



Ysleta Independent School District

CODE OF CONDUCT AND PARTICIPATION GUIDELINES

CODE OF CONDUCT

PREFACE

The District eSports program is an all-inclusive opportunity for students of all ages to participate in solo or competitive video games. With social emotional learning (SEL) strategies at its core, the program will provide students with new opportunities to grow and expand their skill set, while also enhancing their academic career.

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, like campus eSport coaches and central office staff. This code will focus on the role these figures place in the **Ysleta ISD eSports Program**, hereinafter referred to as **The District eSports** 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?

The District defines a player as any student that plays against others in a game on a computer, console, or other device, in a competitive or team based opportunity. This document applies to any student that participates in the program.

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. Participation Guidelines

While not exhaustive, this list includes several guidelines that all clubs and teams are expected to follow. These guidelines promote a healthy team environment that welcomes all students.

3.1. 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.

3.2. 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.

3.3. 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.

3.4. 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.

3.5. 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!

3.6. 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.

3.7. 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.

3.8. 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.

3.9. 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.

4. Ethics for Players

The Code of Ethics applies to all individuals who participate in the club or team in any capacity. It is the responsibility of the club and team to promote a welcoming environment.

4.1. Player Code of Conduct

- 4.1.1. **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.
- 4.1.2. **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.
- 4.1.3. **Team dynamic.** Always support our team, communicating positively and with respect.
- 4.1.4. **Violent language.** Do not use language or actions that refer to sexual violence or other violence.
- 4.1.5. **Violent actions.** Do not act in a threatening or violent manner.
- 4.1.6. **Cheating.** Cheating or hacking is strictly forbidden and will not be tolerated.
- 4.1.7. **Private information.** Do not share our account information or any other private information that could put ourselves or our peers at risk.
- 4.1.8. **Harassment.** You may not harass other players, team members, or other associated parties.
- 4.1.9. **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.
- 4.1.10. **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.

5. Violations of the Code of Conduct

- 5.1. **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.
- 5.2. **Options for consequences.** Failure to abide by the Code of Conduct may result in any of the following:
 - 5.2.1. **Warnings.** Low severity or first-time offenses may be offered a written warning, along with supplemental opportunities for mediation.
 - 5.2.1.1. **Additional warnings.** After a minimum of two written warnings, the Club sponsor/administrator(s) reserves the right to impose more severe consequences, as detailed in the following bullets.

- 5.2.2. **Loss of side selection for current or future game.** In this case, the opposing team may be given the privilege of side selection.
- 5.2.3. **Immediate forfeit of game or match.** In this case, the tournament referee has the right to call for immediate forfeiture due to misconduct.
- 5.2.4. **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.
- 5.2.5. **Player suspension from tournament live events.** In this case, this bars a player from attending the live events in totality.
- 5.2.6. **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.
- 5.3. **Administering consequences.** The Club sponsor/administration will review any reports of misconduct at meetings scheduled at their own discretion. Additional mediation or input may be requested or required by Central Office staff overseeing the program.
 - 5.3.1. **Protocol for administering consequences.** If a party is found guilty of misconduct, the protocol for administering consequences is followed as such:
 - 5.3.1.1. **Written Documentation.** The Club sponsor or administrator must provide written notice for the guilty party. The parent of the student must also receive a copy.
 - 5.3.1.2. **Email.** Email may be used to notify students in middle school and high school. Parents must receive a copy of the email.
 - 5.3.1.3. **Phone call or in-person.** The club sponsor may also speak with the student and parent via phone call or in-person. If the violation is severe (suspension or disqualification), this is mandatory.

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