



SAN DIEGO STATE UNIVERSITY ESPORTS HANDBOOK

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ESPORTS HANDBOOK

The Esports Handbook is reviewed and approved by the Intramural Sports of San Diego State University Imperial Valley.

I. GENERAL INFORMATION

A. Mission Statement

The primary purpose of the Esports Program is striving to cultivate a thriving community of passionate gamers, foster a culture of sportsmanship and teamwork, and provide unparalleled opportunities for competitive excellence and personal growth within the dynamic world of Esports. Esports is intended to enhance the quality of education at San Diego State University Imperial Valley by offering video gaming experience for every student regardless of age, gender, national origin, religion, physical ability, or experience.

B. Philosophy

Esports can promote a healthy lifestyle by allowing people to destress in the digital arena. All current students, faculty, and staff are eligible to play. The Esports program offers something for all ability levels and playing interests. In Esports, the importance is placed on participation within the boundaries of good sportsmanship as opposed to wins and losses.

C. Goal Statement

This handbook is designed to provide Esports participants with specific guidelines and information that will assist them in participating within the program. Esports is designed to complement the academic pursuit - have fun and enjoy it!

II. THE ESPORTS STAFF

A. Becoming an Esports Student Assistant

Becoming an Esports Student Assistant is easy - and fun too! Job posting will be listed on Handshake.

The pay for game officials is minimum wage, No experience is necessary; we will train you! Applicants must be enrolled in a minimum six (6) units at San Diego State University.

Esports is looking for Esports-minded individuals with a willingness to support the operations and activities of the Esports program.

Come join us to work with an exciting Esports-minded staff.

III. ELIGIBILITY

A. Who can play?

All current active students, faculty, and staff that are in good standing are eligible to participate in Esports.

IV. RISK MANAGEMENT AND POLICIES

A. Collateral

The Esports Program will require a collateral in the form of a SDSU ID or government ID when checking out equipment.

B. Damaged Equipment

If a student damages Esport equipment on purpose, they may be held responsible for the repair or replacement costs and face disciplinary actions from the school

V. SPORTSMANSHIP & CONDUCT

A. Conduct

The Esports Program insists on good sportsmanship. Actions that are dangerous and/or conduct that is detrimental to the Program will not be tolerated and are grounds for suspension from further participation from all Esports activities.

B. Ejected Participant

Any participant who is ejected from a contest for unsportsmanlike conduct is automatically suspended from the rest of the week. Immediately following the ejection, it is the participant's responsibility to contact the Intramural Sports Program Coordinator to set up a meeting to discuss the ejection and necessary action that needs to be taken.

C. Probation

All participants ejected from a contest will be placed on probation for a period of one year from the date of the incident. Any further disciplinary action during this probationary period will result in a one-year suspension from all Esports activities.

D. Fighting

Any participant, who in the judgment of Intramural Sports Staff, engages in any attempt to fight (strikes or engages an opponent in a combative manner, throws a punch, kicks an individual, and/or retaliates against an aggressive act) immediately before, during or after an Esports contest shall be suspended or permanently banned from further participation in the Esports Program.

E. Fighting with Intramural Sports Staff

Any participant who attempts an aggressive act towards an Intramural Sports staff member will be permanently banned from all Esport activities and facilities.

F. Spectator Conduct

All spectators are to be held to the same standards as an Esports participant.

G. Alcohol, Tobacco & Illegal Substances

Alcohol, tobacco, & illegal substances are not allowed at any Esports competition. Any participant suspected of using illegal substances or participating in an Esport activity while under the influence will be required to leave the premises. Violators are subject to all penalties described earlier in regards to ejections, as well as further disciplinary action by Campus Security and/or the Dean of Students.

H. Discipline

All SDSU student participants are subject to the possibility of official SDSU Judicial Proceedings and consequences from SDSU Public Safety officials if they threaten and/or abuse staff, another member and/or guest or engage in illegal activity in any recreation facilities and/or programs.

In addition, incidents involving student Standards of Conduct violations will be forwarded to SDSU's Center for Student Rights and Responsibilities for investigation. Disciplinary action from the Center for Student Rights and Responsibilities is determined on a case-by-case basis and could range from no action to expulsion from the California State University system. Non-SDSU student members are subject to the possibility of consequences from the SDSU Public Safety Department and/or Calexico Law Enforcement officials if they threaten and/or abuse staff, another member and/or guest or engage in illegal activity in any recreation facilities and/or programs.

VI. ESPORT SITE

A. Associated Students Student Union Building

Lounge Area