University of Nebraska at Kearney eSports Code of Conduct

All University of Nebraska at Kearney (UNK) students that are participating and/or are representing UNK in any events/practices related to the UNK eSports Organization are expected to conduct themselves in a professional and courteous manner. When participating in and/or representing the UNK eSports organization all students are required to abide by the University Of Nebraska Student Code Of Conduct and all other specific regulations and/or policies listed in this document. Additionally, all competition rules and regulations are expected to be followed by any persons representing UNK. Failure to comply with rules and regulations may result in student conduct disciplinary action and/or sanctions issued by the UNK eSports Organization.

Definitions

a) Leadership Team – includes student leaders or “captains” as determined by the eSports participants and the eSports advisors.
b) UNK eSports Advisors – are non-students and are typically UNK faculty or staff.
c) Student Code of Conduct – The University Of Nebraska Student Code Of Conduct is available online. The University of Nebraska Student Code of Conduct has the ultimate authority related to any type of alleged misconduct.
d) Good Conduct Standing – UNK Students are considered to be in “good conduct standing” if they are not currently expelled, suspended or on active disciplinary probation. A student’s “conduct standing” may be requested by a UNK eSports Advisor from the Division of Student Affairs.

UNK eSports Code of Conduct

Each UNK eSports player will:

a) act in an honest and ethical manner – demonstrating good sportsmanship
b) be respectful of fellow competitors, organizers, staff and anyone associated with eSports competition
c) be respectful of university, personal, and other property
d) maintain and fulfill all responsibilities related to the UNK eSports Team(s), including but not limited attending practices, competitions and being prepared for any events related to UNK eSports
e) respect and abide by all competition rules
f) represent UNK and the UNK eSports Team(s) in a positive manner
g) maintain a cumulative 2.0 GPA and maintain “good conduct” standing while in a Team Leadership role.

Each UNK eSports Advisor is expected to maintain professional decorum, follow all competition rules and represent the University of Nebraska at Kearney in a positive manner. Failure to do so, may result in the removal of an eSports Advisor or appropriate sanctions as determined by the eSports Leadership Team.

eSports Policies

The following list of policies is not exhaustive and may result in a Student Code of Conduct response. Additionally, action(s) may be taken by the leadership team in response to violations of the eSports policies.

a) Any violation of the Student Code of Conduct related or unrelated to UNK eSports
b) Access or use of computing facilities for purposes other than those for which the facilities have been provided
c) Violation of any team or competition rules as deemed by the leadership team and/or competition organizers
d) Engaging in competition, practice or other eSports related events while in possession of, or under the influence of, alcohol and/or other drugs regardless of location and age of participant.
e) Hacking or cheating (or attempting to do so):
   a. by installing or using software that has been deemed “illegal or unfair” by the leadership team and/or competition organizers
b. using external software that provides unfair advantages them intended by in-game mechanics (i.e. Map Hacks, Aim Bots, etc.)

c. using external software that directly interferes and/or tampers with games software or that is deemed to be “illegal” based on industry, tournament or completion standards.

d. exploit or otherwise intentionally use any in-game bug, glitch or unintended feature to gain an unfair advantage.

f) Using and/or obtaining unfair information during competition (i.e. viewing an opponent’s live stream when competing)

g) Using inappropriate credentials when competing (i.e. using another teammates credentials/ account when competing)

h) Offer, conspire or attempt to collude to influence the outcome of any competition, including, but not limited to, deliberately losing, agreeing to a ruleset outside of pre-determined competition rules, pre-arranging to split any prize money or give other compensation.

**eSports Policy Violation Responses**

In response to an alleged violation of the University of Nebraska at Kearney eSports Code of Conduct the Leadership team has the right and responsibility to investigate, determine responsibility and respond (impose appropriate sanctions) to all alleged violations.

Violations of the University of Nebraska at Kearney eSports Code of Conduct may be investigated and responded to by both the UNK eSports organization and the University of Nebraska at Kearney. The University of Nebraska at Kearney and the Student Code of Conduct will maintain the ultimate authority when responding to allegations of misconduct. If an alleged violation is not considered to be a violation of the University of Nebraska Student Code of Conduct but is considered to be a violation of the University of Nebraska at Kearney eSports Code of Conduct the eSports Leadership Team will respond appropriately. Further, if it is determined that an action has occurred that is in violation of both the University of Nebraska Student Code of Conduct and the University of Nebraska at Kearney eSports Code of Conduct sanctions/ responses may be imposed by both the University of Nebraska at Kearney and the UNK eSports Organization.

**Sanctions**

Sanctions may be issued by the eSports Leadership Team pending the outcome of an investigation. All student members, including student Leadership Team members of the UNK eSports team are subject to the rules and regulations listed in the University of Nebraska at Kearney eSports Code of Conduct.

Typically sanctions will be progressive in nature and will appropriately address violations. If a violation is deemed to be egregious in nature the eSports Leadership Team may impose more severe sanctions.

All written notifications/sanctions specific to the UNK eSports organization’s teams and players will be maintained by the Leadership Team (via Student Affairs) for a period of seven (7) years.

Sanctions issued by the eSports Leadership Team do not overrule the outcome of a University of Nebraska at Kearney Student Conduct investigation and may be in place simultaneously with other University of Nebraska (Student Conduct) responses/sanctions.

a) Match Forfeiture – The eSports Leadership team may determine a match/ competition is to be forfeited or considered a “loss” if it is deemed that a player or the team as a whole is violating/ has violated the University of Nebraska at Kearney eSports Code of Conduct or other competition rules.

b) Written Warning – A formal written notice to the player or team that they have violated the University of Nebraska at Kearney eSports Code of Conduct and that their behavior is not acceptable.
c) Probation – A formal written notice to the player or team that they have violated the University of Nebraska at Kearney eSports Code of Conduct and that their behavior is not acceptable. A probation sanction will have a set amount of time (specific dates) – while on “active” probation the player or team may not formally compete in events. However, they may still continue to practice and utilize resources appropriately.

d) Loss of Privileges – denial of specific privileges (i.e. facility use) for a specific period of time.

e) UNK eSports Organization Suspension – a separation of a player from the UNK eSports Organization for a period of time, after which the player is eligible to return. Conditions for the player’s return may be specified by the Leadership team.

f) UNK eSports Organization Expulsion – a permanent separation of the player from the UNK eSports Organization.

My signature below indicates that I have read, understand and agree to follow the University of Nebraska at Kearney eSports Code of Conduct.

First and Last name (Please Print): ________________________________

First and Last name Signature: ________________________________