

Esports Competition 2023/24 Terms and Conditions

The COBIS x DAIGON Esports Competition will take place January - March 2024. The competition will be delivered in partnership with DAIGON Esports.

Registration

- The COBIS x DAIGON Esports Competition is open to COBIS member schools, including Applicant schools. Each school with a registered COBIS account must participate as an individual school.
- Those who register from non-member schools will be denied access to the competition.
- Schools must register their students for the event via the online form on the COBIS website.
- **The closing date for registration is Friday 1 December 2023.**

Student Squads

- Age brackets: Under 12, Under 15 and Under 18, based on a student's age on 1 September 2023. The suggested minimum age for participation is 8 years old.
 - U18 – born after 1 Sept 2005
 - U15 – born after 1 Sept 2008
 - U12 – born after 1 Sept 2011
- A squad consists of the students registered for the competition; a team will be nominated ahead of each game. In a game of Rocket League, 3 players will take part; in a game of Minecraft 'Capture the Flag', 5 players will take part.
- Rocket League squad: minimum 3 players, maximum 4 players.
- Minecraft 'Capture the Flag' squad: minimum 5 players, maximum 7 players.
- Schools can enter up to 2 squads per game, per age bracket. Additional squads may be allowed, depending on capacity.
- Students can only be a part of 1 squad per age group, per game.

Competition Dates

- 16 January 2024 - All entered teams.
- 23 January 2024 - All entered teams.
- 30 January 2024 - All entered teams.
- 27 February 2024 - All entered teams.
- 5 March 2024 - All entered teams.
- 16 March 2024 - Final. Qualified teams only.
- Games will take place live at 15.30 in CET, GST, and HKT. Other times and time zones will be considered based on the geography of participating schools.

Finance

- 90 USD per squad for Rocket League
- 150 USD per squad for Minecraft
- Invoices will be raised by DAIGON. Schools must pay the participation fee in a timely manner, in accordance with the timeline specified on the invoice.
- If a school does not pay their fee by the date shown on the invoice, their place will be revoked.
- If a team withdraws after 1 December 2023, the fee will still be payable, and any payments received will be retained.

COBIS Student Events Code of Conduct

By participating in a COBIS Student Event, individuals agree to abide by the COBIS Student Events Code of Conduct as outlined below. Participants who exhibit any behaviour that contravenes this may be immediately removed from the event in question and may be suspended from future COBIS events. Please review the [COBIS Student Events Code of Conduct](#), relating to students and staff, in full. Participating schools must share the COBIS Student Events Code of Conduct with all participating students. The following is an extract from the Code of Conduct:

Students:

- Demonstrate empathy, tolerance, respect, and kindness towards others.
- Be respectful of differing opinions, viewpoints, experiences, and cultural sensitivities.
- Be considerate and respectful to all participants, attendees, hosts, officials and COBIS staff.
- Do not engage in unacceptable behaviour, including but not limited to demeaning, discriminatory, or harassing behaviour, materials, or speech, whether in-person or online.
- Take part for enjoyment and strive for personal excellence.
- Graciously accept constructive feedback
- Compete by the competition conditions and rules.
- Accept responsibility and apologising to those affected by our mistakes, and learning from the experience
- Learn to value honest effort, skilled performance and improvement.
- Cooperate with the officials, teachers, and teammates (if applicable).
- Do not argue with the officials' decisions.

In the case of team events:

- Work hard for the team as well as for yourself.
- Treat all teammates and opponents with kindness and respect.

Cancellation

- COBIS and DAIGON Esports reserve the right to cancel this event if insufficient bookings are received, or if circumstances do not allow for the event to take place.

Data Sharing and Processing

- In order to administer this event, COBIS and DAIGON Esports will collect the following information:
 - **School** and country
 - **Teacher:** Head teacher name; lead teacher name, email and job title; finance contact name and email
 - **Student:** name, email (for DAIGON Esports platform accounts). If a school doesn't have email addresses for students, a username and password per student can be created; these would be distributed to the coach/lead staff contact.
- Information will be collected by COBIS via an online form created in COBIS's website (Finalsite). This data will be shared with DAIGON Esports for the administration and delivery of the event. COBIS and DAIGON Esports have a data sharing agreement in place to protect the transfer of this information. This information will not be passed by COBIS to any other parties.
- COBIS and DAIGON Esports will retain data and information in line with their data retention policies. To view the COBIS Privacy Policy, please [click here](#). To view the DAIGON Esports Privacy Policy, please visit [click here](#).

These event Terms and Conditions should be read in conjunction with the COBIS Membership Terms and Conditions (with specific reference to Schedule 14), which is linked [here](#). By agreeing to these event Terms and Conditions, you agree to also be bound by the relevant sections of the COBIS Membership Terms and Conditions. Should your school not adhere to the Membership Terms and Conditions, your membership with COBIS may be subject to review as determined by the COBIS Board. COBIS reserves the right to publish updated guidance and terms and conditions regarding this competition.