



# Coaches Handbook

## 2022-2023



A Program of the Indiana  
Association of School Principals

In Partnership with

**HARENA**

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## IASP POLICY UPDATES FOR 2023

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### Updated Dress Code Policy

Esports competitions are not forums for personal statements, but rather are gatherings of talented students all with the primary objective of excellence. Principals and coaches have a shared responsibility to require and enforce standards of apparel deemed acceptable to represent their school and community to a statewide audience. We encourage matching team attire to enhance team spirit.

The following are considered unacceptable or inappropriate attire:

- Clothing that is overly revealing or advertises drugs, alcohol, tobacco, or contains explicit, suggestive, and/or offensive language or graphics.
- Shirts or adornment that contain potentially pertinent information to the contest.

## IASP GENERAL POLICIES

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### Extracurricular Expectations

The IASP Board of Directors believes that esports competition is an extracurricular activity. Therefore, organized team practices for esports competitions shall not take place during any instructional part of the school day. In addition, special courses should not be designed or implemented for the primary purpose of preparing teams for esports competition.

All building principals are encouraged to review this position statement with esports coordinators and coaches to clarify that all organized team practices occur as an extracurricular activity. However, non-instructional time such as lunch and recess could be used for organized team practices.

It is permissible for students to read and do online research during the school day, as long as there is not any organized practice, and research does not occur during school instructional time.

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## IASP Code of Conduct

The Indiana Association of School Principals (IASP) sponsors various programs that benefit all students in Indiana. One of these programs, Department of Student Programs (DSP), organizes esports competitions for elementary, junior high/middle, and high school students. By the nature of esports competitions, the atmosphere at each competition should be challenging and intense, but sportsmanship, common sense, decency, fairness, and respect should prevail at all times. These virtues should be taught to students by adults, then adhered to by students and coaches at all competition sites.

The majority of coaches and students conduct themselves in an exemplary manner and are commended for displaying positive attitudes and behavior.

The IASP Board of Directors reminds principals of their responsibility to make certain all personnel and students conduct themselves in the proper manner at all school functions. Therefore, the board expects all principals to require coaches and students to display appropriate behavior and sportsmanship at all esports competitions.

If inappropriate conduct occurs at esports competitions, an explanation will be submitted to the Program Director within 48 hours of the competition. Then, the Program Director will contact the principal with a warning (unless the situation is serious, then step two will be followed immediately). If inappropriate behavior occurs a second time, then the principal and coach(es) will be expected to appear before a panel of IASP Board of Directors members to explain the reason for the continued inappropriate behavior. Depending on circumstances, the school and/or involved parties could be placed on probation or even lose the privilege of participating in further esports competition(s).

## Esports Code of Conduct

All players and control persons (coaches/managers/substitutes) must conduct themselves in a way that is at all times consistent with (a) the Code of Conduct in this (“Code of Conduct”) and (b) the general principles of personal integrity, honesty, good sportsmanship, and sound health and safety.

Players and control persons must be respectful of other players, tournament administrators, spectators, and sponsors (as applicable).

Players and control persons (coaches/managers/substitutes) shall not behave in a manner (a) which violates these rules, (b) which is disruptive, unsafe, or destructive, or (c) which is otherwise harmful to the enjoyment of Rocket League by other users as intended by Psyonix. In particular, players shall not engage in harassing or disrespectful conduct, abusive or offensive language, game sabotage, spamming, social engineering, scamming, or any unlawful activity (“Toxic Behavior”).

Each player is expected to play within the spirit of Rocket League and these rules at all times during any game or match. These rules prohibit any form of unfair play and may result in disciplinary action. Examples of unfair play include the following:

- Collusion (e.g., any agreement between two or more teams or players on different teams to predetermine the outcome of a game or match), match fixing, bribing a referee or match official, or any other unfair or illegal action or agreement to intentionally influence (or attempt to influence) the outcome of any game, match, or tournament.
- Hacking or otherwise modifying the intended behavior of the Rocket League game client. Playing or allowing another player to play on a tournament account registered in another person's name (or soliciting, encouraging, or directing someone else to do so).
- Using any kind of cheating device, program, or similar cheating method to gain a competitive advantage.

- Intentionally exploiting any game function (e.g., an in-game bug or glitch) in a manner not intended by Psyonix to gain a competitive advantage.
- Using distributed denial of service attacks, swatting, or similar methods to interfere with another player's connection to the Rocket League game client.
- Using macro keys or similar methods to automate in-game actions.
- Intentionally disconnecting from a match without a legitimate reason for doing so.
- Accepting any gift, reward, bribe, or compensation for services promised, rendered, or to be rendered in connection with unfair play of Rocket League (e.g., services designed to throw or fix a match or game).
- Interfering with the tournament operation, the Rules Website, or any website owned or operated by Harena or the tournament administrators.
- Engaging in any illegal activity in the jurisdiction of the affected player.
- Making any modification to Rocket League that has not been disclosed to and authorized by the tournament administrators.
- Using any tournament facilities, services, or equipment provided or made available by the tournament entities to post, transmit, disseminate, or otherwise make available any communications prohibited by the Code of Conduct.
- Disconnecting from the in-game lobby before being dismissed by tournament administrators.
- Changing in-game player or user name to a name other than player's registered user name.
- Otherwise, violating these rules.

## Dress Code

Esports competitions are not forums for personal statements, but rather are gatherings of talented students all with the primary objective of excellence. Principals and coaches have a shared responsibility to require and enforce standards of apparel deemed acceptable to represent their school and community to a statewide audience. We encourage matching team attire to enhance team spirit.

The following are considered unacceptable or inappropriate attire:

- Clothing that is overly revealing or advertises drugs, alcohol, tobacco, or contains explicit, suggestive, and/or offensive language or graphics.
- Shirts or adornment that contain potentially pertinent information to the contest.

IASP reserves the right to disqualify a student or team for unacceptable or inappropriate attire.

## Supervision of Teams

Each team is to be supervised by a coach designated by their school principal. This coach will be responsible for seeing that all team members follow all rules and behave in an appropriate manner. A high level of sportsmanship will be expected of competitors, coaches, and fans. Failure of a coach to adequately supervise the team may result in the disqualification of the whole team.

## ESPORTS PHILOSOPHY

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Esports is increasing in popularity across the United States. Esports programs are growing at every level, from middle schools to professional teams. Many schools are considering how best to integrate esports into their schools. There are two general approaches that schools are taking, and some implement both: Highly Competitive Varsity Teams and Non-Competitive Club Programs. Both options will provide high levels of

engagement, excitement and deepen a sense of community with your student body, particularly those students who do not find engagement in your traditional programs.

These programs can do more for students though. Many students who love gaming have a desire to have a career in esports. Many gamers have aspirations of becoming professional esports athletes. While gaming professionally is a noble goal, not every gamer can compete professionally. However, many other careers in the esports industry allow students to work in the industry they love. The Esports Bowl element of this program is therefore designed to help students experience the esports industry so that they can pursue the career of their dreams.

## ENTERING THE CONTEST

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### DSP Membership/Contest Entry Form

All schools participating in this contest must be members of the Department of Student Programs. To complete the membership/contest entry form, go to our website <https://iasp.org/students/join-dsp/>. You may wish to consult with the coaches of all of our programs before submitting your form in order to avoid filling out multiple forms for multiple contests. A school's entry into IASP Esports will allow them access to the program for up to 99 students.

Contest entry deadline: See Contest Timeline on contest web page.

### Eligibility

Any student enrolled full-time in grades 9-12 is eligible to compete on a senior level team. Any full-time student in grades 7 and 8 is eligible to compete on a junior level team. Sixth grade students may participate if they are housed in the same building with the 7th and 8th graders as a middle school. Ninth graders housed in a middle school must either compete with the team from the high school which they will attend or they may compose a team of their own and compete in the high school division. Within these constraints, schools may select their teams in any manner and with any additional criteria they choose. For example, homeschooled students may participate on an IASP sponsored esports team if school policy allows participation.

### Enrollment Classifications

At this time, there are no enrollment classifications for esports. When the program grows large enough to make classifications feasible, this will be revisited.

### Expenses

An entry fee will be charged to participate in the IASP Esports program. Schools must also be a current member of the Department of Student Programs (DSP). The DSP membership form/competition enrollment form can be found at [www.iasp.org](http://www.iasp.org). These fees will help to defray the costs of GYO platform access, the expertise of Harena Data, purchasing awards, and meeting other expenses associated with the competition. Each school will be responsible for its own expenses including any incurred while attending competitions. The per-school fee will allow access of up to 99 students to the GYO platform.

### First Steps

1. Schools will need to submit a [Department of Student Programs \(DSP\) Membership-Participation Form](#). Each season will cost \$250 per school.

- a. For Middle Schools, (grades 7 and 8) when selecting a contest to register for, you will select Register for **Junior Esports**. Select the season(s) in which you want to participate, fill out the necessary information, and then submit your form.
  - b. For High Schools, (grades 9-12) when selecting a contest to register for, you will select Register for **Senior Esports**. Select the season(s) in which you want to participate, fill out the necessary information, and then submit your form.
2. IASP will send confirmation of registration to Harena as soon as possible (within 1 week of registration).
  3. Once Harena has received confirmation that the DSP registration has been successfully submitted and processed, Harena will reach out via email within one business day with an informational packet with your next steps. These next steps will include key details such as registration dates, competition dates, coach/manager packet, and more.
  4. Harena will be in charge of making individual accounts for students. The coach will be responsible for communicating with Harena about the students' email addresses for account creation. Once this information is received by Harena, the GYO hub will be ready to use within 48 hours. For parents wishing to create and manage their child's account for esports, please read the following support document on how to complete this <https://gyo.gg/docs/parents/?parents>.
  3. If you have completed your school's Department of Student Programs (DSP) Membership-Participation Form and have not received a response from Harena within 5 days, please contact [Brian@harenadata.net](mailto:Brian@harenadata.net) or [Porter@harenadata.net](mailto:Porter@harenadata.net) for further assistance.

For more information, see *What Harena Does for You* posted on the [IASP Esports webpage](#).

## Rosters

Rosters will be submitted to Harena Data through the GYO platform. All members of the school's teams must be registered on the GYO Score roster. More information on roster submission may be found here: <https://gyo.gg/docs/managing-portals/?portals>.

Support and assistance for adding a player to your team may be found here: <https://gyo.gg/docs/>.

## Harena Contact Information

For additional information on the GYO Platform or tournament play contact: [brian@harenadata.net](mailto:brian@harenadata.net)

For additional information on Esports Bowl tasks and additional resources contact: [porter@harenadata.net](mailto:porter@harenadata.net)

# TECHNOLOGY REQUIREMENTS

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The technology requirements to run this program are posted on the [IASP Esports webpage](#).

## THE GAME

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### Rocket League

(Description from Wikipedia)

*Rocket League* is a vehicular soccer video game developed and published by Psyonix. The game was first released for Microsoft Windows and PlayStation 4 in July 2015. Described as "soccer, but with rocket-powered cars", *Rocket League* has 3 active players plus 2 substitutes assigned to each of the two teams, using rocket-powered vehicles to hit a ball into their opponent's goal and score points over the course of a match.

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The game includes single-player and multiplayer modes that can be played both locally and online, including cross-platform play between all versions.

## Forming Teams

There are three types of play for up to 99 students of member schools available through the IASP partnership with Harena Data: Club Play, Exhibition Tournaments, and the Esports Bowl.

## GENERAL COMPETITION INFORMATION

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1. Each participating school will have a GYO Score account, which will serve as the hub for players to organize into teams and as a place to complete and present Esports Bowl tasks. Students will organize into teams of five (5). Schools are allowed to have as many teams as they have interested students. The competition will be organized around Rocket League and take place over 6-8 weeks. See <https://iasp.org/students/esports/> for the contest timelines.
2. Coaches and students may schedule individual matches with teams registered on the GYO hub at any time.
3. Harena will host 3 Exhibition Tournaments throughout the semester. Any teams registered on the GYO hub are eligible to register for these tournaments.
4. The Esports Bowl combines a traditional esports tournament with a scholastic-style bowl. The Esports Bowl includes a Rocket League tournament and a series of tasks to help students build a functioning esports organization.
5. In order to qualify to compete in the Esports Bowl, each team must complete all required Esports Bowl tasks including submitting a video presentation and participate in at least one Exhibition Tournament.

**Harena reserves the right to broadcast any match. If Harena chooses to broadcast a match, Harena administrators must be allowed into each game.**

## ROSTER INFORMATION

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1. All teams must be registered on GYO Score and your team's roster to be eligible for competition. For more information on how to complete this, please visit <https://gyo.gg/docs/managing-portals/?portals>. Reach out to Harena's support team for further assistance.
2. Each team must declare one Roster member as the "Team Captain." Team Captains will represent the team for all official decisions and serve as the team's primary point of contact.
3. Rosters MUST consist of 5 players who are all registered on your active roster. All players on your team MUST attend your school and be officially registered with the team/organization in person.
4. Matches will be played as 3v3 and allow the opportunity to use Substitutes. Please see the Substitute section below for more information on the tournament's substitution policy.

### Substitutes

Substitutes MUST be registered on your official team and attend your school as outlined above under Roster Information. There are NO limits to the number of uses for substitutes.

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Teams can use substitutes in the following situations:

#### Allowed

- Teams can substitute a player in for a player on the active roster for a match before the map begins.
- Teams can substitute players after a map has ended due to either performance or technical issues.

#### Not Allowed

- Teams can't substitute a player during an active map. If a player disconnects and cannot reconnect, the team must play down a player until the map ends. As long as listed on the active roster, teams can use a substitute for the remainder of the series.

## OPTIONS FOR PLAY

### Options for Play

<b>Club Play</b>	<b>Exhibition Tournament</b>	<b>Esports Bowl</b>
<p>Intramural or scrimmages against other schools. Matches arranged by the coaches or team members. Open to all students on the Gyo roster.</p>	<p>3 tournaments throughout the season arranged by Harena. Open to any students on the Gyo roster. Fields for each exhibition game will be capped at 32 teams.</p>	<p>Teams who complete and submit a series of required Esports business and leadership tasks as directed and who have competed in at least one Exhibition Tournament will be entered into the Esports Bowl judging and be eligible for the Esports Bowl Rocket League tournament.</p>

## CLUB PLAY OVERVIEW

Up to 99 students may play for your school. Matches will be arranged by coach or team members through the GYO portal.

## EXHIBITION TOURNAMENTS OVERVIEW

Each Exhibition Tournament will accommodate up to 32 teams. If there is demand for more spots, Harena administration reserves the right to expand or keep the number of teams capped at 32.

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These tournaments will be a double elimination bracket where matches will be best of 3 until the Winner's Bracket Finals, Loser's Bracket Finals, and Grand Finals. Those matches will be a best of 5. The team coming from the Loser's Bracket into the Grand Finals will need to win two best of 5 matches. Because this is a double-elimination tournament and the team in Winner's Bracket has yet to lose, the team from the Loser's Bracket side will have to win two series in order to be declared the tournament winner.

In order to qualify to compete in the Esports Bowl, teams must compete in at least 1 exhibition tournament.

## THE IASP ESPORTS BOWL OVERVIEW

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The IASP Esports Bowl will feature all teams who complete and submit all of the Esports Bowl required tasks as well as compete in at least one Exhibition tournament. Teams will be seeded blindly for the bracket portion of this tournament. The Esports Bowl Tournament bracket will be double elimination, and all matches will be best of 5 until the Grand Finals, which will be a best of 7 series. The team from the Winner's Bracket will have the higher seed going into that match.

Esports Bowl Tasks will fall into the following categories:

- Team Management
- Branding
- Streaming
- Finances

By November 14, 2022, each team will submit a 5 - 10 minute Shark Tank-style pitch to be reviewed by esports professionals in and around Indiana.

In addition to awarding the best overall team based on performance of all of the tasks and performance in the tournament, judges will also award teams for their performance in the following categories:

- Presentation: Best Pitch
- Branding: Best Marketing Plan
- Streaming: Best Shoutcasting Team
- Team Management: Best Player Improvement Plan
- Rocket League tournament winners

### *Task One—Team Management*

Before you start playing, it is crucial that your team figures out how you will best work together. Most athletic teams have a behavior code, and esports teams should have one too. Work with your team to devise a list of rules and procedures that will dictate how students should treat each other and work together during the Esports Bowl.

To fulfill this task, your team will be required to:

- Write a team constitution that will govern how your team operates
- Write a team improvement plan.
- Post your team's constitution on your team's GYO portal

As you think about how your team will best work together and what to include in your team constitution, consider the following questions:

- How will you decide who gets to play?
- What will you do to help your team improve? Team improvement plans should answer the following questions:
  - Will your team have a coach? How will you select them?
  - Will your team hold practices? Who will you scrimmage against?
  - How will you use game footage to help your team improve?
  - What game statistics will you collect to help track players' progress?
  - What additional resources will you use to learn new skills?
- What will your team do to avoid toxicity?

### ***Task Two—Branding***

Now that you have established your team, it is time to build your brand. Branding creates a strong, positive perception of your team in the community's mind by combining elements such as logo, design, mission statement, and a consistent theme throughout all marketing communications. Good branding can help increase a sense of unity amongst the team and encourages community engagement.

To fulfill this task, your team will be required to:

- Come up with a team name
- Write a team mission statement
- Create a team logo
- Design your team's GYO portal to reflect your branding
- Design your team's jersey
- Design a team website or social media accounts
- Create a team marketing plan

As you think about your team's branding, consider the following questions:

- How will your team name affect your brand image?
- How will your team logo affect your brand image?
- Will you have additional gear?
- Who will be able to purchase team gear?
- How will you market your team in your school and community?
- The Team Marketing Plan should include answers to the following questions:
  - How will you share information about your matches with your community and parents?
  - What resources does your school have for sharing information about clubs and athletics?
  - How often will you share information about the team? What will your marketing calendar/schedule look like?
  - Who are you trying to reach with your marketing efforts? Parents, new spectators, potential teammates? How will your target audience affect your marketing efforts?
  - How will you ensure that your logo, jerseys, and marketing material are distinctive, appropriate, practical, graphic, simple in form, and conveys the team's intended message?
- Will you use social media? How will you ensure responsible social media use?

### ***Task Three—Streaming***

Streaming is a great way to share your team's talent. However, not all streams are created equal. The best streams are well thought out and consider game dynamics and the stream's intended audience.

To fulfill this task, each team will be required to:

- Create an official Twitch channel
- Create a broadcast schedule
- Create a broadcast team to provide commentary on your games (shoutcasting).
- Post a 5-10 minute video of your stream (on Twitch or YouTube) at each of the three regular-season tournaments. You must post your streams because this is how judges will watch your content.

As you think about how and what your team will stream, consider the following questions:

- Where else may you want to stream/share your content?
- What will you do to ensure a high-quality stream?
- How can you include each team member in the production of your streams?
- How will you demonstrate your knowledge of the game in your stream?

Additional Resources

Article: [What Makes A Good Caster?](#)

[Example One](#)

[Example Two](#)

[Example Three: Good vs. Bad Shoutcasting](#)

### ***Task Four—Finance***

An essential part of creating a sustainable esports program is working out the team's finances. As a program grows, it accrues additional expenses while at the same time gaining additional revenue-creating opportunities. It is essential to consider how your esports program will earn or fundraise the money it needs to thrive.

To fulfill this task, each team will be required to:

- Create a budget that outlines the team's expenses and income
- Create a plan to earn or fundraise the funds required to cover your team's expenses

As you think about how your team will maintain a healthy budget, consider the following questions:

- What are some potential sources of funds? Are some sources more sustainable?
- What expenses are required to operate your program? What expenses are not required but that your program would like?
- How does your team decide what they spend money on?

### ***Task Five—The Pitch Presentation***

- The presentation is 5-10 minutes. The presentation is neat and easy to follow.
- The presentation includes a description of the team completing all four tasks, including a discussion of your team constitution, improvement plan, team budget, lessons learned from streaming, and examples of your logos and jerseys.
- The presentation covers the team's GYO portal and uses an additional visualization tool such as PowerPoint, Google Slides, Prezi, etc.
- Team members can explain the rationale behind their choices and demonstrate they explored all the options.

## **Judging and Scoring**

Your team will be evaluated on a series of tasks by a group of local esports professionals using the criteria outlined in the scoring rubric. Judging will occur prior to the final Esport Bowl tournament. See timeline for due dates. Do your best to be thorough when completing each task.

## **Esports Bowl Task Scoring Rubrics**

<b>TASKS</b>	<b>Below Basic 0-4 points</b>	<b>Basic 5-9 points</b>	<b>Proficient 10-14 points</b>	<b>Advanced 15-20 points</b>
<b>Team Management</b>	The team created an incomplete team constitution. They do not address any of the questions in the prompt.	The team created a team constitution. The team has a team improvement plan They demonstrate that they considered some of the questions in the prompt.	The team met all the criteria required for their team constitution. The team has a team improvement plan  They clearly demonstrate that they took all questions in the prompt into consideration.	The team went above and beyond when creating their team constitution. The team has a detailed team improvement plan including information about who the team's coach will be, how they will practice, what data they will collect to track their progress, and what resources they will use to learn new skills. They clearly demonstrate that they considered all questions in the prompt and addressed concerns not mentioned in the prompt.

<b>TASKS</b>	<b>Below Basic 0-4 points</b>	<b>Basic 5-9 points</b>	<b>Proficient 10-14 points</b>	<b>Advanced 15-20 points</b>
<b>Branding</b>	The team fails to complete all the tasks' requirements. They do not address any of the questions in the prompt.	The team completes all the tasks' requirements. They demonstrate that they considered some of the questions in the prompt.	The team completes all the tasks' requirements. They clearly demonstrate that they took all questions in the prompt into consideration and put clear thought into their choices.	The team went above and beyond to complete all the tasks' requirements. They clearly demonstrate that they considered all questions in the prompt and addressed concerns not mentioned in the prompt. Their brand is distinctive, appropriate, practical, graphic, simple in form, and conveys the team's intended message.

<b>TASKS</b>	<b>Below Basic 0-4 points</b>	<b>Basic 5-9 points</b>	<b>Proficient 10-14 points</b>	<b>Advanced 15-20 points</b>
<b>Streaming</b>	The team fails to complete all the tasks' requirements. They do not address any of the questions in the prompt. The team does not stream any of the team's matches. The team does not demonstrate improvement between their first and last streams.	The team completes all the tasks' requirements. They demonstrate that they considered some of the questions in the prompt. The team successfully streams one of the team's matches. The stream is rambling and does not focus on the elements of the game. The shoutcasters rely too heavily on jokes and don't demonstrate their knowledge of the game. The stream seems unfocused and is not engaging to the audience. The team does not demonstrate improvement between their first and last streams.	The team completes all the tasks' requirements. They clearly demonstrate that they took all questions in the prompt into consideration and put clear thought into their choices. The team successfully streams three or more of the team's matches. The stream stays focused on the match, but it is clear that the shoutcasters do not possess a deep understanding of the game, its positions, or tactics. The stream is not consistently engaging. The team demonstrates improvement between their first and last streams.	The team went above and beyond to complete all the tasks' requirements. They clearly demonstrate that they considered all questions in the prompt and addressed concerns not mentioned in the prompt. The stream is focused on the game. The shoutcasters are engaging and demonstrate their understanding of the game, its positions, and tactics. There is clear attention to detail in what and how the shoutcasters discuss each match. The team successfully streams all of its matches. The team demonstrates improvement between their first and last streams.

<b>TASKS</b>	<b>Below Basic 0-4 points</b>	<b>Basic 5-9 points</b>	<b>Proficient 10-14 points</b>	<b>Advanced 15-20 points</b>
<b>Finance</b>	The team fails to complete all the tasks' requirements. They do not address any of the questions in the prompt.	The team completes all the tasks' requirements. They demonstrate that they considered some of the questions in the prompt.	The team completes all the tasks' requirements. They clearly demonstrate that they took all questions in the prompt into consideration and put clear thought into their choices.	The team went above and beyond to complete all the tasks' requirements. They clearly demonstrate that they considered all questions in the prompt and addressed concerns not mentioned in the prompt. The team successfully implements its budget including tracking the team's income and expenses to ensure that the team's expenses do not exceed their income. When additional expenses arise, the team is able to fundraise to cover those expenses.

<b>TASKS</b>	<b>Below Basic 0-4 points</b>	<b>Basic 5-9 points</b>	<b>Proficient 10-14 points</b>	<b>Advanced 15-20 points</b>
<b>Presentation</b>	The presentation is under 5 minutes. The presentation has many errors and inconsistencies. The presentation includes a description of the team completing two or fewer tasks. The team has put little thought into their choices.	The presentation is under 5 minutes. The presentation has some errors and inconsistencies. The presentation includes a description of the team completing three tasks. The team has put some thought into their choices, but does not explain why they made the choices they did.	The presentation is 5-10 minutes. The presentation is neat and easy to follow. The presentation includes a description of the team completing all four tasks. The presentation covers the team's GYO portal. The team members can explain the rationale behind their choices.	The presentation is 5-10 minutes. The presentation is neat and easy to follow. The presentation includes a description of the team completing all four tasks, including a discussion of your team constitution, improvement plan, team budget, lessons learned from streaming, and examples of your logos and jerseys. The presentation covers the team's GYO portal and uses an additional visualization tool such as PowerPoint, Google Slides, Prezi, etc. Team members can explain the rationale behind their choices and demonstrate they explored all the options.

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## GAME PLAY OVERVIEW

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**Game:** Rocket League

**Platform:** Epic Games Store, PlayStation, Nintendo Switch, Steam, or Xbox

**Inputs:** Mouse & Keyboard, Controllers

**Ruleset:** RLCS Competitive Rules

**Roster Size:** Five (5)--3 active players + 2 substitutes (substitute slots can be used as a coach/manager or shoutcasters)

**Divisions:** Junior (grades 7-8); Senior (grades 9-12)

### Exhibition Tournaments

- Throughout the IASP Esports Season, teams will have a chance to put their skills to the test against other teams by competing in 3 Exhibition Tournaments.
- Each Exhibition Tournament will accommodate up to 32 teams. If there is demand for more spots, Harena administration reserves the right to expand or keep the number of teams capped at 32.
- These tournaments will be a double elimination bracket where matches will be best of 3 until the Winner's Bracket Finals, Loser's Bracket Finals, and Grand Finals. Those matches will be a best of 5. The team coming from the Loser's Bracket into the Grand Finals will need to win two best of 5 matches. Because this is a double-elimination tournament and the team in Winner's Bracket has yet to lose, the team from the Loser's Bracket side will have to win two series. All competitions will be operated on the GYO Score platform. All team members will need to be registered on Gyo.GG and on your school's active roster to be eligible to compete and participate in any activities. Teams will also use the GYO Score platform to complete relevant tasks.
- In order to compete in the Esports Bowl, teams must compete in at least one Exhibition Tournament.

### Esports Bowl

- The Esports Bowl event will feature all teams who have participated in at least one Exhibition Tournament and completed and submitted all the Esports Bowl tasks including submitting their video pitch presentation.
- The tournament portion of the competition will be a blindly seeded, double-elimination tournament with best of 3 match play. The Winner's Bracket Finals match and Grand Finals match will be best of 5 match play.
- Because these are a double-elimination tournament, if the team in Winner's Bracket has yet to lose, the team from the Loser's Bracket side will have to win two series in order to be declared the tournament winner.
- Prizes will be awarded to teams who place first in each of the tasks as well as in the tournament. An overall grand champion will be declared by combining achievements on all of the task categories and in the tournament.

## Junior and Senior Tournament Schedules

You must fill out the **DSP Membership Participation form** in order to set up a GYO platform hub with Harena. Once that is done then coaches may start to schedule games with other teams on the platform and register for the Exhibition tournaments.

### Esports Exhibition 1

Registration **via the GYO Hub** Opens: September 8th at 11:59 pm ET  
 Registration Closes: October 13th at 5:00 pm ET  
 Tournament Begins: October 13th at 5:05 pm ET

### Esports Exhibition 2

Registration **via the GYO Hub** Opens: October 13th at 11:59 pm ET  
 Registration Closes: October 27th at 5:00 pm ET  
 Tournament Begins: October 27th at 5:05 pm ET

### Esports Exhibition 3

Registration **via the GYO Hub** Opens: October 27th at 11:59 pm ET  
 Registration Closes: November 10th at 5:00 pm ET  
 Tournament Begins: November 10th at 5:05 pm ET

### Esports Bowl

Registration **via the GYO Hub** Open.  
 Registration Closes: - November 3, at 11:59 pm ET

**IASP Esports Bowl Rocket League Championship Begins:** Saturday, November 19th at 11:00 am ET

## Esports Bowl Task Completion Schedule

Submission of the final Video Pitch Presentation will constitute registration for the Esports Bowl.

### Esports Tasks SUGGESTED Timeline for Submission via GYO

*These deadlines are suggestions. Teams will not be penalized for late submissions. However, waiting to submit tasks will impact the team's ability to complete all the tasks by the final deadline.*

Team Constitution and Improvement Plan	9/23/22
Team Budget	9/30/22
Branding Tasks	10/13/22
Streaming Submissions	11/4/22

### Esports FINAL Deadlines for Submission via GYO

Register for Esports Bowl	11/3/22
Esports Bowl Final Task Submission	11/14/22

# GAMEPLAY SET UP

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## Finding & Playing Your Matches

For more information on how to find your match, communicate with your opponent, and report your scores reference the following article: <https://gyo.gg/docs/playing-your-matches/>.

## Hosting & Match Setup

Teams can find hosting, game rules, and settings on the League Hub and individual tournament pages.

In each match, the higher seeded team is blue, and the lower seeded team is orange. The higher seeded team will be responsible for hosting the match by creating a private game lobby and communicating the game lobby name and password to the lower seeded team. The lower-seeded team will join the game lobby. If a match is scheduled on an official stream, Harena administrators will host the match and provide the game lobby name and password to the competing teams.

## To set up a Custom Game

- From the home screen of Rocket League, navigate to the Play section and click/open this page.
- You'll see a list of available game options; on the bottom right of your screen, select Custom Games. This action will open a menu with four options: Exhibition, Season, Private Match, and Workshop.
- Select Private Match
- If hosting, select Create Private Match. This action will open a menu allowing you to set up your Custom Lobby. Refer to the Game Settings section below for help selecting the correct settings.
- If NOT hosting, select Join Private Match. This action will open up a menu prompting you to enter the Custom Lobby's Name & Password. Contact your opponent for this information. If your opponent is not available, please contact Harena support.

Once everyone is in the lobby and set and on the correct team, the host may start the match. Please coordinate with your opponent to ensure they are ready to start. Coaches are NOT allowed to be in games.

## Maps

Aquadome  
 Beckwith Park (Normal, Midnight, Stormy, Snowy)  
 Champions Field (Normal, Day)  
 DFH Stadium (Normal, Day, Stormy)  
 Mannfield (Normal, Night, Snowy, Stormy)  
 Neo Tokyo  
 Salty Shores (Day, Night)  
 Starbase ARC  
 Urban Central (Normal, Dawn, Night)  
 Utopia Coliseum (Normal, Dusk, Snowy)  
 Wasteland (Normal, Night)

## Game Settings

Default Arena: DFH Stadium  
 Team Size: 3v3  
 Bot Difficulty: No Bots  
 Mutators: None |  
 Match Time: 5 Minutes  
 Joinable By: Name/Password

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## Platform

PS4, PS5, Nintendo Switch, Steam, Xbox One, Xbox One X, Xbox One S, Xbox Series X, or Xbox Series S

## Server: US-East\*\*

\*\*Teams can agree to use a different server location. Teams must communicate this in their match channel/chat.

## Input Devices

All standard controllers, including mouse and keyboard, are legal. Macro functions (e.g., turbo buttons) are not permitted.

If you think a team/player is using a restricted input device, please contact the Harena administration for further assistance.

# GENERAL GAMEPLAY RULES

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## No-shows

1. Teams will play tournament matches at the scheduled match time. If an opposing team fails to show up 10 minutes after the scheduled match, you must report a no-show to Harena tournament administrators.
2. For best of 3 & 5 matches, teams will have 5 minutes from the no-show report time (refer to the first paragraph of this section) to join for map one or risk forfeiting that map. Teams will have 5 minutes after each forfeited map to join for the next map or risk forfeiting that map. This process will repeat until both teams report to the match or the one team reports their opponent as a no-show, and the Harena staff awards a win.
3. Valid proof of a no-show is a video of at least 5 minutes, preferably 15 minutes, showing the hosting team refusing to invite you. You must also attempt to invite your opponent and show your opponent refusing to join your lobby. No-show proof can NOT be pictures.

## Score/Match Disputes | Wrong Rules

All score/match disputes should be reported to Harena tournament administrators as soon as possible. Make sure to have all proof ready when contacting support.

Teams should provide all proof in video form. The clearer your proof, the better. Please be sure to show the following within your proof:

- Scoreboard showing all information (Gamertags, score, etc.)
- Time & Date stamp to validate your proof in case of a dispute.
- Match ID displayed within your game chat adds extra validation to your proof.
- A description of any rules the opposing team has broken or glitches/hacks they have performed.

## Timeouts

- For any best-of-7 series, teams may request one (1) timeout each between games during the series.
- Teams may request one (1) timeout between games during such sets (as applicable) for any best-of-5 or best-of-7 set.
- Each timeout will last for two (2) minutes. A team must notify a tournament administrator immediately after the conclusion of a game if it elects to use a timeout. Tournament

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administrators reserve the right to deny a team a timeout if the team fails to make its election following the above mentioned deadlines.

- After the timeout, tournament administrators will confirm that each team is ready to continue the series before gameplay can resume.

## Restarts

Tournament administrators may order a game or match restart due to exceptional circumstances, such as if a bug significantly affects a player's ability to play or the game or match is disrupted by a force majeure or other event.

## Disconnects

If a disconnect occurs, the shorthanded team must continue to play out the single game within the match series. The disconnected player may rejoin during the game that the disconnect occurred or between games of a match series but may not join in the middle of subsequent games in the series. After a disconnect, if the player cannot rejoin during the same game, the player will have five minutes to rejoin before the next game of the match series begins. Suppose the disconnected player cannot join the game before the next game in the series. In that case, the player's team may substitute another player from their roster if this is the first disconnect for the team during the series.

Teams may agree in the match chat to pause the game to allow the disconnected player(s) to rejoin the game. Please refer to the timeout rules.

## In-Game Restrictions

Any bodies, decals, wheels, rocket boosts, toppers, antennae, goal explosions, trails, or engine audios currently disabled in competitive 3v3 queues are not permitted for use in official matches.

## Match Support

- For general support assistance such as creating your team, adding your Gamertag, information about the Esports Bowl, etc., please use the on-screen live chat system on your screen's bottom right.
- For in-game support, help with score disputes, no-shows, etc., please use your match chat on the GYO platform. You may also use the on-screen live chat system on your screen's bottom right.
- Please provide as much information as possible when contacting support for live match issues. You can find more information in the GENERAL GAMEPLAY section.

## Technical Issues

Due to the nature and scale of online competition, except as otherwise determined by tournament administrators at their sole discretion, matches will not be restarted or made null due to bugs, intentional disconnections, server crashes, or unintentional disconnections. Except as otherwise determined by tournament administrators at their sole discretion, teams must play any technical issues or bug encounters through. If a team calls for a rematch due to a technical issue or bug, the challenging team must save the replay and submit it to the tournament administrators for review. During a broadcast match, tournament administrators may halt gameplay for review and restart the game if deemed necessary by tournament administrators.

In addition, players acknowledge and agree that in participating in a Rocket League competitive event, the individual player solely determines which platform to use (i.e., PC or console (as applicable)) and understands that they may face players competing on a different platform. Additionally, players acknowledge that the different platforms may offer features, such as controllers, player interface, and/or the ability to individualize certain game settings/sensitivities, etc., which may arguably provide a competitive advantage to one platform over another. Players acknowledge their sole competitive platform

choice and waive any responsibility or liability of Harena relating to such player's involvement in a multiplatform competition, including any alleged competitive advantage of any other platform.

## AWARDS

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For both Senior and Junior levels, Harena will provide prizes for the task and tournament winners and the overall Esports Bowl Champion.

IASP will award the same schools with a free entry for their school to next semester's IASP Esports events.