

Chickasaw Nation STEM Academy

Esports Team Handbook

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WHAT IS ESPORTS?

Esports is video games played in an organized competitive environment. Participation and viewership of esports is skyrocketing. In 2023, the global esports market valued over \$1.72 billion in U.S. dollars. With the growth of virtual gaming, many high schools and colleges have started esports programs, with colleges offering scholarships to participating students.

In the Chickasaw Nation STEM Academy Esports team, students develop their passion for video games as part of a team and compete in online tournaments in a nationwide league throughout the academic year. Participation in esports teaches online professionalism, teambuilding, strategic thinking, organization and time management. Students will also explore career opportunities in technology and game development.

VIRTUAL PROGRAM

Esports is a virtual program, meaning most practices and competitions take place online. There will be limited 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

Internet service will be not provided. 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.

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™

PlayStation® 4

PlayStation® 5

Xbox One™

Xbox Series S™

Xbox Series X™

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 one device to play them on.

Examples of current gaming options include, but are not limited to, the following:

GAME	ESRB RATING	GAMING DEVICE OPTIONS
Apex Legends™	T (Teen 13+)	Nintendo Switch™ PlayStation® 4, 5 Xbox One, Series S/X, PC
Fortnite®	T (Teen 13+)	Nintendo Switch™ PlayStation® 4, 5 Xbox One, Series S/X, PC
Halo: Infinite®	T (Teen 13+)	Xbox One, Series S/X, PC
League of Legends™	T (Teen 13+)	PC
Mario Kart 8 Deluxe®	E (Everyone 10+)	Nintendo Switch™
Minecraft®	E (Everyone 10+)	PC (Java Edition 1.8x)
Overwatch 2®	T	Nintendo Switch™

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	(Teen 13+)	PlayStation® 4, 5 Xbox One, Series S/X, PC
Rocket League®	E (Everyone)	Nintendo Switch™ PlayStation® 4, 5 Xbox One, Series S/X. PC
Super Smash Bros: Ultimate®	E (Everyone 10+)	Nintendo Switch™
10-Minute Chess®	E (Everyone 10+)	PC

ONLINE SUBSCRIPTIONS

Some games require subscriptions to play online. **No online subscriptions will be provided by the Chickasaw Nation 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
Fortnite®		
Super Smash Bros: Ultimate®		

COMPETITION ROSTER SIZES

Competition roster spots may require tryouts. Students can play in a max of two games per season. Games and associated rosters are listed below.

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GAME	FORMAT	COMPETITION ROSTER SIZE
Apex Legends™	3 VS 3	6
Halo: Infinite®	4 VS 4	8
League of Legends™	5 VS 5	10
Mario Kart 8 Deluxe®	4 VS 4	8
Minecraft®	1 VS 1	10
Overwatch 2®	5 VS 5	10
Rocket League®	2 VS 2 or 3 VS 3	9
Super Smash Bros: Ultimate®	1 VS 1 or 3 VS 3	8
Fortnite®	4 VS 4	8
10-Minute Chess®	1 VS 1	10

Note: Competition roster size may change if games do not meet capacity.

PRACTICES/MATCH SCHEDULES

Organized practices are weekly, one-hour time slots for students to work with teammates or develop their gaming skills. Practice times must be coordinated with teammates, but practice times can be any one-hour time slot between 2-8 p.m. Central Time (CT). Preferred time slots can be selected on the application form when applying.

Matches are weekly, one-hour time slots for students to compete against other teams. Match times must be coordinated with teammates and will have several time slots available between 3-8 p.m. CT. Preferred time slots can be selected on the application form when applying.

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 toward attendance.

HIGH SCHOOL ESPORTS LEAGUE (HSEL)

The main league students will be competing in is the High School Esports League (HSEL). **To compete with Chickasaw Nation STEM Academy Esports in HSEL, your student's school cannot have its own active HSEL team.** If a student's school offers any HSEL game at all, they will not be eligible to compete in HSEL with the STEM academy. Students may still be involved with STEM academy esports through other leagues and tournaments, just not competing in HSEL.

SEASONS

The esports year is broken into three seasons: summer, fall and spring. The esports application allows your student to be eligible for all three 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 for admittance, as not every game will be offered in each season.

Summer (June-July) – One-week tournaments and optional practices.

Fall (early September-late November) – One-hour practice and one-hour match window per week.

Spring (mid-January- mid-April) – One-hour long practice and one-hour long match window per week.

COMMUNICATIONS

Team communication will take place through the Chickasaw Nation STEM Academy Esports’ private Discord server where STEM staff will organize, communicate updates and monitor student activities. Discord is a voice, video and text chat application that is used to connect various online communities, including gaming. For your convenience, parent/guardian communications will occur via email and phone.

Most students who participate in online gaming will likely already have an existing Discord account. However, all players without a Discord account will need to create one. Creating an online student Discord account is free and easy. [Click here for a 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 via the SchoolMessenger platform. Updates may include follow-up information, program updates or reminders. Opting in for these communication updates can be selected on the application. Simply check the appropriate boxes for any/all methods. Note: please be sure to include an email that you check regularly on the application form. The SchoolMessenger option on the application is shown below.

Parental Communication Consent and Release

*Required ** I understand that the STEM Academy uses the SchoolMessenger notification system to provide information and updates to parents and students.

Check all that apply:

1. I agree to allow the information contained on this application to be used for the SchoolMessenger program.

Student Parent/legal guardian no. 1 Parent/legal guardian no. 2

2. I agree that the SchoolMessenger may communicate via telephone calls with the following:

Student Parent/legal guardian no. 1 Parent/legal guardian no. 2

3. I agree that the SchoolMessenger may text message the following:

Student Parent/legal guardian no. 1 Parent/legal guardian no. 2

4. I agree that the SchoolMessenger may email the following:

Student Parent/legal guardian no. 1 Parent/legal guardian no. 2

ATTENDANCE TRACKING

Regular attendance for both matches and organized practice 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 gaining experience with teammates.

Practice attendance will be recorded using Discord. If a student is not logged into the Discord voice channel within the first 10 minutes of their scheduled practice time, they will be marked absent. If, for some reason, a student is unable to participate in Discord for that practice (traveling, technical difficulties, etc.), they must receive approval from STEM academy staff to not be marked absent.

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

ESPORTS GUIDELINES

1. Members must have a copy of their most recent report card when applying 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 Competition and 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%, the student will be put on a watchlist and can be removed from the team if no improvements are made. If it is known that the student will not be able to attend organized practices or matches, please call (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 weekly to determine their involvement level with the team. **See the Disciplinary Actions below for more information.**
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 ourselves and others and represent our program with respect for ourselves and others.
5. Students are expected to be respectful to other team members, parents, mentors and faculty advisors. **Students are expected to not use profane, obscene or vulgar language in written or verbal form. Threats or harassment toward others will not be tolerated and may result in immediate removal from the team.**
6. All team members and parents must sign the contracts provided at the back of this handbook.

COMPETITION AND TRAVEL QUALIFICATIONS

Throughout the season, the teams may attend various competitions, field trips and other outreach events. When applicable, these activities would apply to students who reside within an area feasible of travel and are not required to attend for those outside that area. These events will only be attended by members who show team contributions and good attendance (see 75% attendance requirements above), work ethic and school progress reports.

See our additional guidelines for competition and travel below:

1. Students must demonstrate a high level of dedication to the ideals of the Chickasaw Nation, the STEM Academy and their team through good attendance and respectful behavior.
2. Education is also important to us. Since our team meetings are after school, we do not want participation in our program to be a distraction from schoolwork. We hope that having hands-on involvement will inspire learning at school and in their everyday life. All students must submit grade reports *before posted deadlines*. To be eligible, a student must have a **minimum current GPA of 2.75** (or equivalent), **with no 'D' or 'F' letter grades** (or equivalent). If the student has problems in this area, please inform us as soon as possible so we can help.
3. Students must also be in good standing with their schools and/or any other special programs. For example, if a student is expelled, on probation, etc., they may not be eligible for competition or travel. Students and/or guardians must inform staff of any of these 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 faculty advisors with respect.
3. Students are expected to be respectful to other 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. In addition, students must sign and abide by the terms of the student contract.

DISCIPLINARY ACTIONS

Should a student not comply with any guidelines, disciplinary action will occur. The first occurrence will consist of a verbal or written warning from a staff member. 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. If the suspension occurs during a travel event, the parent/guardian may be contacted to pick up the student at their expense.

Additionally, all team members will be reviewed by staff weekly. Those who are not involved with team projects, or doing their part to contribute, will be consulted by staff. Should those actions not improve, disciplinary actions as described above will ensue.

STUDENT CONTRACT

The following is designed to ensure each student understands the expectations of the esports team.

1. I understand and will abide by the safety rules that are to be followed during practices, online matches, tournaments or any other activities involved with the team.
2. I understand the consequences of any prohibited behavior may result in my dismissal from the team.
3. I agree to be held accountable for my attendance and expected level of contribution, at all practices, matches and events.
4. I will be held accountable for my productivity as a team member.
5. I will support the ideals of the STEM Academy and the esports team.

I have read the entire contract and agree to all guidelines, expectations and qualifications that have been presented in the team handbook.

Printed Name

Signature

Date

PARENT CONTRACT

The following is designed to ensure parents/guardians understand the expectations of the esports team.

1. I understand the guidelines and will ensure that my child will abide by the safety rules that are to be followed during practices, online matches, tournaments or any other activities involved with the team.
2. I understand the consequences of any prohibited behavior may result in my child’s dismissal from the team.
3. I agree to be held accountable for the attendance of my child and the expected level of contribution at all meetings and events.
4. I will support the ideals of the Chickasaw Nation STEM Academy and the esports team.
5. I fully understand the program is an after-school program and will commit to allowing my child to attend a limited number of Saturday events for competition and/or community outreach events.

I have read the entire contract and agree to all guidelines, expectations and qualifications that have been outlined in the team handbook.

PrintedName

Signature

Date

QUESTIONS?

We are here for you! If you ever have a question about something listed in this handbook or anything in general, please don't hesitate to contact us.

CONTACT INFORMATION

STEM Academy
301 Seabrook Road, Ada, OK 74820

Main Office: (580) 272-5579

Email: STEM@Chickasaw.net

Websites: Chickasaw.net/STEM

www.Chickasaw.net/Esports

REVISIONS

We reserve the right to revise team handbooks as needed.
If changes are implemented, all team members will be notified.