



Sunrise Mountain Esports 2020

PLEASE SIGN AND RETURN:

I/We have read the above handbook rules and regulations, Player Code of Conduct, What is Discord, and do agree to follow them in accordance with the Sunrise Mountain Esports Team and Peoria Unified School District guidelines.

Please print legibly

Athlete Name (print) _____

Athlete Signature _____ Date _____

Parent/Guardian Signature _____ Date _____

Athletes T-Shirt Size _____

Contact information:

Name: _____

Email: _____

Phone number: _____

**Due prior to participating in Discord or
Matches**



Sunrise Mountain Esports

Name _____
(last) _____ (first) _____
Address _____ City _____ State _____ Zip _____

Parent's Home & Cell Phone _____ / _____ Player's Cell Phone _____

Parent's Email _____ Player's Email _____

Age _____ Grad Year _____ Returning Player _____ First-Time Player _____

Please List Any Physical Handicaps, Injuries, Allergies _____

Grade and School Attending _____

Game(s) you play: 1. _____ 2. _____ 3. _____ 4. _____

Name of Parent or Guardian of Athlete _____

Address _____ City _____ State _____ Zip _____

Relationship to Athlete (mother, father, guardian, etc.) _____

As the parent or legal guardian of the above athlete _____, I assume any and all risks associated with the above athlete's participation as a member of the Mustang Esports and I hereby waive and release the Mustang Esports, its coaches and representatives of any and all rights for damages or injuries suffered while participating with the Mustang Esports during a scheduled practice or competition; while traveling to or from a scheduled practice, competition; or during any other team related activity.

Parent or Guardian Signature _____ Date _____

TEAM FEES Athlete \$100.00 Participation Fee Team Fee \$_____ Payment due before first practice to Coach Gardner. Make checks payable to SMHS Esports

Includes: Team T-shirt, Entry Fees, Equipment.

T-Shirt Size _____



**Extra-Curricular School Activities/ School Sports Participation Agreement
RELEASE OF LIABILITY, ASSUMPTION OF THE RISK**

Please read this document completely. By signing this waiver, you are assuming the risks of injury and/or damages incurred while your child and you are participating in Athletics and Extra-Curricular Activities at Peoria Unified School District and releasing the District from any claims, suits, damages and expenses related thereto.

I hereby acknowledge that my child, if I am signing for them as their legal parent/guardian, or myself, voluntarily desires to participate in athletic (or extra-curricular activities) at "Peoria Unified School District (District). These activities include, without limitation intramural sports, District sponsored events and/or any other sport or activity associated, sponsored or affiliated with the District. I recognize and expressly agree that participating in any sport or activity associated with athletics is an inherently dangerous activity. Further, I recognize that injuries or damages can occur despite the District's best efforts to avoid them and that the District cannot guarantee Participant's Safety.

Waiver and Release from Liability:

In consideration of permission to participate in all activities, today and for all future dates I, for myself, my heirs, personal representatives or assigns, do hereby release, waive, discharge, and covenant not to sue the District, its board, officers, employees and agents for any damages, injuries, accidents, illnesses or property loss to myself or others arising from my child's/my participation in activities, classes, observation or use of facilities, premises, or equipment.

Assumption of Risks:

There are many risks associated with participation in extra-curricular and/or physical activities. The risks range from minor injuries, such as scratches, bruises, and sprains to major injuries such as eye injury or loss of sight, joint or back injuries, broken bones, concussions and brain injuries to catastrophic injuries including paralysis and death. I hereby acknowledge that my child's, or my participation is voluntary and that I knowingly assume all such risks. I further expressly agree that the foregoing waiver and assumption of risk agreement is intended to be as broad and inclusive as is permitted by the laws of the State of Arizona.

Acknowledgement of Understanding:

I have read this Waiver and Release of Liability and fully understand its terms. I acknowledge that I am signing the agreement freely, voluntarily, and intend by my signature, to be a complete and unconditional release of all liability to the greatest extent allowed by law. This document applies for the entire duration of my child's, or my participation in school physical activities and sports at the Peoria Unified School District.

Student (Participants) Name

Parent's (Guardian) signature

Date

Participant's Signature

Date



Camp/Clinic/Activity Participation Agreement
RELEASE OF LIABILITY, WAIVER, and ASSUMPTION OF THE RISK

On behalf of myself, my household members, and as parent and lawful guardian of my minor child, _____, I hereby give permission for my child to participate in the Peoria Unified School District camp/clinic/activity at _____. My child and I are familiar with, and knowingly and voluntarily accept any and all risks associated with the camp/clinic/activity on a school campus. I acknowledge that my child's participation in this program is wholly voluntary and is not part of any regular school curriculum.

I specifically assume all risks and hazards associated with my child's participation in the camp/clinic/activity including, but not limited to, the risks associated with the COVID-19 or similar type virus. I understand that my child will be associating with staff, volunteers, and other children and may contract COVID-19, and other viruses and diseases, through my child's participation in the camp/clinic/activity. Although the children and staff/volunteers may have their temperatures taken upon entering the facility, that precaution is not nearly adequate to prevent the spread of COVID-19 given, among other things, the relatively long incubation period, and the fact that many infected persons are asymptomatic. I understand and voluntarily assume the risk that my child may acquire COVID-19, and that COVID-19 may subsequently be transmitted from my child to me, my family, and members of my household.

I certify that my child is in good health, has no fever, and has no current issues that make it unsafe for my child to participate in camp/clinic/activity, which may not have a medical professional on staff. I will notify the school and not send my child to the camp/clinic/activity if my child develops a fever or illness or tests positive for COVID-19.

To the fullest extent permitted by law, I hereby agree to waive, release, and discharge any and all claims, causes of action, damages, and rights of any kind, including serious injury or death, against the Peoria Unified School District, its insurers, the district's governing board, and all of their respective employees, agents, representatives, and volunteers (the "Released Parties") arising from or relating in any way to my child's participation in camp/clinic/activity. Including but not limited to exposure to the COVID-19 virus as we are assuming that risk.

Parent/Guardian Name (Printed) _____

Parent/Guardian Signature _____ Date _____



Sunrise Mountain Esports

2020 Handbook

Dear Parents/Guardians and Athletes,

As we approach the start of our competitive season, the **Sunrise Mountain Esports** coaching staff wanted to take the opportunity to review our Esports Team guidelines. Our objective as a coaching staff is to create an environment where your son/daughter understands the importance of **Commitment and Effort** to achieve their goals, and the **Success** that comes from reaching their goals. The information below will help ensure that we have a safe season. When you and your parents sign at the bottom, you are acknowledging you have read and understand these guidelines.

Academics

Students are required to meet the Peoria Unified School District policy regarding grades and participation in extracurricular school activities. It is very important that students check with their teachers for any work they have missed or will miss due to dismissal for any possible matches during school hours. You are a student first, and you are expected to complete the academic requirements in order to participate.

Athletes must be academically eligible to compete. Eligibility is checked every week and is based on your record in class from the beginning of the semester. If an athlete receives a yellow card, as soon as the yellow card is issued the athlete is suspended from competitions until the next grade report. They can still practice with the team. If a red card is issued the athlete will be suspended from both practice and competitions until the grade is corrected to a passing mark. Once a passing mark is reached athletes can return to practice but won't be eligible to compete until the following weeks meet. If an athlete has a yellow/red card for any combination of three weeks the athlete will be dismissed from the team for academic improvement reasons.

Costs and Fundraising

Each athlete must pay \$100.00 participation fee to the school. This is done ONCE per school year per athlete. This fee goes towards transportation costs, facility costs, equipment, uniforms etc. Any athlete that has not paid this fee will be ineligible for any competition until the fee is paid or arrangements have been made through the athletic department.

Fundraising is optional and is done to provide team t-shirts, equipment, pay for matches, team building, etc. There are several options for fundraising. Athletes can choose to do one of the following options:

1. Tax Credit up to \$400.00 per household to the Esports team paid to the bookstore or online at <https://www.peoriaunified.org/domain/140> .
2. TBD

Rules and Regulations

1. Absolutely no disrespect will be tolerated towards any coach, sport official, fans, teammates, or opposing athletes by any athletes or parents. This includes but is not limited to in school, practice, meets and social media. Improper bus behavior will not be tolerated. Swearing or vulgar language will not be tolerated. This reflects your character to a great degree, as well as reflecting on the school, district, and your team. Failure to adhere to these rules will result in suspension or dismissal from the team.

Meetings: You are expected to be on time and attend every team and event meeting. If you miss a meeting without prior permission from the head coach, this will be considered an unexcused absence.

7. Use of tobacco, alcohol, or other drugs on or off school grounds at any time will cause 1st offence your suspension for 7 calendar days plus one match if no matches are scheduled during that week. 2nd offence dismissal from the team.

8. The expectation for varsity athletes is they attend all practices and do not leave early. If these requirements cannot be met the athlete will be placed on the Rec team.

14. Our school, AIA, and PlayVS rules will be adhered to at all times.

18. Discord. Discord is a free, easy-to-use communication tool that helps coaches connect instantly with athletes. ALL athletes are required to sign up for this service.

19. Failure to follow team and school rules can result in your suspension or dismissal from the team. Suspension can be for a period or not less than 1 day from the date of incident. At the end of the suspension, the athlete may be permitted, at the discretion of the coach and principle, to resume participation. If a rule is violated, the coach will make every effort to meet with you to discuss the violation and penalty. The school's and coach's decision are final.

Thank you for allowing us the opportunity to coach your son/daughter. If you have any questions please contact your head coach.

Twitter: @Sunrise_Esports

Varsity Head Coach Heidi Gardner 623-487-5154 hgardner@pusd11.net

Sunrise Mountain Esports/PlayVS



Player Code of Conduct

Scholastic

By participating in the PlayVS league, you are agreeing to the terms of this Code of Conduct. PlayVS is committed to providing the best player experience in high school esports. To ensure the best player experience, all players are expected to display good sportsmanship as outlined below.

Standards of Behavior:

All members of the player community are expected to:

1. Be respectful to all players, coaches, PlayVS League Officials, and any other person in contact with the player before, during, or after the match time.
2. Use appropriate language in any chat or communication channels.
3. Play with integrity to the game, team, and sport. This includes properly completing objectives and match completion.
4. Be present for a match on campus at the PlayVS approved time.
5. Follow all PlayVS league protocol listed in the PlayVS rulebooks.

Inappropriate Behavior:

In abiding by PlayVS Standards of Behavior, all members of the player community are expected to refrain from:

1. Any kind of hate speech such as homophobia, sexism, racism, and ableism.
2. Any inappropriate language including using abbreviations, symbols, or phonetic spellings. Inappropriate includes, but is not limited to, language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable.
3. Any kind of taunting or excessive celebration.
4. Intentionally ruining the game for other players. This includes leaving the match or game once the Game of Record is determined, stalling the game with farming or excessive pausing, or unnecessarily disruptive language or emotes in any chat or communication channel.
5. Inappropriate in-game name, account, or image for game clients or PlayVS accounts.
6. Tardiness to a match. Matches may only be rescheduled by the PlayVS League Officials and school coach. Matches should start by the time listed in the PlayVS client.
7. Using multiple accounts, including changing the Summoner Name for League of Legends. All in-game accounts used during the PlayVS season must be connected in the PlayVS client. Alternate accounts should not be used for PlayVS matches. Players may only play on the account connected in their PlayVS settings.
8. Playing off campus or from home. Playing without a coach present in the match room.

Levels of Consequences

Unsportsmanlike behavior may result in disciplinary actions. League Officials at all times may act with the necessary authority to preserve the best interests of the league. League Officials may in their reasonable discretion impose any of the following penalties depending on the severity, intent, and frequency of the inappropriate behavior:

Level 1 Consequence: Official verbal or written warning, written record of misconduct, request to change inappropriate names.

Level 2 Consequence: Official verbal or written warning, written record of misconduct, required to change inappropriate names, 1 week suspension, and/or forfeit of the match.

Level 3 Consequence: Official verbal or written warning, written record of misconduct, suspension or banning players for the season or permanently, and/or forfeiting of all associated matches (no refund, full or partial, of registration fee).

Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the league, and penalties for misconduct, lie solely with PlayVS, the decisions of which are final. PlayVS decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

What is esports?



Esports takes video gaming to another level with organized competitive gameplay between two teams, governed by its own strict set of rules and guidelines. It demands critical thinking, communication, teamwork and creativity in order for students to succeed.

Today, esports is growing exponentially with over 400 million fans worldwide and regularly selling out arenas around the world. Currently, there are more than 200 colleges and universities offering almost tens of millions of dollars in scholarships. Establishing esports in high school enables students to do what they love and provides them with additional opportunities to earn recognition.

"Esports brings out a new type of competition in the school system that has never been introduced before. Some students who wouldn't ever want to participate in a sport now have the opportunity to do so while representing their school and building a community on campus."

Coach Dan Ungar,
Weston High School, CT

Benefits of Esports

Character Development



Students build character and develop discipline, self-esteem and sportsmanship through practice and gameplay.

Increase Participation



Esports are co-ed, inclusive, and engage students who might not otherwise participate in school athletics or activities.

STEM Engagement



Esports players are often interested in STEM classes and programs. A high percentage of collegiate esports players select STEM majors.

College Scholarships



More than 200 colleges and universities offer esports scholarships and are actively recruiting players for esports programs.

How does PlayVS work?

PLAYVS IS THE OFFICIAL HIGH SCHOOL ESPORTS PLATFORM We provide a robust online platform that enables schools to easily build and manage teams, check schedules, and track stats, all with real-time support.

League Structure

There will be two seasons each school year:

Fall - September to December

Spring - February to May

Matches are played on a weekly basis:

League of Legends - Tuesdays

Two consecutive games (best-of-two)

Fortnite - Wednesdays

Rolling lobby Duos for 2-hour window

SMITE - Thursdays

Two consecutive games (best-of-two)

Rocket League - Thursdays

Up to five consecutive games (best-of-five)

More games will be announced soon!

Season Structure

Each season is divided into 3 different phases:

Preseason Practice on the PlayVS platform.

Regular Season Each team's record determines the standings for entering the Playoffs Season.

Playoffs Season The top teams play in a single-elimination bracket until the finalists are determined.

Cost

Free Access to unlimited scrimmaging across all games. Entry into Fortnite and Rocket League competitive leagues.

Annual Passes - Unlimited \$2,000 for unlimited number of players in competitive leagues for all supported games.

Get Started

Quickly build an esports program by signing up on PlayVS.com.

1 Campus Interest Meeting

Host an interest meeting on campus to get student sign-ups for each of the games and build out your esports program.

2 Find a Coach

Schools approve the program and select coaches. IT administrators ensure your tech is secure and prepared for gameplay.

3 Build a Team

Coaches build multiple teams that all represent the same school. Teams are co-ed, inclusive to anybody who can use a computer. We recommend at least 15 students for a well-rounded program.

4 Compete Together

Each team will play on campus and compete online with other schools in the state. No travel required.

5 Win a Championship

Build on your success throughout the regular season to make the playoffs and land on top!

"The kids that are participating here have dramatically pulled up their grades to be eligible. It gives this small group a reason to come to school."

Coach Catherine Turner
Lafayette High School, GA

What is Discord?

Discord is a free voice, video, and text chat app that's used by tens of millions of people ages 13+ to talk and hang out with their communities and friends.

People use Discord daily to talk about many things, ranging from art projects and family trips to homework and mental health support. It's a home for communities of any size, but it's most widely used by small and active groups of people who talk regularly.

The vast majority of servers are private, invite-only spaces for groups of friends and communities to stay in touch and spend time together. There are also larger, more open communities, generally centered around specific topics such as popular games like Minecraft and Fortnite. All conversations are opt-in, so people have total control over who they interact with and what their experience on Discord is.

People love Discord because it's a home for all their communities and groups of friends. It's a place where they can be themselves and spend time with other people who share their interests and hobbies. There's no algorithm deciding what they should see, no endless scrolling, and no news feed. Conversations on Discord are driven by shared interests.

Helping your teen stay safe on Discord

Over the years, Discord has designed tools to protect our users from inappropriate content or unwanted contact. Knowing how to use these tools will give you full control of your Discord experience and will help you avoid unwanted experiences.

As a parent, we encourage you to spend some time reviewing and discussing your teen's settings so that you can customize their Discord experience. More details on all our privacy and security tools can be found at www.discord.com.