



2021-22 esports Game Summaries

In accordance with Section 1.450 of the IHSA Constitution, the IHSA Board of Directors has approved the Terms and Conditions governing the 2021-2022 IHSA esports State Series. This document outlines the competitive events; however, it does not replace the Terms and Conditions, which are the rules governing interscholastic esports competition.

Event questions can be directed to the appropriate tournament manager or the IHSA Office.

Event 1 - Rocket League

IHSA Supported Platforms

While Cross-Play is supported, all Sectional Tournaments and the State Finals will be limited to PC only and will require players to have PC Rocket League accounts. Players will log in through their Epic accounts.

Series Length

At both the sectional and state finals tournaments, matches will be conducted in a Best of 3 format until six (6) teams remain in each tournament. Once six (6) teams remain, a Best of 5 format will be used for the remainder of each event.

Definition

Soccer meets driving in Rocket League, a game of rocket-powered acrobatic cars. Two teams of three choose from a variety of high-flying vehicles equipped with huge rocket boosters to score aerial goals and pull-off game-changing saves.

Purpose

Rocket League gives students an opportunity to act as a Small Group "Team" while using and developing communication skills, analyzing gameplay, and formulating strategies. Additionally metacognitive skills and post-game match analysis skills will be developed through the playing of this game.

Private Match settings

- Team 1 and Team 2 will be randomly selected by coin flip
- Team 1 is responsible for creating the lobby, using the Host School Name and the game number on the official tournament bracket Example: Danville game 1
- Game Mode: Soccer
- Arena: DFH Stadium unless both parties agree to a different arena
- Team Size: 3v3
- Bot Difficulty: No Bots

Team Settings

- Primary and accent colors should be set to school colors
- In case of two schools with the same primary colors, "Team 1" will use home colors, and "Team 2" will use the school's secondary color as the "Primary Color" and its primary color as the "Accent Color"
- Players are permitted to enable "force team default colors" in the options
- Teams will use their school name and nickname as their name during play. Example: Danville Vikings

Mutator Settings

- Preset Settings: Custom
- Match Length: 5 minutes
- Max Score: Unlimited
- Overtime: Unlimited
- Series Length: 5 games (7 for Grand Finals)
- Game Speed: Default
- Ball Max Speed: Default
- Ball Type: Default
- Ball Physics: Default
- Ball Size: Default
- Ball Bounciness: Default
- Boost Amount: Default
- Rumble: None
- Boost Strength: 1x
- Gravity: Default
- Demolish: Default
- Respawn Time: 3 seconds

Region

- US-East will be used.

Joinable By

- Name/Password

In the event that an incorrect ruleset is used, the match should be stopped and reset. Previously played stages with incorrect format will not count towards the series.

Customizations

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

Material

Students may bring their own peripherals, limited to officially licensed first-party gamepads, (Xbox, PlayStation, Nintendo), keyboard, mouse, and necessary cable(s). Mouse and Keyboards will be provided at the State Finals. Use of additional tools/programs (including BakkesMod) during matches is prohibited.

Coach Involvement

Coaches are prohibited from communicating with players, whether verbally or nonverbally during match play. Coaches are excluded from the stage while matches are being played.

Best of 5/Best of 7 - Breaks no longer than 10 minutes will occur after every 2 matches, during which time coaches can meet with players to analyze film, discuss, and substitute/coach players.

Event 2 - Super Smash Bros. Ultimate

Definition: Super Smash Bros. Ultimate (SSBU) is an established competitive solo and duo game in which players pick a character and face off in a fighting match. To achieve victory, players must use their character's specific abilities to weaken their opponents and knock them out of the arena.

Purpose: SSBU will provide students from all backgrounds an opportunity to represent their school in competition.

GENERAL TOURNAMENT RULES

- All state series games will be played using the latest SSBU edition on the Nintendo Switch.
- Any character released within fourteen days of the Sectional tournament is prohibited from all state series play.
- The tournament is played with the latest SSBU update.
- The game must be using the current patch and rosters as of the Wednesday before the Sectional tournament, and then again before the Wednesday of the State Final tournament.
- All equipment will be provided by the host, unless otherwise mentioned in this summary.

Super Smash Bros. Ultimate Rules
Singles Match Procedure

IHSA Supported Platforms

Nintendo Switch

Players who do not want to use the standard sideways Joy-Con should bring their own Dual Joy-Con Pro controller or Game Cube Controller with any necessary connectors.

Series Lengths

All games in the state series shall be Best of 5.

Game Lobby

Format: 1-on-1

Players 1 and 2 will be determined by Rock, Paper, Scissors. Both players will stand back to back and throw on three. The players' coaches will determine the winner. The winning player can choose to be Player 1 or Player 2.

Rules:

Style: Stock
Stock: 3
Time Limit: 8 minutes
FS Meter: Off
Damage Handicap: Off
Items: Off and None
Stage Hazards: Off
Launch Rate: 1.0x
Score Display: Off
Show Damage: Yes

Rotation: Host preference
Max Players: 2
Stage: Choice
Spirits: Off
Voice Chat: Off
Song Selection: Default

In the event that an incorrect ruleset is used, the match should be stopped and reset. Previously played stages with incorrect format will not count towards the series.

Character & Stage Selection

1. Player 1 selects their character.
2. Player 2 selects their character.
3. Player 2 selects stage from below.
4. Play game
5. Loser of previous game selects whether or not he/she will select their character for the next game first or second.
6. Characters are then locked in.
7. The winner selects the stage from below.
8. The next game is played.
9. Repeat steps 5-8 until a match winner is determined.

Stages

The following stages are permitted for use in official matches:

- A. Battlefield
- B. Final Destination

No stage variants will be permitted.

Self-Destruct Finishes

In the event a game ends due to a self-destruct move, the results screen will determine the winner of the game.

Sudden Death

In the event the clock runs out and a sudden death is initiated, the player which had the highest number of stocks will be declared the winner of the game. If both players had the same amount of stocks, the player with the lower percentage will be declared the winner of the game. If both players had the same amount of stocks and the same percentage, a tie-breaker game using the following settings will be played:

In the event where both players knock-out at the same time and initiate a sudden death, players will play a tiebreaker game on the same stage with the same characters using the official match format with the following modifications:

Stock: 1
Stock & Time: 3 minutes

Restrictions

DLC Fighters
DLC Fighters released within fourteen days of

the sectional are prohibited from sectional and state championship play.

Characters

No characters are currently prohibited from use in official matches.

Mii Fighters

All Mii fighters are prohibited from use in official matches.

AMIIBO

All amiibo figures are prohibited from use in official matches.

Stages

Any stages not listed previously are prohibited from play in official matches. Alternate forms to the stages previously listed are prohibited from play in official matches.

Names

Player names will consist of [School abbreviation] First Initial. Last Name.
For example: Oswego East High School Andy White = [OEHS] A. White

Stoppage of Play

Players unplugging their controller at any time, accidentally or intentionally, will result in a forfeiture of the series. Any controller malfunctions are the player's responsibility, and as such the IHSA will not force a game/match restart should a player's controller malfunction during a game.

Player Count

Matches are played as 1 versus 1, meaning that one player will participate in the match for either side. No player substitutions may be made at any point during the match.

Duos Match Procedure

IHSA Supported Platforms

Nintendo Switch

Players who do not want to use the standard sideways Joy-Con may bring their own Dual Joy-Con Pro controller or Game Cube Controller with any necessary connectors.

Series Lengths

All state series matches shall be played as a Best of 5.

Game Lobby

Format: 2-on-2

Teams 1 and 2 will be determined by Rock, Paper, Scissors. Each school will designate a player to stand back to back and throw on three. The players' coaches will determine the winner. Winning player can choose to be Team 1 or Team 2.

Rules:

Style: Stock
Stock: 3
Time Limit: 8 minutes
FS Meter: Off
Damage Handicap: Off
Items: Off and None
Stage Hazards: Off
Launch Rate: 1.0x
Score Display: Off
Show Damage: Yes
Rotation: Host preference
Max Players: 2
Stage: Choice
Spirits: Off
Voice Chat: Off
Team Attack/Friendly Fire: On
Song Selection: Default

In the event that an incorrect ruleset is used, the match should be stopped and reset. Previously played stages with incorrect format will not count towards the series.

Character & Stage Selection

1. Team 1 selects their characters.
2. Team 2 selects their characters.
3. Team 2 selects stage from below.
4. Play game
5. Loser of previous game selects whether or not their team will select their characters for the next game first or second.
6. Characters are then locked in.
7. The winner selects the stage from below.
8. The next game is played.
- 9 Repeat steps 5-8 until a match winner is determined.

Stages

The following stages are permitted for use in official matches:

- A. Battlefield
- B. Final Destination

No stage variants will be permitted.

Self-Destruct Finishes

In the event a game ends due to a self-destruct move, the results screen will determine the winner of the game.

Sudden Death

In the event the clock runs out and a sudden death is initiated, the team which had the highest number of stocks will be declared the winner of the game. If both teams had the same amount of stocks, the team with the lower percentage will be declared the winner of the game. If both teams had the same amount of stocks and the same percentage, a tie-breaker game using the following settings will be played:

In the event where both players knock-out at the same time and initiate a sudden death, players will play a tiebreaker game on the same stage with the same characters using the official match format with the following modifications:

Stock: 1
Stock & Time: 3 minutes

Restrictions

DLC Fighters are prohibited from being used in IHSA events for the first two weeks of their release. After the two-week restriction has passed, a DLC Fighter will be allowed to be used in IHSA matches.

Characters

No characters are currently prohibited from use in official matches.

Mii Fighters

All Mii fighters are prohibited from use in official matches.

AMIIBO

All amiibo figures are prohibited from use in official matches.

Stages

Any stages not listed previously are prohibited from play in official matches. Alternate forms to the stages previously listed are prohibited from play in official matches.

Names

Player names will consist of [School abbreviation] First Initial. Last Name.

For example: Oswego East High School Andy White = [OEHS] A. White

Stoppage of Play

Players unplugging their controller at any time, accidentally or intentionally, will result in a forfeiture of the series. Any controller malfunctions are the player's responsibility, and as such the IHSA will not force a game/match restart should a player's controller malfunction during a game.

Player Count

Matches are played as 2 versus 2, meaning that two players will participate in the match for each side. No player substitutions may be made at any point during the match.

Event 3 - NBA 2K

DESCRIPTION

- NBA 2K is a series of basketball sports simulation video games developed and released annually since 1999. The premise of each game in the series is to emulate the sport of basketball, more specifically, the National Basketball Association, and present improvements over the previous installments. The series was originally published by Sega Sports and is now published by 2K Sports.
- This competition will be a 1v1 matchup.
- Schools may enter up to 2 individuals into the sectional tournament.

PURPOSE

NBA 2K offers students a chance to compete in one of the more popular and accessible sports games.

GENERAL TOURNAMENT RULES

- All games will be played using the latest NBA 2K edition. The games in the 2021-22 state series will be played on a PS4 console.
- The console will be selected by the Esports Advisory Committee 1 year prior to the season.
- Only current NBA teams are allowed. Retro, Fantasy and/or All-Star Teams are prohibited.
- All state series tournaments will be played using the latest NBA 2K update.
- The game must be using the current patch and rosters as of Wednesday before Sectional tournaments and the Wednesday before the State Final tournament.
- Players are permitted to change teams during the tournament.
- Players can also change plays and coaches' settings during the tournament.
- A coinflip will determine which player picks his/her team first.
- It is permissible for two competing players to play with the same team in the same game.
 - All equipment will be provided by the host school. Players are allowed to bring and use their own approved controllers.

GAME SETTINGS

- All Settings and Camera Views are DEFAULT. Skill level is HALL OF FAME.
- The length of playing time will be 3 minutes per quarter, except for the Championship Game, which will be 5 minutes per quarter.

- MANUAL OR AUTOMATIC Substitutions, Time Outs, and Late Game Fouling are allowed but must be pre-set before the start of the game.
- No manual substitution can be made via START button. Substitutions are only allowed in-game via D-Pad and during called Time Outs.
- Players can not block their opponent's view.
- Touching the game console is prohibited.
- Only current NBA teams are allowed. Retro, Fantasy and/or All-Star Teams are prohibited.
- Team starting roster adjustments must be made before going into the game.
- No trash talking is allowed and will be subject to penalty determined by the Games Committee.
- Injuries/Player Fatigue will be on.
- If you pause the game using the START button you must burn a timeout as a penalty. If you have no timeouts left, the player will be required to forfeit the game.
- The game may only be paused during a timeout. Pausing the game using the START button in any other manner will result in a player forfeiting the game.
- If the game goes into overtime, the competing individuals will be allowed to compete given the allocated time. The individual with the highest score at the end of overtime wins the game.
- In the event of an extreme scenario that has a big impact on the game like outage of power, accidental unplugging or some other event not in either player's control that would not allow the participants to finish the game, the game will be completely restarted.

COACH INTERACTIONS

- Coaches are not allowed to contact players unless during the following specified times:
 - Before a game begins
 - Halftime
 - After the 4th quarter if Overtime is needed
 - After the match is completed

PENALTY RULES

- If you receive a penalty, you must burn a timeout.
- If you have no timeouts left, you will be required to take a penalty (for offense, out of bounds for defense foul opponent).
- Multiple penalties and potential rule violations will be considered by the Games Committee. If the committee

feels there is a rule violation, the competitor who violated the rule will be disqualified from the tournament.

- Decisions made by the Games Committee with regards to penalties and rule violations are final.

GLITCH RULES

- Should this happen, players must pause the game immediately and call for an IHSA official or tournament host to come and review the play. DO NOT take the liberty of reviewing the play before contacting an IHSA official or tournament host.

CONDUCT

- Players shall refrain from using "in-your-face" foul language. Also, players shall be respectful of all other players. The referee or tournament officials have final say over what is "respectful", and a player may be disqualified from the tournament if he/she does not cooperate.
- No sideline coaching is allowed during actual game play
- If a player is more than 5 minutes late to a game's posted time, he/she will forfeit that game.
- If a player purposely turns off a game while it is in progress, that player will forfeit that game.
- No verbal or physical threats of violence to other tournament participants will be allowed. Any such conduct as determined by the tournament's Games Committee will result in a player's immediate disqualification from the tournament.