

Montana Technological University Esports Club Code of Conduct

Policy

The Esports program at Montana Technological University is dedicated to the well-being of all participants. Esports team members are expected to adhere to values and guidelines adopted by the team. The Code of Conduct expects that each participant will:

- Promote a safe and inclusive gaming environment.
- Avoid any speech or behavior that can be construed as offensive or inciteful.
- Respect other team members, opposing players, and all participants in the esports program.
- Act in a manner that reflects positively on Montana Tech, its esports program, and the coaching and administrative staff.
- Play in an honest manner, with respect to in-game rules and the code of conduct.
- Treat all gaming facilities and equipment with respect and care.

Misconduct

The Esports program at Montana Technological University takes the safety and well-being of its players, coaches, and participants seriously. Inappropriate behavior and misconduct by team members will not be tolerated and engaging in such behavior will lead to disciplinary actions. The following behaviors and actions are contrary to our Code of Conduct and will result in sanctions against the offending team member:

1. **Offensive Expression.** You may not express yourself in a manner with the purpose to offend any other people. Offensive expression includes, but is not limited to, actions which are insulting, mocking, disruptive, or antagonistic. Offensive expression includes:
 - a. **Offensive Language.** You may not use language, nicknames, or other expressions that insult another player's sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
 - b. **Offensive In-Game Names or Handles.** You may not create or use nicknames, team names, skins, or anything else that may be offensive, as describe in "offensive language", above.
 - c. **Political Expression.** You may not use the esports platform, either in-game or through your role as an esports athlete, for politically inciteful actions or speech.
2. **Harassment.** All forms of harassment are strictly forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a single egregious instance, with the intention to isolate or ostracize a person or affect the dignity of the person. Harassment includes:
 - a. **Verbal Harassment.** You may not use words or actions to make another person uncomfortable, including, but not limited to: name calling, spreading rumors, telling unsolicited jokes, or spamming messages.
 - b. **Physical Harassment.** You may not take physical actions to make another person uncomfortable. Any unwelcome touching of a person or their clothing is not allowed.

- c. **Sexual Harassment.** You may not sexually harass other players, team members, or any other associated parties. Sexual harassment includes any unwelcome sexual advances. There is zero tolerance for any sexual threats or coercion, or the promise of advantages in exchange for sexual favors.
3. **Discrimination.** Do not offend the dignity or integrity of a private person or group of people through contemptuous, or discriminatory 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. **Violent Language and Actions.** You may not language or actions that refer to any type of violence, and you may not act in a threatening or violent manner.
5. **Private Information.** You may not share account information or any other private information that could put another team member or associated party at risk.
6. **Criminal Activity.** You may 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.
 - a. **Gambling.** You may not engage in betting or gambling, either directly or indirectly, on any results of any Esports tournament, match, or event.
 - b. **Bribery.** You may not accept any gift or reward for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team. Additionally, no Esports participant may offer any gift or reward to a team member, coach, or any other associated party for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.
7. **Profanity or Hate Speech.** You may 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 additionally applies to public social media, live streaming, or player comms during live events such as the Live Finals.
8. **Abusive Behavior.** You may not engage in behavior that is abusive. Abuse of opposing players, other team members, coaches, or any other associated party will not be tolerated. Repeated Code of Conduct violations will result in sanctions. Team Members must treat all individuals attending a match with respect.
9. **Competition Code of Conduct.** In a competition, the following actions will be considered unfair play and will be subject to sanctions.
 - a. **Collusion.** You may not enter into any agreement among two or more Esports participants to disadvantage opposing Esports participants. Collusion includes, but is not limited to, acts such as:
 - i. **Soft Play.** You may not enter into any agreement among two or more players not to damage, impede, or otherwise play to a reasonable standard of competition in game.
 - ii. **Prize Splitting.** You may not pre-arrange to split any prize.
 - iii. **In-Game Communication.** You may not send or receive communication, in any form, from another team member or any other participant.
 - iv. **Deliberate Losing.** You may not deliberately lose a game for compensation, or any other reason, or attempt to convince another participant to do so.

- b. **Cheating and Hacking.** You may not cheat or hack.
 - i. **Cheating.** Cheating is defined as acting dishonestly or unfairly in order to gain an advantage. This includes, but is not limited to, the following:
 - 1. **Ringling.** You may not play under another player's account, or solicit, induce, encourage, or direct someone else to play under another player's account.
 - 2. **Cheating Device.** You may not use any kind of cheating device or technology.
 - 3. **Account Sharing/Rank Manipulation.** Any type of account sharing that results in boosting, rank manipulation, or to gain a competitive advantage is strictly prohibited.
 - ii. **Hacking.** Hacking is defined as any modification of the game client by any person, specifically in relation to an Esports event or activity.

Violations

Montana Technological University Esports club advisor is responsible for enforcement of the Code of Conduct. Coaches and administration will have the right to monitor and investigate incidents of misconduct, and to issue sanctions where they have concluded a violation has occurred. If a student has violated the code of conduct, that student shall cooperate with any investigation into the matter and is required to be truthful during any part of the investigation.

Sanctions

The sanctions in this section will be issued at the discretion of the club advisor, based on the severity of the incident or occurrence. More than one of these sanctions may be issued for a single incident or occurrence.

1. **Verbal Warning.** A verbal notice to a player that there has been a violation of the Code of Conduct.
2. **Written Warning.** A written notice to a player that there has been a violation of the Code of Conduct.
3. **Match Forfeiture.** A current match will be forfeited by the coach or administration if they have found any player, group of players, or team in violation of the Code of Conduct.
4. **Probation.** Probation will occur when a player has received a written reprimand for violation of the code conduct. This reprimand will include a period of time in which the player will be subject to heightened disciplinary action for further violations of the Code of Conduct.
5. **Loss of Privileges.** A withholding of specific privileges for a designated period of time.
6. **Behavioral Contract.** A written agreement between the coaches or administration and a player with specified conditions that must be followed by the player. Failure to comply with the terms of a behavioral contract could result in further sanctions, including suspension and expulsion.
7. **Team Suspension.** A temporary suspension from the Esports team. A player under temporary suspension will be allowed to return to the team after a designated period of time, so long as that player has met all conditions for their return.
8. **Team Expulsion.** A permanent removal of a player from the Esports team.