



# Esports Consent Form



I, \_\_\_\_\_, agree for my child,  
\_\_\_\_\_, to join the Esports team for the 2022 spring semester.

Esports is part of the school Athletic department and is affiliated to LHSAA. Therefore, students joining the team are subject to the same rules as all student athletes, such as maintaining good grades, attending classes, participating in practice and matches.

The fee to join the team is \$50.00. Fees cover registration, jerseys, portal maintenance.

Players will have to participate in the school athletic fundraising and sell a minimum of goods. More information will come later.

You can send a check to school, payable to Maurepas School or pay online.

Students who are joining the team will receive an Esports jersey that they can wear on match days. More information will come later.

I understand that my child will have to participate in all Esports team activities, including, but not restricted to,

- Practice once a week (Tuesdays after school until 4:00 PM)
- Matches once a week (Wednesdays after school until 5:00 PM)
- Fundraising once a semester (TBD)
- ...

I will pick up my child after practice and after matches in the New Gym parking lot on time.

I have read the PlayVS rules & the Overwatch rules with my child.

I am joining payment or proof of payment with this form.

Parent Signature: \_\_\_\_\_

Student Signature: \_\_\_\_\_

Jersey Order:            Size        AS    AM    AL    AXL    AXXL    AXXXL

Name on the back \_\_\_\_\_



# The Parents' Guide to High School Esports



## Esports is growing, fast.

Esports has become an official sanctioned high school sport, and players across the country are changing what it means to be a student-athlete. To help parents in this new journey, PlayVS and the NFHS have put together this helpful guide.

- I. About Esports
- II. Benefits of Esports
- III. Esports in Education
- IV. Esports Safety

# About Esports

## What is esports?

Esports officially stands for electronic sports, not to be confused with video games. Esports takes video gaming to another level with organized competitive gameplay between two teams, governed by its own strict set of rules and guidelines. The difference is comparable to a pick-up basketball game at a park versus a varsity high school basketball game. Esports requires teamwork, communication, critical and strategic thinking, creativity, sportsmanship, and leadership – much like traditional sports.



## What does the high school experience look like?

Like any other high school sport or extracurricular activity, your student will attend team meetings, practices, and official matches. However, since esports is played online, there is **no travel required** throughout the regular season. Players compete from their respective campus, supervised by a coach. Currently through PlayVS, students can compete in teams of five for League of Legends and SMITE, and teams of three for Rocket League, three of the most popular titles in esports. Each school year is divided into two regular seasons, Fall and Spring, each with their own playoff season.

### Regular Season

- Weekly matches and practices
- On campus, no travel
- State rankings

### Playoff Season

- Top teams compete
- Single elimination
- Online finals

## What equipment does my student need to participate?

Many school computer labs or libraries already have the equipment needed to participate on campus. All your student needs to compete is a PC, keyboard, and mouse. Additional equipment includes a headset with mic, jerseys, and game controllers.

With their PlayVS season pass, students will receive in-game perks and free copies of games for an even playing field.

# Esports Benefits

Esports requires a tremendous amount of critical thinking, communication, collaboration, and creativity from players to achieve and sustain success. It reaches beyond traditional sports to create an all-inclusive environment that breaks barriers.

## Sense of Community

A [Pew Research Report](#) states that video games play a vital role in teen friendships. The inclusiveness and accessibility of esports allow students to come together over a common passion while providing access to a positive adult mentor in their lives.



*84% of Season Zero players reported they finally found a community they could connect with.*

## Character Development

There will inevitably be challenges and early failures, but players who demonstrate grit and adapt/learn will typically succeed in esports. Fortunately, these attributes are exactly what employers and colleges are telling high schools they are looking for in recent graduates.

## Increase Participation

There is a strong correlation between student engagement and student achievement. [NCES reported](#) that students who participated in extracurricular activities perform higher on math and reading assessments.

## STEM Engagement

The amount of technology involved with esports enables students to practice and develop STEM skills. Students spend hours analyzing data, game statistics, and strategies, which provide real-world experience and application.

***“The kids that are participating here have dramatically **pulled up their grades** to be eligible. It gives this small group a reason to come to school.”***

Coach Catherine Turner  
Lafayette High School, GA

# Esports in Education

We firmly believe that esports has a place in education. It provides many opportunities for growth and learning, such as the creation and practice of “soft skills,” including communication, collaboration, critical thinking, and creativity. Many of the same skills that employers are looking for in recent graduates.

## Scholarship Opportunities

Esports can provide a gateway to colleges and universities. The National Association of Collegiate Esports (NACE), the main governing body for varsity collegiate esports, has awarded millions of dollars in esports scholarships and aid over the last five years. Currently, more than 200 colleges and universities offer nearly 15 million dollars in scholarships.

Esports majors and careers are becoming increasingly more accessible. There are growing opportunities to find employment in esports-related careers. These opportunities include broadcasting, marketing, graphic design, multimedia production, hospitality, coaching, and management.

## Esports Embody ISTE Standards

- Empowered Learner
- Digital Citizen
- Knowledge Constructor
- Innovative Designer
- Computational Thinker
- Creative Communicator
- Global Collaborator

*More than 200 colleges and universities offer nearly 15 million dollars in scholarships.*



# Esports Safety

## What are these games rated?

All games offered to high school students for competition purposes are either rated "T for Teen" -- games that are appropriate for students 13 years or older -- or "E for Everyone" -- games for all ages. Players must be 13 years or older to participate in the PlayVS high school leagues.



## Should I be worried that my student is playing too much?

The amount of screen time should always be discussed and monitored. Just as in traditional sports, student-athletes must find a balance between practice, games, school work, rest, proper nutrition, social time, and, of course, sleep. One of the benefits of joining a formal esports team is that rules and practice schedules can be set and monitored regarding how much students can play during the week and on weekends. Setting clear guidelines for device and computer-free times and zones in your home will help your student find a proper balance between all of their interests.

Additionally, with an esports coach, parents are able to discuss concerns and develop plans with them to help students stay on top of academics and extracurricular activities.

### About PlayVS

PlayVS is building the infrastructure and platform for amateur esports, starting with high schools. We work directly with game publishers and states to build and operate sanctioned leagues across the country. Through the National Federation of State High School Associations (NFHS), PlayVS is empowering students to compete in esports on behalf of their high school, with the opportunity to win a championship, just like any other youth sport. Contact your local school's principal or athletic director to get a program started and learn more at [www.playvs.com](http://www.playvs.com).

# Parent Testimonial

“I very recently saw the YouTube video, ‘Esports EXPERT Brings Video Games To High School’ posted via *MY HUSTLE*. This was shocking to me because my son Kiernan, from the Shawsheen Technical High School eSports team, was interviewed in this video but he never even told me about it. After sharing the video with my entire family and then on Facebook (for bragging rights of course), I commented on the YouTube video but realized that I couldn't be certain that anyone in your organization would see it.



It's important to me that PlayVS and anyone else involved in launching this program, truly grasped how much it means to me. It has **truly changed my son's entire academic trajectory**.

I can never relay how much I personally appreciate all the hard work and dedication that has gone into this program. When my son, Kiernan from Shawsheen ESports team (in video), came home and said he ‘made the J.V. team’ - having never had any interests in playing sports, I actually got emotional. He was a self-proclaimed ‘outcast’ all his academic life up until that point, with very few social options. Was heartbreaking from a parent's POV because he's a bright, funny, caring kid who had no real connections his whole young life. He never felt that sense of belonging at the peer level, that's available for other kids, like student-athletes. **That has changed exponentially.**

PlayVS is **changing the worlds and lives of kids** like Kiernan. Giving them a platform to not feel so alone, at a time in all our lives, when we need it the most.

Thank you!! From the bottom of my heart.”

**Kelly Birkmaier**  
Proud Esports Parent  
Shawsheen Technical High School  
Billerica, MA

“It is great to be with people that you know. **I've made amazing friends.** We stick together. We work together.”

Kiernan  
*My Hustle Interview*



# What is Overwatch?

What coaches, parents, and players need to know about Overwatch and a general FAQ

Written by Jamie at PlayVS  
Updated over a week ago



Overwatch is a team-based, multiplayer, first-person hero action game developed and published by Blizzard Entertainment. Overwatch is rated T for Teen.

## **What's the game objective of Overwatch?**

Overwatch is a colorful, team-based, fantasy action game starring a diverse cast of powerful heroes. Build a team, travel the world, and compete in exhilarating 6v6 objective-based combat. Overwatch requires a tremendous amount of critical thinking, teamwork, and creativity from players to control objectives and influence the outcome of the match.

## **Which characters can I choose from?**

Before the start of each game, players select from a pool of 32 different characters. [Overwatch features an international cast of powerful heroes!](#)



### **How is Overwatch played?**

For every Overwatch match, teams compete for a unique map. Game 1 will be the Control map, where the first team to win two rounds wins. Game 2 will be an Assault map where Attackers fight to capture a series of objectives while defenders hold them off until time runs out. If needed, game 3 will be played to obtain the Escort map where Attackers escort a payload to a delivery point as defenders try to stop them.

### **What is the game format?**

Teams will compete in a Best of Five (Bo5) format against one another rotating through different Overwatch Game Modes and Maps. The first team to win 3 individual games will be awarded the match win.

### **What platform will the game be played on?**

We are happy to announce that we will be offering Crossplay capabilities for our Overwatch leagues! While we recommend competing in Overwatch on PC, as this is the main platform used by the highest level of competition, players will be able to compete with any available platforms supported by the game. As of today this consists of the following

- PC
- Playstation 4
- Xbox One
- Nintendo Switch

### **What days will Overwatch be played on?**

Overwatch's official match days will be on Wednesday in order to avoid any possible scheduling issues with schools also competing in other titles which primarily use PC as their preferred platform.

## What is the Game Mode rotation and Map pool per game mode?

Game Mode	Map Pool
Game 1: Control	Ilios, Busan, Lijiang Tower, Nepal, Oasis
Game 2: Assault	Hanamura, Temple of Anubis, Volskaya Industries
Game 3: Escort	Dorado, Havana, Watchpoint: Gibraltar
Game 4: Hybrid	Hollywood, King's Row, Numbani
Game 5: Control	Busan, Ilios, Lijiang Tower, Nepal, Oasis
Game 6 (Tiebreaker ONLY): Control	Ilios

## How will Map and Side selection work?

The losing team of the first game will have map selection. The losing team will determine the map, while the winning team will have side selection. (Note: In the lobby, Team 1 will always defend first and Team 2 will always attack first).

Map Selection	Side Selection
Higher Seed ➤ Picks Map 1	
Loser of Map 1 ➤ Picks Map 2	Winner of Map 1 ➤ Selects Side
Loser of Map 2 ➤ Picks Map 3	Winner of Map 2 ➤ Selects Side
Loser of Map 3 ➤ Picks Map 4	Winner of Map 3 ➤ Selects Side
Loser of Map 4 ➤ Picks Map 5	Winner of Map 4 ➤ Selects Side

## What hardware will be required to play?

- PC Requirements (Per Player)
  - PC with minimum/recommended requirements found [here](#)
  - Mouse
  - Keyboard
  - Headset with microphone for team communication
  - Online connection
  - Battle.net Account with an Overwatch License
- PS4 Requirements (Per Player)

- PS4 Console
- Controller
- Headset with microphone for team communication
- Online connection
- Overwatch for Playstation 4
- Playstation Plus Subscription
- Xbox One Requirements (Per Player)
  - Xbox One Console
  - Controller
  - Headset with microphone for team communication
  - Online connection
  - Overwatch for Xbox One
  - Xbox Live Subscription
- Nintendo Switch Requirements (Per Player)
  - Nintendo Switch System
  - Controller
  - Headset with microphone for team communication
  - Online connection
  - Overwatch for the Nintendo Switch
  - Nintendo Switch Online Membership

### **Will aim-assist be supported?**

Currently controller aim-assist will be automatically turned off in any cross-play matches involving any PC players. Due to this we heavily suggest competing on PC as opposed to console.

### **When will we get a detailed rulebook?**

Our plan is to share a rulebook with full rules and FAQ once the Fall 2021 Season comes to a wrap!

### **Why can't I sign up for an Overwatch league on PlayVS?**

Some state associations have set restrictions on whether high schools under their association may compete in an Overwatch regional league. If your school is a member of any of the following state associations, we will not be offering a PlayVS High School Overwatch league to compete in at this time.

- Alabama (AHSAA)
- Georgia (GHSAA)
- Kentucky (KHSAA)
- Oklahoma (OSSAA)
- Rhode Island (RIIL)

Due to the timing of the New Mexico (NMAA) season, Overwatch will not be available.

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## *About PlayVS*

*PlayVS is building the infrastructure and platform for amateur esports, starting with high schools. We work directly with game publishers and states to build and operate sanctioned leagues across the country. Through the National Federation of State High School Associations (NFHS), PlayVS is empowering students to compete in esports on behalf of their high school, with the opportunity to win a championship, just like any other youth sport. Contact your local school's principal or athletic director to get a program started and learn more at [www.playvs.com](http://www.playvs.com). Questions? Email us at [hello@playvs.com](mailto:hello@playvs.com)!*

### ***Helpful Resources***

- [\*Overwatch Rulebook\*](#)
- [\*PlayVS Parents' Guide to High School Esports\*](#)

# High School Competition Rulebook

The 2021 - 2022 Overall Rulebook for High School leagues.

Written by Reed at PlayVS  
Updated today

## Introduction and Purpose

High School Competition Rulebook

Introduction and Purpose

These Official Rules (“Rules”) of the PlayVS High School Esports League apply to each of the teams who have registered and met the requirements for the 2021-2022 school year, as well as their head coach, assistant coaches, vice principals, athletic directors, Starters, Substitutes (collectively “Team Members”), and other members.

The 2021-2022 school year will be divided into two halves (“Seasons”).

- Each season will consist of three phases
  - an optional preseason
  - a required regular season
  - playoffs, which will be at the conclusion of the regular season.
- The Spring 2022 Schedule can be found on the PlayVS website.

These Rules apply only to official PlayVS sponsored events and not to other competitions, tournaments or organized high school esports. Additional rules may be released regarding Playoffs.

Play Versus, Inc. has established these Rules for the competitive play of esports in order to unify and standardize the rules used in high school esports competitive play.

These Rules are designed solely to ensure the integrity of the system established by PlayVS for the organized play of esports and a competitive balance among the teams that play at the high school level. Standardized rules benefit all parties who are involved in high school esports, including the teams, players, and coaches. Additionally, the field of esports competitions is still relatively new and changing rapidly. Thus, these Official Rules will evolve in real-time to keep pace with those changes.

These Rules do not restrict competition for players. The terms of engagement between players and teams are left to each of the teams and its players.

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## 1. Acceptance of Official Rules

### 1.1 Acceptance

Each participant must agree to these Official Rules, Codes of Conduct, and the PlayVS Terms of Service to participate in the PlayVS High School Esports League. You may accept these Official Rules by any one of the following methods:

- 1.1.1 Registering to participate in a PlayVS league.
- 1.1.2 Participating in any match that is part of a PlayVS league.

## 2. Team Member Eligibility

### 2.1 Student Enrollment

No player shall be considered eligible to participate in any high school esports game before enrolling in and attending the high school associated with their team. Exceptions will be determined by the school and League Officials, which are solely defined as PlayVS league staff members. This shall not, however, prevent teams from allowing un-enrolled students to participate in practices.

To be eligible to compete for a high school esports team, each player must satisfy all requirements outlined in section 2.2.

### 2.2 Participation Eligibility

**2.2.1 Age.** Each player must be 13 years of age or older.

**2.2.2 Academic Eligibility.** Each player must submit proof to the coach, prior to being added to an active roster, that he/she will meet the GPA (grade point average) required to participate in PlayVS sports as determined by their state association and/or school. Additionally, each player must satisfy any and all attendance policies put in place by their school or athletic director.

**2.2.3 Competitive Eligibility.** Each player must have a PlayVS account and an active game account in the sport in which they will be competing. Each player must be eligible to play with no current suspensions or bans issued by PlayVS League Officials. Alternate accounts should not be used for PlayVS matches. Players may only play on the account connected in their PlayVS settings.

## 3. Roster Rules

### 3.1 Roster Requirements

All teams must have the minimum number of players required in a roster to play their respective esports title registered as part of their team. A team may however compete with less than the minimum on game day if their team is down any players as long as the game allows for it without handicapping the opposing team.

Roster requirements for each esports can be found in their respective rulebooks.

- League of Legends

- Rocket League
- Splatoon 2
- Super Smash Bros.™ Ultimate
- Mario Kart™ 8 Deluxe
- Madden 22
- Overwatch
- Hearthstone

### 3.2 Coach

Each team will be required to have a coach who will be considered the official coach for the team. It is suggested that each team designate a head coach for official matchday communication. The coach will be listed on [www.playvs.com](http://www.playvs.com). The coach must be a faculty member unless otherwise determined by the individual state association and Athletic Director. Further, a coach cannot be a starting player, substitute player, or active player. Additionally, a coach must be 18 years of age or older and may not be enrolled as a student in a high school. The coach will not be required to be on-site for every official game that the team participates in unless dictated by the school's administration, district, and/or athletic association.

The coach can only represent one school. The coach may be affiliated with another school, however, the eligibility of that coach will be at the discretion of League Officials and state association rules and be determined on a case by case basis.

If a coach is relieved of his or her position, an interim coach can be designated until a full-time coach is found. If the coach is unable to supervise a game, the principal, athletic director or coach must assign an interim coach to be present virtually in their place. The interim coach can be any other member of faculty and must abide by all rules outlined in Section 12. If a coach is not present virtually, then the team is subject to penalties, including, but not limited to, forfeiture. All coach expectations for the season as well as match day can be found in our [“Coach Expectations”](#) article.

### 3.3 Roster Submission

All starting players must be registered to a team and must have title specific accounts connected before scheduled matches are to begin. Players may only compete for one team per competitive title in each scheduled week, including substitutions. Substitutes will be located in the ‘Bench’ player list. Coaches must verify enrollment and all other player requirements by match day. In the event that a coach elects to modify the Starting Roster, the coach must change their Starting Roster on [www.playvs.com](http://www.playvs.com).

All player rosters will be locked one (1) week before the start of their league's Play-Offs. Once rosters are locked, coaches will be unable to add any players to their starting roster or bench.

### 3.4 Substitutions

Substitution Rules for each esports can be found in their respective rulebooks.

- League of Legends
- Rocket League
- Splatoon 2
- Super Smash Bros.™ Ultimate
- Mario Kart™ 8 Deluxe
- Madden 22
- Overwatch



- Hearthstone

### 3.5 Player In-Game Names

In-game names may include upper-case letters, lower-case letters, numbers 0-9, underscores, or single spaces between words only. In-game names may not contain vulgarities, obscenities, or offensive language. In-game names must be unique.

All in-game names must be approved by the Coach in advance of use in play. In-game names found to be in violation of rule 3.5 will be required to be changed at the expense of the account owner.

All in-game names linked to specific game title accounts must match at match-time between the information found on the PlayVS platform and in the game client/lobby. Failure to verify this could result in a match dispute and a possible loss if PlayVS officials are unable to verify the identity of that player.

### 3.6 Team Names

Team names may only contain letters, numbers, and single spaces between words. Team names may not include punctuation or special characters and must not be over 15 characters long. Team Names may not contain vulgarities, obscenities, or offensive language. Team Names may not be changed during the Season.

## 4. Player Equipment

### 4.1 Equipment

Equipment requirements for each esports can be found in their respective rulebooks.

- League of Legends
- Rocket League
- Splatoon 2
- Super Smash Bros.™ Ultimate
- Mario Kart™ 8 Deluxe
- Madden 22
- Overwatch
- Hearthstone

## 5. League Structure

### 5.1 Definition of Terms

**5.1.1 Game.** An instance of competition that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the countdown timer or objective achieved, (b) Team Surrender, or (c) Team Forfeit.

**5.1.2 Set.** A series of games that is played until one player wins a majority of the total games (*e.g.*, winning two games out of three “best-of-three”). The winning player will receive a win tally in favor of their team for the match.

**5.1.3 Match.** A group of sets that is played until one team wins a majority of the total sets (*e.g.*, winning two sets out of three “best-of-three”). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

**5.1.4 Block.** Scheduled league play that will occur over an approximately one- or two-week period of time in the Regular Season. Each block consists of 1-2 matches that must be completed by the last scheduled week of the block. Performance in a schedule block will be used to determine a team's opponents for the subsequent block.

**5.1.5 Phase.** A section of scheduled league play that comprises a season. There are three distinct phases: preseason, regular season, and playoffs. Each phase has its own league format, see section 5.2 for more details.

**5.1.6 Season.** Scheduled league play that will occur over an approximately three-month period of time. Each season will consist of three phases: (a) an optional Preseason, (b) a required Regular Season, and (c) Playoffs, which will occur at the conclusion of the Regular Season and will lead into a championship.

## **5.2 Phase Details**

### **5.2.1 Pre-Season.**

This phase consists of each team enrolled in the league competing in up to three official practice weeks. Preseason match formats between each team will be dependent on the esports title teams are participating in. Results of this match will not be recorded however this match is required in order to properly test equipment and player game connections.

### **5.2.2 Regular Season.**

This phase consists of each team competing within a state or region in a season format against opponents within their league. Seasonal match formats between each team will be dependent on the esports title teams are participating in. Ranking in the league will be determined by each team's win-loss ratio. Wins and losses from each match will be added to each team's regular season standings.

### **5.2.3 Playoffs.**

The top 50% of teams in each league will advance to the Playoffs. In the event that the top 50% of teams does not fall on a standard bracket count (64, 32, 16, 8), the number of teams will be rounded down to the nearest bracket count. No more than 64 teams will advance to playoffs from a single league.

Qualifying teams will compete in a single-elimination tournament until only two (2) teams remain. Playoff match formats between each team will be dependent on the esports title teams are participating in.

### **5.2.2 Finals.**

This match consists of the top two teams from each league as decided by Playoffs. The finals match format will be dependent on the esports title teams are participating in.

League match formats per phase for each esports can be found in their respective rulebooks.

- League of Legends
- Rocket League
- Splatoon 2
- Super Smash Bros.™ Ultimate
- Mario Kart™ 8 Deluxe
- Madden 22
- Overwatch
- Hearthstone

## **5.3 Regular Season Tiebreakers**

The ranking of the teams will be determined by the standings of Wins and Losses

In the event that multiple teams are tied in the standings in the conclusion of the Regular Season, the teams tied will be seeded by the following differentiation process:

- Match Performance (This looks at the number of match wins and ties)
- Swiss Performance (How early you win and how often you win)
- Series Performance (This looks at the number of series wins and then considers series losses)
- Game Performance (This looks at the number of game wins and then considers game losses)
- In-Game Performance (Where applicable)
- Coin Flip/Lotto (Random selection on who goes based on numbers of teams tied)

## 6. Match Process

### 6.1 Pre-Match Setup

Coaches and Players should join Match Lobby Chat using the PlayVS platform thirty (30) minutes before their scheduled match time. This will allow for teams to communicate their readiness or any delays to each other ahead of time. Additionally, Match Lobby Chat should be used for any communication needed between the team's players as required by their individual esports title rules.

While not required for the Spring 2022 season, we heavily encourage coaches to use the Match Check-In system on the PlayVS platform to verify that they will be attending the match and ready to play by the scheduled time.

**6.1.1 Equipment Setup.** Restart all consoles/computers at least one hour before scheduled matches and test each game client by loading into a private game lobby.

**6.1.2 Technical Failure of Equipment.** If a player encounters any equipment problems during any phase of the setup process, the player must alert and notify a coach and a League Official immediately.

**6.1.3 Technical Support.** Coaches must be available to assist with the setup process and troubleshoot any problems encountered during the pre-match setup period.

**6.1.4 Timeliness of Match Start.** It is expected that players will resolve any issues with the setup process within the allotted time and that match will begin at the scheduled time. Delays due to setup problems may be permitted, at the sole discretion of League Officials. All players competing must be in the game lobby to be considered "present". Teams that are over thirty (30) minutes tardy will forfeit their match.

**6.1.5 No opponents.** Teams may not start a match without opponents present and ready.

### 6.2. Game Lobby Creation & Post-Game Process

Game Lobby Creation and Post-Game Process steps for each esports can be found in their respective rulebooks.

- League of Legends
- Rocket League
- Splatoon 2
- Super Smash Bros.™ Ultimate
- Mario Kart™ 8 Deluxe
- Madden 22
- Overwatch

- Hearthstone

## 7. Game Rules

Detailed Game Rules for each esports can be found in their respective rulebooks.

- League of Legends
- Rocket League
- Splatoon 2
- Super Smash Bros.™ Ultimate
- Mario Kart™ 8 Deluxe
- Madden 22
- Overwatch
- Hearthstone

### 7.1 Definition of Terms

**7.1.1 Unintentional Disconnection.** A player losing connection to the game due to problems or issues with the game client, platform, network, or console.

**7.1.2 Intentional Disconnection.** A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

**7.1.3 Server Crash.** All players losing connection to a game due to an issue with a game server, PlayVS platform, or venue internet instability.

### 7.2 Game of Record

Game of Record definitions, explanations, and applicability for each esports can be found in their respective rulebooks.

- League of Legends
- Rocket League
- Splatoon 2
- Super Smash Bros.™ Ultimate
- Mario Kart™ 8 Deluxe
- Madden 22
- Overwatch
- Hearthstone

### 7.3 Stoppage of Play

If a player intentionally disconnects without notifying a coach or league official or pausing, a league official is not required to enforce a stoppage. During any pause or stoppage, players may not leave the match area unless authorized by their head coach.

**7.3.1 Directed Pause.** League Officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the League Officials, at any time.

**7.3.2 Unauthorized Pause.** If a player pauses or unpauses a game without permission from the coaches, it will be considered unfair play and penalties will be applied at the discretion of League Officials.

### 7.4 Game Restart

The decision of which condition(s) shall justify a game restart is solely at the discretion of League Officials.

**7.4.1 Restarts After GOR.** The following are examples of situations in which a game may be restarted after GOR has been established.

**7.4.1.1** If a game experiences a critical bug at any point during the match which significantly alters game stats or gameplay mechanics.

**7.4.1.2** If a league official determines that there are environmental conditions that are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

**7.4.2 Controlled Environment.** Certain conditions may be preserved in the event of a restart of a game that has not reached GOR. If, however, a match has reached GOR, then League Officials shall not retain any settings.

**7.4.3 Player Confirmation of Settings.** Each team captain shall verify that every player on his/her team has finalized their intended game settings before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

## **7.5 Post-Game Process**

**7.5.1 Tech Notes.** After each game, players will identify any tech issues with their coach that may require fixing before the next game begins. This will allow their coach to communicate with the other team on any delays.

## **7.6 Post-Match Process**

**7.6.1 Results.** Winning coaches will be required to submit match results through the Match Lobby within their PlayVS account.

**7.6.2 Next Match.** Players will be informed of their current standing in the competition, including their next scheduled match through the PlayVS client.

**7.6.3 Results of Forfeiture.** Matches won by forfeit will be reported by the minimum score it would take for one team to win the match (e.g. 2-0 for best-of-two and best-of-three matches). No other statistics will be recorded for forfeited matches.

**7.6.4 Results of Byes.** Your team may have a Bye if there is an uneven number of teams in your league. Matches won by a bye will be reported by the minimum score it would take for one team to win the match (e.g. 2-0 for best-of-two and best-of-three matches). No other statistics will be recorded for bye matches.

# **8. Reschedules**

## **8.1 Timeliness of Reschedules**

All rescheduled matches must be completed within their original schedule block. If a match is not completed by the end of the schedule block, both teams will receive a forfeit. More information can be found in section 9.1.

## **8.2 Optional Reschedules**

Reschedules are optional for both coaches in a match. A coach with a missing player or malfunctioning console may request a reschedule, choose to play at a disadvantage, or forfeit. Coaches with an opponent requesting a reschedule may choose to accept or decline the reschedule at their sole discretion. Exceptions will be made by League Officials in unforeseen

unavoidable circumstances. Some examples include but are not limited to natural disasters, emergencies, or game outage.

### **8.3 Rescheduled Match Responsibility**

Once a match has been rescheduled, it is the responsibility of both teams to be present and ready to compete. Any team that is unable to compete in the rescheduled match will receive a forfeit, regardless of the initial reschedule request.

### **8.4 Preseason**

Preseason matches may not be rescheduled to another day. Slight delays for technical difficulties will be allowed as determined by League Officials.

## **9. Forfeits**

All forfeits are final. Matches that are forfeited at a coach's request or matches that receive an automatic forfeit cannot be re-played or overturned.

### **9.1 Schedule Blocks**

All matches within a schedule block must be resolved before the next schedule is generated. In order to release the schedule on time, any open matches will receive a double forfeit. It is the responsibility of coaches to contact League Officials in the event that a match is not played or recorded.

### **9.2 Application of Forfeits**

Forfeits will be applied in the following cases:

**9.2.1 No-shows.** Teams that are not present within 30 minutes of the match start time will receive a forfeit.

**9.2.2 Inability to compete.** Teams that are unable to compete due to lack of players or equipment malfunctions must reschedule or receive a forfeit.

**9.2.3 Competitive ruling.** Teams that engage in any behavior outlined in Section 12 may result in the forfeiture of a match or matches.

**9.2.4 Incorrect or ineligible players.** Players found to be in violation of Section 2 or Section 3 will result in forfeits for any matches in which they participate.

**9.2.5 Lack of coach communication.** Teams that do not communicate in a timely manner, as described in Section 10, with League Officials will be subject to forfeiture of any and all of their teams with open matches.

**9.2.6 No coach available.** Teams that do not have a coach or appointed coach available during a match will receive a forfeit for that match.

**9.2.7 Playing from home.** Teams are allowed to play remotely from home or another location unless otherwise specified by their state association/school or athletic director.

## **10. Timely communications**

### **10.1 Maintain open and frequent communication**

Communicate issues with PlayVS League Officials and opponent coach including player's change of information, tech issues, reschedule requests, or forfeits. Respond to PlayVS League Officials and/or opponent coaches immediately, and within 24 hours to avoid a forfeit.

## **10.2 Match Day Point of Contact**

Coaches must provide a team point of contact with their current phone number and email, of which all lines of communication must remain open during matches and 30 minutes after match completion. This may include answering calls from PlayVS League Officials and/or opponents during match time and 30 minutes after match completion. The matchday point of contact must be at least 18 years of age and cannot be a student enrolled in high school

## **10.3 Match Lobby Chat**

A coach from each team must be present and available in Match Lobby Chat on the PlayVS platform throughout the entire match for any communication needed during the match itself. Failure to do this may result in a loss for the coach's team.

# **11. Team Management**

## **11.1 Team Enrollment**

All teams enrolled by the registration deadline will be scheduled matches for the season. Enrolled teams will receive a match schedule and will be expected to compete in each match.

## **11.2 Team Enrollment Deadline**

The enrollment deadline for teams is outlined in the season schedule. This deadline may vary by league. Teams that are not enrolled on or before the deadline will not be eligible to compete in the current season. League officials reserve the right to make any changes necessary after this deadline has closed.

## **11.3 Team Unenrollment**

Team unenrollment is defined as the removal of a team from the current season. Team unenrollment is not reversible and should be carefully considered before a team is unenrolled. Once a team has been enrolled, the team will forfeit all open and future matches.

**11.3.1 Reasons for unenrollment.** Teams that unenroll will be required to describe the reason for unenrollment at the time of enrolling.

**11.3.1.1** Teams may unenroll at any point in the season for reasons including, but not limited to:

1. Loss of players, due to academic eligibility, relocation, competitive ruling, or lack of interest
2. Ongoing IT/Network issues
3. Accidental enrollment

**11.3.1.2** League Officials may use team unenrollment as a competitive ruling for reasons including, but not limited to:

1. Violations of the PlayVS Rulebook or Terms of Service
2. Failure to meet team eligibility requirements
3. Excessive forfeitures
4. Repeated failure to appear in matches without communication between the team and their opponents and/or League Officials
5. League health

## **11.4 Spring Break Week Designation**

During the enrollment process of a team into an esports league, coaches will be required to choose a break week for their team during the season. This is done as a way to help accommodate for different Spring Break weeks in different schools.

All teams must choose a break week to not have matches scheduled. If a team does not choose a week by the end of their league's preseason, the system will default to choosing the week of "March 13th - March 18th, 2022."

## 12. Player Conduct

For additional details on coach expectations see our [Player Code of Conduct](#) and [Terms of Service](#).

### 12.1 Competition Conduct

**12.1.1 Unfair Play.** The following actions will be considered unfair play and will be subject to penalties at the discretion of League Officials.

- **Collusion.** Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
  - Soft play, which is defined as any agreement among two (2) or more players to not damage, impede, or otherwise play to a reasonable standard of competition in a game.
- **Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.**
- **Match Fixing.** Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.
- **Competitive Integrity.** Teams are expected to play at their best at all times within any league game and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.
- **Hacking.** Hacking is defined as any modification of the game client by any player, team, or person acting on behalf of a player or a team.
- **Exploiting.** Exploiting is defined as intentionally using any in-game bug to seek an advantage. Exploiting includes, but is not limited to, acts such as game glitches, or any other game function that, in the sole determination of League Officials, is not functioning as intended.
- **Spectator Monitors.** Looking at or attempting to look at spectator monitors.
- **Ringling.** Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.
- **Cheating Methods.** The use of any kind of cheating device and/or cheat program, or any similar cheating method such as signaling devices, hand signals, etc.
- **Intentional Disconnection.** An intentional disconnection without a proper and explicitly-stated reason.
- **League Discretion.** Any other further act, failure to act, or behavior which, in the sole judgment of League Officials, violates these Rules and/or the standards of integrity established by the league for competitive gameplay.

**12.1.2 Profanity and Hate Speech.** A Team Member may not use language in or out of the game that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Team Member may not use any facilities,



services, or equipment provided or made available by the league or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Team Member may not use this type of language on social media or during any public-facing events such as streaming.

**12.1.3 Disruptive Behavior / Insults.** A Team Member may not take any action or perform any gesture in or out of the game directed at an opposing Team Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

**12.1.4 Abusive Behavior.** Abuse of League Officials, opposing Team Members, or audience members will not be tolerated. Repeated etiquette violations, including but not limited to touching another player's console, body, or property will result in penalties. Team Members and their guests (if any) must treat all individuals attending a match with respect.

**12.1.5 Unauthorized Communications.** All mobile phones, tablets, and other voice-enabled and/or "ringing" electronic devices must be removed from the play area before the game. Players may not text/email or use social media while in the match area. During the match, communication by a Starter shall be limited to the players on the Starter's team.

**12.1.6 Apparel.** Team Members may wear apparel with multiple logos, patches, or promotional language. PlayVS reserves the right at all times to impose a ban on objectionable or offensive apparel:

- Advertising any non-"over the counter" drug, tobacco product, firearm, handgun, or ammunition.
- Containing any material that is defamatory, obscene, profane, vulgar, repulsive or offensive, or that describes or depicts any internal bodily functions or symptomatic results of internal conditions, or refers to matters which are not considered socially acceptable topics.
- Advertising any pornographic website or pornographic products.
- Disparaging or libeling any opposing team or player or any other person, entity, or product.
- The league reserves the right to refuse entry or continued participation in the match to any Team Member who does not comply with the aforementioned apparel rules.

**12.1.7 Identity.** A player may not cover his or her face or attempt to conceal his or her identity from League Officials. League Officials must be able to distinguish the identity of each player at all times and may instruct players to remove any material that inhibits the identification of players or is a distraction to other players or League Officials. For this reason, as well as those listed in Section 12.1.6, hats are not allowed.

## **12.2 Unsportsmanlike Behavior**

**12.2.1 Responsibility Under Code.** Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

**12.2.2 Harassment.** Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

**12.2.3 Sexual Harassment.** Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors. Any instance of sexual harassment or sexual misconduct aimed at one's teammate, opponent, team staff, or

PlayVS League Official will result in an immediate ban. Teammates who have witnessed the behavior of this nature by another player are expected to immediately report the conduct to their coach or a PlayVS League Official.

**12.2.4 Discrimination and Denigration.** Team Members may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

**12.2.5 Game Developer Punishment.** If a Team Member is found guilty and punished by the game developer, League Officials may assign an additional competition penalty at their sole discretion.

**12.2.6 Player Behavior Investigation.** If PlayVS or a game's respective publisher has violated the games Terms of Use or other rules of the esports, League Officials may assign penalties at their sole discretion. If a League Official contacts a Team Member to discuss the investigation, the Team Member is obligated to tell the truth. If a Team Member withholds information or misleads a League Official creating an obstruction of the investigation then the Team and/or Team Member is subject to punishment.

**12.2.7 Criminal Activity.** A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

**12.2.8 Confidentiality.** A Team Member may not disclose any confidential information provided by the league or any affiliate of PlayVS, by any method of communication, including all social media channels.

**12.2.9 Bribery.** No Team Member may offer any gift or reward to a player, coach, manager, League Official, PlayVS employee, or person connected with or employed by another PlayVS team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

**12.2.10 Non-Compliance.** No Team Member may refuse or fail to apply the reasonable instructions or decisions of League Officials.

**12.2.11 Match-Fixing.** No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

**12.2.12 Document or Miscellaneous Requests.** Documentation or other reasonable items may be required at various times throughout the league as requested by League Officials. If the documentation is not completed to the standards set by PlayVS then a team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

### **12.3 Association with Gambling**

No Team Member or League Official may take part, either directly or indirectly, in betting or gambling on any results of any PlayVS tournament or match globally.

### **12.4 Subjection to Penalty**

Any person found to have engaged in or attempted to engage in any act that PlayVS believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of League Officials.

## 13. Coach Conduct

For additional details on coach expectations see our [Coach Code of Conduct](#) and [Terms of Service](#).

### 13.1 Competition Conduct

All coaches are expected to:

**13.1.1 Be respectful.** Be respectful to all players, coaches, PlayVS League Officials, and any other person in contact with the coach before, during, or after the match time. Coaches must display and model control, respect, dignity, and professionalism to all involved in the sport.

**13.1.2 Be responsible.** Be responsible for all affiliated teams and players. It is the coach's responsibility to manage player behavior and content. This includes all behavior outlined in Section 11.

**13.1.3 Maintain equipment.** Maintain all equipment affiliated with the team and players, including weekly game updates. Equipment should be inspected prior to each match. Pre-match processes are further outlined in section 6.1.

**13.1.4 Communicate.** Coaches must practice open and frequent communication. Use appropriate language in any chat or communication channels. Communication guidelines can be found in Section 10.

**13.1.5 Be present.** Be present for all matches on campus at the scheduled time, or coordinate a substitute coach to be present.

**13.1.6 Follow and enforce league rules.** Follow and enforce all PlayVS rules including League Official issued penalties.

**13.1.7 No coaching during a live game.** Coaches may not speak to or coach their players during a live game.

## 14. Spirit of the Rules

### 14.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the league, and penalties for misconduct, lie solely with PlayVS, the decisions of which are final. PlayVS decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

### 14.2 Rule Changes

These Rules may be amended, modified, or supplemented by PlayVS, from time to time, in order to ensure fair play and the integrity of the league. Major changes to this document will be communicated, however, these rules may be updated at any time without formal notification. All current and most up-to-date rulebooks will be distributed on the PlayVS website and will have version numbers displayed at the bottom of each page. Reviewing updated rulebooks comes at the responsibility of all coaches and players in the league.

### 14.3 Best Interests of the League

League Officials at all times may act with the necessary authority to preserve the best interests of the league. This power is not constrained by the lack of any specific language in this document.

League Officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the league.

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2021 - 2022 Version 1.0

V1.01 - 7.6.1 updated the Post-Match process to reflect that both coaches are required to make sure results are submitted

V1.1 - Updated information regarding Playoffs

V2.0 - 1/10/22 // Updated for Spring '22

# Overwatch Rulebook

The 2021 - 2022 Overwatch Rulebook for High School leagues.

Written by April Knell  
Updated today

The Overall High School Competition Rulebook can be viewed [here](#).

## Introduction and Purpose

These Official Rules (“Rules”) of the PlayVS High School Esports League apply to each of the teams who have registered and met the requirements for the 2021-2022 school year, as well as their head coach, assistant coaches, vice principals, athletic directors, Starters, Substitutes (collectively “Team Members”), and other members.

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## 1. Game Rules

### 1.1 Definition of Terms

**1.1.1 Game.** An instance of competition that is played until a winner is determined by one of the following methods, whichever occurs first: (a) completion of the countdown timer or objective achieved, (b) Team Surrender, or (c) Team Forfeit.

**1.1.2 Match.** A group of series (or "sets"). The winning team will either receive a win tally in a league format or advance to the next round in a tournament format.

**1.1.3 Phase.** A section of scheduled league play that comprises a season. There are three distinct phases: preseason, regular season, and playoffs. Each phase has its own league format.

**1.1.4 Season.** Scheduled league play that will occur over an approximately three-month period of time.

## 1.2 Roster Requirements

Each team is required to maintain, at all times during the season, one coach, and at least three players in the starting lineup (“**Starters**”). It is **recommended** that a team also maintain players as Substitutes or Alternates (“**Substitutes**”). For the avoidance of doubt, Starters and Substitutes are subject to the same roster eligibility requirements. No individual may simultaneously hold two or more of the roles listed above.

The Starters are considered collectively as the “**Starting Roster.**” The Starting Roster, including any Substitutes that are competing, will be required to be on-site for every official game that the team participates in.

Substitutes are considered collectively as the “**Bench.**” Players on the Bench may be used for any match in which that team is competing within an assigned league. All eligible substitutes for a league will be displayed under the Bench area of the Manage Teams page. The players shown under the Bench area are the only players that can be used as subs for the selected team within that enrolled league. Any verified player can be enrolled as a substitute through the enrollment process by navigating to the enrollment page, selecting the team, and then switching to the Bench tab and selecting the players you would like to be enrolled into the Bench for the selected team. During the playoffs, substitutes must be locked in as part of the roster as part of the roster lock requirement one (1) week before playoff’s begin.

The Starting Roster will be displayed on [www.playvs.com](http://www.playvs.com). The Starting Roster on the PlayVS website will be considered the most up to date roster that could be applied within a reasonable time. Roster eligibility is at the discretion of League Officials.

All players associated with a school are considered collectively as the “**Complete Roster.**” The “**Playoff Roster,**” Starting Roster plus the bench, must be locked in one (1) week prior to the playoffs.

A player is only allowed to compete for the school that they enrolled in. A player will not be allowed to compete for more than one school simultaneously and therefore cannot be listed on the roster of more than one school. To verify that these players are officially enrolled at their school, each player must be verified by the team's coach or another member of the faculty. For the avoidance of doubt, the verification of a player is an agreement to a summary of some key terms of the Rulebook needed by the league to verify eligibility and confirm agreement by player and team.

## 1.3 Game of Record

A game of record (“GOR”) refers to a game where both players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions (see Section 7.3 of the Master Rulebook).

Examples of conditions which establish GOR:

**1.3.1** Any attack or ability is landed on an enemy Hero.

**1.3.2** Line-of-sight is established between players on opposing teams.

**1.3.3** Game timer reaches two minutes (00:02:00).

## 1.4 Stoppage of Play

If a player intentionally disconnects without notifying a coach or League Official or pausing, a League Official is not required to enforce a stoppage. During any pause or stoppage, players may

not leave the match area unless authorized by their coach. Coaches should communicate any disconnections or pauses inside Match Lobby chat.

#### **1.4.1 Directed Pause.**

League Officials may order the pause of a match or execute a pause command on any player station at the sole discretion of the League Officials, at any time.

#### **1.4.2 Player Pause.**

Players may only pause a match immediately following any of the events described below, but must signal a head coach immediately after the pause and identify the reason. Acceptable reasons include:

##### **1.4.2.1**

An Unintentional Disconnection

##### **1.4.2.2**

A hardware or software malfunction (e.g. monitor power or peripheral disability or game glitch) Player illness, injury, or disability is not an acceptable reason for a player pause. In such a situation, the team must alert a League Official, who may in his/her sole discretion, grant a pause in order to evaluate the identified player to determine whether player is ready, willing, and able to continue playing within a reasonable period of time, as determined by the League Official, but not to exceed a few minutes. If the League Official determines that the identified player is not able to continue playing within such reasonable period of time, then the identified player's team shall forfeit the game unless a League Official, in his/her discretion, determines that the game is subject to an Awarded Game Victory.

#### **1.4.3 Resuming the Game.**

When the pausing team is ready to unpauses the game, a player from each team must confirm the resumption by typing "ready" or "r" in the chat. To communicate with the opponent, players will press enter, type "/all" followed by a space and the message, then press enter again to send the message.

#### **1.4.4 Unauthorized Pause.**

If a player pauses or unpauses a game without permission from the coaches, it will be considered unfair play and penalties will be applied at the discretion of League Officials.

### **1.5 Game Format**

- **Series: Best of 5**
- **Format : Competitive**
- **Teams each consist of groups of six (6) players with an in-game role spread of two (2) tanks, two (2) healers, and two (2) DPS.**

Games will be played in the standard "Competitive" format found in-game which will limit role selections on each team to two (2) tanks, two (2) healers, and two (2) DPS. Roles will be selected in-game at the beginning of each map by each player on the team and cannot be swapped once the round begins. Players may swap roles at any time between games and the beginning of each game.

In the case of a Draw leading to a tied score between teams at the end of Game 5, teams will play a Tie-breaker game with the game mode and map outlined for "Game 6" in **section 1.6.1** below.

#### **1.5.1 Preseason**

This phase consists of each team enrolled in the league competing in the official preseason weeks. Results of this match will not be recorded however this match is required in order to properly test equipment and player game connections.

#### **1.5.2 Regular Season**

This phase consists of each team within a state, each playing a weekly match in a league format against opponents within their region. Ranking in the league will be determined by each team's win-loss ratio.

### ***1.5.3 Playoffs Format***

This phase consists of the top teams from each league and is limited to two Overwatch teams per qualifying school.

These teams will compete in a single-elimination tournament until only two (2) teams remain. Each match will be a Best-of-Five (BO5).

Rosters with starters and substitutes must be submitted, "locked," one week prior to the playoff phase.

Teams with missing results and/or forfeits in more than 2 matches will be disqualified from the playoffs.

### ***1.5.4 Finals Format***

This match consists of the top two teams from each league. The Finals will be a series of Best-of-Five (Bo5) games. The team to achieve three game wins will be awarded the match win and will be declared the League Champion.

## **1.6 Game Mode Selection**

Each match will follow the Game Mode order listed below with the map pool selection listed besides it. Teams **MUST** follow the Game Mode order, if an incorrect Game Mode is selected for a game, the game must be restarted before a "Game of Record" has been established as per **section 1.3** of this rulebook. Failure to restart the game with the proper game mode may result in action being taken against the host's team by League officials.

### ***1.6.1 Game Mode Order & Map Pool***

<b>Game Mode</b>	<b>Map Pool</b>
Game 1: Control	Ilios, Busan, Lijiang Tower, Nepal, Oasis
Game 2: Assault	Hanamura, Temple of Anubis, Volskaya Industries
Game 3: Escort	Dorado, Havana, Watchpoint: Gibraltar
Game 4: Hybrid	Hollywood, King's Row, Numbani
Game 5: Control	Busan, Ilios, Lijiang Tower, Nepal, Oasis
Game 6 (Tiebreaker ONLY): Control	Ilios

## **1.7 Map and Side Selection**

The losing team of the first game will have map selection. The losing team will determine the map, while the winning team will have side selection. (Note: In the lobby, Team 1 will always defend first and Team 2 will always attack first).

Map Selection	Side Selection
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Higher Seed ► Picks Map 1

Loser of Map 1 ► Picks Map 2

Winner of Map 1 ► Selects Side

Loser of Map 2 ► Picks Map 3

Winner of Map 2 ► Selects Side

Loser of Map 3 ► Picks Map 4

Winner of Map 3 ► Selects Side

Loser of Map 4 ► Picks Map 5

Winner of Map 4 ► Selects Side

## 1.8 Substitutions

### 1.8.1 Qualifying Substitutes

All verified players enrolled on a team as part of the bench are eligible substitutes for any Overwatch team match throughout the regular season. They will be displayed under the "Bench" section of the team management page. In the event of an emergency, a team will be given up to 30 minutes to find an immediate substitute for a game. If a replacement cannot be found then the team will forfeit the game in which that player was competing. League Officials will determine if an event qualifies as an emergency. During playoffs, substitutes must be assigned to one team for the entirety of the playoffs phase.

### 1.8.2 Substitution Window

Players may be substituted before each game starts. Once a game has started the rosters are locked for that game.

To correctly substitute a player, Coaches MUST change them on their dashboard from the Bench pool to an Active Player on the team BEFORE the start of the game. Once a player is confirmed to be substituted on the dashboard by both teams, the game can begin with the substitute in place.

## 2. Player Equipment

### 2.1 Equipment

Each player on the Starting Roster must have access to school-provided equipment or must be permitted by the school to provide their own equipment in the following categories:

#### 2.1.1 PC/Xbox One/ Playstation 4/ Nintendo Switch System

#### 2.1.2 Headsets and/or Earbuds and/or Microphones

#### 2.1.3 Table and Chairs

#### 2.1.4 Peripherals for computer (mouse, keyboard) or console (game controller)

#### 2.1.5 Stable Internet/Wifi connection

Equipment may be acquired through the school or, if permitted by the school, by players supplying their own.

### 2.2 PC Specifications (Recommended)

- **Operating System:** Windows® 7 / Windows® 8 / Windows® 10 64-bit (latest Service Pack)
- **Processor:** Intel® Core™ i5 or AMD Phenom™ II X3 or better
- **Video Card:** NVIDIA® GeForce® GTX 660 or AMD Radeon™ HD 7950 or better
- **Memory:** 6 GB RAM

- **Storage:** 30 GB available hard drive space

## 3. Match Process

### 3.1 Order of Play

A PlayVS Match will consist of a predetermined best of format depending on the current league phase. Teams will be required to play each game until a clear winner has been determined by winning the majority of the games (Example: Winning 3 out of 5 games in a Best of 5). Once a clear winner has been determined, the rest of the games within that match will not need to be played and will not count towards any scoring or tie-breaker systems within the league.

### 3.2 Pre-Match Setup

#### 3.2.1 Game Lobby Creation

One player from the home team must create the lobby (preferably a Team Captain, though any player from the home team may step up to create the lobby). The lobby leader must follow the [Overwatch Game Day Protocol](#).

Each lobby must allow for a max of 12 spectators.

#### 3.2.2 Game Type Selection.

After the home team has set up the match and everyone loads into the lobby, teams will play a best-of-five series. The game order found in **section 1.6.1** must be followed.

Following each match, the host is responsible for taking a screenshot of the results and uploading them to the PlayVS match lobby. However, both teams are encouraged to do so.

#### 3.2.3 Map and Side Selection

After each game, teams will follow the Map and Side selection rules found in **section 1.7** before beginning the next game.

#### 3.2.4 Lobby Management

The home team player who created the lobby must move teams and change team names after each team has sorted to their correct side.

#### 3.2.5 Tiebreaker.

In the case that the match is tied after Game 5, please play the tiebreaker on Control Map - Ilios. If a Game 6 has been played, please report the Game 6 result in place of the hybrid map.

### 3.3 Match F.A.Q.

#### 3.4.1 Spectating

In order to avoid giving any team an advantage spectators should be removed from spectating unless approved by league officials.

#### 3.4.2 Game Disconnection

If a player disconnects from the online match during a game a pause will be allowed. The player will have to reconnect back to match within 5 minutes or the game will be unpaused and teams will continue to play with the current players found in the lobby. For all disconnects, please provide a screenshot as proof of when the disconnection happens.

You may NOT fill the spot of a disconnected player with a different player in the middle of a game. You must wait until after the game to substitute the disconnected player for another player. Rosters are locked for each game once the game begins and a "Game of Record" has been established according to **section 1.3**.

#### 3.4.3 Exploits

The use of any in-game exploits during a PlayVS match will not be tolerated. Any match disputes or submissions involving possible players exploiting the game will need to be backed by video or screenshot proof. If a player is found to be using an in-game exploit to gain an advantage during a match, their team will be given a loss for that game and may be subject to further penalties at the discretion of league officials.

### **3.5 Post-Game Process**

**3.6.1** Both teams will share the results of each game and any screenshots with their coach.

**3.6.2** The winning team's coach is responsible for inputting the results of all games of the match within 1 hour of the last game played.

**3.6.3** Winning team coaches will input the results by selecting "Add Game Results" from "Mission Control".

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#### Changelog

V1.0 - 1/6/22 // Article created

V1.1 - 1/6/22 // Deck lock verification to 3.3.3

V1.2 - 1/6/22 // Winning coach responsible for match result submissions

V2.0 - 1/10/22 // Updated for Spring'22 season