

ARTICLE 31:
ESports

31.1 Seasons:

31.1.1 Fall Season Schedule To be determined by PLAYvs each season

31.1.2 Spring Season Schedule 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 League of Legends

31.2.1.2 Smash Bros Ultimate

31.2.1.3 Rocket League

31.3 Teams 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

31.3.3 No maximum number per team

31.3.4 Players can only be rostered on one team per season

31.3.4.1 Rosters must be listed in Game Source

31.3.5 Final Team roster deadline before regular season week 4 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 CAA Board of Directors

31.4.1 Fee structure to be posted on 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 2 games (approximately 2 hours of time)

31.5.3 Scrimmages: 3 practice games prior to each season

31.5.4 Regular Season Matches will played on dates established by PLAYvs

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 140 league of Legends characters

31.7 CAA Playoffs

31.7.1 After the regular season CAA will be seeded in the CAA playoffs by their ranking in the Mountain Region

31.7.2 CAA League of Legends playoffs : 8 teams qualify for CAA Playoffs

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

31.8 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

PlayVS is the premier high school 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.