions remain available for historical cases and audits.

APPENDIX A

Matchday Operating Procedure

OPERATOR RULE Every match must be reproducible from the Match Record without relying on memory or private side conversations.

TIME	ACTION	OWNER	CONTROL CHECK
T-60 to T-30	Station and network validation	Match official	Patch, game, map pool, server, capture, clock, peripherals, accessibility
T-30 to T-15	Participant check-in	Registration lead	Identity, roster, eligibility, conflict, safeguarding and accommodation flags
T-15 to T-5	Configuration lock	Match official	Accounts, sides, controllers, overlays, comms, recording, wallet IDs if applicable
T-5	Ready check	Both captains	Rules acknowledged; protests about station raised now
T-0	Official start	Match official	Start signal and authoritative timestamp
Live	Monitor and record	Match and integrity officials	Score, pauses, warnings, comms, device and observer state
T+0 to T+10	Result review	Match official	Score, logs, incident notes, immediate protest
After review	Winner confirmation	Chief Competition Officer	Finality state and advancement
Post-finality	Settlement	Financial Control Officer	Disclosed amount, verified address, authorization, transaction status

Command language

COMMAND	MEANING
READY	Configuration complete; player accepts station state subject to latent defects.
LIVE	Official match begins; competition restrictions are active.
PAUSE	Stop permitted actions immediately and await instruction.
RESUME	Continue from the official state and countdown.
STOP	Match activity ends for safety, integrity, or terminal technical cause.
RESULT RECORDED	Score captured but not necessarily final.
WINNER CONFIRMED	Competition review complete; rating or payout may proceed.

APPENDIX B

Sanction Matrix

This matrix is a starting range, not an automatic sentence. Officials apply Article 12 factors and explain departures. Multiple violations may be combined, but the same conduct may not be punished twice under duplicative labels.

VIOLATION	LEVEL	STARTING RANGE	AGGRAVATING SIGNALS
Late check-in / minor procedure	1	Warning to map loss	Repeated disregard; disruption
Unauthorized peripheral with no demonstrated advantage	1-2	Correction, warning, possible round loss	Concealment; recurrence
Cheat tool, bot, input automation, account substitution	3-5	DQ, forfeiture, 12 months to permanent bar	Use in match; sale; coordination; evidence destruction
Match-fixing, bribery, insider wagering	4-5	DQ, forfeiture, multi-year to permanent bar	Leadership; payment; repeat; cross-event scope
Bullying or harassment	2-5	No-contact terms, DQ, suspension, blacklist	Threats; protected targeting; repetition; power imbalance
Backstabbing / covert sabotage	3-5	DQ, forfeiture, 12 months to permanent blacklist	Credential, payout, evidence, safety, or livelihood harm
Doxxing, swatting, severe threats	5	Permanent bar; authority referral where required	Actual harm; targeting minor; coordination
Retaliation against reporter or witness	3-5	DQ, suspension, blacklist	Power abuse; intimidation; evidence interference
Hidden or changed financial fee	3-5	Refund, event sanction, organizer bar	Intent; scale; vulnerable users; concealment
Seed phrase/private key solicitation	4-5	Immediate removal, long-term or permanent bar	Use, loss, theft, targeting minor
Evidence fabrication or destruction	3-5	Adverse inference, DQ, suspension, blacklist	Materiality; coordination; official involvement

APPENDIX C

Incident, Protest, and Appeal Forms

C.1 Incident report

Case ID	_____	Date / UTC	_____
Reporter	_____	Protected report?	Yes / No / Unknown
Affected person	_____	Immediate danger?	Yes / No
Event / match	_____	Official notified	_____
Category	Bullying / backstabbing / cheating / safety / finance / other	Requested protection	_____

Describe what happened (facts, not conclusions):

Evidence and where preserved:

Witnesses and safe contact method:

Immediate action taken and by whom:

C.2 Match protest

- Match ID, date, game, stage, players or teams, and official.
- Exact disputed event and timestamp; rule or Event Schedule provision.
- Immediate notice given and why the protest is timely.
- Requested remedy and why it is the least disruptive fair remedy.
- Evidence list, source, integrity, and preservation location.

C.3 Appeal statement

- Decision ID and date; appellant and authorized representative.
- Appeal ground under Article 11.2.
- Specific factual, procedural, rule, or proportionality error.
- New evidence and why it was unavailable earlier, if applicable.
- Requested outcome and any urgent interim protection.

APPENDIX D

Technical Minimum Standard

DOMAIN	MINIMUM CONTROL
Time	All competition, log, transaction, and evidence systems use synchronized UTC-capable clocks.
Identity	Unique participant identity; role-based official accounts; no shared administrator credentials.
Authentication	Strong authentication for officials, wallets, payout, evidence, and privileged systems.
Match configuration	Version, map, mode, server, side, controller, assist, overlay, and communication settings captured.
Network	Documented primary and fallback path; monitoring proportionate to event class; no unauthorized traffic manipulation.
Evidence	Original files, access control, retention schedule, chain-of-custody record, and integrity hash when practical.
Wallet	Network and asset displayed; address verified; no seed phrase transmission; explicit amount and fee authorization.
Payout	Competition finality separate from transaction state; dual control above threshold; transaction ID and confirmation state.
Recovery	Tested backup and restoration for match record, roster, bracket, configuration, and organizer-controlled wallets.
Privacy	Data minimization, disclosure, restricted access, secure transfer, breach response, and deletion process.
Accessibility	Approved adaptive controls and communication alternatives tested before live play.
Change control	Emergency patches and configuration changes recorded, approved, communicated, and reviewable.

Recommended evidence package

- Event Schedule and Game Rules Addendum version hashes.
- Roster, identity-verification status, check-in record, conflicts, and approved accommodations.
- Station and software configuration, network endpoint, observer roster, and official assignment.
- Score and result log, relevant telemetry, video or screenshots, incident notes, and protest decisions.
- Winner-confirmation timestamp; payout disclosure and approval; recipient verification; transaction and settlement record.



APPENDIX E

Player and Official Pledges

E.1 Player pledge

I PLEDGE I will compete honestly, respect every person, reject bullying and backstabbing, protect confidential information, report serious misconduct, follow lawful official directions, and accept accountability through a fair process. I will never seek another person's seed phrase, private key, password, or biometric data.

Player legal name / verified ID: _____

Signature: _____ Date / UTC: _____

Team / event: _____

E.2 Official pledge

I PLEDGE I will act impartially, disclose conflicts, protect participants, preserve evidence, explain material decisions, enforce anti-bullying and anti-backstabbing rules without favoritism, minimize personal data, and never retaliate against a good-faith reporter, witness, or appellant.

Official legal name / verified ID: _____

Role: _____ Date / UTC: _____

Signature: _____

APPENDIX F

Competitive Payout Ecosystem Reference

The following supplied system concept illustrates one possible device-to-wallet match and payout architecture. It is not, by itself, an authorization to operate a Real-Value Event, impose a 20 percent fee, use third-party marks, or execute an automatic transfer. Articles 3, 10, 11, 13, and 14 control.



Figure F-1. Supplied conceptual architecture - subject to this Rulebook and applicable law.

Required separation of duties

- The game or match service produces evidence and a provisional result; it does not unilaterally transfer funds.
- A competition official confirms the winner after the review window and resolves protests.
- A financial control function verifies funding, disclosure, recipient, fee, authorization, and legal clearance.
- The wallet signs only an understandable transaction showing network, asset, recipient, amount, and every fee.
- The ledger records submitted and settled states; a failed or incorrect transfer receives a separate corrective record.

APPENDIX G

Reference Frameworks

These sources inform the Rulebook's dignity, inclusion, safeguarding, cybersecurity, financial-risk, sustainability, and safe-listening posture. They are references, not claims of certification or institutional endorsement. Accessed August 1, 2026.

[United Nations - Universal Declaration of Human Rights](#)

Human dignity, equality, non-discrimination, privacy, fair hearing, and effective remedy.

[UNICEF - Convention on the Rights of the Child](#)

Best interests, non-discrimination, participation, privacy, and protection of children.

[United Nations Treaty Collection - Convention on the Rights of Persons with Disabilities](#)

Equality, participation, accessibility, and legal capacity.

[UNICEF - International Safeguards for Children in Sport](#)

Safe, inclusive participation and organizational duty of care.

[WHO and ITU - Global standard for safe listening in video gameplay and esports](#)

Technical reference for gaming and esports listening safety.

[NIST - Cybersecurity Framework 2.0](#)

Govern, identify, protect, detect, respond, and recover cybersecurity outcomes.

[ISO - ISO 20121:2024 Event sustainability management systems](#)

Social, economic, and environmental event-management impacts.

[FATF - Updated risk-based guidance for virtual assets and virtual asset service providers](#)

Risk-based anti-money-laundering and counter-terrorist-financing considerations for covered activity.



U.S. GAMER

ADOPTION PAGE

Official Competition Rulebook - Edition 1.0

Adopted by the U.S. Gamer Competition Standards Council on: _____

Chair, Competition Standards Council: _____

Director, Player Safety and Safeguarding: _____

Chief Competition and Integrity Officer: _____

Technical and Financial Control Officer: _____

OFFICIAL RECORD The controlled edition is identified by Document ID USG-CSR-001, edition number, effective date, and published change log.