

Chickasaw Nation STEM Academy

Esports Team Guidelines

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WHAT IS ESPORTS?

Esports are video games that are played in an organized competitive environment. Participation and viewership of Esports is skyrocketing. In 2026, the global Esports market is valued at more than \$3 billion U.S. dollars. With the growth of Esports many high schools and colleges have started Esports programs, with colleges offering scholarships to Esports students.

STEM Academy Esports was formed so that Chickasaw students can grow their passion for video games, learn productive habits, become a part of a team, and participate in healthy competition.

VIRTUAL PROGRAM

Esports is a Virtual Program, meaning most practices and competitions are held online. There may be some in-person travel opportunities, but they will not be required. Being a Virtual Program allows Chickasaw students anywhere in the world to compete together.

INTERNET CONNECTION

Participation in Esports requires an internet connection and most games require high speed internet. Recommended high speed internet is a minimum of 100 mbps download and 10 mbps upload. **Financial support for internet service will not be provided by the STEM Academy.**

If you are unsure of your internet speed, you can test it at the following link:

<https://fiber.google.com/speedtest/>

Internet connection below the recommended speed may greatly affect competitive gameplay.

GAMING DEVICES

No gaming devices will be provided. To participate in Esports students must have access to at least one of the following devices:

Nintendo Switch
Nintendo Switch 2
PlayStation 4
PlayStation 5
Xbox One
Xbox Series S
Xbox Series
PC (Personal Computer)

ESPORTS GAMES

No games will be provided. Students must have access to the game or games they intend to play, as well as at least 1 device to play them on.

Examples of current gaming options include, but aren't limited to, the following:

GAME	ESRB RATING	GAMING DEVICE OPTIONS
Chess	E (Everyone 10+)	PC
Fortnite	T (Teen 13+)	PC, PS4, PS5, Xbox One, Xbox Series S/X
League of Legends®	T (Teen 13+)	PC
Madden	E (Everyone 10+)	PC, PS5, Xbox Series S/X
Mario Kart 8 Deluxe®	E (Everyone 10+)	Nintendo Switch, Nintendo Switch 2
Marvel Rivals	T (Teen 13+)	PC, PS5, Xbox Series S/X
Minecraft®	E (Everyone 10+)	PC (Java Edition 1.8x)
Overwatch 2®	T (Teen 13+)	Nintendo Switch, Nintendo Switch 2, PS4, PS5 Xbox One, Xbox Series S/X PC

CHICKASAW NATION STEM ACADEMY – ESPORTS GUIDELINES

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Rocket League®	E (Everyone 10+)	Nintendo Switch, Nintendo Switch 2, PS4, PS5 Xbox One, Xbox Series S/X PC
Super Smash Bros: Ultimate®	E (Everyone 10+)	Nintendo Switch, Nintendo Switch 2

ONLINE SUBSCRIPTIONS

Some games require subscriptions to play online. **No online subscriptions will be provided by the STEM Academy.** The following games require a subscription to participate in Esports:

GAME	ONLINE SUBSCRIPTION REQUIRED	COST
Mario Kart 8 Deluxe®	Nintendo Switch Online	\$19.99 annually
Super Smash Bros: Ultimate®		

PRACTICES / MATCH SCHEDULES

Organized practices are weekly 1 hour time slots for students to work with teammates or develop skills. Practices times must be coordinated with teammates, but practice times can be any 1-hour time slot between 2:00 – 8:00 p.m. CST. Preferred time slots can be selected on the application form when applying.

Matches are weekly 1 hour time slots for students to compete against other teams. Most match times are around 4:00 p.m. CST.

Organized practice times and match times will be communicated to parents through email. All organized practices and matches will be monitored by STEM Academy staff. Students are welcome to have additional unofficial practices with their teammates, but unofficial practices will not be monitored or count towards attendance.

PLAYVS ESPORTS LEAGUE (PLAYVS.COM)

The main esports league we compete in is PlayVS. Students can only play for one PlayVS school or organization per semester. If your student competes with us, then they cannot also be on their school's PlayVS team. Other esports leagues do not conflict.

SEASONS

The Esports year is broken into 3 seasons: summer, fall, and spring. The Esports application makes your student eligible for all 3 seasons. A new application will not need to be submitted until the end of the school year. Participation in all three seasons is not required.

Summer (June & July) – One-day tournaments and optional practices so that students can maintain flexible summer schedules.

Fall (Early September through Late November) – One-hour long practice and one-hour long match window per week.

Spring (Mid-January through Mid-April) - One-hour long practice and one-hour long match window per week

COMMUNICATIONS

Team communication will be held through the STEM Academy Esports' private Discord server. STEM staff will organize, communicate updates, and monitor student activities using this platform. For your convenience parent/guardian communications will be handled on more familiar platforms.

Many students who participate in online gaming will likely already have an existing Discord account. However, all players without one will need to create a Discord account. Creating an online student Discord account is free, and easy. [Click here for video on how to create a Discord account](#)

Please note that parents/guardians are not required to create Discord accounts and will not have access to gaming servers.

Updates to parents will be sent using email and/or text message updates. This would be applicable for any follow-up information, program updates, and reminders. Opting in for these communication options can be selected on the application form. Simply check the appropriate boxes for any/all methods. Note: please be sure to include an email on the application form that you check regularly.

ATTENDANCE TRACKING

Regular attendance for both matches and organized practices is vital to competing in Esports. Teams must play 75% of their scheduled matches or they will not be eligible for playoffs. Organized practices are often for specific team skills and drills as well as experience with teammates.

Practice attendance will be recorded using Discord. If a student is not logged in to the Discord voice channel within the first 10 minutes of their scheduled practice time they will be marked as absent. If for some reason a student is unable to participate in Discord for that practice (travelling, headset not working, etc.), they must receive approval from STEM Academy Staff to not be marked absent.

Match attendance will be recorded using match results from the various leagues teams are participating in. If a match is missed attendance will be docked and a makeup match will have to be added towards the end of the season.

ESPORTS GUIDELINES

1. **Members must have a copy of their most recent report card when team applications are submitted and maintain academic eligibility with their respective schools to remain eligible for the competition team. We will periodically request grade reports throughout the season for our records. See Travel Qualifications below for additional information on GPA.**
2. Members must attend at least 75% of organized practices and matches. If attendance falls below 75%, student will be put on a watch list, and dropped from the team if no improvements are made. We do keep records on attendance. If it is known in advance that student won't be able to attend organized practices or matches, please contact us by phone at (580) 272-5579 or email STEM@Chickasaw.net.
3. Students are expected to participate in ***all*** organized practices and matches. Each student will be reviewed by staff on a weekly basis to determine their involvement level with the team. See 'Disciplinary Actions' section below for more.
4. Students need to demonstrate appropriate behavior and good judgment while participating in organized practices, matches, and events. We will behave in a manner that protects the health and safety of themselves and others and represent our program with respect of ourselves and others.
5. Students are expected to be respectful to other team members, mentors, and coaches. **Students are expected to not use profane, obscene, or vulgar language in written or verbal form. Threats or harassment towards others will not be tolerated and may result in immediate removal from the team.**

COMPETITION TEAM QUALIFICATIONS

All tournaments will only be attended by members who show good attendance (see 75% attendance requirements above), good work ethic, team contributions, and school progress reports.

See our additional guidelines below:

1. Students must demonstrate a high level of dedication to the ideals of the Chickasaw Nation, the STEM Academy, and their team.
2. Students' education is also important to us. Since our team meetings are after school, we don't want participation with our program to be a distraction from schoolwork. Quite the opposite, we hope that having hands-on involvement will inspire learning. All students must submit grade reports ***prior to posted deadlines***. To be eligible, student must have a **minimum current GPA of 2.75** (or equivalent), **with no 'D' or 'F' letter grades** (or equivalent). If student has problems in this area, please inform us as soon as possible so that we can help.
3. Students must also be in good standing with their schools and/or any other special programs. For example, if student is expelled, on probation, etc. they may not be eligible to compete. **Students must inform staff for any of these type instances.**

No student is automatically included on the competition team. Members must comply with the guidelines above to earn a spot on the competition team.

STUDENT CODE OF CONDUCT

Student members are expected to attend all practices and competition times, be on time, and/or follow the procedure of notifying an absence.

1. Students must act in a professional and courteous manner.
2. Students must treat all mentors and coaches with respect.
3. Students are expected to be respectful to other team members and competitors.
4. Students must behave in a manner that protects the health and safety of themselves and others.
5. Student members are expected to maintain good study habits and grades during the season.
6. Students shall not use profane, obscene, or vulgar language in written or spoken form.
7. Students must abide by the terms of the student rules.

DISCIPLINARY ACTIONS

Should a student not comply with any guidelines, disciplinary action will occur. First occurrence will consist of a verbal or written warning from a member of the staff. The second will result in a consultation between a member of the staff, the student, and parent/guardian. The final occurrence will result in immediate suspension from the team. Should an instance occur where suspension is during a travel event, parent/guardian may be contacted to pick up the student at their expense.

Additionally, all team members will be reviewed by staff on a weekly basis. Those who aren't involved with team practices or doing their part to contribute will be consulted by staff. Should those actions not improve, disciplinary actions as described above will ensue.

QUESTIONS?

We're here for you! If you ever have a question about something listed in these guidelines, or anything pertaining to our Esports program, please don't hesitate to contact us!

CONTACT INFORMATION

STEM Academy
301 Seabrook Road
Ada, OK 74820

Phone: (580) 272-5579
E-mail: STEM@Chickasaw.net

www.Chickasaw.net/STEM