

2023 - 2024

# FENWORKS

## Esports Program Handbook



LEAD THE PACK

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## **About Us**

Fenworks brings Varsity level esports programs to schools across the region. We create a meaningful community that gets students involved, engaged, and excited through cutting edge content, competition, and coaching. Fenworks designs the program to focus on real-world application and develop skills that will last a lifetime with a competitive experience — just like traditional sports. This program gives students a new avenue to explore during their K-12 years without taking away from any other opportunities they already enjoy.

**See our website for more information about Fenworks:** <https://www.fenworks.com/>.

## **Fenworks Code of Conduct**

By participating in the program, all participants (Students and/or GMs) within the Fenworks program agree to abide by these guidelines to maintain a safe and inclusive environment. Any violations of this Code of Conduct should be reported to a Fenworks Representative immediately. Egregious violations will be reported to the school. The Student or GM responsible may be removed from the program, depending upon the severity of the offense. Fenworks has outlined the responsibilities of participants within the program below. This list includes but is not limited to:

- Must be at least 13 years of age by the start of the season or obtained parental approval to participate and operate software,
- Abide by their school's individual attendance/GPA policies, enforced by the GM
- Check-in to scheduled matches on time
- Limit excessive rescheduling of matches
- Maintain a positive and friendly manner towards other members of the program
- Maintain regular communication with other participants
- Be respectful to, including but not limited to, all players, coaches, GMs, and Fenworks Staff
- Report to coaches or GMs regarding inappropriate behavior or problems

Any violations of this Code of Conduct can result in suspension, removal from competition, or even removal from the program. Should one of these cases occur, the offending player will be suspended from the program until their GM has been notified and the behavior has been corrected. Offenses include but are not limited to:

- Any toxic behavior: Unsportsmanlike conduct, profanity in any form, trash talking, violent behavior, or "griefing."
- Cheating in any form: Outside aid or coaching while in competition, cheating programs/software, hardware modifications, or anything that would give a player an unfair advantage
- A player/team intentionally losing games, fixing of games, bribery, sharing accounts
- Any attempt to fabricate or lie about rank/skill level (i.e., smurfing, boosting) so that players are at a level significantly lower or higher than their actual rank
- Hate speech, racism, and sexism are a no-tolerance offenses, resulting in immediate removal from the program; The student's school will be contacted to determine if further action is required.
- Engaging in any unsafe behaviors when operating or using physical equipment

## Seasons Structure and Schedule

### Seasonal Structure

Fenworks structures teams into two divisions for the regular season—Varsity (V) and Junior Varsity (JV). Fenworks Representatives have the final say regarding teams and divisions. Varsity is intended for teams at a higher skill level, who typically fall in the upper 50% of a game title's ranking system, and for students who are committed to playing their matches each week. The Varsity division competes throughout the regular season for a place at the in-person Fenworks State Tournament.

Fenworks' JV division was created for less experienced teams, players at a lower skill level, or players who cannot commit to the weekly matches consistently. Fenworks created these divisions to offer a fair and competitive experience for all skill levels. Note: There will only be a JV division if there are enough teams in that game title to support a season.

### Varsity

The Varsity team(s) for each game title should be the top players from your school organization. Fenworks allows for multiple Varsity teams if they are of similar high skill level and can fulfil the commitments needed to compete at the Varsity level. A school does not need to have a varsity team if they feel that team is better suited for JV.

Varsity teams will be matched against each other in an 8-week, regular season format, with the top teams from each title getting an opportunity to compete at the Fenworks State Tournament. *Fenworks reserves the right to match teams from multiple states if there are not enough teams for fair competition.*

### Junior Varsity

The Junior Varsity division was created for teams who may not be at a varsity level but still want a competitive regular season experience. It will function identically as the Varsity division, but JV teams will not be competing for a place at the state tournament. *Players from teams in Junior Varsity may substitute for players on Varsity teams, but NOT vice versa. Players can always "play up" a division but cannot ever "play down."*

### Teams

Throughout the season and state tournament, students will be competing individually and/or as a team. The team sizes for individual titles are as follows. Fenworks recommends 2 - 3 substitutes (subs) for any team. This is not a requirement or a limit, just a suggestion to make sure your team is able to play all their games in the event a player is unable to compete, and a sub is needed. A sub can be any player. We do not allow starting varsity players to also play on a JV team. Below is the minimum required number of players that are needed to form a team for each game title.

Additionally, students are allowed to compete on multiple teams throughout the season, however, if a student qualifies for state in multiple game titles, Fenworks will not

rearrange the state tournament schedule to accommodate for that student. Please make sure that all students understand this prior to and during the state tournament. Make sure that all teams have substitutes to accommodate this.

- Rocket League: 3 students per team
- League of Legends: 5 students per team
- Super Smash Bros Ultimate: 1 student competing individually, no substitutes
- Chess: 1 student competing individually, no substitutes
- Minecraft (Java Edition, Non-competitive): All students that sign up for the Fenworks Program can access the Minecraft servers.

If you do not have enough students to make a full team in a specific game title, please reach out to [esports@fenworks.com](mailto:esports@fenworks.com) to discuss some potential solutions.

Each team will select and appoint a Student Captain\*. GMs will have the final say in these decisions. Fenworks recommends that GMs ask students if they have already identified teammates they wish to play with on teams and consider hosting a student voting process to elect Student Captains to encourage leadership and engagement in these decisions. \*Student Captains may have additional responsibilities and expectations and should be selected accordingly.

### Holidays

Fenworks recognizes several holidays that occur during the 2023 – 2024 regular season. In the case that teams have a gameday for their title that falls on a holiday, those teams are NOT required to play their scheduled match; They will be allowed to should it work for both parties. GMs/Student Captains should communicate to find a different time to reschedule their match. The holidays recognized by Fenworks in the 2023 - 2024 regular season are listed below:

- **Veterans Day:** Friday, Nov. 10, 2023
- **Thanksgiving Break:** Thursday, Nov. 23, 2023 – Friday, Nov. 24, 2023
- **Winter Break:** Monday Dec. 25, 2023 – Friday, Jan. 5, 2024
- **MLK Day:** Monday, Jan 15, 2023
- **Presidents Day:** Monday, February 19

### Preseason

The preseason will take place from Monday, November 13, 2023, to Friday, December 1, 2023, with a break week (no games) Monday, November 20 – Friday, November 24, 2023. These matches will be created by Fenworks and function the same as the regular season. These preseason matches will have no effect on a team's seasonal standings. They are purely for practice.

To join a preseason match, you must email [esports@fenworks.com](mailto:esports@fenworks.com) the team's name and game title that will be participating in the preseason by Friday, November 10, 2023. Fenworks Representatives will add those teams to the preseason. The schedule and matches will be announced on Friday, December 1, 2023.

### Regular Season

Competitions are structured in an eight-week season. The season will be split into two parts. When the season schedule is announced, each team will be able to see their first

four weeks of matches. All matches from the first four weeks must be finished by 11:59 pm on the Friday of the fourth week. After those four weeks have been completed, the next four weeks will be created based on the win/loss of the first half of the season. This is to make sure that the second half of the season's matches are more based on skill and to remove any teams that may have dropped. Fenworks Representatives will send out the last four weeks schedule before the start of week 5.

Teams are responsible for completing one match per week (per game title), with the weekly "gamedays" for each title shown below. All game times are automatically set for 5:00 pm CST on the respective game day. Please note that these days and times are purely suggestions. Fenworks encourages keeping these times consistent, however, it is up to each of the GMs/Student Captains to identify a reschedule date/time if needed. In the event that a game day lands on a holiday, it is up to those teams to discuss if they still want to play on that day or reschedule.

- Mondays: **Smash Ultimate**
- Tuesdays: **League of Legends**
- Wednesdays: **Off/Makeup**
- Thursdays: **Rocket League**
- Fridays: **Chess**

Student Captains are responsible for checking themselves and their teammates in before the match starts. In the event that a Student Captain is unavailable for competition that week, any player from that team should click that button.

#### Tiebreaker Round

In the event multiple teams end the regular season with the same records/scores (resulting in ties for Fenworks State Tournament qualification), Fenworks will reach out to those teams and a Tiebreaker match will occur. Tiebreaker rounds will occur tentatively February 12 – 16, 2024.

#### **Fenworks State Tournament**

The Fenworks State Tournament will be held as a multiday event. During these days, qualified teams compete in a tournament bracket to determine the champions for each game title offered in the Fenworks program. The tournament is structured in the following format, with the following number of qualifiers.

#### Tournament Formats

All brackets will be **single elimination**. Please note that Fenworks will not rearrange the state tournament schedule to accommodate students participating in multiple game titles. Please make sure that all students understand this prior to and during the state tournament. Make sure that all teams have substitutes to accommodate this.

Fenworks will determine the number and criteria of qualified teams once all the teams are created for the season. More information will be released then.

## **Fenworks Coaching**

Coaching within the 2023 – 2024 Fenworks program will be handled in a first-come, first-served reservation format. Each week, GMs will have the opportunity to reserve Fenworks coaches in hour-long blocks for their teams. Fenworks Representatives will reach out to all GMs to aid in setting up the hours. Fenworks encourages all schools who have coaching hours to book them consistently each week.

To reserve a Fenworks coach, General Managers should access the [Esports Portal](#) on the Fenworks website. Please make sure you scroll down to the “for educators” login section. **The login information is username: adminesports | password: 23Esports24.** Scroll down to the ‘Resources’ section and under ‘Program Links’, click ‘Coach Scheduling’. Here, GMs will be able to view a bio on every available coach and access their calendars to identify a time slot in which to book them. Once a Fenworks coach is reserved in the ‘Schools’ Portal, GMs should alert their team and ensure that players are in their school’s Voice Channel of the Fenworks Discord server to receive coaching. Fenworks coaches will come to the coaching sessions prepared with a lesson plan/itinerary for each team (based upon their needs/weaknesses), but teams should have a list of things they would like to cover prepared so that coaches can tailor their instruction.

If you would like to purchase hours or additional hours, please email [esports@fenworks.com](mailto:esports@fenworks.com).

## **Policies**

### Reschedule Policy

Each game title is given a specific game day and time in the week. All matches for a game title occur on these game days. If a reschedule is needed, GMS/Student Captains must reach out via email, discord, or phone to see if a reschedule is possible. Once the two teams confirm on a date/time. They will need to go onto the Fenworks Platform and submit a reschedule request for the new time. The team requesting the reschedule must go and submit the request, and then the Student Captain and OGMA from the opposing team, must accept it on the platform. Any team may choose to play a match shorthanded as long as the whole team agrees upon it and the opposing team is informed.

### Student Ineligibility Policy

School Administrators and General Managers will determine the ineligibility policy by which their students must abide. Fenworks does not enforce an ineligibility policy of its own but will support and uphold the guidelines established by school organizations.

### Substitute Policy

Fenworks recommends 2 - 3 subs for any team. This is not a requirement or a limit, just a suggestion to make sure your team is able to play all their games in the event a player is unable to compete, and a sub is needed. A substitute can be any player. We do not allow starting varsity players to also play on a JV team.

Teams may substitute players between games in a series. For example, in a best of 3 game series, teams may substitute between games 1 and 2 or between games 2 and 3. Teams should never substitute in the midst of an individual game (i.e., passing their controller off). The players who start a game must finish that game.

There will be no subs for chess or Super Smash Ultimate. In the event that one of those students cannot play in a week, please try to reschedule the match.

### Forfeit Policy

In the event that a team does not communicate with your team, and they do not show up at the agreed upon time, please reach out to Josh Bitterman on the Discord server or to Fenworks Representatives at [esports@fenworks.com](mailto:esports@fenworks.com) and Fenworks will give forfeit their team. Please give teams 15 minutes before you notify Fenworks.

### Disputes and other Issues Policy

Fenworks retains ultimate authority over dispute resolution and possesses the exclusive right to make definitive rulings on matters not specified within the rules and handbook.

If a score is submitted and no one disputes the result within 3 business days, the result will stand. Teams are allowed to submit definitive evidence in the event of a dispute.

Fenworks reserves the right for final decisions. In the event an error was made, and both teams agree upon it, the scores can be adjusted at the discretion of Fenworks.

## **Game Titles and Rulesets**

### Overview

Regular Season (8 weeks)

- **Chess** – First to Two Wins
- **League of Legends** – Best of 3 series
- **Rocket League** – Best of 5 series
- **Super Smash Bros Ultimate** – Best of 5 series

### General Rulesets for All Game Titles

- Lobby Setups – Most of our game titles require a private lobby to be set up with the below listed settings and rules. Both teams are responsible for making sure the settings are correct before beginning a game.
  - If a lobby is incorrectly made and the game hasn't started, make the fixes, and restart the game.
  - If a lobby is incorrectly made and game time has passed, should a player notice the settings were made incorrectly, that player should notify both teams, game play should stop immediately, and both teams should work together to correct this issue.
    - A Fenworks Representative should be informed if the issues aren't resolved between the teams.
    - Once a lobby is found to be made incorrectly, that entire game will be redone/rescheduled unless the teams mutually agree upon



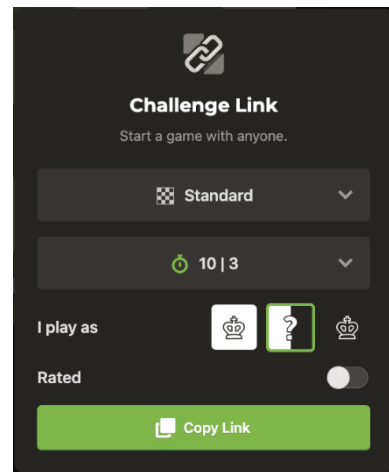
another solution, such as if they decide to keep the scores for game(s) that have already been played. If a team is unable or does not want to play that rescheduled game, that team will receive a forfeit.

- If someone knowingly has concerns about the settings but doesn't bring them up in the moment and doesn't stop play, the results will stand.
- If the team who incorrectly created the lobby loses, the results will stand.
- If a match is fully completed and an issue about the lobby settings is brought to Fenworks, Fenworks will investigate and make a decision. If the team who incorrectly created the lobby loses, the results will stand.
- Scouting – If players use school accounts or other alternative accounts for games, all players and GMs are allowed to ask for "main accounts" to do proper scouting. All teams must provide their real/main accounts if requested. If a player is unwilling to share the account information, please contact a Fenworks representative.
- Spectating – Only GMs, substitute players, Fenworks Representatives/Coaches, or a designated school streamer are allowed to spectate games. Before each game, communication must be made between both teams to make sure all spectators are in the game. If a game starts without the proper spectators, it must be notified immediately where no reasonable game time has passed. If game time has passed, the game will continue without the spectator since spectators have no effect on the game.
  - In the case of VALORANT, we ask that spectators to be in the "Coach" spot. This is due to spectators/observers having the ability to see all POVs of both teams in real time which could lead to cheating.
  - People are allowed to be in the spectator/observer spot, but if concern is raised about cheating, both teams should only occupy the coach spot for the respective team.
  - If Fenworks is informed and shown proper proof that a team used the spectator/observer spot to cheat, that team will be forfeited from the match and could be subject to further disciplinary actions including but not limited to removal of the season.

## Competitive Title Rulesets

### Chess – First to Two Wins

- Chess players will need to create a [Chess.com](https://www.chess.com) account associated with their school email. Please ensure the account is correctly set up and confirmed via email
- The process for setting up a game is as follows:
  - Go to [Chess.com/play/online](https://www.chess.com/play/online)
  - Select 'Play a Friend'
  - Click at the bottom of the page 'create a challenge link'
  - The game mode should be 'Standard.'
  - Click the arrow next to the time clock.
  - Click 'More Time Controls' and under Custom, type in '10 min, 0 sec, 3 inc.' and click the arrow next to the 'inc' box
  - Set the 'I play as' random.
  - Uncheck the rated box.
  - Select 'Copy Link' Copy and send the link generated with your opponent via Discord.
- Once the link has been accepted, the game will begin.
  - The side of the board (white or black) will be randomly selected for each player in the first game.
  - Once the first game has finished, both players should click 'Rematch.' Doing this allows for a quick and easy rematch and swaps the color of pieces each player gets.
- **Score Reporting:** Game results will be uploaded to the Fenworks Platform. Each student is to submit the score and screenshot for each game.
  - For chess scores, players will report '1' for a win and '0' for a loss in the Fenworks Platform.
  - In the event a game draws, both players will report a '1,' indicating a tie within the Fenworks Platform.
  - **Players will continue playing games until one player has won two games. This ensures that a winner is decided, and no matches end in a draw.**
- **Technical Difficulties in Chess:** If a player is experiencing technical difficulties that are preventing play, the game may be restarted as long as no moves have been made. Technical difficulties are classified as follows:
  - Hardware malfunction
  - Software malfunction
  - Other extreme circumstances (household emergencies)
  - If a move has been made and technical difficulties occur, a player's time will run down as usual. Players should try to rejoin (reconnect) their match as soon as possible.



### League of Legends

- **Game Mode:** Summoner's Rift 5v5, best-of-3, teams switch sides after each game.

- **Making Lobbies:** Teams will communicate to create the lobby and invite their team and ensure that the teams have the correct players on their team. Create the lobby with the following settings:
  - Summoner's Rift 5v5
  - Tournament Draft
  - Allow Spectators set to **Lobby Only**
  - Set a password so the lobby is not public
- **Forfeits:** A team may forfeit at any point the game allows.
- **Technical Difficulties in League of Legends:** In the event of a disconnect during the game, players may pause the game using the **/pause** command. Each team will be given **10 minutes** of pause time. Once the 10-minute period has expired, that team can no longer pause. Teams may pause for longer if both teams agree.

### Rocket League

- **Game Mode:** 3v3 Soccer (no mutators). Keep default settings. **Best-of-five series.**
- **Making Lobbies:** Student Captains will be responsible for communicating with each other regarding game lobby creation and setup, and ensuring all players join.
  - Players are not allowed to leave their team then rejoin to put them on the other side of the arena. This is considered cheating and will result in immediate DQ for the match.
  - Once a series has begun, teams will not be required to swap sides (colors) -- they may play through the entirety of the series without any swapping.
  - Roster changes and substitutions are allowed mid-series, but **ONLY** in-between games.
  - Substitute players **MUST** be identified as members of a team in the Fenworks Platform before playing a series.
  - Spectator slots are only allowed to be occupied by General Managers, shout casters, Fenworks representatives, or substitute players.
- **Forfeits:** A team may forfeit at any point that the game allows. Forfeits will count as a loss.
- **Maps:** All standard maps are available for play
- **Score Reporting:** Each game score, with the correct screenshot, within the best-of-five series must be reported in the Fenworks Platform match details.
- **Technical Difficulties in Rocket League:** If a player is experiencing technical difficulties preventing play, they may call for a game restart-- if within the bounds of a Game of Record. Technical difficulties are classified as follows:
  - Hardware malfunction
  - Software malfunction
  - Other extreme circumstances (household emergencies)
- A game qualifies as a **Game of Record** and, therefore, cannot be remade if the following conditions have been met:
  - At least one minute of game time has elapsed
  - A goal has been scored
  - \*In the event a Technical Difficulty occurs after a **Game of Record** condition is met, teams will have to play the remainder of the match shorthanded (or until the player can reconnect).

## Super Smash Bros Ultimate

- **Game Mode:** Matches will be a best of 5 series.
- **Making Lobbies** The home/host team (left team in platform) will create the lobby ("Online" > "Smash" > "Battle Arenas" > "Create Arena"). When creating the lobby make sure the name is something recognizable and set a simple password that you will share with your opponent via discord so they can join the arena. Additionally, you'll need to share the Arena ID with your opponent so they can find and join your arena. This is found in the top right of your arena after you've created one. Set The following settings are to be used in official matches:
  - Type: Host preference
  - Visibility: Public
  - Format: 1-on-1
  - Rules:
    - Style: Stock
    - Stock: 3
    - Time Limit: 8 minutes
    - FS Meter: Off
    - Damage Handicap: Off
    - Items: Off and None
    - Stage Hazards: Off
    - Launch Rate: 1.0x
    - Score Display: Off
    - Show Damage: Yes
  - Rotation: Host preference
  - Max Players: 2
  - Stage: Choice
  - Spirits: Off
  - Voice Chat: Off
- **Stage Selection:** Players will agree upon a **Starter Stage** to play game 1 on. Then the loser of game 1 will be able to select a stage from the **Starter Stages** or **Counter Picks** below for game 2. The loser of game 2 will be able to select a stage from any listed below, excluding any stage they have won on, if a game 3 is played.
  - Starter Stages:
    - Battlefield
    - Final Destination
    - Pokémon Stadium 2
    - Smashville
  - Counter Pick Stages:
    - Yoshi's Story
    - Lylat Cruise
    - Kalos Pokémon League
    - Town and City
    - Hollow Bastion

## Resources

- Discord – <https://discord.com/>
- Fenworks Platform: <https://app.fenworks.com>

- Fenworks Website Portals: <https://fenworks.com/esports-portal-login/>
  - Student/Parent Login info
    - Username: studentesports
    - Password: Esports2324
  - GM Login Info
    - Username: adminesports
    - Password: 23Esports24

### **Firewalls**

Schools and Students should be aware of their school's firewall in place that may likely block several of the applications that the Fenworks program will be using. The school's administrators will decide to change this how they see fit. Students should present blocked applications to administrators to address the issue.

If students will be participating in the Fenworks program from an esports lab at school, ensure these students can access the necessary websites/applications and game titles. This process may include having your school's Tech Coordinator unblock certain websites/applications on these computers or provide accounts that allow students to access what they need to.

A list of websites/applications required for participation in the Fenworks program is listed below. Many of these launchers/applications are where the games are downloaded and played through.

- Chess.com (<https://www.chess.com/>)
- Steam (<https://store.steampowered.com/>)
- Epic Games (<https://store.epicgames.com/en-US/>)
- Riot Client (<https://www.leagueoflegends.com/en-us/>)
- Discord – (<https://discord.com/>)
- Fenworks Platform: (<https://app.fenworks.com>)
- Fenworks Website Portals: (<https://fenworks.com/>)
- Optional: YouTube: (<https://www.youtube.com/>)