

Esports Player Code of Conduct

Through the support and promotion of competitive sports to its students, Lambton College seeks to develop and promote in its students and graduates the values that it supports as an institution: caring, respect, integrity, excellence, teamwork and accountability

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

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

Code of Conduct for Esports Team Members

Esports 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 college officials and employees in a manner that is consistent with and supportive of the values promoted and supported by Lambton College, associated with fair play and honest competition, and promoted by the College esports team.

The Code of Conduct

Each esports player 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 College colleagues;
- c. deal honestly in all competitive, academic and personal activities with all members of the team, competitors and the College community;
- d. respect College and personal property;
- e. respect the policies and rules of the College, 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 Lambton College and promoted by the esports team;
- i. promote, through attitude and behaviour, a positive image of the esports team, esports, the Student Administrative Council and Lambton College.

Misconduct

Inappropriate behaviour or misconduct by a player requires the team, and potentially the College, 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 College community during any competition, team activity or College 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 College 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 College or any member of the College community;
- e. accesses or uses College 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 College property, whether by sounds or actions, or otherwise interferes with the peaceful use of College property by others;
- g. is intoxicated or impaired by alcohol, cannabis or illegal substances while engaged in practice, competition or associated team activities, or is in possession of alcohol or cannabis (except as permitted under the laws of the Province of Ontario) while on College 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 College 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.

Violations

The team 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 College or both. In instances in which there may have been illegal behaviour, police and criminal or civil legal authorities may be engaged.

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 Team or College.

The following sanctions may be imposed upon a player found to have violated the Player Code of Conduct. A record of any and 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 is violating or has violated the Code of Conduct.
- b. Admonition and Warning - a written notice to the player that the player 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, group of players or the team as a whole 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 of time 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 of time.
- f. Behavioural Contract – a written agreement between the player and the coach 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 for a definite period of time, 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.