

# Minecraft Education Esports Guidelines

*These guidelines are specific to Minecraft Education and are intended for scholastic esports programs within educational institutions only.*

At the heart of Minecraft Education, we celebrate the passion and dedication of educators, students, and players. Our mission is to foster a vibrant community that learns, plays, and grows together. We have observed the enthusiasm with which many of you embrace competitive Minecraft Education Esports, and we commend you for harnessing the game's potential to hone teamwork, leadership, and critical thinking skills.

Knowing that Minecraft Education esports events can be both fun and educational, we have crafted these guidelines that will help everyone involved create a positive, fair, and enjoyable atmosphere. Our aim is to help you understand what is and is not allowed during Minecraft Education Esports events. When everyone is on the same page, we can all reap the rewards of friendly competition.

## Here is a brief overview:

- We advocate fair play; every participant should have an equal shot at victory. The esports program must be conducted in a way that promotes **fair and equal gameplay** for all players.
- If there are prizes, ensure everything is legitimate and in line with local regulations. **Keep it legal** and make sure your event does not violate any laws.
- Do not do anything that makes people think the esports event is official, approved by, sponsored by, endorsed by, associated with, supported by, or connected to Microsoft or Mojang. Please avoid implying any direct affiliation with Microsoft or Mojang unless previously confirmed.
- **Organizing a Tournament?** Fantastic! It thrills us to witness the fervor of Minecraft Education Esports events. We encourage event hosts to utilize our available esports materials ([Esports Club Toolkit](#), [Esports](#)) Our array of esports materials is at your disposal to aid in event setup and management: [Competition Guide](#), [Esports Subject Kit](#), [Esports Educator Framework](#)) for help to set up and run the event.

## Key Definitions to Remember:

- “Our name”: This pertains to Minecraft Education, taglines, features, events, and our corporate identity, including any names resembling ours.
- “Our brand”: This includes names, related logos, fonts, textures, and distinct features linked with our name and games.
- “Our assets”: This refers to all in-game materials, be they code, software, characters, graphics, or even the educational content.
- Additional guidance can be found in the [Education Usage Guidelines](#).

## Who Should Heed These Guidelines?

Primarily, these guidelines are directed at our Minecraft Education community, encompassing players, educators, and students. We have distinct guidelines for the broader Minecraft community available: [Minecraft Usage Guidelines](#).

We remain open to educational partnership opportunities, but commercial promotions within Minecraft Education are not our focus. Uncertain about these guidelines? It might be wise to consult a legal professional. To report any violations, our help form is readily available [here](#).

We love the excitement of both competing in and watching Minecraft Education Esports events. That said, we want to ensure that competitions are fair and compliant with local laws. You are free to organize esports events if you follow the Essential Guidelines, Naming Guidelines, Server and Hosting, Music in Minecraft, and Constructed Promotions in the Minecraft Education Usage Guidelines and you follow the guidelines outlined here.

## Code of conduct

We believe in the potential of our scholastic esports programs. It's essential for us that our esports community thrives in an atmosphere of inclusivity and support. To underscore this vision, we have crafted guidelines that resonate with these ideals. Think of these guidelines as our shared blueprint, ensuring that our esports activities remain a beacon of positivity and warmth for everyone involved.

As an adult sponsor, coach, or team supporter in our competition, you agree to:

- Speak positively about all others and encourage your players, rather than discouraging or intimidating other teams.
- Be respectful of others with the words you use. Your players learn from the words you use.
- Make sure usernames and nicknames are chosen carefully.
- Be a competitor. Not a bully. Please report any instance of bullying to your teacher or school representative.
- Teach your players to respect everyone's personal space, including by keeping their hands to themselves and never expressing yourself violently.
- Show respect to others with your words and actions.
- Embrace diversity of all kinds.
- Comply with local and international laws relevant to the safe handling and processing of personal data. For example, ensuring that all participants have signed releases for publishing pictures, keeping your and anyone else's personal information private (this can include birth dates, addresses, passwords, telephone numbers).

For team members and players:

- Play fairly against each other.
- Always obey the law.
- Do not team up with opposing teams to "game the system."
- Do not install hacks or exploits to cheat.
- Do not seek an advantage through game bugs.
- Do not bet on matches.
- Never bribe anyone - win the right way.
- If you would not say it in front of your teacher, do not say it online.
- Use your words to lift others, not bring them down.
- Respect your teammates, opponents, and their property.

- If you have been asked to sit out, serve your time & learn your lesson.

Reporting violation of the code of conduct:

Report violations of code of conduct to a teacher or your school. You can also report violations of the code of conduct [here](#).

## Player eligibility

A “player” is any person who is registered, as an individual or on the roster of a team, for an esports program. To be eligible to participate:

- A player must be registered and rostered to a team prior to the start of the event.
- A player may only be rostered to one team participating in the event.
- A player’s display name and Minecraft Education skin must be appropriate for audiences of all ages.
- A player may not be current or former employees, volunteers, or affiliates of the event host, Microsoft, or any vendors that participate in the development of Minecraft.

## Teams

Teams must follow these guidelines:

- A team’s name and logo cannot contain:
  - Obscene, offensive, or suggestive language
  - Any part of Microsoft, Mojang, or Minecraft names, logos, or other brand assets that could imply the team is affiliated with Microsoft or Mojang
- Teams may acquire sponsorship as long as:
  - The event host allows sponsored teams
  - The sponsors abide by the guidelines defined by Microsoft’s [Advertising Policies and Guidelines](#) (e.g., no sponsorship by gun, tobacco, marijuana, alcohol, pornography, and gambling companies)
  - You do not imply an association between your sponsor and Mojang or Microsoft (e.g., by combining logos or placing them next to each other)

## Streaming and video distribution

Feel free to highlight gameplay footage on platforms like YouTube, Twitch, or any similar online sites, provided that:

- All videos (in their entirety) are free to view (for example, there is no pay wall or other charge to view the videos).
- Videos are not offensive or cause reputational harm to Mojang, Minecraft or to others.
- Consider encouraging creators to produce content that is respectful and promotes a positive gaming culture.

## Revenue, sponsors, and partners

We acknowledge the potential benefits of ticket sales, sponsorships and partnerships for your scholastic esports program. However, our foremost priority is upholding the core values and integrity of Minecraft

and Minecraft Education. Any association that could cause reputational damage to Minecraft or its community (including the community values and principles) is prohibited. If there is any uncertainty or doubt about the potential negative impact of a sponsorship, it is best not to proceed with that relationship.

Most importantly, always prioritize the safety and well-being of our younger audience. The essence of Minecraft and Minecraft Education is our community, and ensuring no harm comes to our younger players—whether physically, emotionally, or mentally—is paramount. We trust you to champion this cause alongside us.

You may raise funds for your team and school from your tournament by:

- Charging an entry fee to the venue your tournament is hosted in, provided that:
  - Players are not charged to enter/enroll in your tournament (it must be free for players).
  - The entry fee is the same for everyone.
  - Venues are safe and inclusive, including for those with disabilities.
- Selling event merchandise and concessions. (See the [Education Usage Guidelines](#) for further information on logo usage)
- Establishing sponsorships with companies and organizations that are safe and appropriate for all ages.
- Aligning with your school district's or educational institution's fundraising policies.

These sponsors are prohibited:

- Gambling, sports books, and casinos
- Fantasy esports operators (including daily fantasy)
- Any prescription drugs or drugs that are not over-the-counter drugs – including CBD oils
- Tobacco products or paraphernalia
- Alcohol and non-alcoholic products marketed by alcohol companies
- Any other intoxicants in which the sale or use of is regulated by applicable laws
- Firearms, ammunition, or any weapons related accessories
- Pornography or pornographic products
- Unregulated financial instruments or markets
- Political campaigns, political action committees, lobby bodies, political think tanks or any organization with explicit or implicit political links in any country
- Charities that endorse religious or political positions or are not reputable

If you are hosting a tournament, we do not allow Minecraft, Minecraft Education or Minecraft assets to be used to promote a corporate brand, products, or services without our permission. These include:

- Products that are not related to Minecraft products or services in playable form
- A company's television show, movies, or videos

Here are some examples of things we do not want to happen:

- A mode created to allow players to play in a world with branded automobiles.
- A political campaign or rally that takes place in-game.

## Prizes

You may offer prizes to the winner and/or top placing players for achieving specific goals as long as:

- The total compensation awarded to all players and/or teams at your tournament does not exceed your school or school district's policy (this total includes things like prize money and non-cash prizes (like hardware or equipment), travel and lodging expenses, or appearance fees).
- All prizes are aligned with your school district's or educational institution's policies.
- How prizes are awarded is clearly communicated to participants in advance of the event.
- All rules related to prizes, judging, and winning meet all applicable laws.

## Trademarks and affiliation

- You cannot use words like "International," "National," or "Global" (or similar words) as part of the tournaments name or title of the winner.
- You can use the Minecraft Education name as part of your tournament's promotion provided that:
  - The name is part of a secondary title or description and not the distinctive part of the name or title of the event.
  - You do not do anything or include anything that makes people think that your event is official.
  - You include this notice prominently in all your event's marketing material:  
*NOT AN OFFICIAL MINECRAFT OR MINECRAFT EDUCATION EVENT. NOT APPROVED BY OR ASSOCIATED WITH MOJANG.*

For more information on using the Minecraft name, brand, and assets, check out the [Commercial Use](#) section of the [Minecraft Usage Guidelines](#).

## Tournament organizer responsibilities and restrictions

When it comes to an esports event, we have created these guidelines to help hosts understand their responsibilities and restrictions:

- Prior to creating an esports event with Minecraft Education, you must complete the MS Learn Esports Academy course and utilize the available esports materials ([Esports Club Toolkit](#), [Esports Competition Guide](#), [Esports Subject Kit](#), [Microsoft Esports Teacher Academy](#))
- You do not pretend to be / associated with / supported by Mojang or Microsoft and make it clear
- You are responsible for all end user data privacy and protection requirements and are compliant with local, state and national privacy policies.
- Participants must be provided with all tournament rules prior to start of the event. You are responsible for determining if applicable laws regarding the event's location allow you to pay or award cash/non-cash prizes to teams.
- You are responsible for ensuring that prizes from the results of the tournament are provided to the players in a timely manner.
- Do not provide any "pay-to-win" mechanisms. All players must have an equal chance of winning based on skill.

- The integrity of your tournament must be upheld by ensuring participants and event staff are adhering to the tournament rules and by keeping all aspects of the event fun, fair, and free from toxic behaviors.
- Betting/gambling are not permitted.
- You are responsible for ensuring that the event follows the laws and regulations in your region.
- Your esports event must comply with the guidelines provided in the [Minecraft Education Usage Guidelines](#), [Community Guidelines](#), and the [Minecraft End User License Agreement](#)

Your event should encourage a positive competitive environment that promotes healthy, fair competition and fair play.

Violations of these guidelines can be reported at [enforce@minecraft.net](mailto:enforce@minecraft.net)

### In Closing:

At its core, Minecraft Education is more than just a game—it is a community, a platform for learning, and a realm of endless possibilities. With these guidelines, our objective has been to pave a clear path for building a thriving, safe and fair esports community. A path that respects the game, values the community, and enriches the experience for all participants.