

## Master League: Player Camera Fair Play Policy

To combat four areas of risk in CoH big money internet tournaments all players in the Master League are required to have the ability to stream a camera feed of them playing their games to a referee **or** on a delayed Twitch stream using either a webcam **or** smart phone.

### **Risk Mitigation**

The four huge areas this will protect all of us against are:

- Map hacking - a camera feed will show that fog of war is intact in real time.
- ID Faking - we can verify it is the player that is playing on their account.
- Stream watching - we will be able to ensure only one monitor is used.
- Bug splats - we can verify crashes in real time.

### **Camera Setup**

The cameras will be set up as follows.



The four elements that must be visible:

- 1) **The player** - in a way that anyone can easily verify identity.
- 2) **The monitor area** - to ensure all secondary are monitors off.
- 3) **The gameplay footage** - of good enough quality to show it is the correct gameplay footage and fog of war is intact.
- 4) **The mouse and keyboard** - so we reconcile gameplay with footage.

## Streaming Method

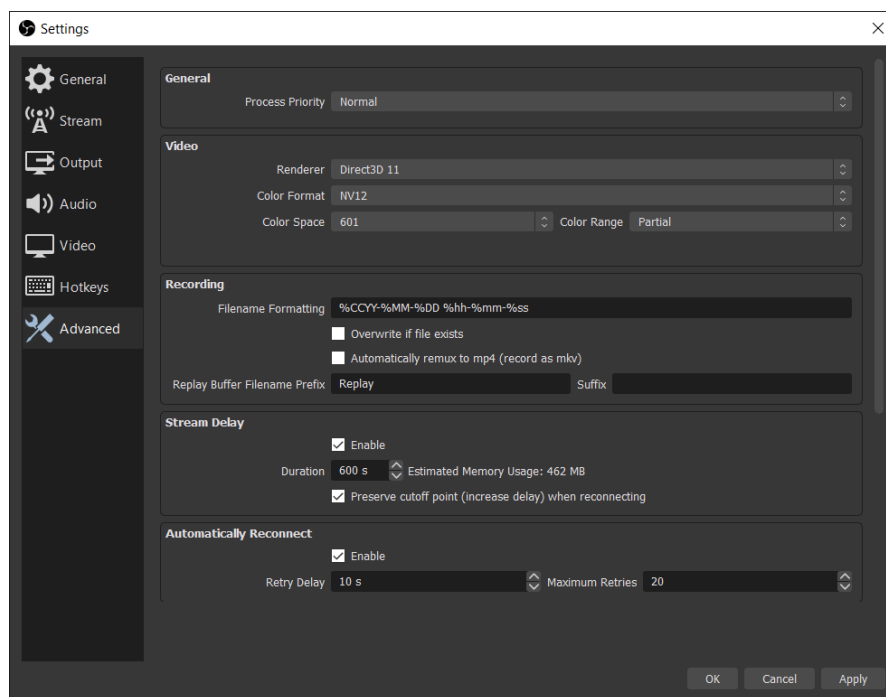
### A) Referee Video Call

The player streams to an approved referee via Discord video call (or possibly Zoom as a backup). The referees will be carefully chosen to ensure they are known and trusted community contributors of high standing.

### B) Stream live on Twitch with a 10 minutes delay.

This way the fans have another stream to watch, the players can grow their profile, and the casters have something to show after games finish. It will increase the esports feel of the Master League. The delay must be ten minutes.

Done as follows in OBS:



A ten minute delay can also be used by Twitch Partners and in other streaming software.

## When does this Apply?

This will be mandatory for all players reaching the final **stages** of a tournament, and will be required for other players at referee discretion randomly throughout the tournaments. When requested in a match **both** players must stream a camera feed.

## **Privacy**

Competing in an organised event is a public activity, players are advised to ensure their playing area is free from anything they do not want to broadcast, and are free to mute their stream

## **Safeguarding of Minors**

Any players below the age of 16 must ensure they have parental consent before entering the tournament having explained that they are required to broadcast themselves playing an RTS game on the internet. Any referees watching camera feeds will be vetted to ensure suitability or alternatively the player will be asked stream on Twitch.

## **Conclusion**

I hope you can see that only in 2020 can we finally put to bed these issues in the CoH competitive community. Internet speeds and quality of footage have caught up with us to the point where we can use this methodology to ensure we all have fair tournaments. Where our efforts, practice, and financing is rewarded by seeing the best fight the best, with minimal external drama and a focus on great competitive games.

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