FORSYTH CENTRAL HIGH SCHOOL eSPORTS CODE OF CONDUCT

I. OUR MISSION

Forsyth Central High School ("FCHS") actively supports all levels of eSports participation at the institution, whether such participation is through game play, broadcasting, production and marketing of eSports, coaching, student management, or game development. All participants are encouraged to become proficient in the skills necessary to be competitive in the eSports industry, while also gaining skills to assist them more broadly in the marketplace. This Code of Conduct ("Code") must be read, acknowledged and followed by each eSports participant for continued participation in FCHS's eSports program.

II. HOW THE CODE APPLIES

This Code applies to all FCHS eSports participants. All eSports participants are responsible for familiarizing themselves with this Code and complying with it in all respects regarding their participation in the FCHS eSports program.

A number of other agreements, codes and policies may also apply to FCHS eSports participants depending on their broader relationship with FCHS. For example, eSports participants who are FCHS students are subject to the FCHS Student Code of Conduct. Nothing in this Code replaces or supersedes any agreement to which FCHS is a party or any other FCHS policies or codes, which will continue to apply and govern.

Failure of a FCHS eSports participant to comply with the requirements of this Code may lead to that participants' privileges in the FCHS eSports program being revoked and/or referral to the appropriate FCHS office for further sanctions.

III. OUR STANDARDS FOR CONDUCT

All FCHS eSports participants are required to:

- A. conduct themselves in an honest, collegial and ethical manner that is respectful of the rights and safety of themselves and others;
- B. display good sportsmanship at all times, especially during practices and competitions;
- C. fully commit to practicing and competing for the FCHS eSports program, subject to academic requirements and participation in events to promote or represent FCHS as requested;
- D. prioritize academic work and maintain FCHS approved academic standards, including, (a) maintaining a cumulative 2.5 GPA; (b) enrolling full-time at FCHS; (c) not being on academic probation; and (d) be in good standing at FCHS these requirements may only be waived by authorized FCHS administrators;
- E. comply with all applicable laws and regulations and all applicable FCHS agreements, codes, guidelines, procedures and policies;
- F. act with integrity and conduct themselves in a way that promotes and maintains the public's trust and confidence in FCHS as an institution of higher learning; and
- G. support, and be seen to support, FCHS's eSports program and its participants.
- H. abide by Forsyth Central High School's student code of conduct

IV. RESPONSIBILITIES AND PROHIBITIONS

A. Relations Among FCHS eSports Participants

It is the responsibility of every FCHS eSports participant to maintain productive, cooperative, collegial and civil relations with all other FCHS eSports participants.

B. Specific Prohibitions

The following is a list of some, but not all, behavior that constitutes an offence under this Code:

- harassing, bullying, demeaning, degrading or intimidating others (whether in physical or online spaces);
- holding yourself out as an agent of FCHS or the FCHS eSports program, or making promises or statements
 on behalf of FCHS or the FCHS eSports program, except were you are specifically authorized in writing to
 do so;
- using any equipment or facilities provided by the FCHS eSports program for any purpose other than officially sanctioned eSports initiatives;
- interfering with utility or data services, including, but not limited to, phone and internet services, at the FCHS eSports facilities;
- engaging in any sports wagering activities in any sport that is sponsored by any eSports conference that FCHS is a member of or any other eSports league at any competition level (e.g., amateur, collegiate, professional, etc.);
- divulging or sharing confidential information relating to the FCHS eSports program in any manner (i.e., oral or written), including, but not limited to, eSports game strategy, specific team roles, etc.
- behaving in ways that unduly disrupt the experience of others in the FCHS eSports program;
- enter the FCHS eSports facilities and their connected building areas, or permit others to enter the FCHS eSports facilities and their connected building areas, without explicit prior authorization;
- making copies or distributing access cards/entry keys/or other security access methods to any other persons;
- willfully damaging FCHS property or others at the FCHS eSports facilities or elsewhere; and
- not complying with directions of employees of FCHS.

V. Enforcement

subject to other application of the subject to other application of the subject o	broced by the FCHS eSports directors, who will have sole able FCHS policies and procedures. In cases where a FCF ant's privileges may be immediately suspended and/or the arm or the eSports program entirely. The suspension of period determined by the FCHS eSports directors. At an /her sole and absolute discretion, the FCHS eSports partic- maintained. A FCHS eSports participant may appeal any CHS Executive Officer for Entrepreneurship, whose decise	HS eSports directors consider it appropriate, a ne FCHS eSports participant may be removed such privileges may continue thereafter as an appropriate time, as determined by a FCHS cipant's privileges shall either be reinstated or adverse decision against him/her made by a
• .	Forsyth Central High School eSports Code of Conducty with the provisions set forth herein in their entirety for	<u> </u>
Student Name:	Student Signature:	Date:
Parent Name:	Parent Signature:	Date: