

# WICF



# STREAMER SAFEGUARDING STANDARDS

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# 01.

# PURPOSE

As chess events become more visible online, streamers and content creators are playing an increasingly important role in growing the game, bringing in audiences, and sharing the tournament experience with the wider chess community.

***With that visibility comes responsibility.***

Tournaments should take reasonable, proportionate steps to help protect streamers from harassment, stalking, intimidation, intrusive spectator behaviour, and unwanted disclosure of private information. These steps are part of running a professional event, delivering a positive experience, and creating an environment where streamers can contribute safely and confidently.

This document is intended as a practical, forward-thinking framework that tournaments can adopt according to their size, resources, and level of risk.

## Why This Matters:

Implementing streamer safeguarding measures helps tournaments:

- Provide a better and safer experience for invited talent
- Demonstrate professionalism and duty of care
- Protect the event's reputation
- Support stronger creator relationships and future attendance
- Reduce the risk of incidents escalating through lack of process

***Create a more welcoming environment for everyone involved***

## 02.

# MINIMUM STANDARDS AT TOURNAMENTS

At a minimum, tournaments hosting or inviting streamers should:

### **1. Agree publicity timing in advance.**

Where streamers are attending in a public-facing role, organisers should agree in advance when their attendance can be announced. In some cases, delayed publicity may be appropriate to help reduce risks linked to harassment, stalking, or unwanted attention.

### **2. Do not publish travel, accommodation, or detailed movement information.**

Travel plans, accommodation details, and real-time or detailed movement information should not be published or casually shared.

### **3. Appoint a named safeguarding contact or WICF Advocate.**

Provide a trusted point of contact for streamers before and during the event.

### **4. Provide a clear reporting route.**

Make it easy for streamers to report uncomfortable, inappropriate, or concerning behaviour quickly and confidentially.

### **5. Keep an incident log.**

Record reported incidents so patterns can be identified and concerns can be escalated appropriately.

### **6. Set spectator and conduct expectations.**

Include clear guidelines on appropriate behaviour around streamers, filming areas, boards, and venue spaces.

## **7. Protect privacy and movement.**

Take reasonable steps to reduce unnecessary exposure around venue access, filming locations, and movement through the event space.

## **8. Offer safe space, arrival and departure support.**

Where appropriate, offer a streamer/staff only access room as a safe space, travel accompaniment, transport support, or quieter exit options.

## **9. Allow pre-event risk flagging.**

Give streamers a way to confidentially raise concerns in advance, including known individuals or prior harassment issues.

## **10. Handle complaints fairly.**

Ensure complaints involving streamers are documented and reviewed properly, including the possibility of bad-faith or malicious reports.

## **11. Reserve the right to act.**

Organisers should be prepared to warn, restrict, remove, or ban individuals whose behaviour causes harassment, fear, intimidation, or repeated unwanted contact.

# **A Proportionate Approach:**

- Not every tournament will need the same measures.
- A small local event may only need a clear reporting process, a named contact, and sensible privacy steps.
- A large international event may require enhanced measures such as controlled creator areas, escorted exits, security presence, and formal incident escalation procedures.
- The aim is not to impose unnecessary burden. The aim is to ensure that every tournament takes safeguarding seriously and puts appropriate systems in place.

## 03.

# STREAMER SAFEGUARDING IMPLEMENTATION GUIDE

This guide expands on the minimum standards and offers practical suggestions for tournaments that want to support streamers and content creators more effectively.

The purpose is not to create fear or overcomplicate event operations. It is to give organisers a practical framework for preventing avoidable problems, responding better when issues arise, and helping streamers feel safe and supported.

- We want to set a strong standard for professional event care.
- We want streamers to feel welcomed, supported, and safe.
- We want to reduce avoidable risks through simple planning.
- We want to be a tournament that people trust.
- We want to lead by example as the chess world grows.

This is especially relevant for streamers who are publicly visible before or during the event and who may be more exposed to unwanted attention, harassment, stalking behaviour, or inappropriate spectator conduct.

## Core Principle:

If a tournament invites, hosts, promotes, or facilitates streamers, it should take reasonable steps to help protect them from harassment, intimidation, stalking, and intrusive behaviour.

### Safeguarding should be proportionate to:

- Event size
- Public visibility
- Number of spectators
- Existing known risks
- Level of creator promotion
- Available staffing and resources

## Quick Action Checklist

Organisers should be able to answer yes to the following:

- Have we agreed in advance when the streamer/creator's attendance can be publicised?
- Are we avoiding publication of travel, accommodation, and detailed movement information?
- Have we assigned a named point of contact?
- Is there a clear way to report concerns confidentially?
- Do we have a process for logging incidents?
- Have we set behavioural expectations for spectators and attendees?
- Do we have a plan if someone behaves in a way that is concerning or escalates?
- Have we offered support for arrival and departure where appropriate?
- Is there a safe space or staff only access area creators can use as refuge?
- Can streamers raise concerns before the event starts?
- Have staff been told what to do if a problem arises?

# RECOMMENDED MEASURES:

## Publicity Timing and Information Control

### Minimum Expectation:

- Agree in advance when a streamer's attendance can be publicised.
- Because streamers and content creators are often attending in a public-facing role, promotion will usually be part of the event. However, organisers should agree in advance on when a streamer's attendance can be announced.
- Some streamers may have prior experiences of harassment, stalking, or unwanted attention. In those cases, announcing attendance too early can create avoidable risks before the event has even begun.

### Good Practice:

- Agree in advance when attendance can be announced
- Consider delayed announcement where appropriate, such as on arrival or once the event has started
- Avoid real-time updates that make a streamer's immediate location overly easy to track
- Treat publicity timing as part of basic safeguarding, not just marketing

## Travel, Accommodation, and Movement Information

### Minimum Expectation:

- Do not publish travel plans, accommodation details, or detailed movement information.
- This includes public posts, promotional materials, schedules, staff chatter, volunteer chatter, and informal sharing in group chats or public spaces.

### Good Practice:

- Treat hotel and travel information as confidential
- Do not include accommodation details in broad-access chats
- Do not casually reveal where a streamer is staying
- Avoid discussing private transport plans in public or semi-public areas
- Brief staff and volunteers that this information is not to be shared

### Why this Matters:

A lot of risk comes not from one official announcement, but from casual leakage.

### Named Safeguarding Contact or WICF Streamer Advocate

#### **Minimum Expectation:**

Assign one named point of contact for streamer safeguarding, plus a backup where possible.

#### **Their Role:**

- Receive concerns confidentially
- Be reachable during the event
- Log incidents
- Assess whether a concern needs escalation
- Coordinate with organisers, venue staff, or security if needed
- Check in with streamers when appropriate

#### **Good Practice:**

- Share the contact details before arrival
- Make sure the contact is known on-site
- Where possible, ensure at least one woman is available as a contact option
- Ensure the contact has authority to act, not just pass messages along

### Reporting and Incident Logging

#### **Minimum Expectation:**

Provide a simple reporting route and keep a written log of incidents.

#### **Reporting routes could include:**

- WhatsApp, Text Message or Phone Call to Relevant Tournament Authority
- On-site reporting to the Safeguarding Contact or WICF Advocate
- Private and Anonymous Form

#### **An “Incident Log” should include:**

- Date, Time, Location Incident Took Place
- Who Reported It (with the option for Anonymous Reporting)
- What Happened and Who was Involved
- Possible Witnesses
- Action Taken by Tournament
- Whether further monitoring is needed

## Spectator Conduct and Behavioural Expectations

### **Minimum Expectation:**

Set clear expectations for how attendees and spectators should behave around streamers.

### **This can be included in:**

- Event regulations
- Streamer invitation packs
- Venue signage
- Spectator codes of conduct
- Registration terms

### **Good Practice:**

- Minimize close hovering around streamer boards or filming setups
- Repeated attempts to engage after being ignored or declined
- Intrusive filming or photographing
- Following someone around the venue
- Waiting around exits or private areas
- Trying to obtain private information
- Using organisers or staff to repeatedly pass messages
- Online harassment linked to in-person behaviour

## Safe Movement Around the Venue

### **Minimum Expectation:**

- Think through how streamers move through the event space and whether anything can be made safer or more discreet.

### **Good Practice:**

- Staff accompaniment on request
- Access to a safe room or staff only area as a safe space if needed
- Access to a quieter entrance or exit
- Avoiding unnecessary crowding around creator setups
- Clear staff escalation if someone is lingering or following
- Designated filming or interview areas where possible

### **Arrival, Departure, and Transport Support**

#### **Minimum Expectation:**

Offer reasonable support for getting to and from the venue safely where appropriate.

#### **Examples:**

- Walking someone to a taxi or accomodation
- Arranging a car at the end of the day
- Ensuring nobody is left alone outside if they are uncomfortable
- Offering a quieter route out of the venue
- Having a staff member accompany them to transport

### **Pre-Event Risk Flagging**

#### **Minimum Expectation:**

- Allow streamers to raise concerns before the event begins.

#### **Suggested Questions:**

- Do you have any safeguarding concerns around publicity timing?
- Are there any individuals you would like organisers to be aware of?
- Would delayed or limited publicity be helpful?
- Would you like a named safeguarding contact before arrival?
- Are there any movement, transport, or exit arrangements that would help you feel safer?

### **Handling Complaints and Malicious Reports**

#### **Minimum Expectation:**

- Complaints involving streamers should be documented and assessed fairly.

#### **Suggested Questions:**

- Do not act on anonymous hearsay without review
- Document complaints before taking action
- Distinguish genuine conduct concerns from targeted harassment
- Involve more than one decision-maker where possible
- Keep the streamer informed where appropriate

#### **Why this matters:**

Sometimes harassment happens directly. Sometimes it happens through bad-faith complaints, pressure campaigns, or attempts to damage someone's participation.

### **Staff and Volunteer Briefing**

#### **Minimum Expectation:**

Brief staff and volunteers on what to do if issues arise.

#### **The briefing should cover:**

- Who the safeguarding contact is
- How to respond if someone raises a concern
- Signs of following, hovering, repeated unwanted contact, or intimidation
- The importance of taking concerns seriously
- Not dismissing issues as overreaction or fan awkwardness
- Confidentiality and privacy expectations

### **Escalation and Exclusion**

#### **Minimum Expectation:**

- Organisers should be prepared to act when behaviour crosses the line.

#### **Suggested Consequences:**

- Verbal warning
- Removal from a specific area
- Closer monitoring
- Revocation of spectator access
- Expulsion from the venue
- Event ban
- Referral to venue security or police if necessary

#### **Suggested principle**

If behaviour causes fear, intimidation, harassment, repeated unwanted contact, or a credible safeguarding concern, organisers should act promptly and proportionately.

# 04.

# SUGGESTED TIER APPROACH

## **Tier 1: Essential for all tournaments**

- Agree publicity timing in advance
- Do not publish travel, accommodation, or detailed movement information
- Named safeguarding contact
- Reporting route
- Incident log
- Spectator conduct expectations
- Privacy-conscious handling of information

## **Tier 2: Recommended for mid-size and creator-facing events**

- Pre-event safety check-in
- Staff briefing
- Designated filming areas where possible
- Optional accompaniment or transport support
- Quieter entrance or exit plan

## **Tier 3: Recommended for large, high-profile, or high-footfall events**

- Dedicated creator liaison
- Enhanced monitoring of creator zones
- Restricted access areas
- Security presence where appropriate
- Formal escalation process and incident response plan



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