<p style="text-align:center">**IHSA Esports Advisory Committee Meeting**</p>

<p style="text-align:center">**May 3, 2023**</p>

<p style="text-align:center">**12:30 p.m.**</p>

The IHSA Esports Advisory Committee met on May 3, 2023, in an online setting from various communities across Illinois, beginning at 12:30 p.m. Committee members present were: Patrick Davey, Chicago (Lane); Jeff Pitner, Rockford (Guilford); Jarrod Rackauskas, Normal (Community West); James Keathley, Elgin (H.S.); Amy Whitlock, Oswego (East); and Brock Frazier, Metropolis (Massac Co.). Also in attendance was Dan Le, IHSA Assistant Executive Director, and Dan Truffa, 2023 Esports State Finals Tournament Manager. Absent from the meeting was: Tom Hawkins, Galesburg (H.S.).

TERMS AND CONDITIONS RECOMMENDATIONS

Recommendation #1: Add language regarding forfeiture for not reporting to match when called that is uniform for all game offerings.

VIII. TOURNAMENT RULES, I. Pre-Match Procedures

1. All participants shall report to their competition room at the first call.
2. A second and final call will be made 3 minutes after the first call. Failure to report to the appropriate competition room 5 minutes after the first call will result in forfeiture of the match. Tardiness due to extenuating circumstances may be reviewed by the games committee at the request of the coach. Decisions of the games committee are final.

Rationale: Participants and coaches have access to live tournament brackets and should be aware of when their match is approaching. This procedure will ensure that the tournament continues to progress while also creating a consistent procedure for all games.

Recommendation #2: Add language regarding a defined warm up time for all participants.

VIII. TOURNAMENT RULES, I. Pre-Match Procedures

3. All participants will have up to 5 minutes to warm up for their match. The 5-minute warm up time begins at the first call to report for the match.

Rationale: A defined warm up time will ensure that the tournament progresses at an appropriate pace and is not delayed due to extended warm up time by participants. Starting the warm up time at the first call to report for the match will put the responsibility on the participants to report for their match on time, and the sooner they report, the more warm up time they will have.

Recommendation #3: Add language in the terms and conditions regarding legal controllers and remove the language regarding controllers in each individual set of game rules.

VIII. TOURNAMENT RULES, J. Controllers

Participants may bring their own controllers that are limited to the following:

1. PC Games: First-party and third-party controllers with back paddles.
2. Console Games: First-party and third-party controllers with all extraneous paddles, macro switches, and any other programmable buttons are physically removed. Turbo buttons and functions are not permitted.

Rationale: The rules regarding controllers are written in each individual set of game rules and not using consistent language. Adding this language to the terms and conditions creates consistency for all game offerings and makes the rules easy to locate.

Recommendation #4: Add language regarding bracket assignments.

VIII. TOURNAMENT RULES, K. Tournament Assignments and Seeding

1. Bracket assignments for the first-level tournament in each game of the state series will be a random draw. For individual games, participants from the same school will be assigned to opposite halves of the bracket.
2. If 20% of the participants in a bracket withdraw prior to the start of the first-level tournament, the bracket will be redrawn.
3. Bracket assignments for the state finals will be a random draw with the following parameters:
   a. A sectional champion will not be paired against another sectional champion in the first round.
   b. The two qualifiers from each sectional will be assigned to opposite halves of the bracket.

Rationale: Without a true regular season and with some schools establishing esports teams for the first time, a formal seeding procedure for the first-level tournament of the state series is not applicable yet, but for the state finals, qualifiers can be placed in the bracket according to sectional results. It is recommended to redraw brackets for first-level tournaments of the state series when there are a significant number of withdrawals to maintain equitable competition among the active participants. With the anticipated growth in the number of schools participating in esports, it is possible a regional round could be recommended in the future. Using the term, first-level tournament, allows some flexibility as to which tournament will have assignments that will be randomly drawn.

Recommendation #5: Modify the language that defines a team game, small group game, and individual game and correctly classifies the game offerings.

VII. ADVANCEMENT OF WINNERS, A. Sectional to State Finals

1. Team Game: A team game shall be any game played involving more than ~~three~~ **two** students from one school playing against another school. In team games, the first and second place finishers from each sectional shall advance to the state finals.
2. Individual/Small Group Game: An individual or small group game shall be any game played involving ~~three~~ **two** or less students from one school playing against student(s) from another

school. In individual/small group games, the first and second place finishers from each sectional shall advance to the state finals.

VIII. TOURNAMENT RULES, A. Events

1. Team Game: one team comprising of more than ~~three (3)~~ **two (2)** students.
   a. Mario Kart 8 Deluxe: one four-person team (roster maximum: seven [7])
   b. Super Smash Bros. Crew Battle: one five-person team (roster maximum: nine [9])
   c. **Rocket League: one three-person team (roster maximum: five [5])**
2. Individual Game: two individual entries
   a. ~~NBA2K~~ **Super Smash Bros. Ultimate Singles**
   b. FIFA
3. Small Group Games: a minimum of one entry for each competition offered; additional entries may be allowed based on specific game guidelines developed by the advisory committee.
   a. ~~Rocket League: one three-person team~~
   b. ~~Super Smash Bros: two (2) individual student entries~~

Rationale: Team games require teamwork, strategy, and communication, and Rocket League requires all these team skills. It is recommended to modify the definition of a team game to appropriately classify Rocket League as a team game. Note that approval of this change would result in a plaque being awarded to the winning team at each sectional per the current awards language in the terms and conditions.

ADMINISTRATIVE RECOMMENDATIONS

Recommendation #1: Turn off handball in FIFA.

Rationale: Handballs penalize a player for something that is out of the player's control. Turning off handballs would create a better playing experience and not stop play for something that is out of the player's control.

Recommendation #2: Allow DLC tracks and characters in Mario Kart 8 Deluxe.

Rationale: DLC options are already permitted in Super Smash Bros. Ultimate. Allowing DLC tracks and characters would provide more options for players and more diverse competitions.

Recommendation #3: When there is a disconnection from one or more of the Nintendo Switches in Mario Kart 8 Deluxe in the middle of a race, the following procedures will be used:

a. If 0-1 participants have completed the race, the race will be restarted for all 8 participants using the same parameters and characters.
b. If 2 or more participants have completed the race, the points earned from those who finished the race will be recorded. A new race only involving the participants who did not finish will be created using the same parameters and characters to determine the remaining order of finish.

Rationale: The top 2 finishers in each race earn 10 and 8 points, respectively, which is nearly half of the points awarded (18 out of 39). When 2 or more participants have finished prior to a disconnect, this procedure would honor the points that have been earned by those participants. Since there is not a definitive way to determine the order of finish for the remaining participants when a disconnect occurs, the remaining participants would replay the race to obtain conclusive results.

ITEMS OF DISCUSSION:

1. Committee members shared their feedback on the Esports State Finals and first-time host Evergreen Park Community High School. The staff at EPCHS was commended for their work, and the committee members were very pleased with the awards ceremony. If EPCHS hosts again, all Rocket League games would be streamed in the cafeteria since all other game rooms have a spectator area. Individual monitors would be provided for Super Smash Bros. Crew Battle, and scores would possibly be made more visible for people going in between rooms.
2. The committee reviewed the rules for all game offerings and discussed suggested rule modifications. The modifications that have been recommended are noted in the Administrative Recommendations section. All other suggestions were not recommended by the committee.
3. The committee discussed at length about allowing a universal substitute, in which a student listed on a school's roster could be assigned to any game when an alternate is needed to fill a vacant position. No formal action was taken, and this discussion is to be continued.
4. The committee discussed possibly requiring a co-ed team for a game in the future with the intent of adding more diversity to the population of esports participants. The committee acknowledged that this is a topic can be revisited in the future when more schools establish teams, and more participation data is available.
5. The committee discussed the current requirement of using PS4s instead of PS5s. Discussions included the possibility of still playing PS4 games but allowing them to be played on PS5s. No formal action was taken, but this topic will be revisited next fall.
6. The committee discussed adding games to the IHSA State Series with the feeling that the State Series go at least one more year with the current offerings to obtain more data on participation numbers. It is anticipated that there will be new schools that compete in next year's State Series as well as schools fielding participants in games that they were unable to this year.
7. The committee analyzed this year's State Finals results to see what an overall team championship would have looked like. The committee discussed a couple different scoring models to tabulate team points. No action was taken as more time, data, and potentially more games would need to be considered before proposing team scores and overall champions.
8. The committee discussed options for possible seeding and competitive balance in the future.
9. The committee tabled discussions on the State Finals schedule and a potential Regional or pre-Sectional round of competition.

Next Meeting: August 31, 2023