

DAIGON Esports Student Code of Conduct

Introduction

DAIGON is dedicated to providing a safe, inclusive, and competitive platform for international schools to participate in esports. Our goal is to promote positive gaming habits, teamwork, integrity, and digital well-being among young gamers. The following Code of Conduct outlines the expectations and responsibilities of all players, coaches, parents, and organizers involved in DAIGON esports events.

Core Values

Respect

All participants must show respect for their opponents, the rules of the competition, and the values of DAIGON at all times. This includes avoiding negative self-talk, acknowledging and wishing each other "Good Luck" and "Good Game," and refraining from any forms of violence, racism, sexism, religious, or any discrimination.

Integrity

Integrity is at the core of DAIGON and is expected from all participants. This includes conducting oneself with honesty and self-respect, and not using any cheating or exploiting tactics during game play.

Inclusion

Gaming is for everybody, and DAIGON is committed to promoting inclusivity and diversity in all its events. This means that all players must be open to and include others, regardless of their background, skills, or beliefs.

Teamwork

DAIGON encourages players to support and encourage their teammates, as well as to show team spirit and pride. Being part of a team and learning how to contribute to a common goal is a valuable life skill that DAIGON aims to promote.

Behaviour Management

To ensure that all participants adhere to the DAIGON Code of Conduct, the following Behaviour Management process will be applied:

Warning

In the first instance, any player who displays behavior that is not in line with the expectations outlined in the Code of Conduct or the values of DAIGON will receive a warning.

Yellow Card

The next step in the Behaviour Management process is a Yellow Card, which may be issued for repeated negative behavior after a verbal warning. A player may also be issued a Yellow Card immediately for serious and offensive behavior. A Yellow Card may also result in a temporary suspension from competitive play.

Red Card

The final step in the Behaviour Management process is a Red Card, which signifies an instant disqualification for the offending player. A Red Card may also be issued immediately for extreme behavior, such as violence, racism, sexism, homophobia, or religious discrimination. In the case of a Red Card, DAIGON will forward an incident report to the representative school within 48 hours.

Conclusion

By adhering to the DAIGON Code of Conduct, all participants can help ensure that DAIGON esports events are safe, competitive, and enjoyable for everyone involved. We encourage all players, coaches, parents, and organizers to familiarize themselves with the Code of Conduct and to promote its values in their own communities.