Vickery Creek Vipers - E-Sports

CODE OF CONDUCT AND PARTICIPATION GUIDELINES

VCMS E-SPORTS is a collaboration of students who attend **VCMS E-SPORTS** and who would like the opportunity to game at a competitive level with other students of similar ages. The purpose of the club is to connect competitive gamers with each other, provide a social avenue to discuss competitive gaming, provide a team environment, and to foster personal skills through gaming such as critical/strategic thinking, problem-solving, reflection, communication, teamwork, and leadership.

Special thanks to www.Esportscodeofconduct.com for providing the framework and research for this guide.

CODE OF CONDUCT

PREFACE

Esports encompass a thriving community, practiced by people in various situations and from different backgrounds. This provides great potential for Esports to be inclusive. We strive to promote an inclusive community at the aggregate level, and solid leadership and gamesmanship at the individual level.

This document is a tool to ensure we realize that potential. Together, we can create an Esports environment where people can feel welcome, meet, compete, and evolve. There are a variety of figures engaged in the community, including players and organizers (such as coaches and general managers). This code will focus on the role these figures place in the **(Insert School Club Name)**, hereinafter referred to as **(Insert School Name Abbreviation)** or the "Club," and how it impacts the experience of those engaged in the community.

To accomplish this, we need to follow a common set of rules, and take individual responsibility for how we treat each other, both online and offline.

1. **WHO IS AN ESPORTS PLAYER?**

   When we write about Esports player, we are referring to the broadest possible sense. Anyone that plays competitively against others in a game on a computer, console, or other device can be considered an Esports player. This document focuses on organized Esports, and skill level is not important in this context. The contents of this document can apply to everyone, from beginners to professional players.

2. **RULES FOR A BETTER SPORT**

   Esports should be an open and welcoming environment, where all parties involved feel safe, have fun, and develop their skills. To create such an environment, we need to take personal responsibility for how we behave toward our fellow players, tournament staff, and spectators. By following the rules set out below, we make the Esports environment a place for everyone.

   Note that these rules apply to outside matches as well and are not limited to Club tournaments.

3. **ETHICS FOR PLAYERS**

   Players include those who are on the active roster, and those who are associated with the team in other capacities. As a player adhering to the rules below, you ensure that your event promotes an open and welcoming Esports environment.

3.1. Player Code of Conduct

3.1.1. Offensive expression. Expressing ourselves in an offensive manner toward other players or their actions in the game, regardless of whether they are opponents or teammates will not be accepted.

3.1.2. Offensive language. Do not use language, nicknames or other expressions that insult   another player's gender, gender identity, origin, physical ability, sexual orientation, religion, or age.

3.1.3. Team dynamic. Always support our team, communicating positively and with respect.

3.1.4. Violent language. Do not use language or actions that refer to sexual violence or other violence.

3.1.5. Violent actions. Do not act in a threatening or violent manner.

3.1.6. Cheating. Cheating or hacking is strictly forbidden and will not be tolerated.

3.1.7. Private information. Do not share our account information or any other private information that could put ourselves or our peers at risk.

3.1.8. Harassment. You may not harass other players, team members, or other associated parties.

3.1.9. Sexual Harassment. You may not sexually harass other players, team members, or other associated parties. There is zero tolerance for any sexual threats or coercion or the promise of advantages in exchange for sexual favors.

3.1.10. Discrimination and Denigration. You may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or derogatory words or actions on account of race, ethnicity, socioeconomic status, ability status, gender identity, language, religion, political opinion or any other opinion, sexual orientation, or any other reason.

4.   **CONSEQUENCES FOR BREAKING THE CODE OF CONDUCT**

4.1. Subjection to consequences. Any team member found to have violated or attempted to violate the Code of Conduct is subject to consequences. The nature and extent of the consequences shall be made in the sole discretion of the Club sponsor and or administrators. Execution or results of consequences must comply with the (Insert School Year) (Insert School Club Name) Rules.

4.2. Options for consequences. Failure to abide by the Code of Conduct may result in any of the following:

4.2.1. Warnings. Low severity or first-time offenses may be offered a written warning, along with supplemental opportunities for mediation.

4.2.1.1. Additional warnings. After a minimum of two written warnings, the Club sponsor/administrator(s) reserves the right to impose more severe consequences, as seen in Section 4.1.2-6.

4.2.2. Loss of side selection for current or future game. In this case, the opposing team may be given the privilege of side selection.

4.2.3. Immediate forfeit of game or match. In this case, the tournament referee has the right to call for immediate forfeiture due to misconduct.

4.2.4. Player suspension from the entire tournament. In this case, a single player may be suspended, while the team may continue to compete with a replacement.

4.2.5. Player suspension from tournament live events. In this case, this bars a player from attending the live events in totality.

4.2.6. Team disqualification. In this case, if three or more players on a single team have violated the Code of Conduct, the entire team may be disqualified.

4.3. Administering consequences. The Club sponsor/administration will review any reports of misconduct at meetings scheduled at their own discretion.

4.3.1. Protocol for administering consequences. If a party is found guilty of misconduct, the protocol for administering consequences is followed as such:

4.3.1.1. Email. For written warnings, an email may be used to notify the guilty party. Their parent must receive a copy of the email.

4.3.1.2. Phone call or in-person. For consequences in relation to Section 5.2.2-6, the Club sponsor must speak with the guilty party via phone call or in-person. The parent, guardian, teacher, or school administrator must be notified.

PARTICIPATION GUIDELINES

This section is intended to complement the rules in the Code of Conduct. Here, players, organizers, and parents can get practical tips on how to take action to make Esports more open and welcoming. It is not intended to be a list of exhaustive requirements that you must meet, but rather a means to develop your role in Esports.

A. TIPS FOR BECOMING A BETTER PLAYER

The following tips are good to remember when tournaments and matches are at their most intense. Esports can create joy, frustration, anger, and happiness. What is important is how we deal with these feelings and that we make an effort to contribute to a more welcoming environment.

In addition to making Esports a better place, your own performance will benefit from a positive mindset — put simply, you will win more if you are a constructive player!

If you currently are or are aiming to become a professional player, it is also easier to get sponsorship if companies feel that you are well-behaved, responsible, well-spoken, and mature.

   I.   **Online is the same as offline**

           Remember that it is each player's responsibility to behave in a way that creates a good environment in chat rooms and in the game. Treat teammates, opponents, and admins in the same manner both online and offline, based on how you would behave if you met them in an everyday situation, even when playing/talking/chatting online.

   II.   **Accept when others feel offended**

           Accept that people can feel offended about things that you yourself would not react to. People have different backgrounds and experiences, and this makes us perceive language in different ways. Even if you are accustomed to a way of joking or talking during contests, it is not certain that everyone involved in the game will experience it the same way. Keep in mind that even those who cannot directly communicate with you (other players and the audience) are affected.

   III.   **Encourage instead of mock**

           Remember — we are all human, and we all make mistakes. We are all new to a game at some point. To be constructive and give helpful hints instead of showing frustration helps new players, and contributes to creating a positive environment, as well as increasing the chances of victory.

   IV.   **Show empathy**

           If you are angry, try to control it before directing your anger at another player. There are no rights and wrongs when it comes to feelings, and you will experience both anger and joy when playing. However, there are rights and wrongs when it comes to how emotions such as anger are expressed - think

about how it feels when another player takes their anger out on you. One rule to remember is to treat people the same way online as you would offline.

V.   **You win more matches with positive words**

When you play in a team, try to be positive and lift your teammates with constructive dialogue and encouragement. It's much easier to win if the dialogue in the team is open and tolerant — statistics show that players with constructive attitudes during difficult moments in the matches win 10% more than the average!

VI.   **Be a good winner**

It's a great feeling to win a game or a contest, and you should enjoy that feeling! But at the same time, don't rub your opponent's nose in it. Think about the frustration you feel when nothing works, and a game ends in defeat. In that situation, taunting can be tough to take.

VII. **Influence others**

Spectators and players that see you behave well toward other players, organizers, and admins will be inspired to do the same. Even outside the game, such as on social media, the way you conduct yourself makes an impression, good and bad. Your behavior makes a difference — so choose to be a good role model.

VIII. **Analyze instead of complaining**

If you are angry at a loss, do not take it out on your teammates or find ways to pass the blame — try instead to look at the statistics or the replay and consider how you could have played differently. You'll often find that the skill of your opponents was probably a much bigger factor in the defeat than the performance of you and your fellow players. Also, find ways to analyze your own game with an open mind and consider that there are ways in which you personally can improve on mistakes you made.

IX.   **Respect referees and organizers**

If you participate in a tournament, treat the referees and organizers in a respectful manner. You are, of course, entitled to criticize what you see as a miscarriage of justice, but flaming or acting aggressively toward referees or organizers during a tournament does not benefit anyone. The verdict will not change, and you will lose focus on your performance.

B. TIPS FOR PARENTS

Esports is a relatively new phenomenon that became firmly established in the early 2000s. It is about individuals or teams competing against each other in computer or video games.

Despite their enormous popularity, parents can often find it difficult to understand how the games work or why their children enjoy playing them so much. This document strives to support Esports to build positive norms and to help fulfill the great potential that exists for it to be an inclusive space. The structure of Esports

is somewhat unique, in that people from very different backgrounds have the opportunity to participate, to a much greater extent than other sports.

One of the challenges facing Esports is the lack of support structures, such as a parental presence. It is much more difficult for a young sport to build positive frameworks without help from the adult world,
so it is therefore important that you as parents get involved in your child's Esports interest. Here are some practical tips on how you as a parent can increase your knowledge of Esports and support your children:

I.   **Ask questions**

As a parent, it can sometimes be difficult to come across as vulnerable or lacking in knowledge. Most of us expect to be able to answer most of the questions our child asks. It might even feel frustrating that we do not understand much of the child's main interest.

The solution may sound simple - ask questions! Genuinely curious questions will often go a long way towards deepening your understanding. Many young people are more than willing to talk about their last game, or the character they play at the moment, but few get the chance to talk about it with a parent who really engages with them. Dare to give them the time and attention to share their world with you – the payback is truly worth it!

II. **Show that you value their interest**

Previously, the primary meeting points for young people were physical locations, such as the local recreation center. Nowadays, a lot of social interaction has moved to online environments. Games and social media are genuinely important for young people's social interaction and the building of self-esteem. There are many opinions on this development, but the fact remains — digital social interaction is important to adolescents and Esports is an example of this. As a parent, you need to show that you value the interest and the time your child spends on Esports, the same way as you encourage and value other hobbies. Doing so is a prerequisite for being able to talk about Esports in a constructive way. If you do so, your children will talk to you about things that happened in the game environment, both positive and negative, in a natural way.

III. **Learn the basics of the game**

You do not need to be an expert on your child's game, but a basic knowledge of it will help your communication with them immensely. A common example of a conflict surrounding the game is mealtimes. Matches vary in time, but they can often take 45 minutes or longer. If a parent knows roughly how long the games are, it becomes easier to set the deadline for when the last game before dinner will start. Of course, everyday life cannot only be guided by the game, but having to leave in the middle of a game in Club of Legends is comparable to being taken from a football match before it is finished.

A player who leaves before the end of the game also suffers a penalty, such as a temporary suspension. It also causes problems for the team — it is very difficult to win a game with too few players. Compare that situation with a basketball team that has to play a full game with only four players on the court.

IV. **Play together**

For some parents, it might sound far-fetched to sit down at the computer or TV and engage in Esports with their child. It may seem complicated or difficult. But, in reality, it is no different than playing

football or reading a book with them. The energy you put into mastering the game will be repaid many times over when you share your child's favorite interests, and when you together experience all the emotions that Esports creates. As a bonus, you increase your knowledge of the game, which makes it much more likely that your child will spontaneously bring up the events in and around the games — they know that you already understand.

V.   **Go to a LAN party**

Take your kids or go yourself. To be at a LAN party, where people get together over a weekend to play games, as a curious onlooker or even as a participant, will go a long way to enhancing your understanding of Esports. It will give you a chance to meet everyone involved in Esports, from the organizers to the players, fans, and commentators. There is no better way to get an overview of what Esports is all about.

VI.   **Get involved in Esports events**

View the LAN party or tournament like any other sporting event! You've probably driven your children to practice for other sports, or sold hot dogs or coffee when they played a game - why should Esports be different? So help out by carrying chairs at the LAN party, by carrying computers or by going with them to a tournament in another town. Parental presence in Esports is extremely important when it comes to creating positive norms!

VII.   **Contact clubs and federations**

A good way to ensure that your children get the most out of Esports is to contact a club or federation that conducts Esports activities. There are a lot of associations that organize weekly online and physical events. Being part of a club or federation gives your child a chance to meet others to play with, helps them develop their skills and, perhaps most importantly, teaches them about the democratic nature of clubs and federations.