

OFFICIAL STATEMENT ON COMPETITIVE SANCTIONS

CIS Esports League, the tournament operator behind the **CyberClash** tournament series and other esports competitions, is committed to maintaining competitive integrity, fair play, and professional standards across all events organized and operated by CIS Esports League.

Pursuant to **Section 1.6 of the CIS Esports League Disqualification and Technical Defeat Policy**, which states:

“Participants who have ever been banned by a video game publisher and/or manufacturer, or who have been found guilty of cheating, including using prohibited software, or who have a reputation that will negatively impact the public perception of the Competition, may be disqualified from participating or disqualified without the right to appeal.”

Following an internal review and assessment of the circumstances available to the tournament operator, CIS Esports League has made the decision to suspend the teams and individual participants listed below from participation in CIS Esports League competitions for a period of one year (from October 7, 2026 to October 7, 2027) based on integrity issues.

Teams suspended:

- benched gods (MORROW)
- Noir Verse
- Vexar

Individuals suspended:

- Bottega666 – Vladislav Galimov
- obsward – Renat Smeters
- ADntZ – Alexander Dontsov
- datet – Kirill Turkov
- KEEMBO – Yaroslav Gushcharin
- KarmaN – Maksim Kagarmanov
- Santuriano – Elvinas Kovaliovas
- xeNji – Nazar Horbovyi
- wh1temink – Yehor Hryhoriev
- kirxttu – Andrii Osinskyi
- Naginat – Max Basisty
- facer – Vyacheslav Grudin
- yoyoS2 – Daniil Abuladze
- Wign – Aleksandr Petrov
- K014NZ – Nikolay Glushnev
- norescue – Maxim Shashkin

Scope of the Suspension

The suspensions listed in this statement may apply to both teams and individual participants, as specified above.

A suspension imposed on an individual participant applies to that person regardless of any subsequent change of nickname, team affiliation, roster, organization, or other identifying details. A suspended individual remains ineligible to participate in CIS Esports League competitions for the duration of the suspension, including as a player, substitute, coach, or in any other competitive role.

A suspension imposed on a team applies to the team and its competitive identity as determined by CIS Esports League. A change of team name, branding, organization, or roster shall not automatically invalidate or circumvent the suspension where CIS Esports League determines that the team represents a continuation or reconstitution of the suspended team.

For the purpose of determining whether a team constitutes the same or a successor competitive entity, CIS Esports League may take into account relevant circumstances, including roster continuity, player composition, ownership, management, competitive identity, and other factors reasonably indicating continuity with the suspended team.

The suspension of a team does not, by itself, constitute an individual suspension of every person who has represented that team. Individual participants are subject to personal suspension only where they are specifically identified as such in this statement or in a subsequent decision issued by CIS Esports League.

Effect of the Decision

Effective immediately, the teams and individuals subject to these suspensions are ineligible to participate in tournaments and competitions organized or operated by CIS Esports League, including, but not limited to, tournaments held under the CyberClash brand.

This includes participation through direct invitations, open or closed qualifiers, or any other method of entry into a CIS Esports League competition.

These suspensions are imposed for a period of one year and are not subject to appeal, in accordance with Section 1.6 of the CIS Esports League Disqualification and Technical Defeat Policy.

CIS Esports League reserves the right to review the status of a suspension at its own discretion should new material circumstances or information arise.

CIS Esports League
Tournament Operator
October 7, 2026