



Gaming & Esports **HANDBOOK**



PCC Gaming Team Mission

The PCC Esports program will create a college-level sports team that competes fairly and has a positive impact at PCC and in the community. The team will provide alternative activities for students that engage their general interest and provide skills for future technology employment.

PCC Gaming Team Vision

To recruit talented and committed players to develop their playing skills while creating a strong, highly competitive esports team that contends at the collegiate level.

PCC Gaming Team Values

Fair play, Teamwork, and Competition are the values that PCC Gaming puts into action every single day.

- **Fair play:** Follow the guidelines and rules while participating – no cheating.
- **Teamwork:** All team members participate in all activities related to the gaming team whether actively competing or not. Teammates collaborate and share different methods and techniques to improve all players on the gaming team.
- **Competition:** The gaming team gives a consistent effort in all competitions.

Code of Conduct

The PCCGC Code of Conduct is the overriding authority on all matters related to sportsmanship. Competitors are expected to know and follow the tenets put forth in the code. The following items are specific to PCCGC Esports:

Section A – Competition Conduct

Unfair play: The following actions will be considered unfair play and will be subject to penalties at the discretion of PCCGC officials:

- **Collusion:** Defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
 - » Soft play, which is defined as any agreement among two (2) or more players to not damage, impede, or otherwise play to a reasonable standard of competition in a game.

- » Sending or receiving signals, electronic or others, from a confederate to/from a player.
- » Deliberately losing a game for compensation, or any other reason, or attempting to induce another player to do so.

- **Hacking:** Any modification by any player, team, or person acting on behalf of a player or a team.
- **Exploiting:** Intentionally using any in-game bug to seek advantage. Exploiting includes, but is not limited to, acts such as glitches in buying items, glitches in neutral minion interactions, glitches in Champion ability performance, or any other game function that is not functioning as intended.
- **Ringling:** Playing under another player's account or soliciting, inducing, encouraging, or directing someone else to play under another player's account.
- **Cheating Device:** The use of any kind of cheating device and/or cheat program.
- **Intentional Disconnection:** An intentional disconnection without a proper and explicitly state reason (e.g. rage quit).

Section B – Profanity and Hate Speech

A team member may not:

- Use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory, or otherwise offensive and objectionable
- Promote or incite hatred or discriminatory conduct, in or near the match area, at any time.
- Use any facilities, services, or equipment to post, transmit, disseminate or otherwise make available any such prohibited communications, or use this type of language on social media or during any public-facing events such as streaming.

Section C – Disruptive Behavior/Insults

A team member may not take any action or perform any gesture directed at an opposing team member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

Section D – Abusive Behavior

Abuse of PCCGC officials, opposing team members, or audience members will not be tolerated. Repeated etiquette violations – including, but not

limited to, touching another player's computer, body, or property – will result in penalties. Team members and their guests must treat all individuals attending a match with respect.

Section E – Association with Gambling

No team member may take part, either directly or indirectly, in betting or gambling on any results of tournaments or matches.

Section F – Penalties

Upon discovery of any PCCGC player committing any of the violations outlined above or contained in the PCCGC Code of Conduct, the conference may issue the following penalties:

- Verbal warning
- Loss of side selection for future games
- Loss of bans for future games
- Game forfeiture
- Match forfeiture
- Suspension
- Disqualification

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in PCCGC Esports. It should be noted that penalties may not always be imposed in a successive manner. The PCCGC in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification.

Section G – Social Media

On social media and streaming platforms, each player is representing PCC and PCCGC Esports and should remain respectful and professional.

Upon discovery of social media violations committed by any PCCGC player, the Conference may issue the following penalties depending on the offense:

- Verbal Warning
- Suspension
- Disqualification

Section H - Commissioner's Discretion

For the good of the members and the PCCGC, the commissioner unilaterally has the right to make decisions about competitors, competitive format, membership obligations, and arising issues as he or she deems necessary from time to time based upon circumstances that emerge.

Gaming Addiction Signs

Here are the signs to look for in yourself or someone close to you, such as your partner, a child, or a friend.

- Thinking about gaming all or a lot of the time
- Feeling bad when you can't play
- Needing to spend more and more time playing to feel good
- Not being able to quit or even play less
- Not wanting to do other things that you used to like
- Having problems at work, school, or home because of your gaming
- Playing despite these problems
- Lying to people close to you about how much time you spend playing
- Using gaming to ease bad moods and feelings

Of course, not everyone who plays a lot has a problem with gaming. Some experts say that it's harmful to label people who might just be very enthusiastic about gaming. One thing they do agree on is that the percentage of players who meet the proposed criteria for addiction to video games is small. It's estimated to be somewhere between 1% and 9% of all gamers, adults and kids alike. (It's more common in males than females.)

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