Norwell Esports 2024-2025
Code of Conduct & Permissions

Participation in activities, groups, and teams is a privilege at Norwell High School that carries with it varying degrees of responsibility, recognition, and reward. Participating students represent their school and other members of the student body, and it is their duty to conduct themselves in a manner that is positive for themselves, their families, their school, and community. The following code of conduct rules shall always apply throughout the calendar year. These violations will result in discipline which may include suspension or removal from the activity, group, leadership position, or team.

I. An act which would otherwise be a felony, misdemeanor, act of delinquency or status
II. Use, consumption or possession of controlled substances, alcohol, or tobacco products.
III. The use of social media by a student considered to be "unbecoming of a Knight"
IV. The violation of any school rules

I/we understand the policy and guidelines pertaining to the prohibition of hazing and/or dangerous initiation activities. I/we understand that if I am found in violation of the policy I will be subjected to the following sanctions:

I. Violation of any of the rules of conduct will result in immediate expulsion from the esports team and all team-related activities.
II. Repeated violations across multiple years will result in a permanent ban from the esports Team and all team-related and club-related activities for the remainder of the violator's time at Norwell High School.

I/we authorize Norwell High School to investigate and obtain information from police agencies, the probation department, or any other source regarding the events leading up to any arrest or filing of charges for an act which would be in violation of any of the rules and regulations as stated in the Code of Conduct and Student Handbook.

Team Policies

- Behavior**:** We do **NOT** want to see esports players being aggressive/mean/rude in matches. Do not berate your opponent, insult them, or attack them personally. Profanity and hateful speech will not be tolerated.
- **Insubordination in response to the decisions of Mr. Krath, Mr. Wolf, club officers, and team captains will not be allowed**. If you have a concern, PLEASE come talk to us in a respectful manner. Mr. Krath, Mr. Wolf, and your officers/captains are open to discussion of team matters. However, Mr. Krath and Mr. Wolf have the FINAL say in who participates in teams, who goes to tournaments, who is a captain, etc. In cases of serious crisis, Mr. Meyer will serve as arbitrator.
- Overall, be respectful: to the officials, to the other schools, and especially to your teammates. esports is a team activity, even if it doesn't always seem to be, and this means we help each other.
- Students must meet and maintain academic eligibility requirements per the Athletic Handbook.

Anyone found in violation of team policy are subject to any and all of the following consequences:

1. Disciplinary meeting with the coaches.
2. Meeting with an administrator.
3. Forfeiture of right to participate in following match(es).
4. Removal from current level of competition.
5. Expulsion from club.

Team Info

- School-sponsored competitive organization officially representing NHS at both the state and national level in scholastic, amateur, and professional esports competitions.
- **Head Coach: Jonathan Krath**
    - **Jonathan.krath@nwcs.k12.in.us**
- **Assistant Coach: Thomas Wolf**
    - **Thomas.wolf@nwcs.k12.in.us**
- **Esports Lab – Library Media Center**
- **Website: (work in progress)**
- **Links to everything**:
    - Twitter/Instagram/YouTube/Twitch – *work in progress*
- **Students are <u>required</u> to join our private team Discord** (text and voice chat software) server for use in practice and matches.
- **Students will be required to play their matches from the Esports Lab, unless obtaining prior approval from the coaches, as well as attend at least 1 in-person practice per week.** A calendar will be drafted and dispersed once registration is final for all leagues & teams.
- All students <u>must</u> also be able to practice and compete in matches from home on their own software and hardware in the event of an emergency.

Leagues, Tournaments, & Dues

Team Membership due - $70 for all Varsity members (includes school esports jersey, travel and tournament fees, as well as equipment fees.)

Club Membership due - $20 for any Club members (does not include jersey or tournament fees). If a Club member wants to bump up to Varsity they will have to cover the $50 for tournament and jersey fees.

Norwell Esports primarily competes in the following leagues:

- Indiana Esports Network (IHSEN) - @EsportsIndiana
- PlayVS

We also compete in several other tournaments hosted by schools, colleges, universities, and other associations.

Students have opportunities to win games, equipment, cash prizes, and scholarships ranging from $1,000 to full rides.

Weekly Match Schedule for IEN

Monday – Valorant and Tetris

Tuesday – Overwatch 2 and Chess

Wednesday – Super Smash Brothers Ultimate and Fortnite

Thursday – Rocket League

Friday – League of Legends, Minecraft, & Mario Kart 8

Students will need to be in attendance from approximately 2:30-5 PM on each day they have a match.

Please tear off & keep these first pages then fill out and submit the following pages:

Games

Following this page is a list of the games we support teams for. Games are being added and removed periodically as leagues & tournaments change. We do not pay for or provide any of the games for students unless a league or tournament provides us with licenses. All ratings from the Entertainment Software Rating Board (ESRB) - esrb.org where applicable.

Students who do not receive permission to play a game will NOT be allowed to play or practice the game in the lab!

<u>FOR PARENTS/GUARDIANS:</u> Please read and initial the games your child is ALLOWED to play for the club. If you do not initial, your student cannot join that team.

- **League of Legends (PC)**

Initials: _____

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Blood, Fantasy Violence, Mild Suggestive Themes, Use of Alcohol and Tobacco	Online Interactions Not Rated by the ESRB (MAC, PC)

  - This is a multiplayer strategy game in which players assume the role of magical “summoners” who settle political disputes with arena-based battles. From a 3/4–overhead perspective, players control animal- and human-like warriors who use swords, arrows, guns, and magic attacks to kill opponents' minions in melee-style combat. Higher kill counts result in additional achievements (e.g., “leveling up”). Battles are accompanied by slashing sounds, colorful projectiles, and red blood splashes; one vampire warrior's attacks cause larger blood-pooling effects. A variety of female characters are depicted in form-fitting outfits that expose mild cleavage; suggestive jokes can occasionally be heard in the dialogue (e.g., “Sorry boys, I keep the fuzzy cuffs at home,” “Is that a rocket in your pocket?” and “For only $2.95 a minute, I'll leave you breathless.”). One playable character drinks frequently from an oversized cask, slurring phrases such as “The only time I have a drinking problem is when I spill it”; his Drunken Rage ability can be used to reduce inflicted damage.

- **Overwatch (PC)**

Initials: _____

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Blood, Use of Tobacco, Violence	Online Interactions Not Rated by the ESRB (PC, PlayStation 4, Xbox One)

  - This is a first-person shooter in which players join an international task force trying to restore peace to the world. Players use a variety of firearms (e.g., pistols, machine guns), arrows, and futuristic weapons (e.g., laser blasters) to attack enemies in team combat objectives. Combat is frenetic with realistic gunfire, cries of pain, and explosions. Splashes of blood briefly appear with each successful hit.

- **Rocket League (All Systems)**

Initials: _____

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Mild Lyrics	Online Interactions Not Rated by the ESRB (PC, PlayStation 4, Xbox One)

  - This is an action-racing game in which players drive futuristic cars to play games of soccer. Players attempt to score the most goals as they compete in a variety of game modes (e.g., Season, Exhibition, Training). One song contains lyrics that reference tobacco (e.g., “I've been dining on coffee and cigarettes”).

- **Rainbow 6: Siege (PC)** Initials: _____
  - This is a first-person shooter in which players control members of an elite counter-terrorism unit through various missions. Game modes allow players to eliminate terrorist cells, defuse bombs, and extract hostages. Characters use firearms (e.g., pistols, machine guns, shotguns), explosives, and traps (e.g., electrified barbed wire, robots with tasers) to kill human enemies. Gunfights can be frenetic and are highlighted by cries of pain, explosions, realistic gunfire, and blood-splatter effects. Cutscenes also depict instances of violence: an explosion that kills two characters; a man shot in slow-motion. During the course of the game, some stages depict bags of cocaine on tables/counters. The word "f**k" appears in the dialogue.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Blood, Drug Reference, Strong Language, Violence	Online Interactions Not Rated by the ESRB (PC, PlayStation 4, Xbox One)

- **Super Smash Bros. Ultimate** Initials: _____
  - This is a fighting game in which players engage in brawls with characters from Nintendo and third-party franchises. Players punch, kick, and perform super attacks (e.g., giant laser blasts, rocket barrages) against cartoony opponents to knock them off platforms; a handful of characters also swords, blasters, mallets, and firearms while fighting. Battles can be frenetic at times, with screen-shaking effects and large explosions. During the course of the game, players can unlock 2D character art that depicts female characters in revealing outfits (e.g., short skirts, deep cleavage, low-cut tops). One character emits flatulence gas clouds to attack opponents.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Cartoon Violence, Comic Mischief, Suggestive Themes	Users Interact (Switch) In-Game Purchases (Switch)

- **Counter-Strike: Global Offensive** Initials: _____
  - **From Wikipedia:** The game pits two teams against each other: the Terrorists and the Counter-Terrorists. Both sides are tasked with eliminating the other while also completing separate objectives. The Terrorists, depending on the game mode, must either plant the bomb or defend the hostages, while the Counter-Terrorists must either prevent the bomb from being planted, defuse the bomb, or rescue the hostages.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Violence	Online Interactions Not Rated by the ESRB (PC, PlayStation 4, Xbox One)

- **Fortnite (PC)** Initials: _____
  - This is an action game in which players build forts, gather resources, craft weapons, and battle hordes of monsters in frenetic combat. From a third-person perspective, players use guns, swords, and grenades to fight skeleton-like monsters (husks) in ranged and melee-style combat. Players can also defeat enemies by using various traps (e.g., electric, spikes, poisonous gas). Battles are highlighted by frequent gunfire, explosions, and cries of pain.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Blood, Intense Violence	Online Interactions Not Rated by the ESRB

- **Valorant** Initials: _____
  - This is a first-person shooter in which players compete in team-based multiplayer matches. Players use an assortment of firearms (e.g., pistols, machine guns, sniper rifles) and special abilities (e.g., poison gas attacks, electric arrows, ninja-star throws) to kill opponents to complete mission objectives. Battles are frenetic and are accompanied by realistic gunfire, large explosions, and screen-shaking effects. Characters emit spurts of blood when shot, and quickly collapse to the ground when killed. The word “sh*t” is heard in the game.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Blood, Language, Violence	Users Interact (PC) In-Game Purchases (PC)

- **Apex Legends (PC)** Initials: _____
  - This is a first-person shooter in which players engage in squad-based battle royale-style combat across a large island. Players search for supplies and use machine guns, rifles, and explosives to shoot and kill enemies as the play area constantly shrinks. Frenetic firefights are accompanied by blood-splatter effects, realistic gunfire, and large explosions. Players can also perform various finishing moves on weakened enemies (e.g., stabbing them with a knife; beating opponents down with fists; electrocuting characters). These attacks are often depicted close-up and/or from the victim's perspective.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Blood, Violence	Users Interact (PC, PlayStation 4, Xbox One) In-Game Purchases (PC, PlayStation 4, Xbox One)

- **Minecraft (PC)** Initials: _____
  - This is a puzzle-adventure game in which players mine pixelated landscapes to harvest stylized cube-like materials. From a first-person perspective, players traverse an “open-world” environment, avoid hazards, build new structures, and craft weapons (e.g., swords, axes, bows) to occasionally defend against monsters (e.g., zombies, wolves, skeletons, spiders). Though not encouraged, players can engage in violent acts such as lighting animals on fire and harming animals with weapons. Mild explosions are occasionally heard as players use dynamite to fend off creatures and mine the environment.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Fantasy Violence	No Interactive Elements

- **Brawlhalla (PC)** Initials: _____
  - **From Wikipedia:** In most of Brawlhalla's game modes, the goal is to knock one's opponent off the stage, comparable to Super Smash Bros. This can be done by damaging them repeatedly. Damage can be seen on the color display around the opponent's character icon, which goes from white to red to black as the player continues to get hit. The closer the color is to red, the farther the player will be knocked back, until they eventually get knocked out. Getting knocked off the stage will result in the player losing a life. Either the last player standing (the one who still has at least one life) or the player with the most points wins the match.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
EVERYONE 10+	Fantasy Violence	Users Interact

- **Chess (PC)**

  Initials: _____
  - Chess through Chess.com

- **Tetris (PC)**

  Initials: _____
  - Tetris through Tetr.io

- **Halo: Infinite (PC)** Initials: _____
  - This is a first-person shooter in which players engage in a variety of multiplayer events (e.g., team battles, capture the flag, strongholds) on large-scale, futuristic battlefields. Players use firearms, grenades, and laser swords to kill opponents in head-to-head battle. Combat is highlighted by explosions, frequent gunfire, and cries of pain. Human characters emit small puffs of blood when injured. The words “a*s” and “p*ssed” appear in the game.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS	RATING SUMMARY
TEEN	Blood, Mild Language, Violence	Users Interact (PC, Xbox One, Xbox Series) In-Game Purchases (PC, Xbox One, Xbox Series)	This is a first-person shooter in which players engage in a variety of

- Mario Kart 8 (Switch) Initials: _____
  - This is a kart-racing game in which players compete with characters from the Mario universe. As players race against other drivers, they can use whimsical power-ups (e.g., turtle shells, fireballs, boomerangs) to impede opponents' progress and knock enemies off the tracks. Colorful explosions and dizzy stars accompany the action. Some events allow players to toss "cartoony" bombs at opponents in order to knock them out of the event.

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
EVERYONE	Comic Mischief	Online Interactions Not Rated by the ESRB (Switch)

- Madden & NBA 2K

Initials: _____

RATING	CONTENT DESCRIPTORS	INTERACTIVE ELEMENTS
	Mild Lyrics	Users Interact (PC, PlayStation 4, Xbox One, Xbox Series, PlayStation 5)

  - This is a football / basketball simulation game in which players select from real NFL/NBA rosters to play games of football/basketball. Players can create and run plays, arrange playbooks, improve skills, and create/manage a franchise. The words “damn” and “hell” can be heard in a handful of songs.

Once you have examined and initialed all approved games, please fill out the following page with your student.

Contact Info

Student

Name: _____ Grade: _____

Email: _____

Discord Username: _____

Student Signature: _____

Parent/Guardian

Parent/Guardian Name(s): _____

Parent/Guardian Email(s): _____

Parent/Guardian Phone Number(s):
_____

By signing, you grant permission for your student to participate in club activities, play any of the games you approved above, and be a member of the club Discord servers.

Parent/Guardian Signature(s): _____

Form & Club Dues submission options:
1. Email this form to jonathan.krath@nwcs.k12.in.us
2. Return this form to Mr. Krath in Room 209 or at the Front Office or at practice with $70 ($20 for Club) in cash or check (Checks payable to Norwell High School).

Please fill out the opposite side of this page in order to allow your student to participate in any in-person events.

FIELD TRIP PARENT PERMISSION / EMERGENCY RELEASE FORM

Print student's first and last name:

_____

The student listed above has my permission to participate in the following field trip:
Field trip: Esports Club Field Trips

Date: 2024-2025 School Year

Teacher: Jonathan Krath

Transportation: **Bus – Norwell Schools**

Pick up/drop/park: Front of school by Main Office entrance

My signature below gives permission for my son/daughter to participate in this field trip and releases the sponsoring teacher, school officials, school board and/or any other Norwell school employee from liability, legal or otherwise, for any event that occurs on the way to, during, or on the return from this event.

I hereby give my permission for the school to obtain emergency medical services in case of a serious illness or accident if the parent/guardian cannot be reached. If applicable, it is the responsibility of the parent/guardian to send self-administered medication to be used in emergency or life-threatening situations (i.e., inhaler, EpiPen). Please contact the school nurse <u>prior</u> to the field trip for further medication instructions.
Medical Conditions:

_____

Allergies (please list):

_____

Phone numbers where parent/guardian can be reached during this field trip:

Home #_____ Cell # _____ Work #_____

_____ _____ _____
Print Parent / Guardian Name Parent / Guardian Signature Date

Permission to Play Online, Online Communication, and Liability of Equipment Use Agreement

· I acknowledge that I am giving my child permission to play games online against other schools. Every effort will be made to protect my student and all claims regarding student misconduct will be investigated.

· I acknowledge that if my child is found to be in violation of any of the terms of the Code of Conduct or any school or community organization policies, that their eligibility to participate in the Norwell Esports program may be permanently and irrevocably voided.

· Any verbal harassment, cyberbullying, cheating or other violation as decided upon by the school administration may result in a permanent ban from ALL Norwell Esports programs and competitions.

· I understand that it is my child's responsibility to treat all school equipment with proper care and respect and any damages accrued to school equipment due to improper behavior or misuse will require full recompensation by the child for the equipment's replacement/repair cost.

· I understand that it is my responsibility to monitor my child's online communication, and that when communicating online there are inherent risks.

· I understand that if my child's school or community organization is using Discord or another alternative platform, that their school can only monitor chat within their own server, and that it is my responsibility to moderate my child's behavior in any other server or privately held conversation. My child's school or community organization assumes no liability for communications held using Discord or an alternative communication platform.

I have reviewed and understand Permission to Play Online, Online Communication, and Liability of Equipment Use Agreement:

Parent/Guardian Signature(s): _____