



STUDENT CODE OF CONDUCT

WELCOME



Welcome to the Tennessee Academic Esports League! As members of this league, and as a Network Partner of the United States Academic Esports League, students are expected to uphold the highest standards of behavior both in and out of competition. This Code of Conduct outlines the expectations and responsibilities of all league members to ensure a positive, respectful, and enriching experience for everyone involved.

Our Expectations

Participants are expected to demonstrate positive behavior at all times. We ask all participants:

- Respect their teammates, opponents, and their property
- Do their best at all times
- Follow the rules of the event
- Cooperate with teammates, coaches, opponents, and staff
- Remember to have fun
- Do their part to make the experience safe and enjoyable for everyone
- Use positive language offline AND online
- Use their words to uplift others, not bring them down

Prohibited Behavior

There are certain behaviors that jeopardize the positive experience of other Participants. These behaviors (and supporting them in any way) are strictly prohibited at all TAELE events, whether online or in-person. Prohibited behaviors include but are not limited to:

Harassment of any Participant, which may include, without limitation:

- Offensive statements or actions related to age, disability, gender, gender identity and expression, physical appearance, sexual orientation, race, or religion;
- Deliberate intimidation by stalking, following, or filming;
- Sexually suggestive language of any kind;
- Inappropriate or unwelcome physical contact;
- Physical or cyber violence of any kind,

WELCOME



Poor sportsmanship, which may include, without limitation:

- Offensive statements about Participant skills or gameplay;
- Disruptive behavior that interferes with the operations of the event;
- Disobeying the reasonable instructions or requests of TAELE staff and its authorized representatives;
- Any other conduct deemed offensive, inappropriate, or disruptive at TAELE's sole discretion;

Cheating of any sort through any means, which may include, without limitation:

- Any actions to intentionally misrepresent in-game ranking or skill level;
- Use of external software that directly tampers with game software to gain any kind of advantage or to create a disadvantage to other players in the game;
- Interference with any tournament infrastructure, including gaming equipment, online infrastructure, or any facilities provided for the events;
- Exploitation of bugs or other in-game loopholes to gain an advantage;
- Intentionally delaying, slowing or manipulating gameplay;
- Intentionally interrupting network or game service connectivity of any player;
- Collusion, match-fixing, win-trading, or gambling;

Any behavior that endangers or puts the safety of any Participant at risk.

Penalties and Enforcement.

The determination whether a violation of this Code of Conduct has occurred will be made by TAELE in its sole discretion based upon the available facts, including but not limited to reports, screenshots, witness statements, and other evidence.

Any Participant who violates this Code of Conduct, may be immediately penalized, suspended, and/or disqualified from the applicable event and forfeit all potential prizes at the discretion of TAELE and its authorized representatives. Participants will face increased penalties for multiple violations. Participants with extreme violations may face exclusion from all future TAELE events and/or criminal prosecution.

WELCOME



Reporting

Any breach of this Code of Conduct must be reported to the USAE team immediately. TAELE provides multiple methods that can be used by participants to report any breaches in this Code of Conduct, or any other concerns:

- By Coach. As a first step, please always reach out to your coach/teacher for support.
- By Email. TAELE provides an email address (info@tnacademicsports.com) to report concerns.
- By Website. Any TAELE participant can use this method by clicking "Get In Touch" in the home page site footer.

Levels of Infractions and Consequences

LEVEL 1 CONSEQUENCES: (infractions for minor inappropriate behavior)

- 1 Reteach expectation.
- 2 Issue a verbal warning.
- 3 Redirect student by having them "sit out" for a specified amount of time.

LEVEL 2 CONSEQUENCES: (infractions for more severe socially inappropriate behavior directed toward others and/or property; for repeated Level 1 infractions which are not properly remediated)

- 1 Reteach expectation.
- 2 Issue a verbal warning.
- 3 Redirect student by having them "sit out" for a specified amount of time.
- 4 School/Administrative contact
- 5 A progressive disruption consequence might lead to a behavior plan developed by your coach/school/team which will include parents.

LEVEL 3 CONSEQUENCES: (infractions for defiant and/or aggressive behavior directed toward self, others, and/or property; for repeat Level 2 violations)

- 1 School/Administrative contact
- 2 Possible loss of privilege to participate and/or suspension
- 3 Possible expulsion from Team/Program

By accepting these terms and participating in this esports program, you and your parents agree that you will comply with all of the above conditions and understand that if for any reason you are found to have not followed the "Code of Conduct" you may be subject to immediate suspension and/or expulsion from this and all other TAELE Programs.

GLHF! (Good luck, have fun!)