

	<p style="text-align: center;"><b>North Carolina State Lottery Commission</b> <b>PETITION:</b> <b>eSPORT EVENT or WAGER TYPE</b> Commission Rule 24 NCAC 06B .0302: Petition for a Category of Sporting Event or Wager Type</p>
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**Instructions**

The party submitting this Petition for an eSport Event must provide complete responses to each of the inquiries and all requested supporting materials and attachments, which are incorporated by reference into the petition. For ease of submission or review, you may utilize a separate document to capture responses; please provide responses in the same order as inquiries are presented. A signed copy of the submission is required. If a submission is incomplete, illegible, or otherwise deficient, it will be rejected or denied. Please submit this request and related attachments to the North Carolina State Lottery Commission via email at: [sportswagering@ncgaming.gov](mailto:sportswagering@ncgaming.gov).

**Section A: Background Information**

1. Provide the following information regarding the Petitioner:
  - a. Name
  - b. Address
  - c. Organization
  - d. Title
  - e. Telephone number
  - f. Email
  - g. Website
  
2. Provide the following information regarding the sponsoring Interactive Sports Wagering Operator:
  - a. Name
  - b. Address
  - c. Organization
  - d. Title
  - e. Telephone number
  - f. Email
  - g. Website
  
3. Provide the following information regarding the proposed eSport Competition or Wager Type:
  - a. Name of eSport
  - b. Tradename of the game
  - c. Publisher of eSport game
  - d. Copyright holder(s) of eSport game (provide certificate of registration or other proof of copyright)
  - e. Platform(s) for eSports competition

4. New Request or Variation?

- a. Is this petition a new request for an eSport Competition or Wager Type: [ ] yes [ ] no.
- b. Is this petition a variation of or a composite of an authorized Sporting Event, eSport Competition, or Wager Type? [ ] yes [ ] no. If “yes,” identify the previously-approved items.

**Section B: eSports Competition Operator**

1. Provide the following information regarding the eSports Competition Operator:

- a. Legal Name
- b. Business Name
- c. Address
- d. State of Incorporation
- e. Website
- f. Point of Contact Information
  - a. Name
  - b. Address
  - c. Title
  - d. Telephone number
  - e. Email

2. Under what legal or business arrangement is the eSports Competition Operator able to offer the proposed eSports Competition? Describe this arrangement in detail and provide available supporting documentation, including any conditions or provisions set forth by video game publishers.

Note: The Commission may request information regarding (i) license or contractual agreements that the eSports Competition Operator has with the eSports game publisher and/or copyright holder or (ii) corporate structure information if an entity affiliated with the game publisher is the eSports Competition Operator.

3. What role does the eSports Competition Operator play in sanctioning, regulating, and/or organizing the proposed eSports Competition?

4. Does any other eSports Governing Body (or equivalent) play a role in sanctioning, regulating, or organizing the proposed eSports Competition? If so, (a) identify such entities; (b) provide contact information; (c) describe their respective role(s); and (d) confirm whether that entity has been informed of this petition.

5. Identify any players’ associations with whom the eSports Competition Operator engages concerning the proposed eSports Competition.

**Section C: Description of Proposed eSport Competition and/or Wagering Categories**

1. Provide a summary description of the eSports Competition.

2. Provide a copy of the eSport Competition rules.

3. If not specified in the eSport Competition rules, provide details regarding how eSports Competition oversees the competition (e.g., including assignment of officials, the number of participants in the eSports Competition, appeals, testing, and/or any other information deemed important by the entity overseeing the competition).
4. At what location(s) will the eSports Competition take place? Provide information about the following:
  - a. Describe the environment(s) (e.g., stadium, auditorium, studio, other) where the eSports Competition will occur.
  - b. Describe venue- or location-specific precautions or safeguards to ensure a secure eSports Competition and restrict access to critical IT.
  - c. Are any eSports Competitions held outside of the United States and its territories? Identify those non-U.S. locations and any relevant foreign governing authority, whether it be a government regulator, independent governing board, or similar.
5. Presently, in what U.S. jurisdictions is the proposed eSports Competition approved for wagering? Petitioner may provide information about tribal or non-U.S. jurisdictions that offer the eSports Competition for wagering.

#### **Section D: Description of Proposed eSport Wagering Categories**

1. List the Wager Types Petitioner seeks to see offered for the eSports Competition. Provide a summary description of the manner in which wagers would be placed and winning wagers would be determined.
2. Provide a draft of the proposed wagering rules.
3. Confirm that all proposed Wagers contemplated by this Petition will be based upon statistical results.
4. Identify and describe the Data Source, box score, aggregation of box scores, or other statistical analysis processes that will be used to verify wager results.
5. How will eSports Competition statistics be made available to the public? Identify the actor(s) responsible for making such data available and the cadence for providing updated data from eSports Competitions. To the extent historical data is provided or made available, please describe what is available to the public.
6. Confirm that all proposed Wagers contemplated by this Petition will be based on the performance of a single or group of rostered or otherwise registered participants in the eSports Competition.
7. Confirm that all proposed Wagers contemplated by this Petition will be based on the result of an outcome on the virtual field of play in a “live” competition.

## **Section E: Technical Matters**

1. Provide a general summary of the IT infrastructure utilized (i) to conduct the eSports Competition and (ii) offer approved wagers.
2. Identify current certifications or credentials concerning IT or security that the eSports Competition Operator possesses, if any, that pertain to technology used to facilitate an eSports Competition. To the extent the eSports Competition Operator utilizes third-parties to facilitate an eSports Competition, identify such entities and their applicable certifications or credentials.
3. Is real-time video available of the eSports Competition? If so, is it available to players participating in the eSports Competition?
4. What game version(s) will be utilized for the eSports Competition?
5. How does the eSports Competition Operator make competitors and the public aware of updates to or versions of the software that will be used in eSports Competition?
6. Describe how IT used to support the eSports Competition is kept secure from tampering, unauthorized changes, or compromise?

## **Section F: Integrity and Security Matters**

1. Provide a copy of applicable integrity policies and procedures for the eSports Competition enforced by the eSports Competition Provider and/or otherwise applicable to the proposed eSports Competition or Wager Type.
2. Provide a copy of applicable security policies and procedures for the eSports Competition enforced by the eSports Competition Provider, and/or otherwise applicable to the proposed eSports Competition or Wager Type.
3. As contemplated by 24 NCAC 06B .0302(c)(5) and (d), provide a complete and detailed description about how the proposed eSports Competition and Wager Types shall:
  - a. have outcomes that can be verified;
  - b. have outcomes generated by reliable and independent processes;
  - c. be conducted in a manner that ensures sufficient Integrity Monitoring controls exist so that the outcome may be trusted;
  - d. have outcomes not likely to be affected by a Sports Wager placed; and
  - e. be conducted in conformity with applicable laws.
4. Is the eSport Competition Operator certified by the Esports Integrity Commission or similar organization? Identify and describe any current integrity-related certifications.
5. Is the eSport Competition monitored by IBIA, US Integrity (IC360), or a similar entity or organization?

6. Have any integrity-related organizations identified any previous incidents involving the eSports Competition or eSports Competition Operator? If so, please describe.

7. Does the eSports Competition Operator have a player code of conduct?

8. Does the eSports Competition Operator require eSports Competition participants / players to disclose instances of sanction, suspension, fines, or discipline from other sporting events or eSports Competitions? What steps, if any, does the eSports Competition Operator take when it knows or has reason to know that a participant / player (or a potential participant / player) in the eSports Competition has been subject to such action?

9. Does the eSports Competition Operator require eSports Competition referees and officials to disclose instances of sanction, suspension, fines, or discipline from other sporting events or eSports Competitions? What steps, if any, does the eSports Competition Operator take when it knows or has reason to know that a referee or an official (or a potential referee or official) for the eSports Competition has been subject to such action?

10. What protocols, policies, or actions does the eSports Competition Operator have in place to ensure compliance with N.C. Gen. Stat. § 18C-902(i)(6) and (7), which identify certain persons prohibited from placing wagers in North Carolina.

**Signature and Information**

*I swear or attest under the pains and penalties of perjury that the information provide as part of this Petition is true, accurate, and complete to the best of my knowledge and understanding.*

By: \_\_\_\_\_

Name: \_\_\_\_\_

Title: \_\_\_\_\_

Organization: \_\_\_\_\_

Date: \_\_\_\_\_