



PRESENTED BY



FRANCIS TUTTLE
TECHNOLOGY CENTER

Francis Tuttle Technology Center
eSports Program
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TABLE OF CONTENTS

Introduction	1
eSports Overview	1
Academic Pathway – (College entry)	2
Career Pathway	2
Purpose of the FT eSports Program	3
Student Benefits	3
Student Participation	4
Criteria	4
Code of Conduct	4
Dismissal Guidelines	5
Membership Dues	5
eSports Officers	5
Meetings	6
Game Selection Process	6
Teams	6
Tryouts	7
Team Captains	7
Player Names	7
Employee Participation	7
Participation Times	7
Roles	8
Activities and Functions	9
Open Game Play	9
Team Practice	9
League Play	9
Remote Participation	9
On-Site Participation	10
Promotional Events	10
Facilities and Equipment	10
Campus War Rooms	10
Available Times	10

Equipment Checkout.....	10
FT eSports Attire	11
Sponsors.....	11
Prizes	11
Funding	11
Fundraisers.....	11
Donations.....	11
Appendix	12

Introduction

This handbook is intended to give the reader an overview of the eSports program definitions, guidelines, and rules at Francis Tuttle. It answers many of the initial questions individuals may have about the function of this sport at FT and other locations. It is noted that while engaging in eSports at FT, students may participate in specific competitions/events where additional rules and guidelines may apply. Those rules and guidelines will be communicated to students before the specific event, at which time the student must accept prior to entering the event. In the occurrence of a conflict between those rules and guidelines and the rules and guidelines in this Handbook, the event-specific rules and guidelines govern. The FT Administration reserves the right to make any decision on cases not specifically covered by the Handbook to preserve the spirit of fair competition and sportsmanship.

eSports Overview

The term eSports officially stands for electronic sports, not to be confused with the traditional video game play of yesteryear. eSports takes video gaming to another level with organized, multiplayer competitive gameplay between teams, governed by its own strict set of rules and guidelines.

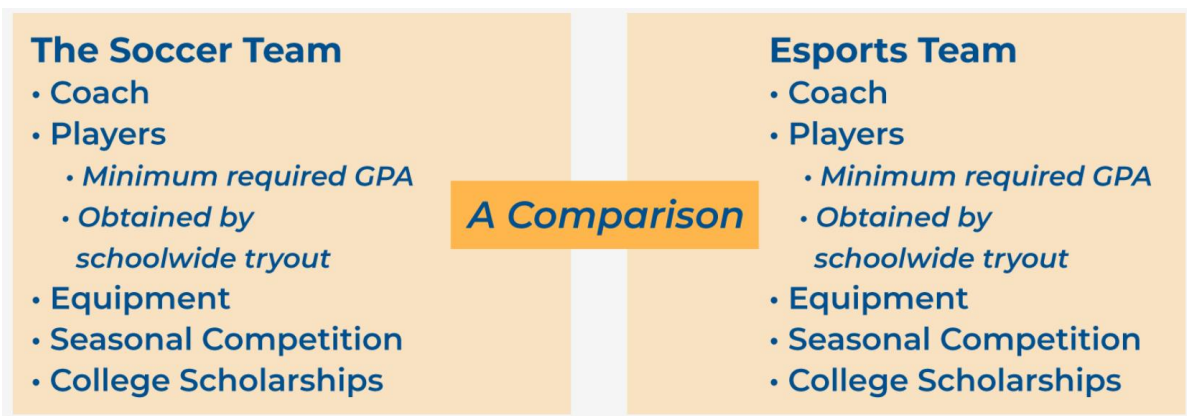


Figure 1. Comparison of traditional sport to eSports

eSports requires teamwork, communication, critical and strategic thinking, creativity, sportsmanship, and leadership — much like traditional sports. See Figure 1 for more similarities with traditional sports.⁵ In fact, eSports rivals the biggest traditional sports leagues with a total viewership in 2019 of 443 million people, including 198 million frequent viewers (who viewed two or more event per month) and 245 million occasional viewers.¹ Its viewership has ranked second only to the National Football League (NFL). Esport’s jobs increased over 87% in 2019 and continues to rise.⁴ The sport has attracted over 1 billion dollars of revenue worldwide in 2020 alone.²

Academic Pathway – (College entry)

eSports can provide a gateway to colleges and universities. Colleges are offering scholarships and recruitment for top players in the most popular games. Currently, hundreds of colleges and universities offer tens of millions of dollars in eSports scholarship money. That number grows substantially every year as more and more schools spin up eSports programs.³ Several colleges in Oklahoma like Oklahoma State University, University of Oklahoma, Oklahoma City University, and University of Central Oklahoma presently have active eSports programs. Some colleges are creating new majors and minors revolving around eSports.

Students that participate in leagues throughout high school will have a higher chance of being recognized by these colleges and may obtain scholarships to play for that college. Many of FT sending schools are beginning to recognize and seize these opportunities. Presently Crescent, Putnam City, Putnam City Original, Putnam City West, and Edmond Memorial all have eSports programs.

Career Pathway

There are growing opportunities to find employment in eSports-related careers. These opportunities include broadcasting, marketing, graphic design, multimedia production, shout casting, coaching, game testing, coaching, and management.

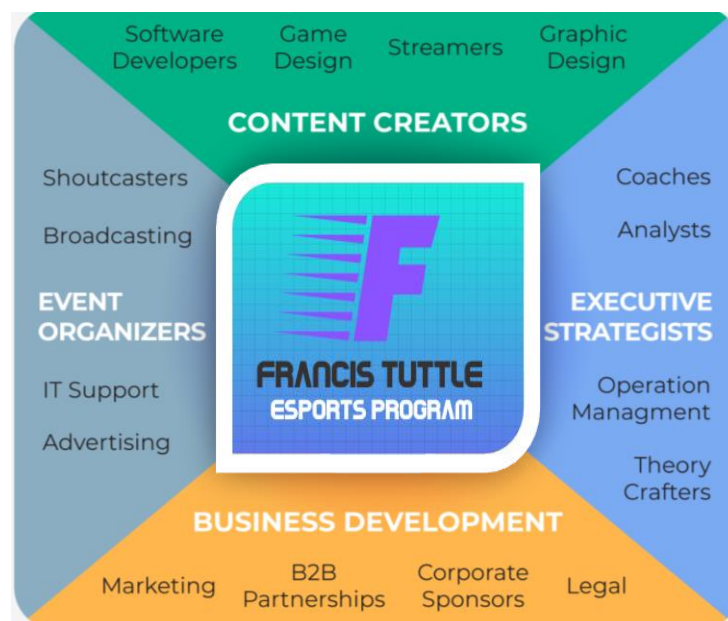


Figure 2. Employment Categories

In Figure 2, four employment categories are listed with associated eSports related occupations.⁵ The employment categories are Event Organizers, Content Creators, Business Development, and Executive Strategists. Below is a table of current FT programs that align with the various occupations in each category. Many of the current FT Programs provide students with a pathway to eSports occupation opportunities. See Table 1 below.

Table 1. FT Programs and eSports Employment

Employment Category	FT Programs
Content Creators	<ul style="list-style-type: none"> • 2D Animation • 3D Animation and Visual effects • Computer Science Academy • Programming and software development
Business Development	<ul style="list-style-type: none"> • Accounting Services • Administrative and Legal Office • Graphic Communications • Marketing and Professional services • Web Development
Event Organizers	<ul style="list-style-type: none"> • Broadcast and Video production • Cisco Network Security • Computer repair & Enterprise network support • Cyber Security and Network defense
Executive Strategist	<ul style="list-style-type: none"> • Engineering Academy • Computer Science Academy • Entrepreneurship Academy

Purpose of the FT eSports Program

The purpose of the eSports program at Francis Tuttle is to provide all FT students the opportunity to participate in organized eSports, promoting social interactions, team collaboration, and career opportunities.

Student Benefits

Esports has a major strength compared to other sports - it can be practiced by people from completely different situations and backgrounds, and thus the potential for eSports to be inclusive is enormous. Students involved in eSports are able to deepen their levels of interaction and communicate more effectively, readying them for later life. ESports helps students learn valuable skills that will serve them throughout their life including:

- Strategic thinking
- Planning/goal setting
- Teamwork

- Collaboration
- Management of success and failure
- Critical thinking
- Creativity
- Sense of community
- Character development
- Time management

Student Participation

Criteria

Participating students must meet the following criteria:

- Approval from current Francis Tuttle instructor
- Maintain an attendance rate of 91% or better
- Maintain a grade of C or better in FTTC program
- Have no disciplinary actions filed against the student before and/or during participation in eSports.

Code of Conduct

All participating students represent Francis Tuttle while participating in eSports. Participating students are required to abide by applicable laws, school district policy and the Core Values of Francis Tuttle Technology Center. Participants are required to play fairly and within the game rules. No cheating, bug exploitations or hacking/modifications are allowed.

Examples of cheating include, but are not limited to:

- Collusion, match-fixing, or any other action to intentionally alter, or attempt to alter the results of any Game or Match;
- Attempts to interfere with another player's connection to the game service by any means;
- Intentionally exploiting an in-game glitch to gain an advantage;
- Tampering with the entry process or the operation;
- Attempting to view spectator monitors, attendee monitors or the live streams during a Game or Match; and
- Failure to use required equipment

Participants shall not conduct or promote any act of collusion. Collusion is defined as any agreement among two (2) or more participants and/or persons to disadvantage other participants.

Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more participants to not damage, impede, or otherwise play to the best of their ability in a game;

- Agreeing to a ruleset outside the rules;
- Pre-arranging to split the competition prize with someone other than on a participant's own Team;
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a participant during competition play;
- Deliberately losing a game, detrimentally altering performance for compensation or for any other reason, or attempting to induce another participant to do so.

Participants shall not conduct or promote any act of intentionally disconnecting from any game. All Players must remain in an official game for the entirety of the game.⁶

Any behavior that is threatening, intimidating, demeaning, bullying or any other forms of harassment or intolerance is forbidden. Any violation of this policy will result in immediate removal from the eSports program and possible disciplinary actions consistent with existing student discipline policy.

Dismissal Guidelines

If a student becomes ineligible while participating in the eSports program, the student will not be able to participate in the gaming activities until the student shows that s/he meets all the eligibility requirements or otherwise been reinstated by the school. If a student violates the eSports Code of Conduct, s/he will immediately be removed from the program.

Membership Dues

Membership dues are used to cover entry fees in the seasonal competitive game leagues. The primary avenue for obtaining membership dues will be through fundraisers; however, students may be required to provide their own entry fees if fundraising is insufficient to cover all entry fees.

eSports Officers

All students will be allowed to run for office. The eSports Program has five elected positions: President, Vice-President, Secretary, Treasurer, and Reporter. In order for a student to be eligible to run for office, they must go through an interview process with the sponsors to ensure that the student understands the responsibilities of that particular office. All officers will meet regularly with the advisory members to discuss upcoming events and topics of discussion for future meetings. The duties of each office member are to:

President

- Preside at all program meetings
- Represent this program when necessary
- Maintain order of all members during meetings and club activities

- Assist sponsors in discussing and administering the affairs, activities, and service projects of this chapter

Vice-President

- Preside at meetings when the president is absent or incapacitated to perform the duties of the office
- Represent this program when necessary
- Assist program president in maintaining order of all members during meetings and club activities
- Assist club president and sponsors in discussing and administering the affairs, activities, and service projects

Secretary / Treasurer

- Keep/maintain the necessary records of all program members and membership
- Record minutes of all program meetings
- Carry on necessary program correspondence
- Handle financial matters as deemed appropriate by the sponsors of the program
- Assist program president, vice-president, and sponsors in the general affairs of this chapter

Reporter

- Submit chapter news and spotlights for inclusion in school newsletter
- Ensure that all events are publicized through posters, flyers, social media, etc.

Meetings

The eSports program will meet biweekly to discuss matters and make decisions as necessary. Special meetings may occur if the need arises.

Game Selection Process

Game selection will consist of two primary factors: 1) what games are being offered from the leagues FT participates, and 2) student interest. Selected games can change yearly. The current league offers a selection of 12 games, eight of which FT will consider offering within its first years of eSports league play. Certain games will not be offered if there is limited student interest or involvement. FT will not offer competitive league play in Mature (M) rated games.

Teams

Each game selected through the Game Selection process will have one or more student teams assigned. Members of each team will undergo tryouts to determine student placement on each

team. All students trying out for a team will not be selected to participate on the team for league competitive play.

Tryouts

Depending on the amount of students participating in eSports, tryouts may be held to form teams to enter into competitions. For solo competitive games, players will play a series of one versus one games against different opponents while being observed by the game coach and the team captain. For team-orientated games (e.g. Rocket League, Overwatch), students will be assigned to random teams and compete against other teams through a series of games. These games will be observed by the game coach and the team captain. After careful consideration, the team captain and game coach will select members to formulate teams. If a large number of students are available to participate, multiple teams may be formed to compete in the same game. Teams will also have substitutes in case team members can't make it to a game.

Team Captains

Team captains will be selected by the game coach, eSports officers, and eSports Committee. The team captain will normally be the in-game leader, making calls in the game and leading their team to victory. The team captain will be knowledgeable in the selected game they are playing as well as be skilled in leadership. The team captain will assist the game coach in the team selection process during the tryouts phase.

Player Names

Each team player will be allowed to choose their own player name, distinguishing them from other players on the team and in a competition. Players must use an acceptable name. Players may use gamertags or handles during a competition. If a player does not use his or her legal name, Team coaches reserves the right to restrict or change a player's gamertag, handle or other name for any reason at any time. Using alternative spellings to avoid compliance with the following rules is strictly prohibited.

- Player names may not include a sponsor name.
- Player names may not include any product name or description.
- Player names may not include any words that are purely commercial.
- Player names may not include profanity or any offensive word.

Employee Participation

Participation Times

FT employees will be able to participate in the eSports program in any of the following roles: Advisory Committee member, Instructional/Non-instructional Liaison, Team Coach, or War Room monitor. Employees are able to participate during their lunch break or before and after

work hours. These times align with the proposed student practice and play times. Employees do not participate in student competition play.

Roles

Advisory Committee

The advisory committee consists of FT individuals who help guide all aspects of the FT eSports program. The Advisory Committee will help make decisions regarding the eSports program development and success, as well as participate in events required to assist the program (i.e. fundraisers, war room activities, etc.). The committee will work to:

1. Ensure quality - by assisting in the validation of direction and activities to ensure our students are learning the skills to successfully prepare them to enter the workforce.
2. Help our programs function with accountability - by establishing and developing program standards, short-and long-range goals, and objectives.
3. Create and maintain effective partnerships – by establishing partnerships that provide learning and opportunities for students. Mutually beneficial partnerships enhance programs for our students to become the future employees within our community.

Non-Instructional Liaisons

A Non-Instructional Liaison will be appointed to work with the ITS department in equipment usage as well as communicate with the Instructional Liaison. The Non-Instructional Liaison will be a source of guidance to the advisory committee and others who may have an interest in supporting the eSports program.

Instructional Liaisons

The Instructional Liaison will work closely with the student body who are participating in the FT eSports program. The Instructional Liaison will be a student's main point of contact regarding eSports matters, especially matters that need to be taken to the advisory committee. The Instructional Liaison will also work with the Non-Instructional Liaison through constant communication.

Coaches

Coaches will be appointed to games that are part of league play. A coach can consist of either a student that wishes to coach a specific game or a staff member who would like to volunteer to be a coach. The coach should be very knowledgeable of the game they are coaching. A coach is expected to observe team play and provide helpful advice to assist his/her team in reaching optimal performance. The coach will also work closely with the team captain for team selection. Coaches should be present for team practices and also for league play to help their team succeed.

War Room Monitors

The War Room monitor is a staff member that will be in charge of watching the War Room while students are present. The War Room monitor will be able to answer and assist students that are in the War Room. The War Room monitor will be in charge of the equipment in the room (i.e. controllers, computer peripherals) and also ensure students are using the FT equipment as intended. War Room monitors will ask students to leave if equipment is being used incorrectly.

Activities and Functions

Open Game Play

During the off season, the War Room will be opened for open game play. Students that are currently enrolled in FT programs will be allowed to use the equipment to play the installed games. Only games installed by ITS are allowed on FT equipment. Lunch time will also be open game play. Open game play may be limited when league play starts. Practices and league games will be for teams and open play will not be permitted at that time.

Team Practice

Team practices will be scheduled once teams have been formed. Students can participate in practices from home or use FT equipment in the War Room. Team practices will start a few weeks before league play begins. Team practice will attempt to be scheduled once a week or every other week during league play due to time constraints. A member of a team is welcome to practice as much as s/he wants on his/her own time, but will be required to practice as much as possible during scheduled times.

League Play

League play can meet Monday through Saturday. The day a league game happens will be dependent on what games are being played in a given season. Each game is given a dedicated day for league play and schedules are made once teams have been selected. Students will be encouraged, but not required to play league games in the War Room.

Remote Participation

Students are allowed to participate in almost all practices and league play from their home computers. No FT equipment is provided to students for practice or league play from home.

On-Site Participation

Students participating in FT eSports can utilize the FT equipment provided in the War Room for team practices and league play. While in the War Room, students are required to follow guidelines and the Code of Conduct.

Promotional Events

FT will host a Bring Your Own Console (B.Y.O.C.) event to promote eSports and build student interest. The event will highlight a specific game for an event tournament, such as Super Smash Bros. Ultimate tournament (one of the most requested games) and allow students to get together to play games and sign up for the eSports program.

Facilities and Equipment

Campus War Rooms

RK03-B1110 in the Information Technology Building is the location of the Rockwell War room. As the FT eSports program grows, additional War Rooms may be located at other FT campuses.

Available Times

During lunch break and after school hours, the War Room will be available for students to utilize the equipment. There will be scheduled hours for team practice or times where league games will be played. All students will be able to utilize the War Room for recreational use when practice or league play is not in session. Only sanctioned games installed by the ITS department will be allowed on FT equipment. Students found violating any FT guidelines will be asked to leave the War Room and be prohibited from returning.

Equipment Checkout

The War Room will contain PCs and consoles for students to utilize for practice and open play. Peripherals will be provided for students who wish to use them, but students may also bring their own peripherals to use. Students will work with the War Room monitor to use peripheral equipment and safely store the equipment while it is not in use. For console use, students will work with the War Room monitor to check out controllers and adapters. A check out process will be utilized to keep track of equipment and the students using the equipment. Students are responsible for the safe return of the equipment and may be subject to either a replacement fee or limited use of the War Room, if guidelines are not followed.

FT eSports Attire

Team shirts that are provided are encouraged to be worn, especially for sponsorship purposes whenever students participate in off-campus events or while streaming services are happening.

Sponsors

Sponsors are welcome to help fund the eSports program. Students are not permitted to solicit sponsors for funding without board approval. Sponsors will have different levels of support, each with different rewards. A document specific to sponsorship will be provided to individuals who are interested in sponsoring the FT eSports program.

Prizes

During the B.Y.O.C. event and fundraisers, winners may receive prizes that are provided from our sponsors. These prizes can range from equipment to trophies, and will follow FT guidelines on prizes.

Funding

Fundraisers

FT will provide certain tournaments on the most popular games as fundraising events to raise money for the FT eSports programs. These funds will go to the eSports program for entry fees, shirts, and other things as needed. Depending on the funds required, multiple events may be held in order to provide the necessary funding needed for the eSports program. All fundraisers must be submitted and approved by the board before occurring.

Donations

Individuals or businesses can donate to the eSports program without requiring a sponsorship. The donations will be deposited in the student activity fund and be used for student entry fees and any other eSports program needs. If a business or individual wishes to be recognized for their contribution, they will be announced via the eSports Facebook page or during official FT eSports events.

Appendix

a. War Room Layout

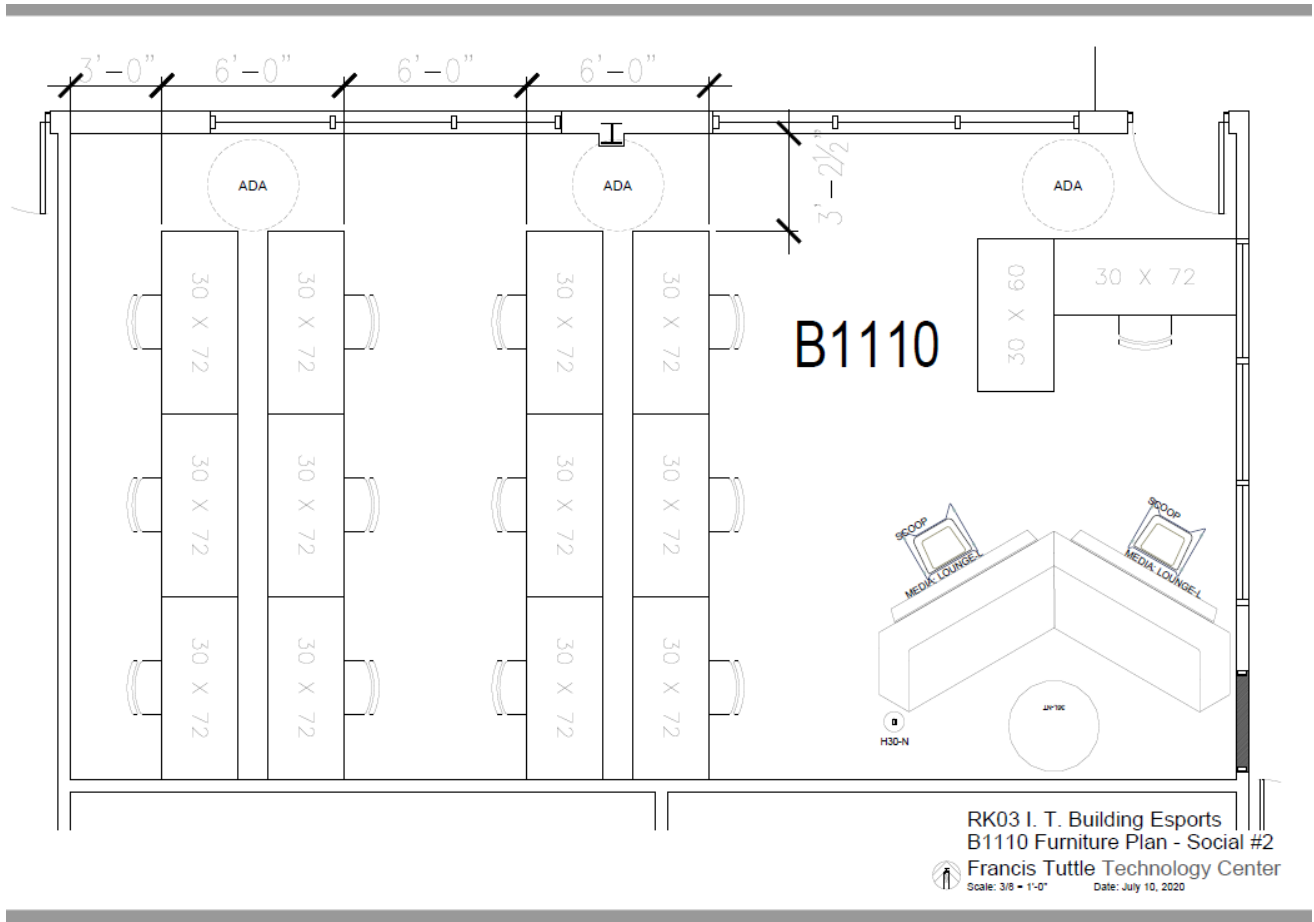


Figure 3. Social Distanced Layout

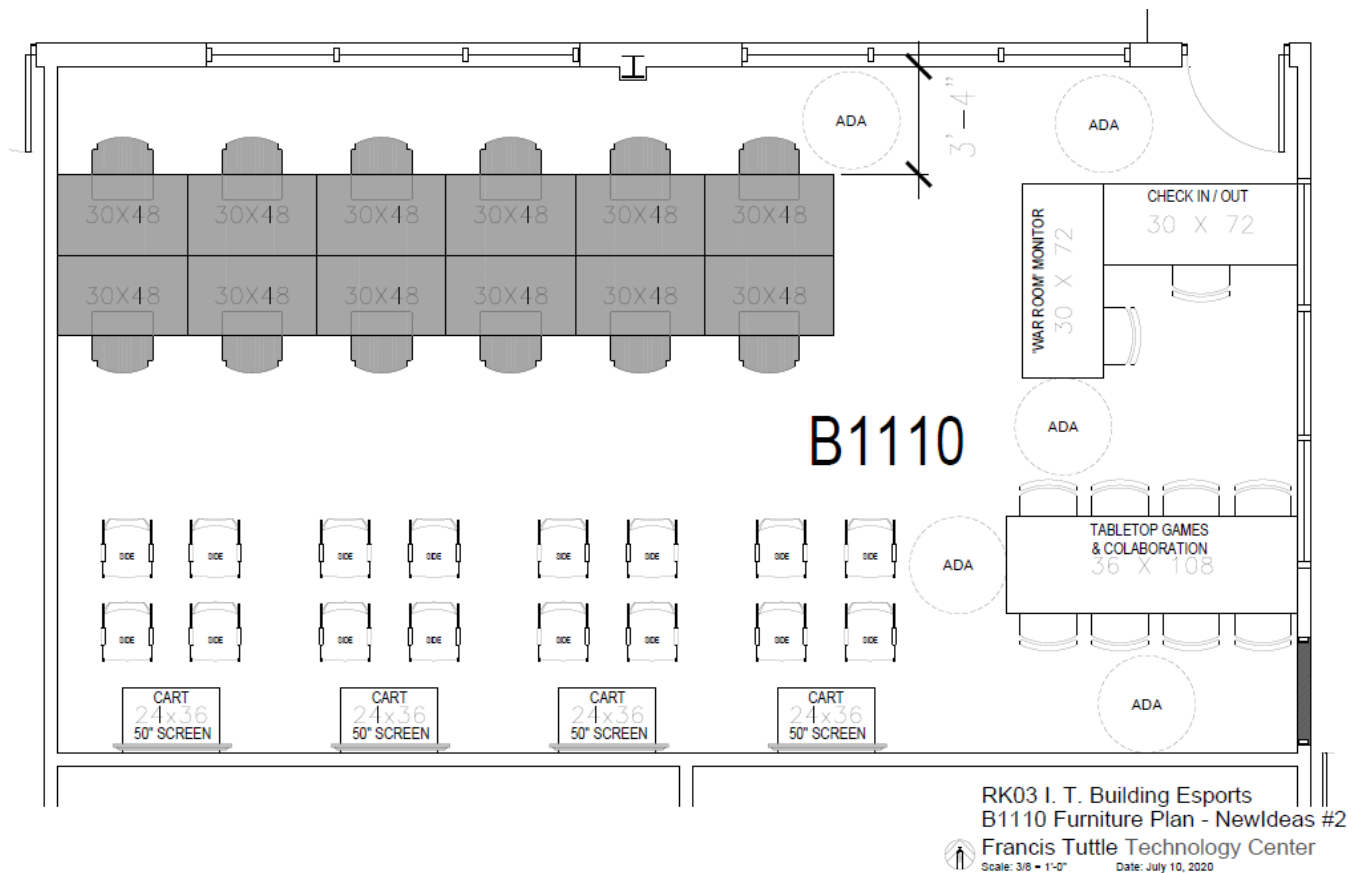


Figure 4. Non-Social Distanced Layout

- b. Student Participation Form
- c. Code of Conduct Signature Page
- d. Technology Use Agreement

¹ Gough, Christina. "Global ESports Viewership by Viewer Type 2022." *Statista*, 28 Apr. 2020, www.statista.com/statistics/490480/global-esports-audience-size-viewer-type. Accessed 25 June 2020.

² Gough, Christina. "Global ESports Viewership by Viewer Type 2022." *Statista*, 28 Apr. 2020, www.statista.com/statistics/490480/global-esports-audience-size-viewer-type. Accessed 25 June 2020.

³ "Why High School Esports Is Important." PlayVS, www.playvs.com/why-esports. Accessed 25 June 2020.

⁴ "Hitmarker: Esports jobs grew 87% in 2019." <https://venturebeat.com/2020/02/08/hitmarker-esports-jobs-grew-87-in-2019/>. Accessed 25 June 2020.

⁵ "Pathway Esports." <https://masterycoding.com/pathway-esports>. Accessed 25 June 2020.