

I-atea Code of Conduct for All Esports Competitions

I-atea Code of Conduct is about encouraging an open and welcoming environment, highlighting the most positive examples of behaviour and gamesmanship for online and live competitive gaming. I-atea is committed to making a space where participants can feel safe and have the space to enjoy gaming in its entirety.

We will continue to work proactively to create a welcoming environment where everyone feels welcome, regardless of age, gender, gender identity, race, disability, sexual orientation, or religion. To create such an environment, we all, as participants to secondary school's leagues in all formats and roles, need to take individual responsibility for how we behave towards our fellow players, referees, and spectators.

Principles, Players, Coaches and Parents

1. 1. All students, coaches, teachers, and admin must also abide by the code of conduct or ethical code of the institute they represent.
 - 1.1 All students, coaches, and teachers participating must abide by all I-atea rules and code of conduct.
2. As a principal or sports co-ordinator will ensure that;
 - All players representing the school meet the eligibility rules of I-Atea's Rules and Regulations for each game title, and their own school's eligibility rules for participating in secondary school sports.
 - All teams from the school are always supervised, including traveling to and from an event by a responsible coaching and management team and that all athletes and officials are aware of their responsibilities and commitments before they attend an event.
 - All students and team officials are aware of and are bound by the Smoke, Drug and Alcohol-Free conditions under which all School Sport NZ events are sanctioned.
3. Players/ students must:
 - a) Play to the best of their ability and within the rules of the game.
 - b) You win more matches with positive words. When you play in a team, try to be positive and lift your teammates with constructive dialogue and encouragement. It is much easier to win if the dialogue in the team is open and tolerant.
 - c) Accept officials' and organizers' decisions without gesture or argument.
 - d) Follow the behavior rules of section 5 of this Code of Conduct.
 - e) Be a good winner. It is a great feeling to win a game or a contest, and you should enjoy that feeling! But at the same time, do not rub your opponent's nose in it. Think about the frustration you feel when nothing works and a game ends in defeat – in that situation, taunting can be tough to take.
 - f) Thank and acknowledge the coach, officials, and opponents.
 - g) If you are angry at a loss, do not take it out on your teammates or find ways to pass the blame - try instead to look at the statistics or the replay and consider how you could have played differently.

You will often find that the skill of your opponents was probably a much bigger factor in the defeat than the performance of you and your fellow players. Also find ways to analyze your own game with an open mind and consider that there are ways in which you personally can improve on mistakes you made.

4. As Coaches:

- a) Set affirmative and appropriate guidelines and behavioral standards for themselves and their athletes on and off the playing arena.
- b) Assume responsibility for their players' conduct both on and off the playing arena.
- c) Treat all players, including the opposition, with dignity and respect and will always demonstrate positive examples of sportsmanship.
- d) Respect and accept the judgment and decisions of officials without remonstrance.

5. Parents and Spectators must:

- a) Positively encourage and support the efforts of all players.
- b) Make a genuine effort to support their players when at home and competing online
- c) Place emphasis on genuine effort ahead of victory and encourage players to accept the outcomes of all games, irrespective of the result.
- d) Blame a player for a good play made by another player
- e) Inappropriate behavior by parents can result in:
 - children withdrawing from Esports.
 - reduced membership
 - fewer people willing to volunteer for coaching and/or
 - a player no longer feeling that competitive drive.

Behavior

I-atea Primary, Intermediate and High School Esports participants must always observe the highest standards of personal integrity and gamesmanship in their interactions with other competitors, officials, and members of New Zealand Secondary Schools Esports, the media, sponsors, and spectators.

6.1 I-atea participants may not use obscene or offensive gestures, or profanity in their;

- Public post on any I-atea esports events, Leagues and tournaments. (Including Social media accounts)
- New Zealand Secondary Schools Esports platform internal messaging system
- Player Handles
- Gamer Tags
- In-game Chat
- Live play communications
- Lobby Chat
- Shoulder Content
- Interviews
- other public-facing communications of any kind

6.1.1 This applies to English and all other languages and includes abbreviations and/or obscure references.

6.1.2 All glitches or bugs that players take advantage of that are considered providing an 'Unfair competitive advantage' are considered illegal.

Abuse of these glitches or bugs is considered cheating.

Punctuality

7. I-atea primary, intermediate and High School Esports leagues 5 Minute Rule.

The obligation to behave in the highest standards of personal integrity and gamesmanship manner includes an obligation on the part of Players and Teams to arrive on time and be ready to compete for all games, matches and tournaments.

All players have a grace period of 5 minutes after the start time of the match to join your opponent.

Both team captains are to contact each other and organize their lobby. Lobbys should be made before the start time.

7.1 If either team fails to send and/or respond to a message to/from their opponent within 5 minutes of match start time, the team that is ready must contact I-atea discord admin support.

7.2 In a best out of 3 series, If the either team fails to send and/or respond to a message to/from their opponent within 5 minutes of match start time that team is deemed unavailable and forfeits the first round of the match.

7.3 If either team fails to send and/or respond to a message to/from their opponent within 10 minutes of match start time, that team is deemed unavailable and forfeits the entire game.

If your opponent fails to make contact and the match does not proceed you must contact I-atea discord support admin. please use the proper order- Team Captain- Team Coach- Head of Sport or teacher

Accounts

8. Riot/ NBA 2k21/ Epic Games account Ban

- If a player receives a ban due to in-game behavior or Terms of Service violations from the game title publishers, that player is not eligible to participate in the competition, until the ban is lifted.
- If a player receives a permanent ban from a game publisher during the season, they are no longer eligible for the rest of the season.
- Games publishers have the right to suspend players' accounts due to inappropriate use of the company's product.
- A team or student may not attempt to roster or start a player that is not eligible due to disciplinary action or account bans by use of a smurf or alternate account.
- Students must report to their coach or teacher if their account gets banned/ suspended by game publishers, during the Season. The coach or teacher will inform I-atea, PIES or HSESL staff through a discord ticket or email.

Organisers/ Admin

9. Code of Conduct – I-Atea PIES, HSESL employee/ admin

1. I-Atea PIES, HSESL will never favor one player over any other player while competing in one of our leagues. Whether the match is online or live, we are an unbiased participant and will never change results in order to affect the outcome of a match or tournament.
2. I-atea Esports will only change the results of a tournament as a result of foul play, offensive behavior or a breach of rules.
3. We reserve the right to change results at our sole discretion due to cheating or to counter false results that are reported I-Atea esports by opponents or tournament officials. Sufficient proof is required by tournament officials or opponents for us to change the outcome of a match or to penalize a player.
4. I-atea esports is an unbiased participant in all our I-atea esports matches and leagues, whether they are online or live. We believe in fair play and will not go against our own morals in order to cheat competitors of their chance to win or participate on an even field.
5. If a person is representing I-atea esports brand directly, they will abide by the code of conduct whenever participating in any gaming event, online or offline, where they are representing the company.