

 **FUSE**
ESPORTS FESTIVAL

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THE
FUSE
CUP

International School Esports Competition
School Info Pack Australia 2025

International School Esports Tournament

The FUSE Cup is a international schools tournament aimed at providing young students with an opportunity to participate in a safe, supportive and structured esports competition while developing positive gaming behaviours and digital wellbeing.

Our chosen games are age appropriate and do not include any violent content. We believe the esports in schools should avoid first person shooters and games should be selected up their ability to safely promote social and emotional learning outcomes for students.

Age Groups:

The FUSE Cup has three age categories for live competitions.

- Year 5&6
- Year 7&8
- Year 9-12

Schools may elect to register for either division or all division competitions.

Schools may register more than one team per age group.

Registration fees are applicable per team per competition.

Live Competition Structure:

The FUSE Cup is designed to follow format of most traditional sports where students compete at various levels.

- **Local/Regional Finals** - schools register to compete at a local competition. The winners qualify and progress to the State Championships
- **State Championships** - The winners of each local/regional competition challenge each other to become State Champions, who then move onto the National Championship.
- **National Championships** - The winners of each state battle each other to become the National Champions.
- **International Champions** - In some cases, The FUSE Cup may have FUSE Champions from overseas, if so, the National Champions are invited to compete against each other for the title of International Champions.

Online:

Schools can elect to compete in a face to face battle against other neighbouring schools at one of our many local/regional competitions. If this is not possible, schools can choose to compete in one of our online competitions. Online competitions require various technical capabilities that may not be suitable for all schools based on network filtering.

Our online competitions are fully supervised and coordinated by trained educators and no student data is captured, recorded or stored. These competitions are delivered by Microsoft Teams.





The FUSE Cup Esports Finals Competition

The FUSE Esports Festival is the largest live school esports gathering in Australia. All local FUSE division champions are invited to compete at The FUSE Festival held on the Gold Coast in Queensland at the end of the year, battling it out against the best gamers The FUSE Cup has to offer. Winners will challenge each other on stage in a LAN environment at a state and national level over several amazing days.

[VISIT THE FUSE FESTIVAL WEBSITE HERE](#)

The FUSE Cup Values

Joining an organised and structured esports team or league is not about playing more video games, in fact, it often leads to a better understanding of balanced gaming. It is very different to playing at home alone or online.

The FUSE Cup provides school students with a face to face, safe, competitive and challenging esports opportunity while also promoting concepts such as Digital Wellbeing, Inclusion and Values.

Being part of a team and learning how to contribute towards a common goal is a valuable life skill. This is an important aspect of participating in The FUSE Cup which students gain insight into.

There are 4 overarching values to The FUSE Cup that are our pillars and are in place to ensure that everyone involved enjoys a positive and safe experience. These values are paramount to promoting and establishing positive gaming habits for younger gamers.

It is important that coaches, players and parents are made aware of these values and that they help promote discussions around ethical esports during school training sessions, at home and during any FUSE Cup events.

Players who breach these rules will be subject to our Behaviour Management process.



Integrity

Integrity is at the core of The FUSE Cup. It is a foundational value that is important in many aspects of life.

Players must develop personal integrity and self-respect, this means not using any negative self-talk when things don't go to plan.

They must show respect for their opponents, their schools and the rules of the competition at all times.

Strength

It's totally normal to be upset and disappointed when things don't go to plan.

We get it. However, how we handle that disappointment is really important and can help us develop strength of character and resilience.

It is therefore important that all players deal with their disappointment positively during all training and competitive situations.

Inclusion

Gaming is for absolutely everybody and can be used as a tool to bring people together. By being open and including everybody, players learn how to conduct themselves and how to interact positively with other players, specifically during game play.

It is a FUSE Cup requirement that all players acknowledge each other and wish one another "Good Luck" at the beginning of a competitive game which is then repeated at the end of the game with "Good Game".

Teamwork

Encouraging your teammates and showing team spirit and pride adds to the atmosphere of any event.

Team captains play a huge role in ensuring their teammates are connected and support each other throughout the heats, semi-finals and finals.

Learning to be an effective and encouraging team member is another vital life skill.

Behaviour Management

Just like in all other sports, outlining behavioural expectations for players, ensuring transparency and consistency and outlining the process for when positive behaviour is not displayed, are all vital aspects in applying a fair behavioural management process.

Rather than reinvent yet another new system for players and coaches to learn, we are applying a well known and very familiar system that is used in Football, the world's most popular sport.

Step 1 - Verbal Warning

In the first instance, any player who displays any behaviour that is not in line with the expectations outlined in the "Player Expectations" document or that are in contrast to the league values of Integrity, Strength, Inclusion and Teamwork will receive a verbal warning.

Step 2 - Yellow Card

The next step in the behavioural process is a Yellow Card. This may be issued for repeated negative behaviour after a verbal warning. A player may be issued a Yellow Card in the first instance without a verbal warning if player behaviour is deemed serious and offensive.

Step 3- Red Card

This is the final step in the Behaviour Management process. If a player has been given a yellow card and continues to behave inappropriately ie in a manner that is not reflected by The FUSE Cup Values or in contrast to the expectations outlined in the "Player Expectation" document, they will be issued a Red Card. This card signifies an instant disqualification for the offending player and may carry a team-based penalty, if outlined by The FUSE Cup. A red card may also be issued immediately in the case of any extreme behaviour which may include, but is not limited to, any forms of violence, racism, sexism, homophobic comments or taunts or negative comments based on the religious views of others. If a Red Card is issued, The FUSE Cup team will forward an incident report to the representative school within 48 hours.



1. Verbal Warning



2. Yellow Card



3. Red Card

Digital Wellbeing

In a world of increasing digital demands and distractions for students, the need to develop digital wellbeing has never been so strong.

The FUSE Cup is committed to using esports as a method of assisting students in understanding the need to practice ways to monitor their screen time in an attempt to live a balanced healthy lifestyle.

It is for this reason that our competitions focus not only competitive esports gameplay, but actively apply useful digital resources and structured methods to promote the development of digital wellbeing.

The FUSE Cup is proud to be official partners with Kids Helpline, arguably Australia's best-known counselling service for young people.

The partnership focuses on developing positive gaming habits and a deeper understanding of digital wellbeing for younger gamers. Furthermore, this partnership integrates new and existing Kids Helpline resources into The FUSE Cup competitions around the nation and provides counselling services directly to young gamers.

We are also pleased to be consulting with experts in student wellbeing who are working closely with our qualified and experienced education team.

The FUSE Cup is also partnered with The Office of the eSafety Commissioner, with the objective of educating young adults on how to be safe in the online space.

The development of our Digital Wellbeing resources and embedding these into every FUSE Cup competition are, and will continue to be a major focus for our organisation.



Items:

Console - Nintendo Switch



Xbox Console - OPTIONAL

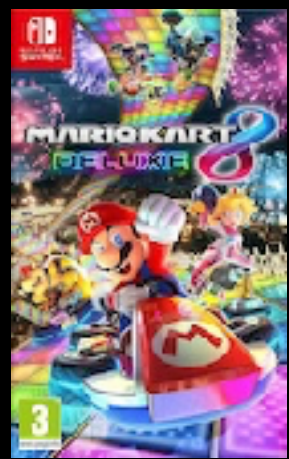


Accessories - additional controllers, charging station, grips & micro SD card (16GB minimum)



Year 5&6, Year 7&8 Live Games:

Mario Kart Deluxe 8, Just Dance 2025, & Rocket League



Year 9-12 Live Games:

Mario Kart Deluxe 8, Super Smash Bros. Ultimate, & Rocket League



Resources 2025

Schools participating in The FUSE Cup will need the resources shown on the left. Schools who have a large student uptake may wish to purchase additional Nintendo Switch consoles to meet the student demand. This allows more students to play at once and makes the team selection process easier. Rocket League takes place on Xbox consoles, but you can train and practice on Nintendo Switch consoles if you do not wish to purchase an Xbox Console. Additional micro SD card storage is also required to save the Just Dance 2025 songs offline. It is a 6.5GB download which requires an initial wifi connection.

Year 5&6 and Year 7&8 Live Competition Games for 2025:

- Mario Kart Deluxe 8 (Nintendo Switch)
- Just Dance 2025 (Nintendo Switch)
- Rocket League (Xbox)

Year 9-12 Live Competition Games for 2025:

- Mario Kart Deluxe 8 (Nintendo Switch)
- Super Smash Brothers (Nintendo Switch)
- Rocket League (Xbox)

Please note that schools all schools participating in our online competitions will require the following.

- Nintendo Online subscription
- Access to Microsoft Teams and wifi connection.



Online subscription

Please check with your network administrators to ensure your Switch is set up to access the internet.

Getting started:

The biggest question we get asked all of the time is “How do I get started?”

Here is a checklist of tasks that you may wish to consider, bearing in mind that not all tasks may apply to you as each educational setting is unique.

1. If required, obtain permission from a superior.

When chatting about school to leadership, be sure to mention that we are focusing on digital wellbeing and online safety and that we work with Kids Helpline and The Office of the eSafety Commissioner.

2. Prepare a budget.

Include costs for hardware and games (approx. \$1000) and competition registration (\$850 per team for the year. Includes 4 players at 3 competitions). Don't forget to include excursion costs for 3 live competition dates.

3. Consider The FUSE Esports Festival Finals on the Gold Coast.

If you team or a player from your school wins a local competition, they will qualify to compete at the State and National Final on the Gold Coast in November. Each year, hundreds of students and families, from all over Australia and beyond, make their way to the GC to compete for FUSE Glory! Schools often hold fundraising events to help contribute to the costs.

4. Register to compete in The FUSE Cup!

You can register via our website www.thefusecup.com.au/register
We will process your registration, send you a welcome email with relevant tournament information along with your invoice for your accounts team.

5. Order your hardware.

You can find the technology requirements on the previous page. Feel free to order your consoles and games through any existing technology providers you may already have a relationship with. If you are unsure, please reach out to us on hello@thefusecup.com.au

6. Join our members page.

This page is only for registered schools and teachers and provides you with planning documents and competition guidelines for all of our competitions.

7. Train your students - seek tech or esports captains.

Now, this is the fun part but it can also be quiet scary if you don't feel confident, however, please don't worry.

1. All of your students will know how to plug in the consoles.
2. Our amazing friends at **Valor Esports** have the best training platform on the market and they offer all FUSE Cup schools a FREE 2 week trial. This means all you have to do is supervise students as they are provided with professional, targeted and personalised video training material.



**Valor
Training Platform**

Empowering teachers in structured,
secure esports.

No gaming expertise needed.

[Sign Up for Your Free Trial Here](#)

Want more information about Getting Started + Levelling Up Your Esports Program? Download our slide deck here...





THE FUSE CUP

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