

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

31.2.1.2 Smash Bros Ultimate - played on Tuesday

31.2.1.3 Rocket League - played on Thursdays

31.2.1.4 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

31.3.2.2 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

31.3.2.4 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**

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 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

31.5 Regular Season Structure

31.5.1 One 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

31.6 Registration Procedures

31.6.1 Register school and teams on the PlayVS website

31.6.2 Every team must have a Coach that is School approved

31.6.3 Coach Registers on PlayVS website: 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 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.