

Sandy Creek High School Esports Program Information

Head Coach/Sponsor(s): Steven Slocumb

Program Twitter Account: pending

Twitch Channel: Pending.

Discord Server: <https://discord.gg/gbCwSGV>

General Information: Sandy Creek High School has decided to begin allowing students to compete in “esports” as a team. Esports is essentially when athletes participate in competitive video games.

Competition will occur through the Georgia High School Association and California-based company PlayVS.

Their respective websites are listed below.

www.playvs.com

www.smitegame.com

www.discordapp.com

www.leagueoflegends.com

<https://www.ghsa.net/esports>

www.rocketleague.com



Location: Competitions, practices and tryouts are held in Rm. 403 Near the ROCT room

Eligibility Requirements: These requirements apply for all athletics at SCHS INCLUDING esports.

- Pass 5 of 7 classes last semester:
- First-year students (entering 9th grade) are eligible academically. Second semester first-year students must have passed courses carrying at least 2.5 units the previous semester in order to participate.
- Second-year students must have accumulated five (5) total units in the first year, AND passed courses carrying at least 2.5 units in the previous semester.
- Third-year students must have accumulated eleven (11) units in the first and second years, AND passed courses carrying at least 2.5 units in the previous semester.
- Fourth-year students must have accumulated seventeen (17) units in the first three years, AND passed courses carrying at least 2.5 units in the previous semester.
- It is at the discretion of the Coaching Staff whether an athlete is meeting all the requirements and responsibilities of their role, which will be outlined in the Esports Handbook, closer to tryouts and the beginning of Season.

Gamer Culture & Perception of Esports: Esports is an incredibly young sport but it is already quite established online and in the professional realm. Like with any traditional sport, esports may have issues and problems at all levels of play that affect athletes and fans. The following will NOT be tolerated from SCHS players :

- Toxicity and Unsporting Behavior of Athletes
- Lack of Diversity in Athletes
- Racist, Sexist, or Homophobic Language

As an Esports athlete, it will be your job to help minimize or extinguish these potential problems through your own actions and words.

League of Legends	
Day of Week	Tuesday
Number of Matches	Best of 2 Against One Opponent
Time	4:00 PM (Match times might vary)**

League of Legends (Matches)		
Match #	Date	Match Start Time
PRESEASON MATCH	2/4/2020	4:00
PRESEASON MATCH	2/11/2020	4:00
1	2/18/2020	4:00
2	2/25/2020	4:00
3	3/3/2020	4:00
4	3/10/2020	4:00
5	3/17/2020	4:00
6	3/24/2020	4:00
7	3/31/20	4:00
8	4/7/20	4:00
9	4/13/20	4:00

League of Legends (playoff)		
	Date	Practice Report Time
1st round	4/21/2020	4:00 PM
2nd Round.	4/28/2020	4:00 PM
3rd round	5/5/2020	4:00 PM
4th round	5/12/2020	4:00pm
5th round	5/19/20	4:00pm

Madden

Day of Week	Thursdays ** (mostly)
Number of Matches	Best of 2 Against One Opponent
Time	4:00 PM (Match times might vary)**

Madden (Matches)

Match #	Date	Match Start Time
PRESEASON MATCH	2/18/2021	OFF
PRESEASON MATCH	2/25/2021	4:00
1	3/4/2021	4:00
2	3/11/2021	4:00
3	3/18/2021	4:00
4	3/25/2021	4:00
5	4/1/2021	4:00
6	4/8/2021	SPRING BREAK (RESCHEDULE TBA)
7	4/12/2021	Monday Match*** 4:00
8	4/13/2021	4:00
Buffer week	4/20/2021	RESCHEDULE***
Buffer week	4/22/2021	RESCHEDULE***

Madden (playoff)

	Date	Practice Report Time
1st round	4/29/2021	4:00 PM
2nd Round.	5/6/2021	4:00 PM
3rd round	5/10/2020	4:00 PM
4th round	5/11/2021	4:00pm
5th round	5/12/2021	4:00pm

Championship	5/13/2021	
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ALL COSTS FOR THE FALL SEASON DUE ON Feb. 1st

<u>Cost</u>	<u>Description and Rationale</u>	<u>Due Date</u>
<u>\$25((27)</u>	<ul style="list-style-type: none"> To access the PlayVS platform and compete, there will be a \$64 subscription fee. None of that money will go to SCHS or the Esports Program. It will go directly to PlayVS. This amount is per "season." A season typically will run for one semester of the school year. 	Feb 12th
<u>Athletic/Ac tivity Fee - Amount Tbd</u>	<ul style="list-style-type: none"> We will be having a team jersey and logo design meeting to plan our design. Jerseys are planning to be ordered by October 18th/or 25th . Until we decide on design there is no way to accurately determine cost, so it will be adjusted accordingly. 	TBA
<u>USB Headset (Required, Student Purchased)</u>	<ul style="list-style-type: none"> It is the athlete's responsibility to ensure their equipment works with whatever sport they are competing in, and that is compatible with our school PCs and Discord, which we will use to communicate during practice and games. This should be a USB Headset, not a 3.5 mm connection. Many USB headsets that work on PS4 or Xbox will also work with PC games. A 3.5 mm (aux cord) headset will need a <u>splitter</u> for PC since microphone and game audio are different channels. 	
<u>Game Controller (Optional)</u>	<ul style="list-style-type: none"> Many games are playable with traditional console-style game controllers. These controllers must be purchased or obtained by the athlete and MUST be able to connect to our PCs using a wired connection. Controllers will not be allowed to connect wirelessly to PCs. 	
<u>Other Equipment</u>	<ul style="list-style-type: none"> A Keyboard and Mouse are provided to the player for matches and practices. If they wish to use their personal equipment and bring it from home they can, but they are responsible for it. 	

Game Information:

League of Legends is a free-to-play PC game where teams compete in games of 5 players vs. 5 players. Teams select from a pool of over 130 "Champions" in strategy-heavy gameplay.

Rocket League is a 3 on 3 vehicular competition game in which teams try to hit a large ball into a goal (soccer) while boosting and flying through the air.

SMITE is a 5 on 5 MOBA-like competitive game in which players select from a pantheon of Gods from throughout history and from many different cultures. Teams battle using a multitude of abilities and powers.

Live Streaming and Online Play:

- Matches may be streamed online. Students are expected to maintain a positive attitude, avoid inappropriate or unsportsmanlike behavior, and respect all players, coaches, and officials at all times, including on stream.

Athlete Selection: Team placement will be based on several qualitative and quantitative measures. All normal eligibility requirements should apply. This means students must pass and maintain quality grades to remain on any esports team. If an athlete does not represent the esports program positively and responsibly they may lose practice time, game time, suffer consequences at the coach's discretion, be demoted, or if necessary be removed from the program.

Account Statistics	Prospective athletes should provide their personal game account information. This will allow the coaching staff to assess the athlete's previous gameplay history and body of work. Please complete the Player Evaluation Form to the left so that I have the correct information.
Gameplay Video Samples	Gameplay recordings are a key component of esports. By providing coaches with specific examples, competitors can show their play-making ability and skills. Students can provide videos in several ways. <ul style="list-style-type: none">• YouTube or Twitch URLs• Share video via Google Drive• USB Flash Drive or other storage
In-Person Tryouts	In-person tryouts will be a key-component of making one of the SCHS esports teams. Dates for tryouts will be shared through morning announcements and the official SCHS esports Twitter Account. This will demonstrate the athlete's ability to communicate and work with teammates. An athlete may be asked to fill multiple "roles" within a team based game. For example, in LoL, team members may be asked to fill any position they are suited for (Jungler, Top Laner, Support, etc.). Competitors may be asked to be flexible, and not "one tricks."

Esports Player Contract (SIGNED PLAYER CONTRACT DUE ON _____)

Please read and comprehend the following expectations for all players/athletes. Then sign to acknowledge. Return to Coach Cannon.

1. Exhibit public behavior that will reflect positively on the team, school, and community. Athletes should not be engaged in any activity that would result in police intervention.
2. Exhibit responsible, respectful, and trustworthy behavior to teammates, coaches, and opponents.
3. Exert efforts to maintain a high level of academic achievement.
4. Comply with all team, school, and school system rules, regulations, and policies.
5. Exhibit appropriate behavior at all team and school-related activities.
6. Attend all team functions unless ill or given prior permission to be absent by the coach. This includes all practices and matches.
7. Respect and comply with decisions made by the coach and athletic department.
8. Respect calls and decisions made by GHSA, PlayVS officials.
9. Display good sportsmanship at all times.
10. Report to the coach any issues or developments that may affect eligibility status.
11. Make all required payments in a timely manner.
12. Treat all SCHS Esports Program equipment and the facilities and equipment of Fayette County Schools with care and respect.

Failure to adhere to and follow the above requirements may result in the following actions:

- Benching or Demotion of the Offending Player
- Removal from Team Activities (Practice, Matches, etc)
- Removal from Esports Program
- Fines levied against the player.

PLEASE CIRCLE ALL ESPORTS YOU WISH TO COMPETE IN.

League of Legends	YES	NO
Rocket League	YES	NO
SMITE: Battleground of the Gods	YES	NO
Madden	YES	NO
FiFa	YES	NO

Player Signature _____ Date _____

Player Name (Printed) _____ Discord Name _____

Player Contact Number _____

Parent Signature _____ Date _____

Parent Name (Printed) _____

Parent Contact Number _____