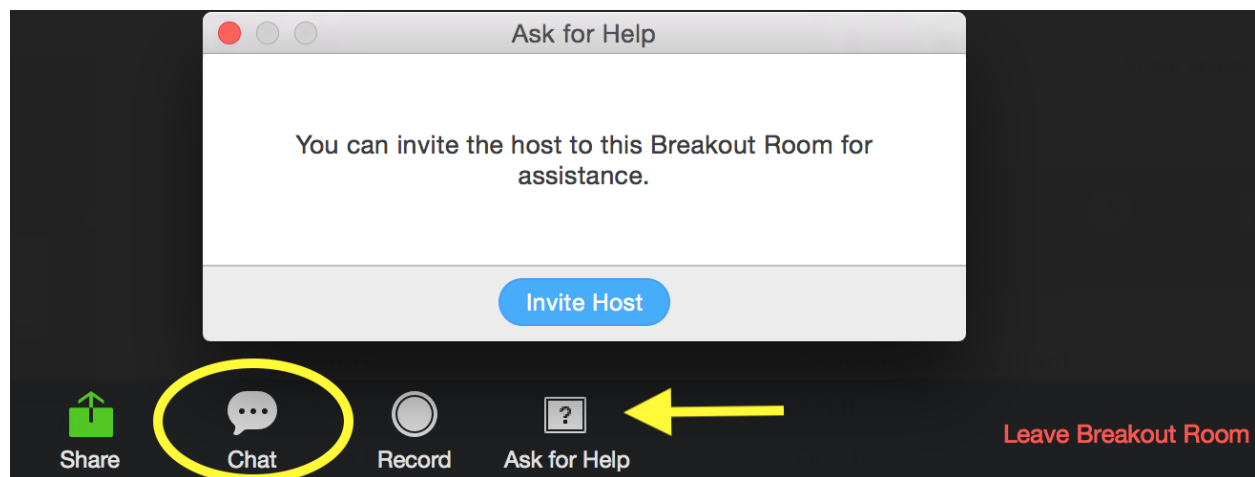


Adapted from the North America Scholastic Esports Federation Code of Conduct

1. Expectations for Upholding Code of Conduct

- 1.1. **Safe Spaces.** Work proactively to create a welcoming environment where everyone feels safe, regardless of sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- 1.2. **Club participation dynamic.** Always communicate positively and with respect.
- 1.3. **Confidentiality.** A Club Participant may not disclose any confidential information provided by AB Computer Science(ABCS) leaders or any other advisor for the event, by any method of communication, including all social media channels.
- 1.4. **Non-Compliance.** No Club participant may refuse or fail to apply the instructions or decisions of ABCS leaders or any other advisor/event coordinator for the event.
- 1.5 **Asking for Help.** A student can use the “Ask for Help” button, and it will notify the meeting host that that student needs assistance. Using the button will prompt the host to join the student’s breakout room. If for any reason a student is uncomfortable at any time, or if the student has a question, the student can use this button. Please note that using the “Ask For Help” button is completely anonymous, and students should never hesitate or feel embarrassed for using this feature.

Below is a screenshot of where to find this feature:



2. Code of Conduct

- 2.1. **Offensive expression.** Do not express oneself in an offensive manner toward other people or their actions. Offensive expression includes, but is not limited to, actions that are insulting, mocking, disruptive or antagonistic.
- 2.2. **Offensive language.** Do not use language, nicknames or other expressions that insult another student, club leader, or chaperone’s sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.

2.3. **Offensive names or handles.** Do not use nicknames in Zoom Meetings, team names, or anything else that may be offensive, as described in “offensive language”, above.

2.4. **Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

2.4.1. **Verbal harassment.** Do not use words or actions that make another person uncomfortable, including, but not limited to: name-calling, spreading rumors, telling unsolicited jokes, or spamming messages.

2.4.2. **Sexual Harassment.** Do not sexually harass other players, team members or other associated parties. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats or coercion or the promise of advantages in exchange for sexual favors.

2.5. **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.

2.6. **Violent language.** Do not use language or actions that refer to sexual violence or other violence.

2.7. **Violent actions.** Do not act in a threatening or violent manner.

2.8. **Private information.** Do not share Zoom login information or any other private information that could put ourselves or our peers at risk.

2.9. **Competition Code of Conduct.**

2.9.1. **Unfair play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of ABCS leaders and/or other event coordinators.

2.9.2. **Collusion.** Collusion is defined as any agreement among two or more Club Participants or confederates to disadvantage opposing Club Participants. Collusion includes, but is not limited to, acts such as:

2.9.2.1. Soft play, which is defined as any agreement among two or more Players to not damage, impede or otherwise play to a reasonable standard of competition in-game.

2.9.2.2. Sending or receiving signals, including electronic, from a confederate to/from any other individual.

2.9.2.3. Attempting to induce another Club Participant to lose a game for any reason.

2.9.3. **Cheating and Hacking.** Do not cheat or hack.

2.9.3.1. **Cheating.** Cheating is defined as acting dishonestly or unfairly in

order to gain an advantage.

2.9.3.1.1. **Ringling.** Playing under another student's account or soliciting, inducing, encouraging or directing someone else to play under another student's account

2.9.3.1.2. **Cheating Device.** The use of any kind of cheating device and/or technology.

2.9.3.2. **Hacking.** Hacking is defined as any modification of the game client by any person, specifically in relation to an ABCS activity/event.

2.9.4. **Exploiting.** Exploiting is defined as intentionally using any in-game bug or any feature not working as intended, at the sole discretion of ABCS club leaders and/or other event advisors, to seek an advantage.

2.10. **Criminal Activity.** Do not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

2.10.1. **Gambling.** Do not take part, either directly or indirectly, in betting or gambling on any results of an ABCS event, match or event.

2.10.2. **Bribery.** No Club Participant may offer any gift or reward to the student, ABCS leader, or any event coordinator for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team or beat the game.

2.11. **Profanity and Hate Speech.** A student may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time.

2.12. **Abusive Behavior.** Abuse of ABCS advisors, other students, or event coordinators will not be tolerated. Students must treat all individuals attending the event with respect.

2.13. **Official Discretion.** Any other further act, failure to act, or behavior, in the sole judgement of ABCS leaders or event coordinators, that violates the Code of Conduct and/or the standards of integrity established by ABCS.