



Rules for a Better Sport

- eSports should be a welcoming environment, where everyone involved feels safe, has fun and can develop their skills.
- To create such an environment, we need to take personal responsibility for how we behave toward our fellow players, coaches, staff, volunteers, and spectators.
- The rules and conduct below will apply to SONY eSports league training and competition as well as communication outside of the league.
- **Online is the same as offline** meaning you treat teammates, opponents, and admins in the same manner both online and offline, based on how you would behave at an in-person training or competition.
- Special Olympics New York is committed to the highest ideals of sport and expects all athletes to honor sports and Special Olympics. This includes E-Gaming, eSports and all virtual programming. All Special Olympics athletes and Unified Partners agree to the following code:
 - I. **Sportsmanship**
 - a. I will practice good sportsmanship
 - b. I will act in ways that bring respect to me, my coaches, my team, and Special Olympics New York
 - c. I will not swear or use bad language
 - d. I will not insult other persons
 - e. I will not argue or fight with other athletes, coaches, officials, volunteers or staff
 - II. **Training and Competition**
 - a. I will attend virtual practices and competitions as scheduled, arriving on time and ready to participate
 - b. I will learn and follow the rules
 - c. I will listen to my coaches and the officials and ask questions when I do not understand
 - d. I will always try my best during training and competitions
 - III. **Responsibility for my Actions**
 - a. I will not make inappropriate verbal or sexual advances/ comments towards others
 - b. I will not drink alcohol, use marijuana, or take illegal drugs while representing Special Olympics at any events; including eSport training and competition
 - c. I will obey and follow all Special Olympics New York rules
 - IV. **eSports Specific**
 - a. I will not cheat or hack
 - b. I will avoid sharing Special Olympics New York's account information or any other private information that could put myself and/or our peers at risk
 - c. I will follow and respect the rules and the Code of Conduct of Mission Control (League Platform) as well as the Special Olympics New York Code of Conduct
 - d. I will share my gamertag/ virtual alias on the registration form. I will also make sure my coach is aware if I change my gamertag/alias during a training/ competition season
 - e. I understand that when joining a game with "live streaming" capabilities, I can be heard by every other participant, as well as possibly being broadcasted through live video on all SONY social media accounts (including Twitch)

Consequences

I understand that if I violate the Code of Conduct, I will be subject to a range of consequences:

- **Warnings.** Low severity or first-time offenses may be offered a written warning, along with supplemental opportunities for mediation.
- **Immediate forfeit of game or match.** In this case, the tournament referee has the right to call for immediate forfeiture due to misconduct.
- **Player suspension from the entire match.** In this case, a single player may be suspended, while the team may continue to compete with a replacement.
- **Player suspension from the league.** In this case, players would be banned from attending the events.
- **Team disqualification.** In this case, if two or more players on a single team have violated the Code of Conduct, the entire team may be disqualified