

CSUSM Intramural Esports

Code of Conduct

- **All players must abide by the IM Esports Code of Conduct. Any violations will result in the respective sportsmanship rating and, if necessary, a meeting with the tournament organizers and Assistant Director of Campus Recreation.**

- Cheating of any kind is strictly prohibited. Any player found guilty of cheating will be removed from their team immediately and banned from competing in any future CSUSM Intramural Esports programs.
 - This includes but is not limited to:
 - Banned software (e.g. aim-assist, wall hacks).
 - In-game exploits (e.g. In Valorant: under the map flashes).
 - If you are unsure if certain game tech is considered an exploit, reach out to a tournament organizer, preferably the game lead, before the start of the match.

- Intentional throwing of a game will result in a sportsmanship rating of three.
 - Players are not allowed to surrender a match.

- Players are expected to uphold a zero-tolerance policy on disrespectful behavior.
 - This includes but is not limited to, trash-talking of any kind, insults based on gender identity or sexual orientation, threats, slurs, self-harming language, and excessive swearing.
 - This also includes toxic in-game behavior such as tea bagging or grieving.

- Specialties for in-person matches and tournaments:
 - Abide by the rules of the specific space being used.
 - Respect the equipment and space of other players.
 - The same zero-tolerance policy will apply to in-person events.

- School-wide policy as reference:
 - Title IX: <https://www.csusm.edu/title9/index.html>
 - CSUSM Standards for Student Conduct: <https://www.csusm.edu/dos/studres/standards student conduct.html>