

ESIC ESPORTS THREAT ASSESSMENT



- The four most significant threats to esports integrity have been identified as...
 - Cheating to win using software cheats
 - Online attacks to slow or disable an opponent
 - Match-fixing
 - Doping
- The easy ability to cheat used frequently can destroy a game the solution is in the publishers hands and, on the whole, is implemented swiftly, ruthlessly and effectively.
- The willingness to deliberately underperform match or spot fixing to commit betting fraud is poorly understood and only dealt with when exposed by third parties.

BETTING FRAUD

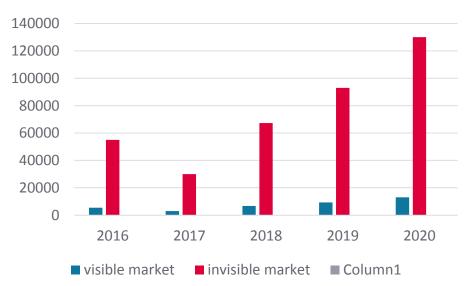


 Where there is a market there are people trying to manipulate it – the only question is whether they are succeeding or not...

92% of match-fixing is driven by betting fraud.

Total esports gambling handle through 2020 In US\$ millions (000,000)





Source: Narus Advisors / Eilers & Krejcik Gaming

BETTING FRAUD CONTINUED



- Our participant demographic is perfect for gambling and corruption.
- A very high interest base in South East Asia, China & USA – the 3 biggest illegal gambling epicentres.

- As an industry, esports is highly vulnerable.
 - Games can survive match-fixing, but esports cannot...

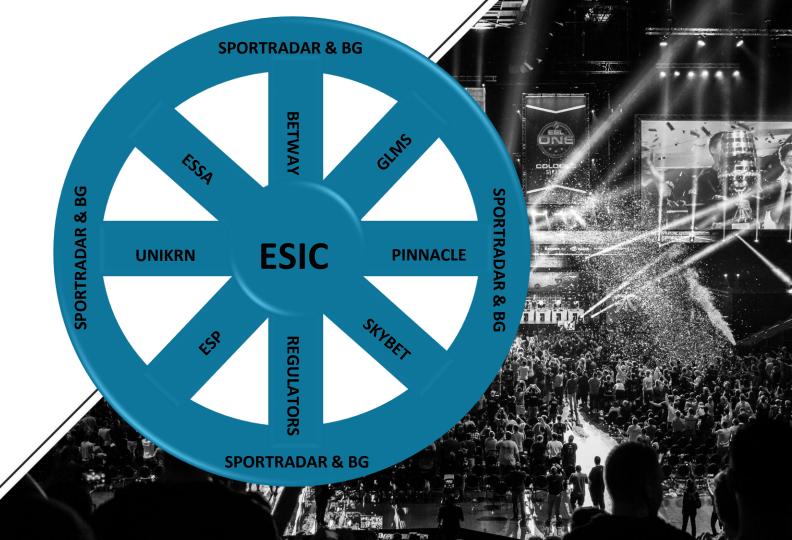


THE FIGHT AGAINST MATCH-FIXING

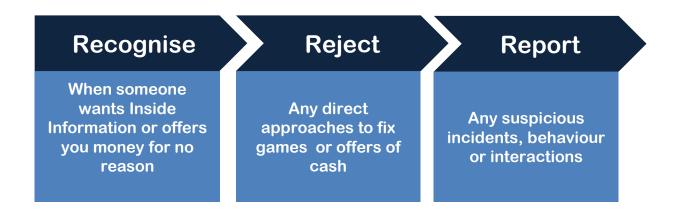


- How do you detect match-fixing and what do you do when you find it?
 - 3rd party exposure (law-enforcement/media/whistle-blowing)
 - Sportradar FDS, Bet Genius & gambling industry alerts. 450 bookmakers over 130 offering esports
- Proper regulations and procedures.
- Investigation
- Prosecution
- Deterrence Commissioners Confidence
- Engagement with the licensed gambling industry (14 MOUs and 4 Regulators)





How to deal with a match fixing approach



Experience tells us:

- Match fixers will usually leave you alone if they see you as a hard target to manipulate early on.
- The moment you start accepting money or complying with their requests, you will find yourself trapped
- Failing to report knowledge of an approach will likely allow the corruption to continue elsewhere

OTHER MEASURES



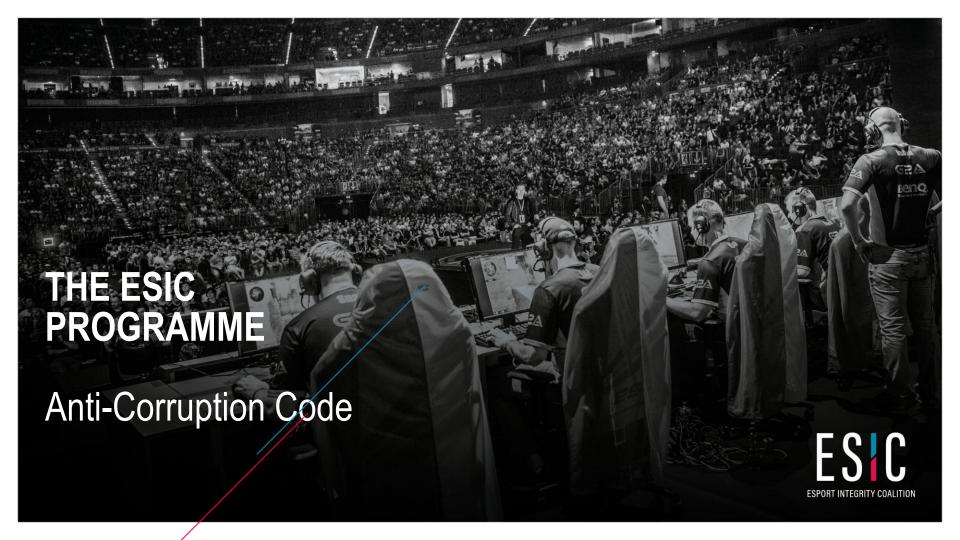
- Security Player and Match Officials Area
- Physical presence of anti-corruption officials at venues and hotels
- Intelligence database and analysis
- Liaison & cooperation with other anti-corruption units and law-enforcement
- Alerts to Participants
- Warnings off of known corruptors
- Agents/Managers registration system
- Lobby for legislative regulation of gambling and seminars
- Good database of participant information



WHAT IS ESIC?



- Not for profit members association
- Primarily aimed at combatting match-fixing and betting fraud in esports
- Coalition of concerned industry stakeholders most affected by match-fixing and most able to do something about it.
- Overseen by the Integrity Commissioner
- Provides the Programme on behalf of the members.
 - Principles and Code of Ethics for members
 - Code of Conduct for players (optional with a view to standardisation)
 - Anti-Corruption Code for participants
 - Anti-Doping Code for players
 - Independent Disciplinary Panel worldwide experts



Anti-Corruption Code - Offences



- Covers all "Participants"
- Match or spot fixing including attempting to do so or trying to get others to do so
- Betting on your own game or offering bets or encouraging betting
- Misuse of Inside Information
- Bribery of other Participants
- Failure to disclose large gifts
- Failure to disclose corrupt approaches
- Failure to disclose suspicions or knowledge of corrupt acts
- Failure to cooperate with or obstructing investigations or prosecutions

Anti-Corruption Code - Obligations



- Positive duty to report corrupt approaches or acts
 - report@esportsintegrity.com and +44 (0)7798 698201
- Positive obligation to cooperate with investigations and prosecutions

Anti-Corruption Code - Consequences



- Provisional Suspension
- Corruption: Ban for a minimum of 2 Events up to a lifetime
- Betting: 2 Event minimum up to 2 years maximum
- Misuse of Inside Information: no minimum up to 3 years maximum
- General Offences: no minimum up to 5 years maximum
- Loss of reputation
- Loss of job
- Loss of record/s
- Likely publisher ban

