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MANITOBA SCHOOL ESPORTS ASSOCIATION

COACH'S GUIDE



PROVINCIAL WINTER PARKOUR DESIGN CHALLENGE

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LAND ACKNOWLEDGEMENT

We acknowledge that this virtual Esports competition connects educators, coaches, and students from communities located on many traditional territories and homelands across Manitoba and Ontario. We recognize the enduring presence and contributions of Indigenous Peoples who have cared for these lands, waters, and communities since time immemorial. As educators and mentors, we are grateful for the opportunity to come together in a spirit of learning, respect, and reconciliation. Through gaming and digital creativity, we aim to create inclusive spaces that honour Indigenous knowledge, celebrate cultural diversity, and empower youth to collaborate, innovate, and build meaningful connections across these lands.

WELCOME TO THE 2025-2026 MINECRAFT DESIGN CHALLENGE!

The Ontario School Esports Association (OSEA) and the Manitoba School Esports Association (MSEA) proudly present the 2025-2026 Minecraft Winter Parkour Design Challenge, sponsored by [Muskoka Woods](#) and supported by [Cleverlike School](#).

This inter-provincial Minecraft Education Edition competition invites students from across Ontario and Manitoba to combine creativity, design thinking, and competition in a celebration of the Winter Olympic spirit.

Students will:

- Create a full Olympic Bid Experience for their province, imagining how it might host the next Winter Olympics.
- Design, construct, and test a Winter Olympic-themed parkour course inspired by athleticism, creativity, and teamwork.

This Minecraft Season is made possible by the generosity of our supporters:



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ABOUT THE WINTER OLYMPICS

The Winter Olympic Games are a global celebration of excellence, unity, and creativity. First held in 1924 in Chamonix, France, the Games began with skiing, figure skating, and hockey. They've since expanded to include snowboarding, curling, bobsleigh, and many more events that showcase human skill and endurance.

Each host nation designs venues, mascots, and ceremonies reflecting its culture and landscape. From Lake Placid to Vancouver, the Winter Games remind us that sport connects communities and inspires achievement.

The Olympic values of excellence, friendship, and respect guide this year's challenge, encouraging students to bring those ideals to life through their builds.

In honour of the 2026 Winter Olympic Games, the Minecraft Winter Games Challenge invites Canadian students to imagine what the next Winter Olympics could look like, right here in Canada!

WHAT IS PARKOUR?

Parkour is a movement-based activity that involves running, jumping, climbing, and creatively navigating obstacles to move from one point to another as efficiently as possible. In Minecraft, parkour challenges players to use timing, coordination, and strategy to overcome a variety of jumps, climbs, and movement puzzles.

For this challenge, students will apply these same principles of agility and precision to design a Winter Olympic-themed parkour course that is both playable and engaging. A well-designed Minecraft parkour course:

- Includes clear pathways that guide players through a start and finish.
- Balances difficulty with accessibility, ensuring that all players can participate.
- Encourages problem-solving and perseverance through thoughtful obstacle design.
- Incorporates creativity, storytelling, and theme through the environment and surrounding structures.



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WHAT IS PARKOUR? (continued)

Parkour in Minecraft Education Edition promotes spatial reasoning, computational thinking, collaboration, and iterative design. It is an ideal framework for combining play with meaningful learning and creativity.

ABOUT THE CLEVERLIKE SCHOOL PARKOUR COURSE & CONSTRUCTION KIT

The Cleverlike School Parkour Construction Kit is a specialized resource created to help students and educators learn the fundamentals of parkour course creation in Minecraft Education Edition.

This kit provides a hands-on way for students to:

- Explore different parkour block types such as ice, honey, slime, and barrier jumps.
- Understand how to design courses that build in difficulty and challenge players fairly.
- Build and test checkpoints, start and finish triggers, and reset features.
- Study map flow and course logic through sample builds and guided challenges.

Coaches and teachers are strongly encouraged to use the Cleverlike Parkour Construction Kit as part of their training and preparation. While not required, using the kit will give teams a significant advantage by helping them understand how to design functional and engaging parkour courses.

Resources, tutorials, and downloadable materials for the Cleverlike School Parkour Construction Kit will be available directly from Cleverlike School for all registered OSEA and MSEA teams.



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DESIGN CHALLENGE: WINTER PARKOUR COURSE

Main Goal:

The Minecraft Winter Games Challenge 2026 invites students from Grades 4 to 12 across Canada to celebrate the Olympic spirit through creativity, collaboration, and design in Minecraft Education Edition.

This year's challenge aligns with the real-world 2026 Winter Olympic Games in Milan–Cortina, Italy, and asks students to imagine how their own Canadian province could host the next Winter Olympics.

Working in teams of 3 to 5, students will:

1. Design and build a complete **Olympic Bid Experience that features a Winter Olympic-themed parkour course as its centrepiece**. The course should reflect the excitement, challenge, and artistry of real Olympic competition, supported by creative world elements such as an Olympic Village, mascot, and visitor centre.
2. Compete in timed races on the top parkour maps from across provinces to see which team achieves the best completion times.

Through this two-part build, teams will demonstrate the Olympic values of excellence, friendship, and respect, applying design thinking, problem-solving, and teamwork to create an immersive Winter Games experience.

Map Download:

For this year's challenge, the template map that all teams will use for competition will be available through the Cleverlike School. Coaches will receive a link with video instructions on how to access these resources once they register their teams.



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DESIGN CHALLENGE: WINTER PARKOUR COURSE

Design Process:

Parkour in Minecraft is more than just jumping between blocks — it's about designing movement, rhythm, and story. Imagine combining the precision and speed of an Olympic ski or snowboard race with the creativity of Minecraft level design. Now, picture your athletes leaping across icy platforms, sprinting through snow-covered tunnels, gliding down frozen slopes, and vaulting over Olympic obstacles—all within a world you've designed.

Your team's task is to create a parkour course that captures the energy, tension, and beauty of the Winter Games. Each jump, slide, and turn should feel like part of a larger story, your province's bid to host the next Winter Olympics! Surround your course with the atmosphere of a real Olympic venue such as grandstands filled with NPC spectators, a torch blazing in the distance, or your mascot cheering athletes on from the sidelines.

A great design balances challenge and fun. Make your course exciting, fair, and replayable. Use your creativity to make the player's journey feel like a true Olympic event: a test of skill, endurance, and imagination.

Cleverlike Parkour Course

Included with this challenge are:

- A series of self-contained Lessons, filled with Activities to prepare your students for the season.
- The Parkour Build Template, featuring an extravagant mansion that's filled with helpful resources.
- The Parkour Construction Kit - A bundle of custom blocks that allow you to decide important points in your course.
- The Parkour World Coder, which transforms student-built courses into functioning challenges, equipped with timer and scoreboard.
- The Museum of Parkour world, which is filled with a total of 60 mini parkour challenges to learn from.
- Cleverlike's Parkour Up! world from the Minecraft Marketplace. A difficult parkour challenge, to hone your skills!



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STUDENT DESIGN GUIDE

Design Elements

These are examples of what your team can design and include in your Winter Games world. You are not limited to these ideas, so feel free to experiment and innovate.

The Parkour Course

Establish a clear, connected path from the start gate to the finish line. Players should be able to follow a defined route with checkpoints or rest areas as needed. Courses must be built in Minecraft Education Edition and designed using the Parkour Construction Kit provided by Cleverlike School.

Course Title

Every great Olympic event deserves a name. Create and display a title for your parkour course that reflects the Olympic theme and your province's identity. Include your course title in-world or in your video presentation.

Checkpoints and Timing

Include one to three checkpoints depending on the size of your course.

The official race phase will be timed, so make sure your course can be completed in six minutes or less for your video submission.

Challenges and Obstacles

Incorporate a variety of obstacles that fit your Winter Olympic theme, such as:

- Ice jumps or slippery ice platforms
- Snow ramps and frozen cliffs
- Narrow bridges, rope-style crossings, or moving platforms
- Redstone-based traps, boosts, or timing systems
- Vertical climbs, ski-hill drops, or tunnel slides
- Make sure your obstacles are fair and consistent for all players.



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Outside the Course

Surround your parkour course with an immersive Olympic environment. Consider building some of the following:

- An Olympic Village with housing, concessions, or rest areas
- A mascot display or statue
- Spectator stands and media booths
- A podium or medal stage for winners
- Lighting or fireworks for opening and closing ceremonies

Thematic and Storytelling Features

- Show your creativity by connecting your design to your province's story.
- Integrate local geography, climate, or landmarks.
- Include NPC guides, banners, or signs that explain your Olympic bid.
- Use torches, flags, or colors that represent your province.

Playtesting

After building, test your course repeatedly to fine-tune jumps, timing, and player flow. Invite others to play and provide feedback. A strong course feels fair, fast, and exciting, and players should always know where to go next.

Design Reminders

As you plan, build, and test your Winter Games world, keep these key ideas in mind:

- **Keep it fun!** Design a parkour course that feels exciting to play and visually engaging to explore.
- **Keep it fair!** Make sure all jumps, challenges, and checkpoints are possible and balanced for every player.
- **Keep it Canadian!** Showcase your province's landscapes, traditions, and creativity as part of your Olympic Bid Experience.

Remember that your build should capture the teamwork, spirit, and perseverance of the Winter Olympics while giving players a challenge they will want to replay.



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Design Steps

To help guide your creative process, follow these five design stages as you develop your Winter Olympic-themed parkour course and Olympic village. These steps will help your team stay organized, plan effectively, and bring your Olympic vision to life.

Step 1: Imagine Your Winter Games

Decide which province your team will represent and what makes it unique. Ask yourselves:

- What kind of landscape defines your region: mountains, lakes, forests, or cities?
- What Olympic events or activities inspire you?
- What story do you want your players to experience as they race through your world?

Step 2: Plan Your Olympic Bid

Sketch or outline the core features of your world. Include:

- An Olympic Village or visitor area
- A mascot design and backstory
- Key landmarks that showcase your province's identity
- Branding elements such as flags, torches, signage, or cultural symbols

Step 3: Build and Test Your Parkour Course

Start constructing your parkour course, which is the **centerpiece** of your build.

- Use the Parkour Construction Kit and training materials provided by Cleverlike School to help you plan your jumps, test course flow, and design obstacles that are both challenging and fair.
- Plan a clear route with checkpoints and visual cues.
- Include a balance of easy and advanced jumps that reward skill and timing.
- Test frequently. Have team members race the course to ensure it is fun, playable, and fair for everyone.
- See the Design Elements section for examples of creative features and mechanics you can add to your course.



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Step 4: Add Detail and Atmosphere

Once your course works smoothly, bring your world to life.

- Fill stands with NPC spectators.
- Add decorative lighting, fireworks, and music.
- Include signs or command blocks to explain your theme or course rules.
- Add environmental storytelling that shows what makes your province's Olympics special.

Step 5: Record and Submit

Create your video presentation showing off your build and course.

Include:

- A narrated fly-through or tour of your Olympic village.
- A full parkour run showing how the course plays.
- Any creative extras such as your mascot, anthem, or torch lighting ceremony.
- Export your .mcworld file and video, name them correctly, and submit both by the deadline.
- **Videos must NOT exceed 6 minutes in length** or they will be disqualified.



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CHALLENGE STRUCTURE

The Minecraft Winter Games Challenge 2026 is structured as a full Scholastic Minecraft Parkour Season presented by the Ontario School Esports Association (OSEA) and the Manitoba School Esports Association (MSEA), with support from Muskoka Woods and Cleverlike School.

The season unfolds in three connected phases, blending creativity, competition, and celebration.

Phase I – The Winter Olympics Build Challenge (9 Weeks)

This is the foundational and mandatory phase of the challenge, open to all participating schools.

Objective:

Teams will design, build, and submit one custom Winter Olympic-themed parkour map that showcases their province's creativity and Canadian identity.

Theme:

The map must be inspired by the idea of hosting a Winter Olympics in Canada and should include both the parkour course and supporting features such as an Olympic Village, mascot, and storytelling elements.

Duration:

Approximately nine weeks, from the launch in November 2025 until the submission **deadline of February 6, 2026.**

Judging:

All submitted maps will be evaluated by judges using a standardized scoring rubric based on creativity, functionality, theme, and presentation.

Outcomes:

The top five maps from each province will advance to the official map pool for Phase II.



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CHALLENGE STRUCTURE

Phase II – The Racing Season (Optional)

This is an optional competitive phase that focuses on speed, precision, and mastery.

Who Can Participate:

Open to all registered OSEA and MSEA teams (and any team from another province who registered to compete in this year's challenge), regardless of their performance in Phase I.

Objective:

Teams will compete to achieve the fastest completion times on the top-scoring parkour maps created in Phase I.

Duration:

The Racing Season will run from March 1, 2026 to March 31, 2026. Teams may attempt any qualifying map, any number of times.

Logistics:

- An automated leaderboard will track race times.
- Teams can practice and submit their best recorded runs on any map from the official pool.
- The leaderboard will update regularly to show standings.

Outcomes:

- The teams with the fastest completion times will be acknowledged and showcased by OSEA and MSEA.
- The Race Phase emphasizes sportsmanship, collaboration, and fair play while celebrating skill and consistency.



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CHALLENGE STRUCTURE

Phase III – The Provincial Build Challenge (Final Event - Ontario only)

This is the culminating event of the season that celebrates the top builders from across all provinces.

Who Can Participate:

Exclusive to the top twenty teams from Ontario in the initial Build Challenge (Phase I).

Objective:

Teams will showcase their creativity and innovation in a live or hybrid Provincial Build Challenge event, hosted in Ontario at Humber College in May 2026.

Focus:

The final event highlights the best student map creators, offering recognition for excellence in design, collaboration, and storytelling within Minecraft Education Edition.

Fair Play and Mod Policy

To ensure fairness and inclusiveness for all participants, mods, custom skins, and external texture packs are not permitted in any submissions.

Only the standard features available in Minecraft Education Edition may be used.

Any entries found to contain unauthorized modifications will be disqualified.



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CHALLENGE STRUCTURE

Phase	Key Dates	Details
Registration Opens	November 2025	Teams register through their provincial portal (OSEA or MSEA). Each school may submit up to five (5) teams, with three to five (3–5) students per team.
Phase I: Winter Games Build Challenge	Nov 2025 - Feb 6, 2026	Teams design, build, and submit their Winter Olympic-themed parkour course and Olympic Bid Experience. All maps are judged using a shared rubric.
Build Submission Deadline	February 6, 2026	.mcworld file and video presentation (6 min) must be submitted by this date.
Judging and Provincial Review	Feb 7, 2026 - Feb 28, 2026	Judges evaluate submissions based on creativity, theme integration, and functionality. The top five maps per province and top twenty Ontario builders are identified.
Phase II: Inter-Provincial Racing Season	March 1 - March 31, 2026	Optional phase open to all teams. Players compete for the fastest completion times on the top maps selected from Phase I. Live leaderboards will track results.
Leaderboard Results Announced	Early April 2026	Fastest teams and featured maps are recognized and showcased by OSEA and MSEA.
Phase III: Ontario Provincial Build Challenge (Finals)	May 2026	Live championship event at Humber College celebrating Ontario's top twenty build teams.
Season Wrap-Up and Showcase	June 2026	Provincial highlights, featured builds, and top-performing teams announced publicly.



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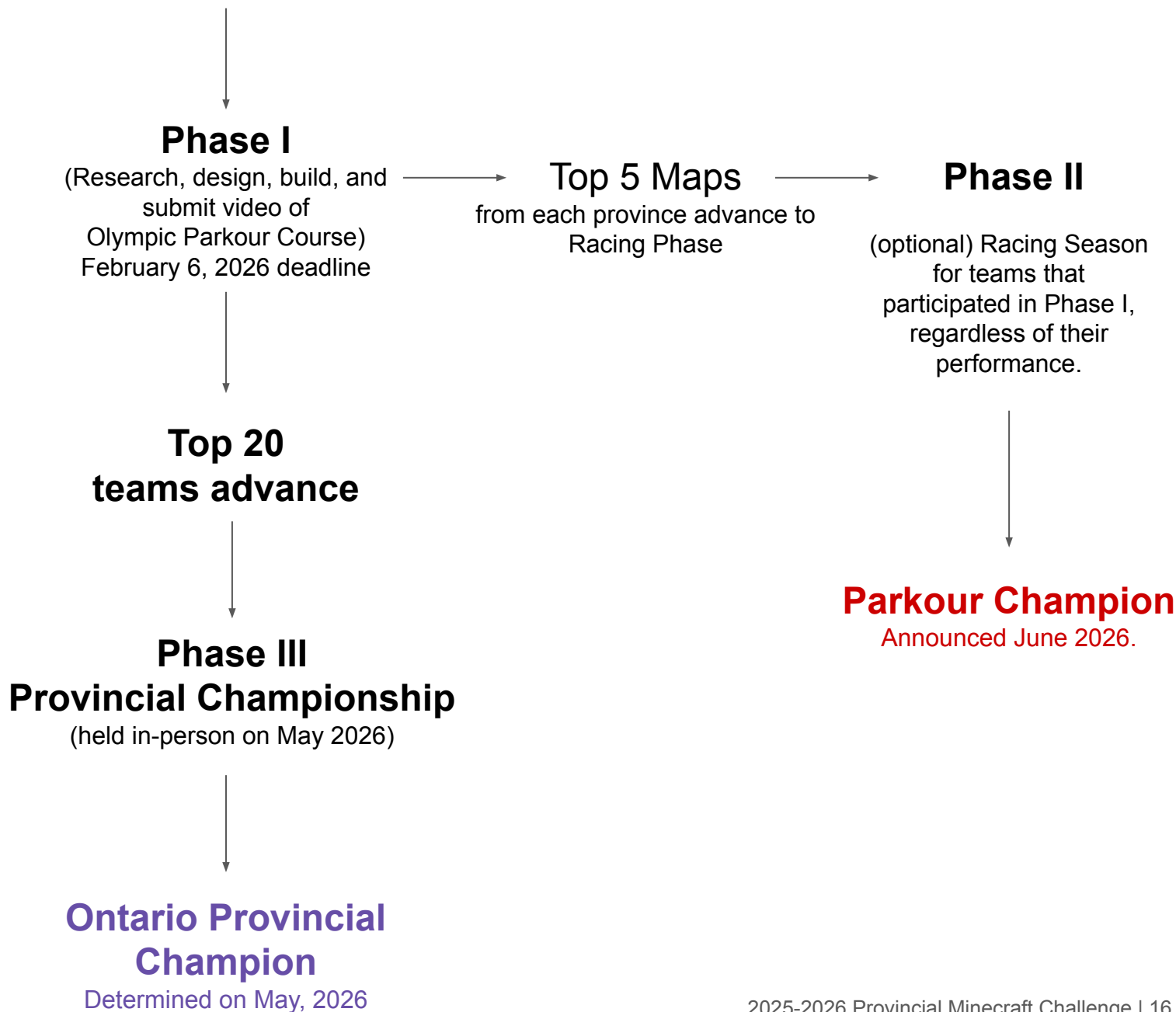
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CHALLENGE STRUCTURE

Provincial Challenge





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VIDEO SUBMISSIONS

Each team will submit one video presentation showcasing their completed build and parkour course. The video must include two (2) distinct parts and have a total running time of no more than six (6) minutes.

Part 1: Build Showcase (1–2 minutes)

This portion introduces your world and design process. It should be narrated by student team members and must include:

- A brief explanation of the course design, layout, and overall concept
- The course title and visual signage in the world
- A clear walkthrough or fly-through showing the path from start to finish
- Demonstration of checkpoints, obstacles, and key design features
- Visuals of your Olympic Bid Experience, including the mascot, village, and supporting elements
- A short explanation of your inspiration and how your design connects to the Winter Olympic theme and Canadian identity

Part 2: Parkour Race Simulation (Up to 4 minutes)

This portion focuses on gameplay and competition.

It should simulate a live parkour race, showing how your map functions in action.

- Include multiple racers, commentators, and a referee or host
- Capture the full race from start to finish, showing speed, flow, and checkpoint use
- Editing and production value are encouraged. Use camera angles, spectator views, or replay perspectives to make the race exciting and clear.
- Narration or commentary should reflect sportsmanship and Olympic spirit.

Total video content length is 6 minutes maximum.



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VIDEO SUBMISSIONS

Technical Requirements

- **Maximum total length:** 6 minutes
- **Format:** MP4 or equivalent
- **Voiceover:** Student-narrated (teachers may assist with editing if needed)
- **Content:** Must be entirely original. *Do not include copyrighted music, video clips, or sound effects.*
- **Accessibility:** Use clear visuals and audio so judges can easily follow both the build showcase and race portion.

IMPORTANT: Do not include any students' faces or any personally identifiable information in video submissions. All videos must follow the privacy and media policies of each participating school and school board.



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VIDEO SUBMISSIONS

Video Length: Videos must be a minimum of **4 minutes** and a maximum of **6 minutes** in length. Shorter or longer videos will not be accepted.

Video Resolution: Videos must be in high definition (HD) with a resolution of at least 720p.

Video Quality: Videos must be of good quality, with clear audio and visuals. Videos that are blurry or difficult to see or hear will not be accepted.

Submission Deadline: Videos must be submitted by February 6, 2026.

How to Submit: Teams have two ways to submit their video:

Direct Upload

Upload the video file directly through the official submission form provided by your provincial organization (OSEA or MSEA).

- Accepted file types: MP4, MOV, or WMV.
- Maximum file size: 500 MB.

YouTube Link Submission

- Upload your video to YouTube and set it to Unlisted (not public).
- Include the YouTube link in your submission form.
- Coaches are expected to help students upload their videos and ensure that privacy settings are properly configured.

Note: Whichever method you choose, ensure your video file or link is active and accessible for judging at the time of review.



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VIDEO SUBMISSIONS

Please contact your provincial representative for additional information on challenge rules and submission guidelines:

MANITOBA

Manitoba School Esports Association

Submissions by email at chair@msea.gg

ONTARIO

Ontario School Esports Association

Submissions: online at www.osea.gg/minecraft

NOTE: Video submissions must be a *maximum of 6 minutes in length*. It is important that teams prepare a script of what they want to say, and that they stay focused on presenting their learning.

Team submissions will be judged using the following rubrics:

Rubric 1: Build Challenge

Criteria	Exceeding (4)	Meeting (3)	Satisfactory (2)	Needs Improvement (1)
Theme & Creativity	Strong Olympic theme integrated throughout; highly creative design with unique storytelling and provincial identity	Clear Olympic theme with good creativity and some storytelling	Basic theme present; limited creativity or weak connection to province	Minimal theme; lacks creativity or relevance
Parkour Course Design	Clear, well-structured path; balanced difficulty; engaging and fair for all players	Mostly clear path; minor flow issues; generally fair and playable	Path somewhat unclear; inconsistent difficulty; limited engagement	Unclear or incomplete path; poor playability
Supporting Features	Includes Olympic Village, mascot, and multiple immersive elements (NPCs, decorations, ceremonies)	Includes most supporting features with some detail	Includes few supporting features; lacks detail	Missing key supporting features
Checkpoints & Functionality	Checkpoints well-placed; obstacles varied and functional; course completable in ≤6 min	Checkpoints mostly clear; obstacles functional; minor timing issues	Limited checkpoints; basic obstacles; timing inconsistent	Missing checkpoints or broken obstacles
Testing & Iteration	Thoroughly tested; feedback incorporated; course polished	Tested with some feedback; minor issues remain	Minimal testing; noticeable issues	No evidence of testing; major issues

NOTE: Video submissions must be a *maximum of 6 minutes in length*. It is important that teams prepare a script of what they want to say, and that they stay focused on presenting their learning.

Team submissions will be judged using the following rubrics:

Rubric 2: Video Submission (Build Showcase + Race Simulation)

Criteria	Exceeding (4)	Meeting (3)	Satisfactory (2)	Needs Improvement (1)
Build Showcase	Clear, narrated tour; highlights design process, theme, and key features; flows perfectly	Good design exploration; covers most required elements; narration mostly clear	Basic design exploration; misses some required elements; narration uneven	Poor or missing design exploration; unclear visuals or no narration
Race Simulation	Engaging race with multiple racers; smooth flow; creative camera angles; strong Olympic spirit	Race included; flow mostly clear; basic camera work; some excitement	Race shown but lacks clarity or energy; minimal editing	Race unclear or missing; poor engagement
Production Quality	High-quality visuals/audio; effective editing; creative presentation	Good quality; minor issues in visuals or audio	Adequate quality; noticeable issues in clarity or editing	Poor quality; hard to see or hear; minimal effort
Commentary & Storytelling	Commentary enhances excitement; reflects sportsmanship and theme	Commentary present; adds some context	Minimal or unclear commentary; lacks connection to theme	No commentary or irrelevant content
Technical Compliance	Meets all requirements (≤6 min, HD, original content, privacy rules)	Meets most requirements; minor issues	Meets some requirements; noticeable issues	Does not meet requirements

We want to thank the following amazing educators whose guidance, feedback, and support have been invaluable as we prepared to launch this year's Provincial Minecraft Design Challenge.



Blaise Patterson, Ontario School Esports Association

A dedicated learning resource consultant, Blaise is fueled by a lifelong passion for gaming and its role in education. He took initiative in Canada and spearheaded the successful 2021 Esports Coaching Clinic, igniting the Canadian esports in education movement. His ongoing mission is to empower educators in fostering essential skills in today's youth through gaming, ensuring an engaging and enriching learning experience.



Daniel Rolo, Ontario School Esports Association

Daniel Rolo is a junior/intermediate teacher with the St. Clair Catholic District School Board specializing in the integration and implementation of STEM technologies and concepts, particularly the integration of interactive 3D technologies such as the Unreal Engine. Daniel is a founding member of the Ontario Scholastic Esports Associations (OSEA), a not-for-profit organization that supports Ontario schools in implementing robust scholastic esports programs by creating high-quality, student-centred learning experiences through esports and gaming, and by providing curriculum, competition, and community for all students to use esports as a platform to grow as individuals.



Karl Hildebrandt, Education Technology Facilitator at MFNERC

Karl is a dedicated Education Technology Facilitator, currently working for the Manitoba First Nation Education Resource Centre (MFNERC). As the Chair of the Manitoba School Esports Association (MSEA), he plays a pivotal role in advancing esports initiatives within the region. With a profound interest in education technology, Karl is a passionate advocate for digital game-based learning and is particularly enthusiastic about leveraging the educational potential of Minecraft. His multifaceted roles underscore his dedication to enhancing educational experiences, blending technology and pedagogy to empower learners in unique and impactful ways.



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COMMUNITY GUIDELINES AGREEMENT

Manitoba School Esports Association (MSEA) • Ontario School Esports Association (OSEA)

The MSEA and OSEA are committed to providing a safe, inclusive, and welcoming environment where students can compete and where spectators, coaches, and organizers can connect through esports. Participation in any league tournament or event requires all community members to follow the guidelines below to support sportsmanship, conduct, and ethical behaviour.

ALL PLAYERS, COACHES, SPECTATORS, AND ORGANIZERS MUST:

1. Prioritize Safety, Dignity, and Respect

Treat all individuals with respect, avoiding offensive language, inappropriate nicknames, harassment, or insults of any kind. This includes, but is not limited to, remarks or behaviour related to race, ethnicity, gender, gender identity, sexual orientation, religion, age, or physical ability.

2. Uphold Sportsmanship, Integrity, and Digital Citizenship

Refrain from using language or gestures—physically or in-game—that imply or reference sexual violence, promote hatred, or incite violence. Avoid cheating, exploiting bugs, griefing, stream-sniping, or using inappropriate screen names or avatars.

3. Protect Privacy and Follow All Platform Policies

Respect the privacy of participants and spectators. Follow all age restrictions, Terms of Service, community standards, and Privacy Policies for every game, platform, and program used in competition.

4. Model Professional Conduct

Maintain positive behaviour online and offline. Communicate respectfully, accept rulings respectfully, and avoid toxic or antagonistic behaviour in voice chat, text chat, or social media.



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PLAYER EXPECTATIONS

Players must uphold the integrity and spirit of competition by:

1. Demonstrating Respectful Conduct

- Communicate respectfully in voice and text chats, Discord channels, and in-game spaces.
- Avoid profanity, harassment, discriminatory remarks, or inappropriate naming conventions.
- Use screen names, avatars, emotes, and tags that align with school and league standards.

2. Competing with Integrity

- Avoid cheating, hacking, exploiting glitches, account-sharing, smurfing, match-fixing, ghosting, or stream-sniping.
- Follow all competition rules, game rules, and instructions from coaches or officials.
- Report issues through proper channels rather than responding with disruptive behaviour.

3. Maintaining Positive Team and Opponent Interactions

- Show sportsmanship in both victory and defeat.
- Avoid rage-quitting, griefing, or intentionally disrupting matches.
- Support teammates constructively and treat opponents fairly.

4. Prioritizing Digital Safety

- Keep personal information private and protect the privacy of others.
- Follow all age ratings and Terms of Service for each game and platform.



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COACH EXPECTATIONS

Coaches are responsible for maintaining a supportive, professional environment by:

1. Supervising and Supporting Students

Be present with their team during all competitions—online or in person—and ensure students are supervised and following all guidelines.

2. Modelling Respect and Professionalism

Demonstrate the behaviour expected from players. Help resolve conflicts and guide students in positive decision-making.

3. Ensuring Player Safety, Eligibility, and Compliance

Monitor student behaviour, uphold platform age requirements, and ensure players compete in safe, structured spaces.

SPECTATOR EXPECTATIONS

Spectators help shape the esports environment and are expected to:

1. Maintain Positive Conduct

- Cheer respectfully and avoid taunting, mocking, or antagonizing players.
- Keep chat free of harassment, profanity, or disruptive messages.

2. Respect Digital and Physical Spaces

- Follow all event venue rules, school rules, and online platform standards.
- Understand that moderators may remove spectators who violate guidelines.



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SPECTATOR EXPECTATIONS (continued)

3. Avoid Interfering with Gameplay

- Do not coach, direct, or influence player decisions during matches.
- Avoid distracting players or contributing to competitive stress.

4. Prioritize Safety and Privacy

- Do not record or stream players without permission.
- Report unsafe or harmful behaviour to coaches or staff.