



The University at Buffalo's Buffalo Esports and Student Gaming Association Policies and Procedures

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*Headings used in this contract are for organization purposes only and are not rules, nor to be interpreted as such. Disputes regarding the interpretation of any of the following rules and procedures are subject to discussion but during the duration of the dispute the rules and procedures outlined in this agreement formally override until adjustments to the agreement are completed in writing.

Overview

Buffalo Esports requires that all of our student athletes, captains, managers, coaches, and competitive staff conduct themselves according to the highest standards of ethics, integrity, and behavior when as a member for Buffalo Esports and the Student Gaming Association.

Buffalo Esports Staff

Professional Staff

Coordinator of Esports

Student Gaming Association Staff

Executive Directors

Competitive Director



Financial Director

Managing Director

Community Director

Phrasing and Terminology

The following terms and phrases shall be used throughout the following agreement and are defined as such:

Member shall refer to all participants of the University at Buffalo Esports Program, staff excluded.

Student Player shall refer to all participants of the University at Buffalo Esports Program who have been admitted onto a Varsity team for the purposes of playing their respective game with the team. This term includes players on both main and sub rosters and only pertains to active members of a program. Team members who are on probation are included in this term. **(Members of Competitive Staff are required to receive consent from the entire team they wish to play for to become a student player)**

Alumni and dismissed players are not included in this term.

Staff shall refer to all participants of the University at Buffalo Esports Program who participate in administrative affairs and are designated staff by either the Competitive Esports Intern or any official member of the University at Buffalo Esports staff. All staff members are expected to uphold the UB Esports Code of Conduct.

Manager

Acts as an administrator on the behalf of designated teams/titles. Managers are expected to: report match outcomes, report training/practice times, report tournament entry and final standings, and assist team tryouts

Coach

Acts as the trainer and coach for designated teams/titles. Coaches are expected to: assist managers to retrieve match outcomes as well as final standings, provide guidance for teams and improve their practice/training routines, assist in the decision of team structure/tryouts and provide morale for teams during competition

Team Captains

Acts as a leader for the team they play for. This is the one role which requires they also be a student player. Team Captains are expected to: run practices alongside coaches, provide assistance to fellow student players, assist in the decision of team structure/tryouts, and report match results to managers

Agreement Period

The rules and guidelines outlined in this agreement shall be followed for the entire duration of a member's participation in this program up until the member withdraws, graduates, or is dismissed.



Keystone Code

Our community welcomes everyone and includes all, no matter their shape, size, color, gender, background, disability, or beliefs. We believe that anybody should feel welcome in gaming, everybody ought to be meaningfully included, and all people deserve to be fairly represented. We expect members of our community to uphold our four fundamental values.



Compassion

Treat others as you would be treated; consider their perspectives.

You value the diverse perspectives, backgrounds, and opinions of others, even when different from your own. You appreciate that all viewpoints come from the life experiences of fellow human beings. You understand that online interactions impact real people in real ways, both offline and online.



Integrity

Be honest, be committed, play fair.

You behave honorably and honestly. You take responsibility for your words and actions. While playing games, you honor the rules and spirit of honest competition.



Respect

Respect all other humans, teammates and competitors alike.

You respect everyone regardless of their background, identity, physical appearance, or beliefs. Even in competitive gaming where “trash-talk” is common, you are a good sport and respect opponents as fellow human beings, keeping the banter to the game, not ever making it personal.



Courage

Be courageous in competition and in standing up for what is right.

You have the courage to moderate your own behavior, speak out against harassment, and report violations by others. You do not tolerate harassment or hate speech of any kind, even when you are not directly involved.

- Be a good sport whether I win or lose
- Know that people online are real people and my words have real impact
- Set a positive example with my behavior
- Speak up against discrimination, hate speech, harassment, and abuse
- Show integrity by honoring the rules, my opponents, and my teammates
- Stop, listen, and reassess if I'm told that my words or actions are harmful
- Respect others, even if their sincere opinions are different from my own

This includes, but is not limited to, full compliance with:

- The University's student code of conduct
 - <http://www.buffalo.edu/news/key-issues/student-code-of-conduct.html>
- Academic Integrity policy
 - <https://catalog.buffalo.edu/policies/integrity.html>
- Policies established through conferences or tournaments students participate within for either Buffalo Esports or the Student Gaming Association

This Code establishes the standards of behavior that must be met by all students. Where these standards are not met, appropriate disciplinary action will be taken. In cases where the breach involves serious misconduct, this may result in summary dismissal. UB Esports reserves the right to modify this policy at any time.

Reporting Discrimination and Harassment

UB's Discrimination and Harassment Policy (<http://www.buffalo.edu/administrative-services/policy1/ub-policylib/discrimination-harassment.html>) prohibits discrimination and harassment, and provides for a prompt investigation of reports of prohibited behavior.

- The reporting procedure is available for all members of the University community, including students, faculty and staff.
- You will be protected against retaliation for filing a complaint and/or participating in an investigation. You cannot be punished, harassed or treated adversely for having come forward.
- Equity, Diversity and Inclusion (EDI) will inform you of each step in the investigation. No action will be taken on your report without advising you of what is happening.
- UB will take prompt and effective remedial action in response to any harassing or discriminatory behavior.



- You may call EDI anonymously if you wish to discuss a situation and learn about your options.

Harassment means actions such as:

- Discrimination, hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion
- Stalking or intimidation either physically or online
- Spamming, raiding, hijacking, or inciting disruption of streams or social media
- Posting or threatening to post other people's personally identifying information ("doxing")
- Unwelcome sexual attention including sexualized comments, jokes, and sexual advances
- Advocating for, or encouraging, any of the above behavior

Discrimination also includes:

- Sharing hurtful or mean-spirited memes
- Making casually bigoted comments or jokes (e.g. "that's so gay", "you play like a girl", etc.)
- Trash-talking in a way that focuses on someone's personal traits instead of on their gaming skill
- Harassment on the basis of any protected classification including:
 - Sex
 - Race
 - Color
 - Age
 - Religion
 - National or Ethnic origin
 - Sexual orientation
 - Gender identity or expression
 - Pregnancy or Marital status
 - Medical condition
 - Veteran status
 - Mental or Physical Disability

Types of teams

Varsity

- Teams of the highest skill
- Officially represent the school for their respective title
- Receive accommodations like exclusive physical space times and equipment

Primary

- The highest skill team for a non-varsity title
- Unofficially represent the school for their respective title
- Receive accommodations available to all club teams



Intramural

- Lower skill competitive teams and casual teams
- Unofficially represent the school in leagues
- Receive accommodations available to all club teams

Social Responsibility Principles

The selection of game titles and partners should:

- be consistent with societal norms of college age persons who participate in esports competitions on behalf of Members and with the values of the Members;
- not depict activities which depict human characters in a sexual manner;
- not depict any nude human characters
- not use epithets as well as direct or implied discrimination of any kind against any class based on race, religion, color, sex, age, gender identity or expression, sexual orientation, non-qualifying physical or mental disability, national origin, veteran status or any other classification protected by law.
- Buffalo Esport's selection for participation in game titles, that explicitly promote behaviors inconsistent with the above principles is discouraged

Student Player Eligibility

Varsity

Credit Hours and Full-Time Status

Student Players are eligible to participate in competitions if they are a fulltime undergraduate or graduate student, as fulltime (undergraduates: minimum of 12 credit hours, graduate student: 12 credit hours during each fall and spring semester or a minimum of 9 hours if the student holds a graduate, teaching, or research assistantship)

Academic Eligibility Requirements

Student Players must be fulltime students (either an undergraduate or graduate student), they must maintain a minimum grade point average of 2.3 (4.0 scale) at the end of each (semester/quarter), and must be in academic good standing

Name, Image, Likeness

Student Players are required to grant the non-exclusive right to publish, duplicate, print, broadcast or otherwise use in any manner or media, their name, voice, photograph, likeness or other image or descriptors of the Student Player.

Conduct / Disciplinary Action

SPs who are subjected to a Member institution's academic or disciplinary probation will not be eligible to participate in matches.



Amateur Status

So long as a Student Player is enrolled as a student in good standing at a Member institution and meets all the eligibility requirements, a Student Player's eligibility to compete for the Member institution will not be affected by any other current, future or previous competition by the SP as a professional in other esports competitions.

Activity Limitations

On non-match days, required SP participation in Team activities will be limited to two (2) minimum per week

Academic Achievement and Integrity

The pursuit of academic achievement and the graduation of Student Player is not compromised by participation in esports. Member institutions must adopt and adhere to policies which respect the academic priority of its Student Player by minimizing missed class time and conflicts with final examination schedules, and by encouraging Student Player's academic pursuits. The quality and integrity of the education received by Student Player is essential to the mission of UB Esports.

Sportsmanship

It shall be the responsibility of each Member to ensure that all individuals employed by or directly associated with the Member's esports program conducts themselves in a sportsmanlike manner when representing their institution, especially at esports events. The fundamental elements of sportsmanship include good citizenship, integrity of the competition, civility toward all, and respect, particularly toward opponents and officials. Although this policy will apply most commonly to actions that occur within or around the competitive arena, the scope of its application is intentionally left unrestricted in order to accommodate any behavior, in any setting, deemed by the Executive Director to offend the underlying objective this policy seeks to achieve. Acts or behaviors deemed to be in violation of this policy shall subject the offending individual to disciplinary action. The Member with which the offending individual is associated may also be subject to disciplinary action if it is found that the Member's policies, actions or failure to act substantially contributed to the individual's misconduct.

Primary

Credit Hours and Full-Time Status

Student Players are eligible to participate in competitions if they are a fulltime undergraduate or graduate student, as fulltime (undergraduates: minimum of 12 credit hours, graduate student: 12 credit hours during each fall and spring semester or a minimum of 9 hours if the student holds a graduate, teaching, or research assistantship)

Academic Eligibility Requirements

Student Players must be fulltime students (either an undergraduate or graduate student), they must maintain a minimum grade point average of 2.3 (4.0 scale) at the end of each (semester/quarter), and must be in academic good standing



Name, Image, Likeness

Student Players can opt into granting the non-exclusive right to publish, duplicate, print, broadcast or otherwise use in any manner or media, their name, voice, photograph, likeness or other image or descriptors of the Student Player.

Conduct / Disciplinary Action

SPs who are subjected to a Member institution's academic or disciplinary probation will not be eligible to participate in matches.

Amateur Status

So long as a Student Player is enrolled as a student in good standing at a Member institution and meets all the eligibility requirements, a Student Player's eligibility to compete for the Member institution will not be affected by any other current, future or previous competition by the SP as a professional in other esports competitions.

Activity Limitations

On non-match days, required SP participation in Team activities will be limited to one (1) minimum per week

Academic Achievement and Integrity

The pursuit of academic achievement and the graduation of Student Player is not compromised by participation in esports. Member institutions must adopt and adhere to policies which respect the academic priority of its Student Player by minimizing missed class time and conflicts with final examination schedules, and by encouraging Student Player's academic pursuits. The quality and integrity of the education received by Student Player is essential to the mission of UB Esports.

Sportsmanship

It shall be the responsibility of each Member to ensure that all individuals employed by or directly associated with the Member's esports program conducts themselves in a sportsmanlike manner when representing their institution, especially at esports events. The fundamental elements of sportsmanship include good citizenship, integrity of the competition, civility toward all, and respect, particularly toward opponents and officials. Although this policy will apply most commonly to actions that occur within or around the competitive arena, the scope of its application is intentionally left unrestricted in order to accommodate any behavior, in any setting, deemed by the Executive Director to offend the underlying objective this policy seeks to achieve. Acts or behaviors deemed to be in violation of this policy shall subject the offending individual to disciplinary action. The Member with which the offending individual is associated may also be subject to disciplinary action if it is found that the Member's policies, actions or failure to act substantially contributed to the individual's misconduct.



Intramural

Credit Hours and Full-Time Status

Student Players are eligible to participate in competitions if they are a fulltime undergraduate or graduate student, as fulltime (undergraduates: minimum of 12 credit hours, graduate student: 12 credit hours during each fall and spring semester or a minimum of 9 hours if the student holds a graduate, teaching, or research assistantship)

Academic Eligibility Requirements

Student Players must be fulltime students (either an undergraduate or graduate student), they must maintain a minimum grade point average of 2.0 (4.0 scale) at the end of each (semester/quarter), and must be in academic good standing

Name, Image, Likeness

Student Players are required to grant the non-exclusive right to publish, duplicate, print, broadcast or otherwise use in any manner or media, their name, voice, photograph, likeness or other image or descriptors of the Student Player.

Conduct / Disciplinary Action

SPs who are subjected to a Member institution's academic or disciplinary probation will not be eligible to participate in matches.

Amateur Status

So long as a Student Player is enrolled as a student in good standing at a Member institution and meets all the eligibility requirements, a Student Player's eligibility to compete for the Member institution will not be affected by any other current, future or previous competition by the SP as a professional in other esports competitions.

Activity Limitations

On non-match days, SP participation in Team activities will not be required

Academic Achievement and Integrity

The pursuit of academic achievement and the graduation of Student Player is not compromised by participation in esports. Member institutions must adopt and adhere to policies which respect the academic priority of its Student Player by minimizing missed class time and conflicts with final examination schedules, and by encouraging Student Player's academic pursuits. The quality and integrity of the education received by Student Player is essential to the mission of UB Esports.

Sportsmanship

It shall be the responsibility of each Member to ensure that all individuals employed by or directly associated with the Member's esports program conducts themselves in a sportsmanlike manner when representing their institution, especially at esports events. The fundamental elements of sportsmanship include good citizenship, integrity of the competition, civility toward all, and respect, particularly toward opponents and officials. Although this policy will apply most commonly to actions that occur within or around the competitive arena, the scope of its application is intentionally left unrestricted in order to accommodate any behavior, in any setting, deemed by the Executive



Director to offend the underlying objective this policy seeks to achieve. Acts or behaviors deemed to be in violation of this policy shall subject the offending individual to disciplinary action. The Member with which the offending individual is associated may also be subject to disciplinary action if it is found that the Member's policies, actions or failure to act substantially contributed to the individual's misconduct.

Player Behavior & Conduct

Use of any external programs aimed to gain a competitive advantage above others is strictly prohibited. If a player is caught cheating, an entire team can be disqualified and the player will be banned from competing in any university sponsored event for a period of time determined through the Esports Conduct Process. This player's account will also be reported directly to game developers to distribute any form of in-game punishment that will follow.

Bug Abuse

- A "Bug" in the context of a game is any error, flaw, or fault in the game or system that causes it to produce an incorrect or unexpected result, or to behave in unintended ways.
- Knowingly abusing these Bugs to gain an unfair advantage in a match is strictly prohibited, and may result in disqualification and other punishments based on the severity of the situation.
 - If you are unsure what is considered a "Bug" or a "Feature" (an intended gameplay mechanic), please consult an admin.
- Accidentally encountering a Bug will not be considered Bug abuse Behavior, Conduct & Sportsmanship
- Tournament staff has full discretion over what can be considered a violation of conduct.
- Participants are not allowed to use any language that is threatening, abusive, offensive, obscene, or otherwise deemed inappropriate by tournament staff and competitors. This includes language in-game, on social media, or any form of live streaming.
- Participants will treat all other players, administrators, or viewers with respect
- Participants may not offend the dignity or integrity of a country, private person or group of people through discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion, financial status, birth or any other status, sexual orientation, or any other reason.

Unfair Play

Each Player is expected to play within the spirit of the Game and these Rules at all times during any Game or Match. Any form of unfair play is prohibited by these Rules, and may result in disciplinary action. Examples of unfair play include the following:

- Collusion (e.g., any agreement between two or more Teams or Players on different Teams to predetermine the outcome of a Game or Match), match fixing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any Game, Match, or Tournament.
- Hacking or otherwise modifying the intended behavior of the Game client.



- Playing or allowing another Player to play on an account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.
- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by the game developer in order to gain a competitive advantage.
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another Player's connection to the Game client.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a Match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of the Game (e.g., services designed to throw or fix a Match or session).
- Interfering with the operation of the Tournament, the Rules Website, or any website owned or operated by Tournament Administrators/Game Developers.
- Engaging in any activity that is illegal in the jurisdiction where the affected Player is located.
- Making any modification to the Game that has not been disclosed to and authorized by the Tournament Administrators.
- Using any Tournament facilities, services, or equipment provided or made available by the Tournament Entities to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.
- Disconnecting from the In-Game Lobby before being dismissed (if required).
- Changing In-Game Player or User Name to a name other than Player's registered User Name.
- Players shall not conduct or promote betting, wagering, or gambling on the Tournament or any portion thereof.

Gambling

You are not eligible to compete if you:

- Knowingly provide information to individuals involved in organized gambling activities concerning intercollegiate athletics competition, such as private team medical information, information about which players may start or not play, and team disciplinary information.
- Solicit a bet on any intercollegiate team.
- Accept a bet on any team representing the institution; or
- Participate in any gambling activity that involves intercollegiate or professional athletics, through a bookmaker, a parlay card or any other method employed by organized gambling.
- Please do not participate in any type of online sports gambling, such as pool, brackets, contests, or fantasy leagues, no matter how formal or informal.

Equipment Return Policy

All apparel/equipment Issued to a Student Player is the property of Student Life and must be returned to the staff member responsible unless otherwise indicated. All competition and travel equipment issued to the Student Player must be returned to the equipment room within one week of the



competition's conclusion. This may include: home and away uniforms, travel bags, travel and game warmups, polo shirts and any other apparel/equipment issued for competition or travel. If a student-athlete is removed from the team roster, for any reason, they must return all competition, travel and practice apparel/equipment and shoes to the equipment room within one week of separation.

Any practice apparel/equipment designated by the head coach as returnable, must be returned no later than the week before the end of a semester. At the conclusion of the season, staff will provide the names of Student Players who did not return their equipment/apparel to the Competitive Director and the Coordinator of Esports. The Head Coach will communicate to the Student Players that failure to return these items in the next 30 days may result in the Student Players being charged a replacement cost. This charge will appear on their student accounts. Under no circumstances will any credits be issued to the Student Players if missing items are returned after their account has been charged.

Esports Standards Program

The Buffalo Esports Standards Program is designed to re-enforce the Buffalo Esports rules throughout the Esports community while maintaining educational principles.

Preliminary

Interview:

Prior to attending a Conduct Review Meeting, a student player may request a Preliminary Interview for the student with an Esports Staff member. At the Preliminary Interview, the student is able to get information about Esports Standards Program and the process, review the report and aspects relating to the incident, and discuss possible outcomes and sanctions.

Conduct Review Meeting:

The "review meeting" commences when the Esports office receives notice of a possible violation of a community rule. A member from the office will review the report and provide a written notice to the student to schedule a review meeting to discuss the incident. At this meeting, the student will be provided with a description of the incident and the alleged violation(s). If a student takes responsibility for the incident, they will be informed of the sanction assigned by the Buffalo Esports Director.

Mediation:

Many issues can be resolved by talking about concerns as they arise and by setting reasonable expectations for interacting with one another. If you and your peers are still having challenges, talk to your staff who can help you resolve interpersonal issues.

Disciplinary Referral to the Office of Student Conduct and Advocacy

Actions which require intervention from the University will be brought to the Office of Student Conduct and Advocacy. UB Esports will issue a sanction of appropriate proportion in accordance with the Student Code of Conduct, but will have no say on the outcome of your referral to the Office of Student Conduct and Advocacy.



Accountability

Breaches in any of the aforementioned clauses of the agreement are subject to discipline at the discretion of either a Coach or Director.

Types of Sanctions

Warning: A verbal or written meeting with the Program Member to discuss the situation and make efforts to resolve any issues going forward.

Documented Warning: A verbal or written meeting with the Program Member to discuss the situation and make efforts to resolve any issues going forward. This meeting will be permanently archived in Program Administrative documents in case of necessity to later reference and may be referred to in the future for eligibility in Program Events, Representation, and Roster Selection.

Educational Sanction

Students may be assigned other sanctions, including but not limited to reflection papers or research papers on a given topic, hall or village council meeting attendance, bulletin boards, or poster projects.

Restricted Access to Facilities: A loss of ability to freely access formerly-available spaces, including but not limited to the LevelUp Arena or Hadley Esports Lounge. This may be adjusted depending upon the severity of the infraction and may include loss of access to these rooms indefinitely or for a designated period of time.

Probation: A loss of privileges related to participation in games and events, Probation may include exclusion from an upcoming Game, Tournament, or other Program event and may be indefinite or for a determined period of time.

Program Removal: Complete removal from the Program. Includes loss of all keycard (Swipe) access and return of official Program jerseys. Dismissal through Disciplinary Action is documented and will result in an inability to return to the Program at a later date.

Ongoing Investigative Sanction: This sanction follows the protocol for any investigation of issues. The Member(s) in question will be temporarily restricted access to all relevant resources. The Competitive Director and any other staff chosen will then form an investigative committee and comb over all of evidence. The decision will either be non-guilty or guilty (guilty verdicts will then become one of the aforementioned warnings/sanctions).

Appeals:

Students have the right to request an appeal of Administrative Review based on the following circumstances:

- The sanction is substantially disproportionate to the severity of the violation.
- A procedural defect in the process had a significant effect on the outcome.



- The discovery of new information which was unknown or unavailable at the time of the hearing and would have a significant effect on the outcome.
 - If any are applicable, the non-requesting party will have the option to submit a written response.

Physical Spaces

Members of any Buffalo Esports or Student Gaming Association team will adhere to the following guidelines regarding all locations allotted for use:

Protecting the University Community

The University at Buffalo is committed to protecting the health and safety of the UB community while remaining focused on our academic, research and community service mission. Ensuring the safety of the entire university community is paramount as UB responds to the COVID-19 pandemic and implements plans for a safe return to campus.

- buffalo.edu/coronavirus/health-and-safety/health-safety-guidelines
- All Members shall wear cloth masks covering their face and nose in allocations in use by the Esports Program and when in the presence of at least one person.
- Students have completed their daily health check when attending an event physically on campus
- To schedule and reserve use of these spaces through a staff member
- To report any and all missing or damaged software and equipment to the Student Administrator or Student Directors as soon as is possible;
- To wipe down desks, tables, PC buttons, keyboards, mice, headsets, and monitor screens daily;

Media, Marketing, and Engagement

With the intention of bettering Buffalo Esports and its connections or relationships with other programs, companies, and sponsors, as well as bettering the members of the program, activities of partnered programs and sponsors of the program/teams/players shall require participation and attendance should they be required by authorized program staff. The program will announce in advance the member's attendance with reasonable time allotted for notice of absence.

- All program members shall make themselves reasonably available to surveys and interviews as requested or approved by authorized staff and shall make an active effort to participate in provided surveys and interviews as is deemed reasonable or as per enforcement of staff.
- All program members grant the social media staff the right to photograph or record them and to have the captured media used in connection with promoting the program and all related projects, including social media, media production, web content, graphic design, stream production, etc. in such a manner as is deemed reasonable by social media staff so long as:
 - All members images and photos are appropriate and tasteful and represent the program accurately and respectfully;



- All media dispersed by members of the program via any platform, be it social, online, or physical, is to be tasteful and to represent the program accurately and respectfully, and must be content that can be deemed acceptable in a work or career environment.
- All members are treated equally in projects and no particular member of the program is represented more than any other by determination of authorized staff;
- All photographs and media captured of all members are owned by both the interns that captured or created the content and by the Buffalo Esports Program and all credits appertaining thereto are to be applied on all uses of the media.
- While participating in program-related activities and events, members shall wear clothing that is clean and appropriate, and does not include inappropriate language or imagery; and on designated game or tournament days shall be responsible for representing their team in their Varsity jersey; and during tournaments are responsible for the cleanliness of their jerseys.
- Members of the Buffalo Esports program shall not grant unauthorized brands, programs, events, sponsors, etc. the right to use their name, identity, logo, imagery, etc. for promotion of their own brand or product, nor shall they provide the aforementioned assets unless explicitly approved by authorized program staff.

Social Media

All official social medias are to adhere to the terms of service for the social media platforms, the UB Esports Code of conduct, and all other school policies regarding official social media pages for the school. Access to the official social media pages will be restricted to: members of our production committee, board of director members, and all official school staff members that request access. All Members with access to login credentials are responsible in the event they purposefully or accidentally leak the login information.

Login Security

In the event that someone who does not have the proper credentials obtains access to one of our social medias, an Ongoing Investigative Sanction will be opened. There will be an assessment to determine how the login credentials were obtained. The parties involved will be given appropriate warnings/sanctions if a guilty verdict is given.

Social Media Terms of Services

- Discord's TOS
 - (<https://discord.com/terms>)
- Twitch.tv's TOS
 - <https://www.twitch.tv/p/en/legal/terms-of-service/>
- Instagram TOS
 - https://help.instagram.com/581066165581870/?helpref=hc_fnav
- Twitter TOS
 - <https://twitter.com/en/tos>
- Tiktok TOS
 - <https://www.tiktok.com/legal/terms-of-service?lang=en>



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