



# CHRISTIAN SCHOOLS EVENTS NETWORK

## E-SPORTS CHAMPIONSHIPS

<b>LOCATION OF EVENT</b>	Virtual (combined with CSSA New South Wales)
<b>DATES OF EVENT</b>	Primary – Monday 26 <sup>th</sup> August 2024 Secondary – Tuesday 27 <sup>th</sup> August 2024
<b>CONVENER OF EVENT</b>	Zachariah Barker & Linda Heslehurst with Yonder Sports
<b>SCHOOL LOG ON TIME</b>	9:00am
<b>SCHOOLS CHECK IN TIME</b>	9:10am
<b>OPENING PRAYER (VIA ZOOM)</b>	9:30am
<b>FINISH TIME (ESTIMATED)</b>	2:30pm
<b>COST PER STUDENT ENTERED</b>	\$31.00+ GST invoiced at the end of term
<b>OTHER INFORMATION</b>	<a href="https://csen.org.au/cultural-events/esports-championship/">https://csen.org.au/cultural-events/esports-championship/</a>

### AGE GROUPS

The following age groups will be offered for e-Sports:

Primary (Years 3 - 6)

Secondary (Years 7 – 12)

### AWARDS

1. All participants will receive a certificate of participation.
2. The winning team in each age group on the competition day will receive a first-place certificate.
3. The winning team in each age group will win the e-Sports Shield for the year.

## CHILD SAFETY

This Code of Conduct has a specific focus on safeguarding children and young people at CSEN Events against sexual, physical, psychological and emotional abuse or neglect. It is intended to complement other professional and/or occupational codes.

All staff, volunteers, contractors, and board members at CSEN are expected to actively contribute to a school events association culture that respects the dignity of its members and affirms the Gospel values of love, care for others, compassion and justice. They are required to observe child safe principles and expectations for appropriate behaviour towards and in the company of children, as per policy.

All adults present at the championships should fall into one of the following categories:

- a. Students (in school sports / theatre sports uniform)
- b. Staff from a school (in school staff polo top, or with school identification / lanyard clearly visible)
- c. Staff from Rethink PD
- d. CSEN staff (in CSEN attire)
- e. Parents / Visitors (school lanyard visible)

All school staff are requested to ensure adults sitting in the room have appropriate identification. If not, please ask them to sign in with the school they are associated with. Schools must have lanyards available for parent visitors and ensure they sign the school Child Safe Policy. Cultural Coordinators should be fully aware of the CSEN [Child Safety Policy](#) and the implementation of the policy at this event.

The Child Safety Officer at the event will be the convener of the event.

## EMERGENCY PROCEDURES

Emergency procedures are available at the venue.

## ENTRY FORMS

1. School entries are due 15 June in the year of competition (4:00pm), via the online entry form.

## EVENT RULES

1. Schools enter teams of 3 students in Primary and / or Secondary eSports.
2. The intention of the day is for schools / students to compete to the best of their ability in a friendly, encouraging Christian setting.
3. All competing teams must have a teacher / staff member with them.

## EVENT RULES - GENERAL

1. Primary Championships – only currently enrolled students in Years 3 – 6 from member schools may compete.
2. Secondary Championships – only currently enrolled students in Years 7 – 12 from member schools may compete.
3. Primary students may compete at the Secondary Championships providing:
  - a. They are an emergency replacement for a secondary student
  - b. There is no more than one primary boy or girl representing the school
4. Schools enter teams of up to 5 students in any of the following categories: Primary (Years 3 – 6) or Secondary (Years 7 – 12), with the top 4 students results counting towards the school total.
5. The intention of the day is for schools / students to compete to the best of their ability in a friendly, encouraging Christian setting.
6. Schools must have the equipment required to participate in this competition. This includes access to Discord for all teams.
7. All competing teams must have a teacher with them.

## FINAL / END OF DAY PROCEDURE

It is expected that at the conclusion of the event, all schools will remain online for the results and a closing prayer.

## FIRST AID

All schools must also provide their own first aid kit and a trained first aider (may be a teacher). Any injuries at a CSEN event must be documented by the school and the school accident form submitted to CSEN at the end of each term as part of the Principal's Declaration.

## NOTES FOR SCHOOLS

1. Staff and students are expected to provide their own lunch / snacks for the day.

2. This event is run in conjunction with Christian Schools Sports Association (NSW), so students will be playing against students from NSW Christian Schools on the day.
3. If you require additional information, please check the [CSEN website](#).
4. Further queries may be directed to the CSEN Executive Officer ([cse@csen.au](mailto:cse@csen.au)).

## PHOTOGRAPHY

1. Students, staff and parents may take photographs during the day for personal use only. These photographs must not be published to social media as this contravenes the CSEN Media Policy.
2. CSEN will not provide official photographs of the event.

## ROCKET LEAGUE

1. The game that will be played is Rocket League. This has been chosen for the following reasons:
  - fun, engaging and positive
  - easy to learn but hard to master
  - matches range from 5-11 minutes each
  - team-oriented
  - free to play
  - cross-platform
  - minimal equipment required
  - current & popular
  - high level international esports competition is already in place and is accessible to watch, analyse and use to improve esports athletes' overall gameplay.
2. Specifications needed for Rocket League:
  - Rocket League can be played on PlayStation 4 and 5, Xbox One and Series S/X, Nintendo Switch as well as Windows computers.
  - Rocket League doesn't require super high end computers but does need some level of computing power (over a basic laptop for example).

<b>Epic Games or Steam on Windows</b>	<b>Minimum</b>	<b>Recommended</b>
<b>OS</b>	Windows 7 (64 bit) or Newer (64 bit) Windows OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS
<b>Processor</b>	2.5 GHz Dual Core	3.0+ GHz Quad Core
<b>Memory</b>	4 GB RAM	8 GB RAM
<b>Graphics</b>	NVIDIA GeForce GTX 760, AMD Radeon R9 270X, or better	NVIDIA Geforce GTX 1060, AMD Radeon RX 470, or better
<b>DirectX</b>	DirectX Version 11.0	DirectX Version 11.0
<b>Network</b>	Broadband Internet connection	Broadband Internet connection
<b>Storage</b>	20 GB available space	20 GB available space
<b>Additional</b>		<a href="#">Gamepad or Controller</a>

3. Schools must decide how they access this game, whether it be by:
  - purchasing consoles for the school, like PlayStation or Xbox
  - using computers that the school already has that meets the required specifications
  - buying brand new computers
  - using student/teacher personal equipment that they bring from home
  - renting equipment from a company
4. As the game is cross-platform, it means any of these options work and will not interfere with competition.
5. Other things to consider:
  - Many players prefer to use a controller of some kind rather than keyboard and mouse.
  - Headsets are helpful so students can communicate with their teammates while hearing game audio clearly.
  - Stable internet access.
  - Game accounts for students to use (through Epic Games), either as individual students, or as a school account.

#### CREATING COMMUNITY USING e-SPORTS

There are many possible ways of engaging with students outside of merely playing the game. It could be an incredible way to enhance student learning and build a community around the games.

Students could be involved in:

- Media - Producing video footage to cut to in a stream or to create highlight reels
- Shoutcasters - Commentating games for viewers
- Design - Design a trophy or medal that could be 3D printed
- Statistics - Taking extra statistics on top of what Rocket League provides
- Reporters - Writing articles or recaps of games

## **SCORING PROCEDURES**

1. The aggregate of the top three students from each team will determine the team score for the day. The team with the most points will be declared the winner of CSEN eSports and their school will receive the CSEN shield.
2. In the event of a tie, the result will stand, and the schools will share the Championship.

# RISK ASSESSMENT

## ASSESSED BY

KAREN DAVIDSON – CSEN EXECUTIVE OFFICER

## ASSESSMENT DATE

30<sup>TH</sup> OCTOBER 2023

## LOCATION

VARIOUS – REFER TO CALENDAR

## ACTIVITIES

INTERSCHOOL e-SPORTS CHAMPIONSHIPS

## DATE OF ACTIVITY

VARIOUS – REFER TO CSEN CALENDAR

## APPROXIMATE NUMBER OF PEOPLE INVOLVED ANNUALLY

200 PAX

## NEXT REVIEW DATE

1<sup>ST</sup> NOVEMBER 2024

CSEN does not provide Personal/Accident Insurance Cover.

As a competing school we are aware that all teachers/parents/volunteers that we send to a carnival or sporting event have completed the school Child Safe Policy and signed the CSEN Child Safe Register that will be forwarded to CSEN as required.

## CONSEQUENCE OR IMPACT

Level	Descriptor	Example detail description
1	Insignificant	No injuries, low financial loss
2	Minor	First aid treatment, on-site release immediately contained, medium financial loss
3	Moderate	Medical treatment required, on-site release contained with outside assistance, high financial loss
4	Major	Extensive injuries, off-site release with no detrimental effects, major financial loss
5	Catastrophic	Death, toxic release off-site with detrimental effect, huge financial loss

## LIKELIHOOD

Level	Descriptor	Description
A	Almost Certain	Is expected to occur in most circumstances
B	Likely	Will probably occur in most circumstances
C	Possible	Might occur at some time
D	Unlikely	Could occur at some time
E	Rare	May occur only in exceptional circumstances

## RISK ANALYSIS MATRIX – LEVEL OF RISK

Likelihood	Consequences				
	Insignificant 1	Minor 2	Moderate 3	Major 4	Catastrophic 5
A (almost certain)	H	H	E	E	E
B (likely)	M	H	H	E	E
C (moderate)	L	M	H	E	E
D (unlikely)	L	L	M	H	E
E (rare)	L	L	M	H	H

## Legend

- E: extreme risk; immediate action required
- H: high risk; senior management attention needed
- M: moderate risk; management responsibility must be specified
- L: low risk; manage by routine procedures

Exposure	Current Controls	Assessment			Additional Controls Required
		Severity	Likelihood	Risk Priority	
<b>GENERAL</b>					
Referees/Officials with inadequate knowledge for effective supervision	Use of accredited Yonder Sports Officials as key officials	2	D	L	- Schools are responsible for ensuring that they send school staff that are competent & understand rules/safety requirements of the event they have been allocated to run.
Staff unfamiliar with emergency management principles	As it is a virtual event, schools are to ensure students know and understand the procedures for their school prior to the day.	2	D	L	
Employees without Working with Children Checks	All staff present at the event are understood to have undergone Working with Children check by the venue, Officials Association, or individual school.	2	C	M	- Schools are responsible for ensuring that they fully complete and return the register to CSEN by the due date. - Contractors to complete the CSEN online register prior to the event.
Transport to and from the e-Sports Championships	Responsibility is with the student's school and / or parents to get them to school. No external venue required.			NA	
Student Supervision while competing	All competing teams must have a teacher / staff member supervising them throughout the entire tournament.	3	C	M	- Schools must take into account such factors as age, experience, maturity of students, nature of activity and experience of adult supervisors when arranging supervision and instruction. - Where an adult other than a teacher is engages to provide instruction, a teacher must take overall responsibility.
Student Supervision when not competing	Schools are responsible for supervision of their students at the event.	2	C	M	
Collisions at event	Students to only walk around the outside of the competition area when making their way to a match.	2	C	M	
Food Poisoning	Students are recommended to bring their own lunch, snacks and drinks for the day.	2	D	L	- Purchasing food at school outlets is done at their own risk. Spectators & competitors are recommended to bring their own food & drink to the venue.

<b><u>Footwear</u></b> Broken glass or sharp objects in the environment	Students are always to wear footwear. No students may compete in bare feet. Competitors are required to keep a safe distance from other competitors when competing.	3 2 2	D C C	M M M	
<b><u>Grandstand / Stage / Competition Arena</u></b> Students may trip and fall down several stairs / rows when moving in the competition area and surrounds.	The school venues will be a non-running area to avoid falling down steps	2	D	L	
Major Emergency	School based venue – follow the instructions from the school				-Cultural Coordinators are to ensure they know their responsibilities under the plan.

### **PARTICIPANTS / SPECTATORS**

Inadequate training and preparation of students/competitor Low level of physical fitness / strength	Responsibility of each school to prepare students/competitors.	2	D	L	
Physical injury/ asthma attack etc. because of participation	If students are asthmatic, they must always carry their medication.	2	C	M	- Each school is required to have a First Aid Kit on hand - Each school must have a first aid trained supervising teacher.
Student injury ie wrist injuries caused by repetitive strain, vision issues, mental fatigue, burnout	Tournament games will be played in 30 minute blocks	3	B	M	- Supervising teachers are to remind students throughout the day to stand up, walk around, stretch, get snacks between games etc. - Use e-Sports to focus on proper health.
Students inappropriately dressed to compete. ie. uniform, footwear	CSEN rules of competition require students to be dressed appropriately for the event. Individual schools must check that their students are appropriately dressed to compete, preferably in school uniform or school sports uniform.	2	C	M	

### **OFFICIALS / PROGRAM**

Poor program/draw organisation	The program has been arranged to maximise efficiency and safety of participants. Information regarding the event is found on the CSEN website.	2	D	L	- Schools are responsible for ensuring that students have the accounts / equipment needed for the event. - Supervising teachers are to remind students throughout the day to stand up, walk around, stretch, get snacks between games etc.
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### **EQUIPMENT / GROUNDS**

Failure to check competition areas/venues and equipment prior to event	School staff attending event to check venue safety prior to competition, including computers / headsets etc.	2	C	M	
<b>ENVIRONMENTAL</b>					
Carnival continues during dangerous weather conditions ie. extreme heat/humidity, rain, lightning	Indoor venue	1	D	D	
Online bullying, bad language and hate speech	<p>Discord has been chosen as the chat app.</p> <p>A private server has been created on Discord by the convener to allow all CSEN students / teachers to join via a secure link. (People outside the event cannot communicate with students).</p> <p>The following information has been provided for schools / students / parents to help students stay safe on Discord</p> <p><a href="https://discord.com/safety/360044153831-Helping-your-teen-stay-safe-on-Discord">https://discord.com/safety/360044153831-Helping-your-teen-stay-safe-on-Discord</a></p>	2	C	M	- Yonder Sports have programmed a host of bots on the server to automatically filter out any bad language and / or hate speech. Direct message has been turned off.
Unsafe online environment	All teams entering are required to have a teacher / adult supervising them during the tournament.	2	C	M	- Yonder Sports will have a moderator who monitor and record the chat during the games. - Only parents and / or the school should create a Discord account for the students that they can monitor. At the end of the event, the Discord account should be deleted.
Sun sense / Dehydration / Exhaustion	Indoor venue	2	D	L	- supervising teacher to make several announcements throughout the day
COVID – 19	Risk of spread of Coronavirus	5	D	M	- Schools are to ensure they download and follow the coronavirus risk assessment.



## RISK WARNING UNDER SECTION 5M OF THE CIVIL LIABILITY ACT 2002

### ON BEHALF OF CSEN AND CSEN MEMBER SCHOOLS

#### Sporting and Cultural Activities

Christian Schools Events Network (CSEN) administers and convenes CSEN inter-school sporting and cultural activities in which many students from its members' schools participate. Students participating in these events take part in practice, trials, workshops, and competitions.

CSEN and its members' schools expect students to take responsibility for their own safety during sporting activities by wearing compulsory safety equipment, by thinking carefully about the use of safety equipment that is highly recommended and by behaving in a safe and responsible manner towards team members, opponents, spectators, officials, property, and grounds. CSEN and its members' schools also expect parents, spectators, and other participants to behave in a safe and responsible manner, to comply with the CSEN Code of Conduct and to set a good example for the students.

While CSEN and its members schools take measures to make the sporting and cultural activities as safe as possible for participants, there is a risk that students can be injured and suffer loss (including financial loss) and damage as a result of their participation in these sporting and cultural activities, whether at training or in actual events. Parents, spectators, and officials could also be injured or suffer loss.

Injury can occur while the student, parent, spectator, or official is engaging in or watching a sporting or cultural activity or travelling to and from the event. The injury may result from a student's actions, the actions of others, the state of the premises or from equipment failure.

On some occasions, an injury can be serious (such as torn ligaments, dislocations, back injuries, concussion, or broken bones). In very rare cases an injury can be life threatening or result in permanent disability. If a student, parent, spectator, or official has a pre-existing injury, participating in a sporting or cultural activity could result in an exacerbation of that injury.

Students, parents, spectators, and officials could also suffer loss as a result of their personal property being lost, stolen, damaged or destroyed.

#### **CSEN does not provide Personal/Accident Insurance Cover**

**It is the responsibility of CSEN member schools to ensure that all teachers/parents/volunteers they send to a sporting or cultural event have a valid WWCC and / or VIT accreditation and have signed the CSEN Child Safe Policy Register at their school. This information will be forwarded to CSEN on a regular basis.**

**It is the responsibility of schools to ensure that all staff, students, and parents attending a CSEN event have been informed of this Risk Warning.**

## CHANGE ROOMS

CSEN recognises that children are particularly vulnerable in change rooms and that measures must be put in place to ensure that children are able to safely get changed without fear of intrusion or fear for their safety.

Generally, the expectation of CSEN is that Member School Staff and Member School Volunteers would appropriately supervise change rooms in accordance with Department of Education guidelines. The same goes for CSEN Staff and CSEN volunteers who may be required to supervise change rooms in the course of supervising CSEN Representatives at non-CSEN events.

Those guidelines are that change rooms should be supervised and supervisors should adhere to the following guidelines:

- give explicit instructions and guidelines for behaviour in change rooms
- ensure students and staff have been notified that mobile phones (and cameras) are prohibited in changerooms
- set a routine for going into change rooms and keep to it
- announce to students when entering the change room and allow time for students to cover up
- do not stand in change rooms while students are changing as students have a right to privacy, and
- staff should not be in a changeroom with one student / player.

While the issue of a supervisor of either sex supervising the change rooms of both sexes poses some difficulties, some suggestions for supervisors in this situation include:

- give explicit rules about what is expected of students' behaviour in the change rooms
- ensure that students know that if there is an emergency you will enter the change room
- choose two student representatives to report to you about any problems in the change rooms
- ask the students to come out of the change room if there is any disturbance
- if for some reason the students remain in the change room seek a person of the appropriate sex to go in, and
- if there is an emergency, let students know you are coming in and give a warning to cover up before going in.

Parents from member schools must be discouraged from entering the changerooms unless truly necessary.

# E-SPORTS

Date:

**LEVEL OF COMPETITION** (tick appropriate)

Intra School

Inter School

**YEAR LEVEL/S** (tick appropriate)

Junior Secondary (Yrs 7-8)

  


Junior Primary (Yrs 3-4)

  


Intermediate Secondary (Yrs 9-10)

Senior Primary (Yrs 5-6)

  


Senior Secondary (Yrs 11-12)

## GENERAL

	Yes	No	NA
Permission has been obtained from parents/guardians for all students participating			
Adequate teachers are attending providing appropriate levels of supervision for the activity.			
Parents have been notified of location of venue, transport arrangements and time involved			
First Aid Kit available			
Water is available for students at the venue			
Ice is available			
Students have been advised of personal sun protection requirements			
Students suffering from Asthma have been advised to carry their puffer to all events			
Students suffering from anaphylaxis have been advised to carry their EpiPen to all events			
Staff issued with first aid policy			
Form provided for record of injuries/incidents			
Access available for emergency vehicle			
A Risk Assessment has been completed			

## PARTICIPANTS & OFFICIALS

Suitably qualified officials/teachers are to be used and are aware of rules and safety procedures at their event			
Students wearing appropriate clothing and footwear to compete (school uniform)			
Students have been made aware of guidelines for use of discord			
All attending are aware of emergency procedures and exits			

## EQUIPMENT / GROUNDS

The playing area has been checked and is free of obstructions and loose objects			
Adequate facilities and shelter are available for spectators			
All event areas and equipment have been checked for age appropriate weights and heights			
Public facilities and buildings which are to be used have been checked			

## ENVIRONMENTAL

Weather conditions appropriate for the safe conduct of the event if outdoors			
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## COVID 19

COVID 19 risk assessment downloaded and followed			
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