

North America Scholastic Esports Federation

Code of Conduct

Be a better gamer...

Esports should provide an inclusive environment where participants feel welcome and encouraged to engage, compete and improve. Every individual player contributes to the climate in-game, both actively and passively. Please note, this code of conduct applies to the community outside of the game lobby, including social media, in school, and at home. The following conduct should be kept in mind:

1. **Offensive expression.** Do not express oneself in an offensive manner toward other players or their actions in the game, regardless of whether they are opponents or teammates.
2. **Offensive language.** Do not use language, nicknames or other expressions that insult another player's gender, gender identity, origin, physical ability, sexual orientation, religion or age.
3. **Offensive in-game names or handles.** Do not use nicknames, team names, skins, or anything else that may be offensive.
4. **Team dynamic.** Always support your team, communicating positively and with respect.
5. **Violent language.** Do not use language or actions that refer to sexual violence or other violence.
6. **Violent actions.** Do not act in a threatening or violent manner.
7. **Cheating.** Do not cheating or hacking.
8. **Private information.** Do not share account information or any other private information that could put ourselves or our peers at risk.
9. **Harassment.** Do not harass other players, team members, or other associated parties.
10. **Sexual Harassment.** Do not not sexually harass other players, team members or other associated parties. There is zero tolerance for any sexual threats or coercion or the promise of advantages in exchange for sexual favors.
11. **Discrimination and Denigration.** Do not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigratory 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.

12. **Safe Spaces.** Work proactively to create a welcoming environment where everyone feels safe, regardless of gender, gender identity, origin, physical ability, sexual orientation, religion, or age.
13. **Moderating.** Moderate public channels, such as social media or forums, in conjunction with your events, and not allow offensive comments or exchanges.
14. **Conflict resolution.** Act accordingly. Have a plan of action to deal with situations that arise when someone breaches the contents of the Ethics for Players
15. **Reporting.** Encourage bystanders and spectator to immediately report any abuse they witness.

GLHF!