

## ARTICLE 31:

### ESports

#### 31.1 Seasons:

**31.1.1** Winter Season Schedule for High School and Junior High to be determined by PlayVS each season.

#### 31.2 Game Type to Be Played

**31.2.1** To be decided by CAA staff and the participating schools

~~**31.2.1.1** Madden~~

**31.2.1.1** Smash Bros Ultimate - played on Tuesday

~~**31.2.1.3** Rocket League - played on Thursdays~~

**31.2.1.2** Mario Kart - played on Thursdays

~~**31.2.1.5** Marvel - played on Thursdays~~

#### 31.3 Team Rosters

**31.3.1** Schools can have more than one team in the league

**31.3.2** Roster minimum for participation

~~**31.3.2.1** League of Legends needs minimum of 5 players: Recommend 7 players~~

**31.3.2.1** Smash Bros Ultimate needs minimum of 3 players : Recommend 4-5 players

~~**31.3.2.3** Rocket League needs minimum of 3 players : Recommend 4-5 players~~

**31.3.2.2** Mario Kart needs minimum of 4 players: Recommend 5-6 players

~~**31.3.2.5** Marvel needs minimum of 6 players: Recommend 7-8 players~~

**31.3.3** No maximum number per team

**31.3.4** Players can only be rostered on one team per title per season

**31.3.4.1** Rosters must be listed in Bound ~~and match rosters in PlayVs~~

**31.3.5** Final Team roster deadline before regular season week 3 matches

**31.3.5.1** Players may be switched to other team rosters within the same school before deadline

~~**31.1.6** Players must be in 5th-12th grade to participate. 4th graders may request approval from CAA Executive Board to participate. **Players must be 13 years old or older to participate**~~

### **31.4 Team Participation fees to be determined by the CAA Board of Directors**

**31.4.1** Fee structure to be posted on the CAA website after negotiations with PlayVS each year

~~**31.4.2** Additional PlayVs fees will begin for the 27-28 school year. Amount TBD.~~

### **31.5 Regular Season Structure**

**31.5.1** One ~~virtual~~ match per week versus one other team

**31.5.2** Match consists of multiple games ( approximately 2 hours of time )

**31.5.3** Scrimmages: 2 practice games prior to each season

**31.5.4** Regular Season Matches will played on dates established by CAA

**31.5.5** All Matches are to be played on school grounds under the supervision of the E-Sports Coach or administrator

**31.5.5.1** The purpose of this rule is to allow for supervision in order to monitor any negative chat room statements and ensure the players participating are part of the rostered team

**31.5.5.2** A CAA Appeal must be made in order to play off school grounds

**31.5.5.3** In special situations the CAA staff may determine that playing an esports game should be played off school grounds

~~**31.5.5.4** Championship Matches will take place in person at a site selected by CAA staff.~~

### **31.6 Registration Procedures**

~~***Beginning in 2027-2028 PlayVs will charge a separate fee to access their platform***~~

**31.6.1** Register school and teams in CAA Jotform and on PlayVs website

**31.6.2** Every team must have a Coach that is School approved and Listed in BOUND

**31.6.3** Coach Registers on PlayVS website: [www.playvs.com](http://www.playvs.com)

**31.6.4** Once Coach Registers and is approved , they will have access to registered players for that school

**31.6.5** Players that Register and are pronounced as members of regular season roster will get access to all PlayVS games

### **31.7 CAA Playoffs**

**31.7.1** After the regular season CAA will seed teams into the CAA **in-person** playoffs by their ranking in the Bound platform

~~**31.7.2** CAA League of Legends playoffs : 8 teams qualify for CAA Playoffs, if ten teams are registered.~~

**31.7.3** CAA Smash Bros Ultimate playoffs: 8 teams qualify for CAA Playoffs

~~**31.7.4** CAA Rocket League playoffs: 8 teams qualify for CAA Playoffs~~

**31.7.5** CAA Mario Kart playoffs: 8 team qualify for the CAA Playoffs

~~**31.7.6** CAA Marvel playoffs: 8 team qualify for the CAA Playoffs~~

### ~~**31.8 Benefits of ESports**~~

~~**31.8.1** Skill of working with others~~

~~**31.8.2** Social Skills~~

~~**31.8.3** Strategic thinking and planning~~

~~**31.8.4** Manage success and failure~~

~~**31.8.5** Time management~~

~~31.8.6 Travel skills~~

~~31.8.7 ESport Scholarship opportunity~~

~~31.8.8 Pathway to College~~

~~31.8.9 S.T.E.M. (science, technology, engineer, math) career paths~~

~~31.8.10 Better choices, Healthier Behavior~~

~~31.8.11 School Extracurricular Activities~~

~~31.8.12 Kids miss less school~~

~~31.8.13 Better at math and reading~~

~~31.8.14 Graduate at a higher rate~~

~~31.8.15 Students care more about grades~~

~~31.8.16 Foster STEM learning~~

~~31.8.17 Social experience that many non-physical students fail to receive~~

~~31.8.18 Opportunity to be a part of the school varsity athletic program~~

~~31.8.19 A chance to be a "Hero" to and a role model for the student body~~

## **31.9 About PlayVS**

**31.9.1** PlayVS is the premier high school & junior high esports provider, in partnership with the NFHS and 17 state associations. Its product is the single destination where players come together to compete, fans gather to spectate and coaches manage their programs. Through partnerships with top game publishers, PlayVS powers inclusive league and State Championship play across the nation. For more information, visit [www.playvs.com](http://www.playvs.com).