



## **McHenry County Esports Academy Code of Conduct**

MC Esports Academy holds our staff, students, and partners accountable to the same mission: ensure our esports environment is inclusive, supportive, and empowering. As a member of MC Esports Academy, you are expected to adhere to the Code of Conduct listed below.

### **1. Engagement**

#### **1.1. Safe Spaces**

Students and staff will work proactively to create a welcoming environment where everyone feels safe, regardless of sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.

#### **1.2. Club Participation Dynamic**

Always support our teams and competition community, communicating positively and with respect. In that MC Esports Academy operates transparently, fairly and dispassionately with regard to team functions. If students or parents have any concern, disagreement or suggestion with, for or about MC Esports Academy, its leadership, or its policies and procedures, then team members are asked to make earnest attempts to work with MC Esports Academy staff to resolve those matters before posting to internal or external websites, social media, etc.

#### **1.3. Moderating**

MC Esports Academy will moderate public channels, such as social media or forums, in conjunction with your teams and events. We will not tolerate any provisions of negative communication, including offensive expression and language, harassment, discrimination, violence, and competitive dishonesty.

#### **1.4. Reporting**

MC Esports Academy encourages members, parents, bystanders, and spectators to immediately report any abuse they witness.



### 1.5. Conflict Resolution and Consequences

MC Esports Academy encourages any conflicts between students that cannot be resolved between themselves be brought to academy staff for resolution.

Any conflicts between MC Esports Academy students and other schools will be immediately brought to academy staff for resolution.

Upon discovery of any student or staff committing a violation of this Code of Conduct, MC Esports Academy executive staff may, without limitation of its authority, review all data and evidence and issue consequences. Verbal and written reports will include visual evidence when reporting violations (screenshots or short videos) if available. Reports by students, parents, or staff will be sent via the MC Esports Academy website to the MC Esports Academy Program Manager as soon as possible when they occur.

### 1.6 Investigation

If MC Esports Academy executive staff determine that a student or staff member has violated this Code of Conduct, the MC Esports Academy Program Manager may assign penalties at their sole discretion. If the MC Esports Program Manager contacts a student, the student is obligated to tell the truth. If the student lies to the MC Esports Academy Program Director or creates an obstruction of the investigation, then the student is subject to penalties.

### 1.7 Penalties for Violation of Code of Conduct or Competition Rules

Violations of this Code of Conduct or competition rules will result in penalties being applied. These include, but are not limited to, written warnings, suspension of play or removal from the MC Esports Academy.

### 1.8. Confidentiality

MC Esports Academy students or staff may not disclose any confidential information provided by MC Esports Academy, associated competition leagues or any affiliate, by any method of communication, including all social media channels.

### 1.9. Non-Compliance

MC Esports Academy students or staff may refuse or fail to apply the instructions or decisions of MC Esports Academy executive staff or competition league officials.



## **2. Behavior**

### **2.1. Offensive Expression**

MC Esports Academy students or staff will not express oneself in an offensive manner toward other students, staff, players, officials, and parents. Offensive expression includes, but is not limited to, actions which are insulting, mocking, disruptive or antagonistic. For example, offensive gestures or movements via player's avatar before, during, or after a match is strictly prohibited.

### **2.2. Offensive Language**

MC Esports Academy students or staff will not use language, nicknames or other expressions that insult another students, staff, or players sex, gender, identity, expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.

### **2.3. Offensive In-game Names or Handles**

MC Esports Academy students or staff will not use nicknames, team names, skins, or anything else that may be offensive, as described in "Offensive Language", above.

### **2.4. Harassment**

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

MC Esports Academy students or staff will not use words or actions that make another person uncomfortable, including, but not limited to: name calling, spreading rumors, telling unsolicited jokes, or spamming messages.

Unwelcome or hostile touching of a person or clothing is not allowed.

MC Esports Academy students or staff will not sexually harass students, staff, players or other associated parties. Sexual harassment is defined as unwelcome sexual advances. Sexual harassment assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats or coercion or the promise of advantages in exchange for sexual favors.

### **2.5. Discrimination and Denigration**

MC Esports Academy students or staff will not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigratory 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.



## 2.6. Violent Language

MC Esports Academy students or staff will not use language or actions that refer to sexual violence or other violence.

## 2.7. Violent Actions

MC Esports Academy students or staff will not act in a threatening or violent manner.

## 2.8. Private Information

MC Esports Academy students or staff will not share account information or any other private information that could put themselves or peers at risk.

## 2.9. Competition Behavior

The following actions will be considered unfair play and will be subject to penalties at the discretion of MC Esports Academy executive staff and/or competition officials.

**Collusion:** collusion is defined as any agreement among two or more club participants or confederates to disadvantage opposing club participants. Collusion includes, but is not limited to, acts such as soft play, which is defined as any agreement among two or more players to not damage, impede or otherwise play to a reasonable standard of competition in the game.

**Prize Splitting:** Pre-arranging to split any form of prizing.

**Ghosting:** sending or receiving signals, including electronic, from a confederate to/from any other individual.

**Throwing:** deliberately losing a game for compensation, or any other reason, or attempting to induce another club participant to do so.

**Cheating:** acting dishonestly or unfairly to gain an advantage.

**Impersonate:** playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

**Ringing:** replacing a roster player with a player not on the official roster.

**Cheating Device:** the use of any kind of cheating device and/or technology.

**Hacking:** any modification of the game client by any person, specifically in relation to a MC Esports Academy sponsored competition or activity.

**Exploiting:** intentionally using any in-game bug or any feature not working as intended, at the sole discretion of competition officials, to seek an advantage.



#### 2.10. Criminal Activity

MC Esports Academy students or staff will not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

MC Esports Academy students or staff will not take part, either directly or indirectly, in betting or gambling on any results of any MC Esports Academy tournament, match or event.

MC Esports Academy students or staff will not offer any gift or reward to opposing players, competition representatives, officials or employees, or any other person connected with or employed by another esports team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

#### 2.11. Profanity and Hate Speech

MC Esports Academy students or staff will not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. This rule also applies to public social media, live streaming, or player comms during live events such as playoffs or national championships.

#### 2.12. Abusive Behavior

Abuse of competition officials, opposing team members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's computer, body or property will result in penalties. Students, staff, and their guests (if any) must treat all individuals attending a match with respect.

#### 2.13. Ban Evasion

MC Esports Academy students or staff will not attempt to roster or start a player that is not eligible due to disciplinary action or account bans by use of a smurf or alternate account.

#### 2.14. Officials Discretion

Any other further act, failure to act, or behavior, in the sole judgement of competition officials, which violates this Code of Conduct and/or the standards of integrity established by that said competition organization (i.e., HESL) for competitive game play.



### **3. Commitment**

#### **3.1. Grades**

MC Esports Academy students will maintain passing or higher grades in all academic classes. If students do not maintain passing grades, they may become ineligible by their parents and not be allowed to scrim or participate in competitions. If any student becomes ineligible, they will not be allowed to return to scrims or competition until they raise their grade(s) to a passing or higher status.

#### **3.2. Scrim (Practice) and Competition Attendance**

MC Esports Academy students or staff will to the best of their ability attend ALL scheduled scrims and competitions. Team oriented esports like other sports rely on the commitment of their players to be successful. MC Esports Academy will impose penalties on any students or staff who cannot meet the required team commitment



## McHenry County Esports Academy Code of Conduct Acknowledgement

I have reviewed this code of conduct and will follow all provisions. I understand and acknowledge that violation of this code of conduct could result in suspension or expulsion of McHenry County Esports.

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Print Name

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Signature

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Date