

# E-Sports Code of Conduct

Richland One School District

Last Revised: July 2025

# About

This document is designed to inform staff, students and community members of the code of conduct required to be a part of Richland One's E-Sports program. Students are expected to be aware of every expectation in this handbook and will sign off on understanding these requirements before being eligible to play for a team. Parents/Guardians will also be required to sign off their approval to allow students to be a part of the team and play the games.

This is a living document and may be updated at any time.

# Message from Esports Coordinator

Dear Students, Parents, Guardians, and other Richland One Stakeholders,

We are so excited to enter our second year of Esports in Richland One! In our first year, we had over twenty different teams across several different games and even had one of our schools take home a state championship title! This year, we have several new titles for our students to compete in, including popular games like Marvel Rivals and Valorant, and sports-based games like Madden and 2K.

In Richland One, all student-athletes are students first, athletes second. Academics are the priority and participation in this program will always come second to a student's education.

Please do not hesitate to reach out with any questions or concerns you may have about the program.

GLHF (Good Luck, Have Fun!),

*Madalyn Hazlett*

Esports Coordinator

Richland One School District

# Staff Directory

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# Mission Statement/Core Values

Richland One’s mission is to be a leader in transforming lives through education, empowering all students to achieve their potential and dreams. In collaboration with an engaged community, Richland School District is committed to ensuring that each learner achieves his/her potential in a safe, caring, academically challenging, and diverse learning environment that will develop productive citizens for a changing world.

Developing and providing Esports programming throughout the entire district will support efforts to provide equitable and inclusive educational opportunities for all students. Esports aligns with the core values of Richland One, **collaboration, equity, excellence, safety, courage, and compassion.**

Values Statements	Esports alignment to each Value
<p><b>COLLABORATION</b> – We believe everyone has a role to play in promoting student success, so we will embrace the diversity of our stakeholders by building an inclusive community to accomplish our goals.</p>	<p>There is wide participation and interest in e-sports across cultures, ethnicity, and gender identity. Establishing an esports program provides a welcoming community within the schools for all students to find a place of belonging and to feel that their interests are valued in the school setting. Such messages support social, emotional learning (SEL) experiences for all students.</p>
<p><b>EQUITY</b> – We are fair and just in providing opportunities for success for all.</p>	<p>Establishing a program that includes multiple components: clubs for gaming and content production, teams, intramurals, and courses offers opportunities that every student can find something to their liking. Clubs and courses offer students ways to learn and experience about college and career opportunities. Teams and intramurals give students the experience of competitive sports that could open doors to competing and/or coaching in grades K through 12. Content production provides students access to building experiences and expertise with video and audio productions that can transfer to college and career opportunities.</p>
<p><b>EXCELLENCE</b> – We provide excellent educational experiences that ensure expanded opportunities for learners and prosperity for our community.</p>	<p>In traditional sports, there are numerous examples of how student athletes attend classes, complete assignments, and maintain grade or GPA district expectations. Establishing an esports program that includes similar expectations as done with traditional sports could benefit the many students who want to get involved.</p> <p>Involving the community stakeholder groups through partnership opportunities in supporting student athletes in rich experiences that support and advance college and career readiness for post-graduation experiences.</p>

<p><b>SAFETY</b> – We provide a culture and environment of emotional, intellectual, cyber and physical safety.</p>	<p>Digital Citizenship is a foundational focus for strong esports programs. Students learn how to interact with each other respectfully and collaboratively. Formal school structures for esports ensures that students get the direction and guidance to translate face to face interactions to virtual participation.</p>
<p><b>COURAGE</b> – We make bold decisions and take informed and thoughtful actions to meet present and future challenges.</p>	<p>As a multibillion-dollar industry, esports organizations and businesses provide for many more jobs in both traditional and new fields. An esports program helps prepare students for the opportunities post-secondary. Also, these experiences that support digital citizenship skills are immediately transferable into the classroom setting and in the community.</p>
<p><b>COMPASSION</b> – We respect all people by offering care and compassion with integrity.</p>	<p>Being patient, helpful, and understanding are important attributes for students to develop. Esports is a vehicle for direct instruction on building these skills as they can be the difference between positive or poor performance as a team and individually. Formal structures for support empower learners throughout their esports experience to build these attributes into their practices for gaming, academics, and life.</p>

# Current Games and Links to Information Guides

## Games rated E for Everyone

- \*Madden NFL 26 (PC): <https://help.playvvs.com/en/articles/4919173-what-is-madden-nfl-25>
- Mario Kart 8 Deluxe (Nintendo Switch): <https://help.playvvs.com/en/articles/5777110-what-is-mario-kart-8-deluxe>
- \*NBA 2K26 (PC): <https://help.playvvs.com/en/articles/6417963-what-is-nba-2k25>
- Pokémon UNITE (Nintendo Switch): <https://help.playvvs.com/en/articles/10685406-what-is-pokemon-unite>
- Rocket League (PC): <https://help.playvvs.com/en/articles/4919293-what-is-rocket-league>
- (Non-competitive) Smite 2 (PC): <https://www.smite2.com/>

## Games rated E10+ for Everyone Ages 10 and Up

- Super Smash Bros. Ultimate (Nintendo Switch): <https://help.playvvs.com/en/articles/4919170-what-is-super-smash-bros-ultimate>

## Games rated T for Teen

- League of Legends (PC) <https://help.playvvs.com/en/articles/4919292-what-is-league-of-legends>
- Marvel Rivals (PC): <https://help.playvvs.com/en/articles/10396872-what-is-marvel-rivals>
- Overwatch 2 (PC): <https://help.playvvs.com/en/articles/4919296-what-is-overwatch-2>
- Street Fighter 6 (PC): <https://help.playvvs.com/en/articles/9692856-what-is-street-fighter-6>
- Valorant (PC): <https://help.playvvs.com/en/articles/8659612-what-is-valorant>

## Not rated and can only be played on personal student devices:

- Chess (mobile phones): <https://help.playvvs.com/en/articles/9264910-what-is-chess>

\*The parental guides linked above are for the 2025 version and should update to the new version with the same hyperlink once the game comes out.

# Eligibility Requirements

- Students must be currently enrolled in a Richland One school and meet the attendance requirements.
  - If a student is homeschooled, but zoned for a Richland One school, they will also be allowed to compete.
- Students are expected to follow all school and district rules during school hours, as well as during e-sports events. This includes following the Richland One and school dress codes.
- Students are expected to maintain a 2.0 GPA.
- Students must regularly attend practices after school.
- Students who have had 3 AUP violations will not be eligible for the program.

## Standards of Competition

- Students are expected to play their games fairly.
- Colluding, signaling, having spectators monitor the opposing team's monitors, playing under a different teammate's name, intentional misconduct, and other forms of match fixing are all prohibited.
- Any form of hacking or exploiting are also prohibited.
- Students are expected to behave with competitive integrity and good sportsmanship.
- Any form of discrimination will not be tolerated. To build a program of inclusion, discrimination based on gender, race, ethnicity, religion, sexual orientation, will be dealt with severely. This includes during school hours, during e-sports events, and online interactions.
- Students are expected to treat their teammates with respect and refrain from using insulting language. Students are expected to not bait and intentionally provoke others into performing behavioral violations.
- No student will touch another student or another student's equipment without permission.
- Players may not use technology such as phones, tablets, social media, etc. during matches. The only exception to this will be for games students are required to use personal devices for, such as chess.
- Students will follow their school's and Richland One's dress code.

## Standards of Conduct Outside of Gameplay

- Hazing – no team member will be subjected to hazing of any sort.
- Personal Streaming – no student will stream matches or practices on their personal streaming account.
- Gambling and Profit – no student will gamble on the outcome of matches.
- General Practice Guidelines – students are expected to show up on time to practices and matches and stay the entire time. Students are expected to let their coach know in advance if they will not be in attendance.
- Equipment/Facility
  - Students will not be allowed to connect personal equipment to Richland One’s internet.
  - Students are expected to treat the e-sports equipment with respect. Any student who intentionally damages equipment will be removed from their team or club. Unintentional damage will be handled on a case-by-case basis.
  - No food or drink will be allowed in the lab unless a designated spot has been set up for food and drink away from the equipment. Students are not to have any food or drink within six feet of any piece of equipment at any time.
  - The e-sports head coach of the school has the final say as to who is allowed in the e-sports lab. Any student not on a team must have permission from one of the e-sports coaches to enter. Students may not let other students into the lab, unless they are actively a member of a team or in a club.
  - A log must be kept of everyone who enters the room and saved for documentation purposes.
  - No students will be allowed in the e-sports lab unsupervised.
  - Students will not be allowed to use the e-sports lab during school hours.

# Consequences by Level/Finality of Decisions

- Level 1 Consequence: Verbal warning
- Level 2 Consequence: Written or verbal conference with student and parent/guardian
- Level 3 Consequence: Suspension from team
- Level 4 Consequence: Removal from team

Richland One's Athletic Director and Esports Coordinator will have the finality of any decision made.

# End User License Agreements and Terms of Use

Parents/Guardians, please take a moment to review the above links and discuss the terms of service and privacy policies with your children. By signing your name in the field below, you are making the following affirmations.

- That you as the parent are giving permission for your child to utilize the listed programs for team activities.
- That you consent to the privacy policies as indicated on behalf of your child
- That you give permission for your child to play games up to a T for 13+ ESRB rating.
- That you as the parent understand that this club does have an academic and behavioral standing requirement and that students will be removed from the club if they fail to adhere to that policy.
- That all online chat forums and voice servers used in practices and competitions will be moderated and students are expected to follow proper school protocols even from home while using club related chat features. Failure to do so will result in removal from the program.

# Student Understanding Agreement and Parental Permission Statement

Student Name: \_\_\_\_\_

Name of School: \_\_\_\_\_ Grade: \_\_\_\_\_

## Student Agreement:

I, \_\_\_\_\_, understand all of the expectations for members of the RCSD1 ESPORTS team and will adhere to all of the listed requirements to the best of my ability. I understand that failure to follow protocol or failure to meet academic requirements will result in my removal from the club without hesitation.

Student signature: \_\_\_\_\_ Date: \_\_\_\_\_

## Parent/Guardian Agreement:

I, \_\_\_\_\_ give my child \_\_\_\_\_ permission to use all of the above listed applications as a member of the RCSD1 ESPORTS team and that I have read and agree on behalf of my child to all of the aforementioned privacy policies, and licensing agreements. I also allow my child to play games rated as high as Teen on the ESRB rating scale. **I agree that I am the person who is legally allowed to consent for my student whose name is listed above.**

Parent/guardian email: \_\_\_\_\_

Parent/guardian phone: \_\_\_\_\_

Parent/guardian signature: \_\_\_\_\_ Date: \_\_\_\_\_