



UNITED STATES ESPORTS FEDERATION

NAME

United States eSports Federation

DESCRIPTION

The United States eSports Federation (USeF) is the official governing body of eSports in the United States as recognized as a full-member within the International governing body of sixty-one (61) countries comprising the International eSports Federation (IeSF)

OBJECTIVES

1. The objectives shall be:
 - a) To encourage the sport of Esports.
 - b) To stimulate public opinion in providing facilities for acquiring and practicing these activities.
 - c) To promote and control Competitions and Championships for Esports.
 - d) To promote the uniformity of rules for the control and regulation of Competitions and Championships.
 - e) To enforce the observance of the rules and bye-laws of the USeF, and to deal with any infringement thereof.
 - f) To affiliate to the relevant International Esports Federation and to enforce the observance of the rules and bye-laws of the IESF, and to deal with any infringement thereof.

TASKS

The USeF is a not-for-profit organization with the responsibility to promote, grow and develop the quality, diversity and beauty of eSports as part of the fabric of our communities, and our day-to-day lives for now and generations to come. Most importantly to nurture, inspire and protect Athletes and the eSports culture. Our ambition is to unite all eSports stakeholders, including Athletes, event organizers, technology producers, innovators and inventors, IP holders, parents, sponsors and fans

AREAS OF RESPONSIBILITY (within segment)

- Joint discussion on current market and future trends
- Sport and support team USA eSports competition at the World Championship
- Standardization practices
- Official Suppliers, Standards and Certification procedures



- Proposal for operations of USeF
- Management of Project / Activities in space
- Agreements with Stakeholders
- Marketing strategy for supplying community

COMPOSITION

Foundation commission members will be appointed by Executive Board. Commission will regulate new applications for members and can include with majority vote new members. EB can add in special cases as required members to the Commission.

