

# EIU eSports RSO Code of Conduct

Through the support and promotion of competitive eSports to its students, Eastern Illinois University (EIU) eSports RSO seeks to develop and promote in its members values that it supports: **caring, respect, integrity, excellence, teamwork, and accountability**

Members of eSports RSO teams, through their conduct and behaviour, are expected to reflect those values associated with fair play and honest competition.

Members of an esports RSO team are expected to observe and honour the esports RSO code of conduct.

## Code of Conduct for eSports RSO Team Members

Esports RSO team members are expected to conduct themselves before, during and after competition, during practices, and in their interactions with competitors, teammates, spectators and fans, other students, coaching staff, and EIU officials and employees in a manner that is consistent with and supportive of the values promoted and supported by EIU, associated with fair play and honest competition, and promoted by the EIU esports RSO team. Eastern Illinois eSports is an equal opportunity RSO that has a zero-tolerance policy of hate speech and is entirely inclusive of all religions, sexual orientations, gender identities, and beliefs. All eSports RSO members will maintain this image in any part of Eastern Illinois esports, whether in the arena, in the discord, or on campus

## Roles and Responsibilities

The EIU eSports organization has elected and appointed roles that interact with players and teams. With each of these roles comes different responsibilities. Roles and responsibilities of elected positions are as follows:

- **President-** Conduct's meetings of officers, co-captains, players, and general members. Also is responsible for answering and directing general inquiries to appropriate individuals. Is expected to promote the organization at university events and functions as much as possible. Assists other elected and appointed positions where necessary. Also responsible for meeting with advisors weekly. Collects and reports team, co-captain, and player issues to the advisors.
- **Vice President-** Fulfills the role of president, treasurer, and/or secretary until such time a new one can be elected. Administers communication channels as needed. Assists when needed in coordination with co-captains, university staff, and teams to schedule practices, matches and after-hours events.
- **Treasurer-** Oversees collection of dues and payment for various purchases. Also responsible for overseeing reimbursement of individuals for RSO and team expenses.
- **Secretary-** Takes meeting minutes. Responsible for collecting roster sheets and coordinating due collection with treasurer. Provides advisors with current rosters of all teams.

Appointed positions may be created at any time to fulfill a need. Roles and responsibilities of current appointed positions are as follows:

- **Co-captains-** Each competitive team is required to have 2 co-captains. Co-captains may not graduate in the same academic year. Co-captains help to schedule practices, matches, and special events. Co-captains also serve as mentors for players. Co-captains are not to summarily create A teams and B teams which they separately manage. Co-captains are to actively seek leagues for

competition and tournaments where possible. Co-captains are expected to communicate with one another and with members of the entire team regularly. Co-captains must also provide reports to officers upon request. Co-captains must attend meetings to be available to answer questions and recruit for their teams. Co-captains must notify the president if issues arise that impact their abilities to fulfill their duties.

- Media and Communications coordinator- Serves as the manager for all the social media channels to promote the organization and events. May also serve as the manager of the RSO communication server as needed. This individual must communicate with advisors, co-captains and elected staff regularly.

## eSports Teams

eSports teams may be formed at any time. Individuals must first communicate with the advisors and executive board about the idea or interest of starting a competitive team. Individuals that wish to start a team must submit the title to the executive board and advisors along with a roster of players that have paid dues. Rosters must indicate the name of the 2 co-captains, and discord handles for all players. All teams that wish to enter a paid league must include 2 additional players on their official roster as substitutes.

- Teams are expected to meet regularly for practice.
- Teams are expected to compete at highest level of their abilities.
- Teams are expected to use resources of the organization appropriately and effectively.
- Players on teams are expected to report team issues that they do not feel can be resolved to RSO advisors.

## Communication Channels

eSports communication channels include various forms of social media and a communication server. These are the property of EIU eSports RSO. The media and communications coordinator will make every effort to provide accurate information that is positive on the RSO channels. Communication channels used to communicate during matches and practices shall have designated team channels. Designated team channels shall be reserved for rostered players for practice and matches. Executive officers shall have access to all team channels. Players maybe removed from channels only after consultation with RSO advisors.

Situations in which an individual may be removed include:

- Graduation from the university
- Non-participation in matches or practice for two consecutive weeks without notifying the co-captain and/or advisors
- Failure to pay dues
- Violation of the Code of Conduct

## The Code of Conduct

Each esports RSO player and RSO member will:

- a. act in an honest and ethical manner;
- b. respect the physical and emotional well-being and the dignity of teammates, competitors, coaches and staff, and EIU colleagues;
- c. deal honestly in all competitive, academic and personal activities with all members of the team, competitors and the EIU community;
- d. respect EIU and personal property;

- e. respect the policies and rules of the EIU, team and competition organizations, and the legitimate exercise of the authority of a coach, other team official, a referee, or other competition official;
- f. compete in a manner that is consistent with the principles of fair play and honest competition;
- g. compete in a manner consistent with the rules of competition, and the expectations of fair play and sportsmanship;
- h. demonstrate through behaviour the values espoused by Eastern Illinois University and promoted by the esports RSO team;
- i. promote, through attitude and behaviour, a positive image of the esports RSO team, esports, and EIU.

## Misconduct

Inappropriate behaviour or misconduct by a player requires the team, and potentially the EIU, to take appropriate disciplinary actions. The following behaviours and actions are contrary to the Code of Conduct and will result in sanctions against the offending team member.

The following list of inappropriate behaviours is not exhaustive or delimiting.

The Code of Conduct is breached by any student who:

- a. assaults, causes physical injury, attempts to cause physical injury or threatens to cause physical harm to any teammate, competitor or member of the EIU community during any competition, team activity or EIU activity;
- b. threatens, intimidates, verbally abuses or harasses on any grounds whatsoever - whether by words, gestures or other acts - any teammate, competitor or member of the EIU community;
- c. uses language that is obscene, vulgar, threatening, abusive, defamatory or otherwise objectionable during practice, competition or pre-or post-competition setting;
- d. commits an act of theft of, or recklessly damages, the property of the EIU or any member of the EIU community;
- e. accesses or uses EIU computing facilities for purposes other than those for which the facilities have been provided, including the transmission of offensive or prohibited communications, or who interferes with the operations of such facilities;
- f. creates a disturbance anywhere on EIU property, whether by sounds or actions, or otherwise interferes with the peaceful use of EIU property by others;
- g. is intoxicated or impaired by alcohol or illegal substances while engaged in practice, competition or associated team activities, or is in possession of illegal substances while on EIU property or engaged in team activities;
- h. is deemed by team officials or competition organizers to have broken any team or competition rules;
- i. competes or practices inconsistent with the expectations that a player will not:
  - I. compete or practice at less than the best of their abilities at all times (or perform at a lower level to cause a preconceived match result that may benefit the player or others);
  - II. offer, conspire or attempt to collude to influence the outcome of a match or any competition. Collusion is any agreement or cooperative action among two or more opposing competitors intended to disadvantage other participants and opponents. Collusion includes, but is not

limited to, acts such as:

- soft play (any agreement among two or more competitors not to play to a reasonable standard of competition),
  - agreeing to a rule set outside the official rules,
  - pre-arranging to split prize money or any other form of compensation,
  - deliberately losing a game - for compensation or any other reason - or inducing, or attempting to induce, another competitor to do so.
- j. hack or cheat, or attempt to do so, by
- I. installing or using software that the EIU team or competition organizers deem illegal or unfair,
  - II. using software that provides a 'Map Hack' (external software that provides more vision than intended by the game mechanics),
  - III. using 'Aim Bot' software (software that causes the automatic hitting of opponents when firing a weapon),
  - IV. 'Ghosting' (obtaining additional information about the game, for example the opponent, from third-party sources such as stream viewers or the live audience),
  - V. using any external software that directly tampers with the game software or that is deemed inappropriate or illegal relative to industry, tournament, or competition standards.
- k. practice 'Ringing' - playing under another player's or competitor's account during the competition.
- l. exploit or otherwise intentionally use any in-game bug, glitch, or unintended team feature to gain an unfair advantage.
- m. **Prioritizes other non-academic activities to the detriment of a competitive team**
- n. **Fails to execute the responsibilities of their appointed or elected position**
- o. Other violations otherwise contained in the EIU Student Conduct Code

## Violations

The eSports RSO advisors, coaches and administration have the right and responsibility to enforce and monitor compliance with the Code of Conduct, investigate and determine violations of the Code and impose sanctions where violations have occurred.

Inappropriate behaviour may result in violations of the Player Code of Conduct or the Student Code of Conduct or both and may be investigated and addressed by the team or the EIU or both. In instances in which there may have been illegal behaviour, police and criminal or civil legal authorities may be engaged.

**RSO members are expected to report issues or violations directly to RSO advisors or the RSO president as soon as they arise. If reported to the RSO president they shall report the issues or violations directly to the advisors immediately.**

## Sanctions

Sanction(s) will reflect the severity of the misconduct or violation and any previously levied sanctions. More than one sanction - under the Student Conduct policy and/or the Player Code of Conduct - may be

imposed for any single violation.

Disciplinary sanctions normally will be progressive in nature. However, the circumstances of the misbehaviour or the nature or severity of the misconduct may result in the immediate imposition of a more significant sanction up to and including expulsion from the eSports team or EIU.

The following sanctions may be imposed upon a player found to have violated the Player Code of Conduct. A record of all sanctions imposed on a player will be maintained in the player's file.

- a. Verbal warning - a verbal notice to the player that the player **or RSO member** is violating or has violated the Code of Conduct.
- b. Admonition and Warning - a written notice to the player that the player **or RSO member** is violating or has violated the Code of Conduct.
- c. Match Forfeiture – the coaches or administration may declare a scheduled match to be forfeited if it is deemed that a player, RSO of players, the team **or RSO member** is violating or has violated the Code of Conduct
- d. Probation - a written reprimand for violation of the Code of Conduct. Probation, including possible behavioural requirements, is for a designated period and includes the possibility of more severe disciplinary sanctions if further violations or inappropriate behaviours occur during the probationary period.
- e. Loss of Privileges - denial of specified privileges for a designated period.
- f. Behavioural Contract – a written agreement between the player ~~and the coach~~ **co-captains, and advisors** that specifies conditions that must be met and followed by the student in return for re-admission to specific team activities and that if contravened may result in further sanctions including suspension or expulsion.
- g. ~~Team~~ Suspension - separation of the player from the team **or RSO** for a definite period, after which the player is eligible to return. Conditions for the player's return may be specified.
- h. ~~Team~~ Expulsion - permanent separation of the player from the Team **or RSO**.
- i. **Demotion – removal of certain responsibilities for a position on a team or RSO.**

First and Last Name (Please Print): \_\_\_\_\_

First and Last Name (Signature): \_\_\_\_\_

Date: \_\_\_\_\_

*Payments made electronically serve as acknowledgement, understanding, and acceptance of the EIU eSports RSO Code of Conduct.*