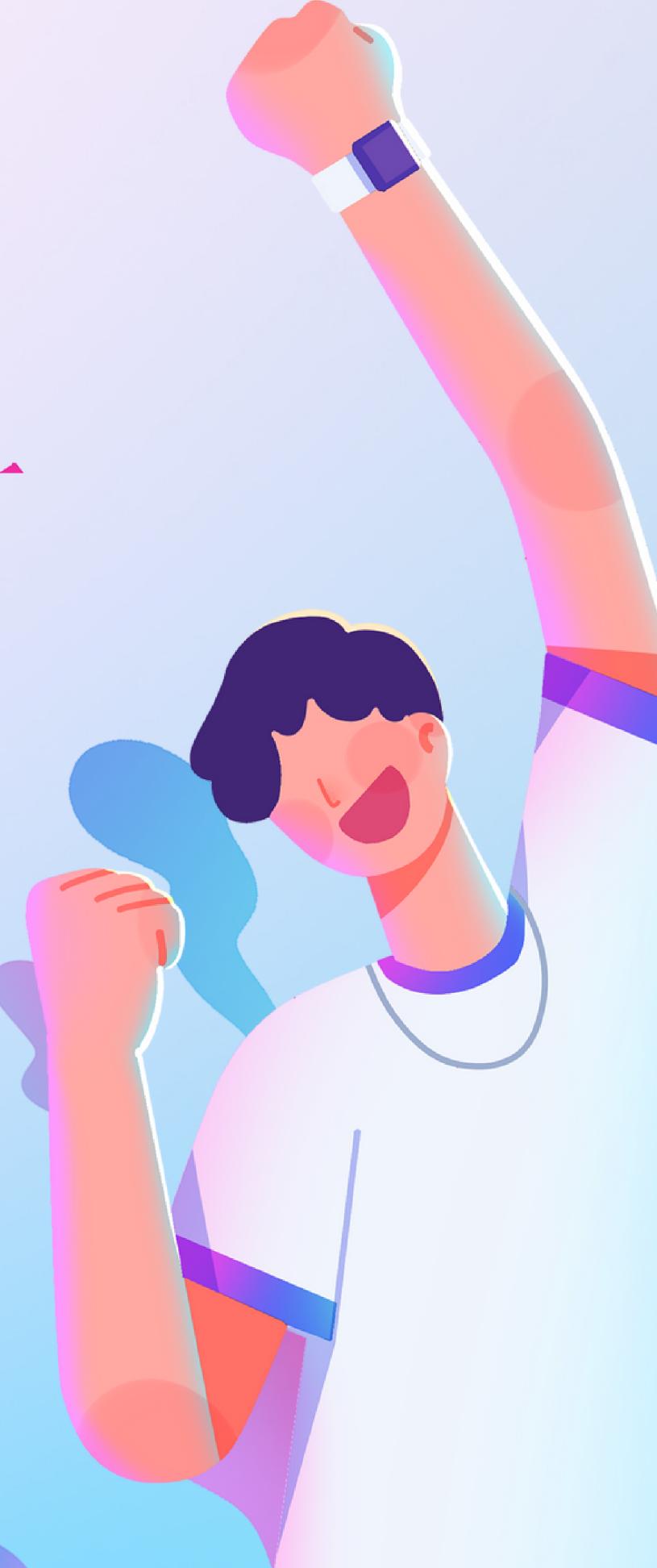
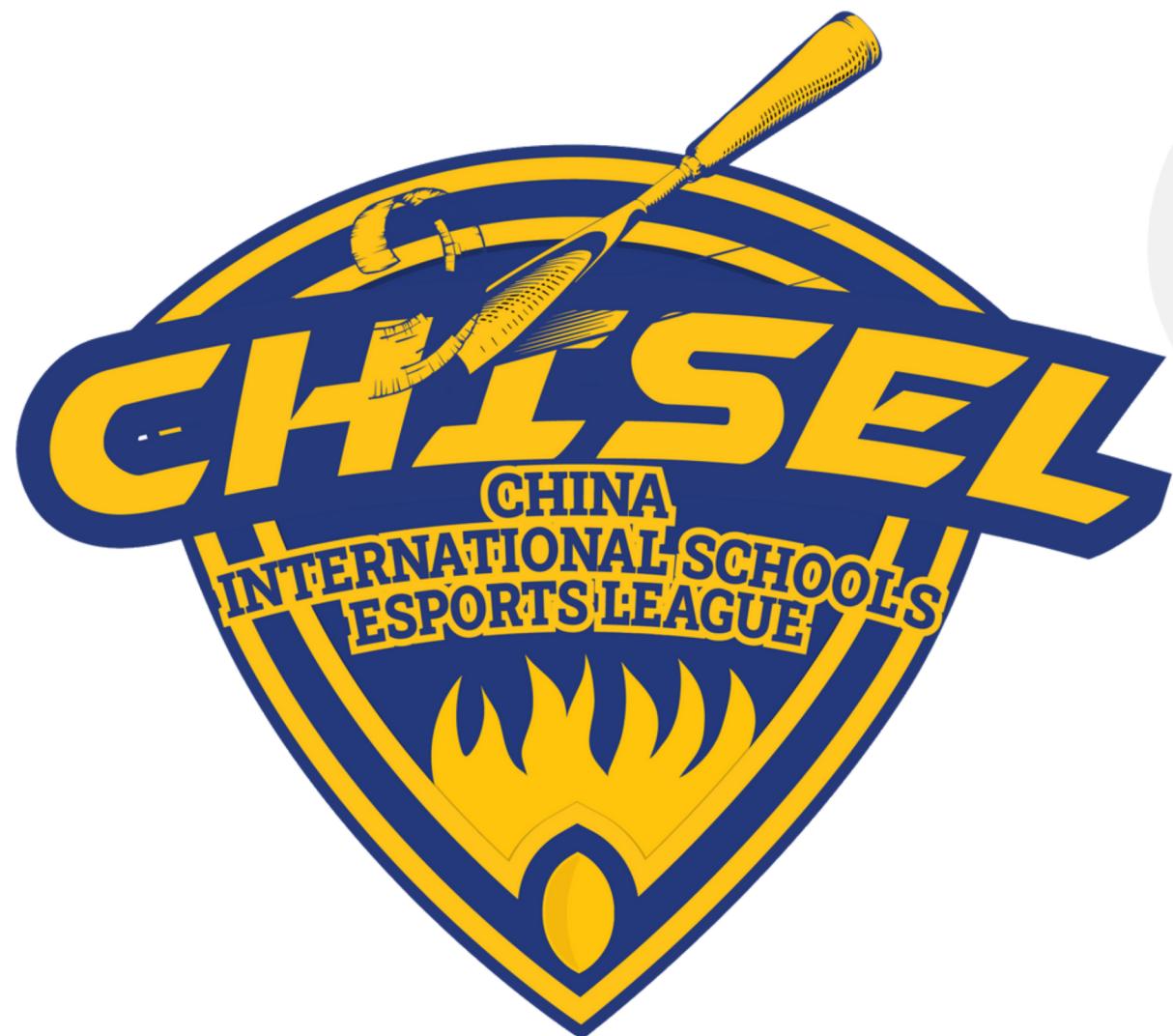




Welcome to  
**CHISEL!**



# Who are we?



CHISEL is a collection of international schools in China and the greater Asia region aim to provide our students with a fun and safe environment to play games competitively.

Starting as a grassroots organisation in 2021, we pride ourselves on the collaborative nature of our league and welcome any schools who wish to get involved in a low-stakes but high fun esports group.

We welcome the input of all participating CHISEL schools in the organisation of fixtures and one-off events, and work together to plan the year's events ahead of time once schools have confirmed their annual calendars.

CHISEL provides year-round competition for upper Primary and High school students enrolled in international schools across China. We also have associate members from international across other parts of Asia, including Thailand and Singapore, and membership is not solely limited to schools within the China region.

### **We do not charge registration or competition fees.**

We have three seasons in an academic year. Within each season we aim to have three fixtures, each on a Tuesday after school and usually done in a round-robin style. In the 2023-24 academic year, fixtures and seasons are:

#### **Season 1 - Mario Kart on Nintendo Switch**

September 5 – November 21

Fixtures on September 26, October 31, November 21

#### **Season 2 – Super Smash Bros on Nintendo Switch**

January 2 – March 19

Fixtures on February 20, March 5, March 19

#### **Season 3.1 – Rocket League on Nintendo Switch**

April 9 – May 28

Fixtures on April 30, May 14, May 28

#### **Season 3.2 – Minecraft Speed Runs**

April 9 – May 28

Leaderboard for quickest time updated throughout the season (no set fixture date)

## What does it mean to be a CHISEL member?

- Participation in esports is not solely focused on developing abilities in specific games, but on strategies to support mental and physical wellbeing in all areas of life.
- The satisfaction at the end of the competition comes from knowing you've done your best and that important learning experiences can come from participating, losing or winning.
- An ethic of fair play should be a cultural norm in all CHISEL competitions. A 'Winning at all costs' approach is not appropriate in a tournament.
- Rules should be viewed as an important part of maintaining fairness in a competition and have been developed to align with international rulesets. Coaches and players should not look to exploit rules, but rather always play within the spirit of the rule.
- We treat everyone with respect. This includes our own team members, the opponents, officials, and spectators. We do not permit any discrimination based on sexuality, gender, religion, ethnicity, race, or any other protected characteristic.

# Our Philosophy

## So, you want to play esports...

# How does CHISEL work?

Step 1: Decide which season(s) you'd like to get involved with. Ideally, let us know a few weeks in advance either via email or Discord chat. Ensure you've checked the technology requirements on the next page to make sure you're good to go.

Step 2: Plan out your term of esports. Some schools have an even mix of wellbeing activities between training and fixtures, whilst others focus more heavily on one or the other. Either way, keep an eye out on Discord for the round robin schedule once participating schools sign up.

Step 3: Arrange fixture times with your opponents. After school clubs happen at different times across countries, cities, and timezones, so it's important to get in touch with each other to ensure your games line up. Fixtures are always on a Tuesday after school, usually taking place between 3.30 and 4.30pm China Standard Time, but flexibility is the name of the game.

Step 4: Check your connection! Many a potential CHISEL victor has been scuppered at the last minute by a dodgy connection. There's always someone willing to have a practice game with you to check before you play, so please reach out if you need support.

Step 5: Open up a video call (Teams is our recommended app), say hello to your next opponents, and then... game on!

Step 6: Report your scores to the CHISEL team via Discord so that we can update the leaderboard. Don't forget a 'GG' before you hang up the call, and then it's time to prepare for the next match!

# Technology Set Up

## REQUIRED

- Nintendo Switch + additional controllers (note that as of September 2023, we permit the use of third-party controllers (both joy-con and pro-style controllers) to support CHISEL members in keeping costs reduced).
- Nintendo online account – this is required to support online play and is paid via annual or monthly subscription
- Nintendo Switch games for 2023-24 – note that no DLC is permitted in CHISEL games: Mario Kart 8 , Super Smash Bros, Rocket League

## OPTIONAL

You may also wish to purchase a copy of the following games for termly friendly matches, although this is entirely optional: Overcooked, Just Dance. Note that this list is often altered by our members who arrange friendlies by themselves, so feel free to decide on your own games in this category!

**A NOTE FOR OUR FRIENDS IN CHINA:** Many of our members have had issues in the past with ping speed and/or online connections being slow when playing Nintendo online. This is particularly prevalent in Super Smash Bros which requires a fast connection for effective gameplay. If you would like to play a test match prior to a fixture in order to test your connection, the CHISEL team would be more than happy to join you! We also have a number of recommendations for additional hardware that may support you in getting a better connection; just get in touch.

# Rules: Mario Kart 8

All games will be played using Mario Kart 8 Deluxe base game on Nintendo Switch with no additional DLC permitted. Shortcuts are permitted. Default will be used for all other game settings unless agreed ahead of time. CHISEL recommends participating schools take screenshots of the scoreboard at the end of each race in case you are disconnected and lose the scoreboard. A race ends when all players complete the race.

Tournament settings:

- Mode: VS Race – typically 4v4 although this may be altered if both competing schools agree.
- Class: 150cc
- Teams: No teams
- Items: Normal Items
- CPU: Off
- Smart Steering: Off
- Auto-accelerate: Off
- Motion controls: Players choice
- Course: All courses except for paid DLC
- Vehicles: All vehicles except for paid DLC
- Characters: All characters except for paid DLC

Race locations may be decided by one of the following. This should be determined ahead of time:

- Grand Prix random course
- Grand Prix, alternating which team selects the course.

# Rules: Super Smash Bros

Tournament sets are the best of three 1v1 games. If time runs out, the winner is first determined by how many stocks remain, and then by the percentage after time is up. If both stock and percentage are the same, or a game ends in both players losing their last stock at the same time, then a tiebreaker is played. All characters are permitted as playable fighters but no DLC is permitted. Stalling, or intentionally making the game unplayable such as purposely hiding where your opponent can't reach you, is banned.

- Ruleset: 3 Stock
- Time Limit: 6 minutes
- Items: Off.
- Stage Hazard Toggle: Off
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- First to: 1 Win
- Launch Rate: 1.0x
- Underdog Boost: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Echo Fighters: Separate
- Radar: Big

# Rules: Rocket League

Teams: Players must combine to form a Team consisting of at least three individual Players, but no more than five individual Players.

Tournament settings:

- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Nintendo Switch
- Server: Asia SE-Mainland ASC (Taiwan, Mainland China, Hong Kong SAR), Asia SE-Maritime ASM (Singapore)
- Teams should communicate with their opponents to determine a server to be used. If an agreement cannot be reached Asia SE-Mainland will be used.
- Controllers: All standard controllers including single joycon, double joycon, and pro controllers are legal. Macro functions (e.g., turbo buttons) are not permitted.

# The fine print

## Team makeup

- Teams playing in fixtures are by nature limited to game capacity. Suggested tournament formats are provided later in this document for best practice in games following international competition standards. Schools may wish to have a larger team from which they can pull specific students to play in fixtures; this is acceptable and common practice across the group.
- Member schools should encourage mixed-gender teams where possible. However, to encourage uptake of female-identifying students in esports, female-only competitions are permitted. This should be determined on a school level in discussions prior to each competition.
- A student who represents a school in an CHISEL event must be a full-time enrolled member of that school.
- Participation in CHISEL is limited to high school and middle school students (Year 7+) who are below the maximum age limit of 19 years of age.

## Specific rules and rules infractions

Tournaments and competitions will all be played according to the rules in this document. Specific titles have additional rulesets which may be shared on request.. These rules have been adapted from several sources, including but not limited to:

- Nintendo North American Mario Kart Open
- Local Legends
- Columbia University
- NJCAAE
- PlayVS High School ruleset
- Generation esports

## CHISEL Rules

1. Be nice, have fun.
2. Fixtures will use Microsoft Teams as the primary form of communication, although this can be adjusted as long as participating schools agree ahead of time.
3. A team will be instantly disqualified in cases of acts of violence, aggression, discrimination (including but not limited to racial, religious, sexual orientation, gender), tampering with consoles.
4. Rage-quitting, leaving for no reason, or showing lack of effort will result in an automatic loss for the team for that game. Regular breaches may result in disqualification from the season.
5. Gamertags may include players' first names and schools, but further inclusion of personal information is not permitted. Inappropriate language in gamertags is cause for instant disqualification.
6. Participating schools are responsible for technical issues including hardware, software, and connectivity issues. We recommend a hard-wired connection where possible.
7. If games have significant lag or loading issues, the game may be reset or rescheduled only if both schools consent.
8. Teams must be present on the Teams call at least five minutes prior to the scheduled start time of the game to give both sides enough time to deal with any technical issues. If a team is not ready to play by the final start time, they will be required to start anyway or forfeit.
9. Teams are encouraged to take a five minute screen break between each game, or at a minimum of every fifteen minutes.
10. Disputes should be settled within 30 days of gameplay – this includes any issues around incorrect settings, match fixing, automating in-game actions, modifying in any way beyond vanilla settings, inappropriate behaviour or gamertags.
11. Examples of unfair play that is not permitted:
  12. Collusion (e.g., any agreement between two or more Teams or Players on different Teams to pre-determine the outcome of a fixture), Match fixing, bribing a referee or Match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.
  13. Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
  14. Using macro keys or similar methods to automate in-game actions.
  15. Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by the game developer in order to gain a competitive advantage. Note that for the purposes of CHISEL, shortcuts in Mario Kart are not considered bugs or glitches and are expressly permitted.
  16. The responsibility for safeguarding of students during CHISEL games is solely on the school at which the student is physically present. CHISEL organisers take no responsibility for any safeguarding concerns, and these should be dealt with on a case by case basis by the participating schools following the school safeguarding procedures. All games should be recorded on Teams and stored for a minimum of one month to support any safeguarding concerns that may arise.

# CHISEL FOUNDING SCHOOLS



DULWICH COLLEGE  
| SHANGHAI PUXI |

上海德威外籍人员子女学校（浦西）



DULWICH COLLEGE  
| BEIJING |

北京德威英国国际学校



DULWICH COLLEGE  
| SUZHOU |

苏州德威英国国际学校



DULWICH INTERNATIONAL  
HIGH SCHOOL

| SUZHOU |  
苏州德威国际高中



XIAMEN  
INTERNATIONAL  
SCHOOL  
厦门国际学校



NORD ANGLIA  
INTERNATIONAL  
SCHOOL  
HONG KONG



SHANGHAI  
AMERICAN  
SCHOOL



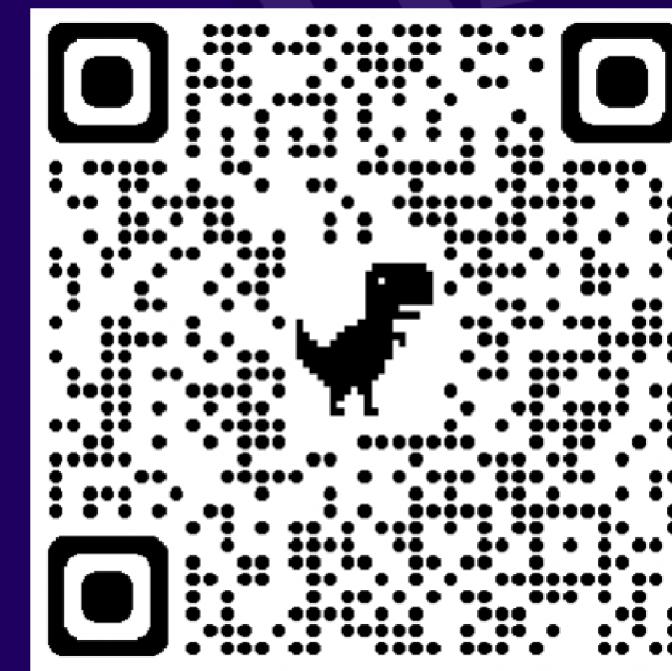
Yew Chung International  
School of Chongqing  
重慶耀中國際學校



RUGBY SCHOOL  
THAILAND

# We're excited to have you on board!

Join the conversation on Discord  
by scanning the code below:



...and find us online at [chisel.gg](https://chisel.gg)!