

# What exactly is esports?

**ESPORTS STANDS FOR ELECTRONIC SPORTS**, not to be confused with video games, because it's much more than that. What sets it apart is the level of organized competitive gameplay between teams and its own strict set of rules and guidelines.

Esports is about teamwork, communication, strategic thinking and leadership — in all the same ways that traditional sports are and then some. It's time to expand the definition of an athlete.

Today, esports is growing exponentially with **400 million fans** worldwide who repeatedly pack out arenas. A recent survey shows that **72% of American teens** play video games regularly. Currently, there are nearly **200 colleges and universities** offering esports scholarships. Establishing esports in high school enables students to do what they love and provides them with additional opportunities to earn scholastic recognition.



## Benefits of Esports



### Character Development

Students build character and develop discipline, self-esteem, patience and sportsmanship through weekly practice and gameplay.



### Community Building

Students will develop a sense of belonging, meet new friends and have school pride by playing on a team with classmates.



### Teamwork & Leadership

Students will learn how to communicate better and become leaders as they compete and work together as team.



### Strategic Thinking

Students will compete in intense and fast-paced real time strategy games where they will need to quickly problem solve and adapt to win.

# How does the PlayVS league work?

**PLAYVS IS THE OFFICIAL HIGH SCHOOL ESPORTS PLATFORM** that streamlines students' gameplay. They organize, schedule, and manage all of the logistics that go into an esports league.

## League Structure

There will be two seasons each school year, Fall from October to January and Spring from February to May, and a summer league. Regular seasons are played at the regional level, with each state being divided into four conferences, competing for a spot in the playoffs.

During the postseason, the top teams play in a single-elimination bracket until four conference champions are selected. These conference champions then battle in the semi-finals for a spot in the state championship. The final two teams compete to be crowned State Champion.

## Costs

Students pay to participate per season or annually. The participation fee is **\$64/season** or **\$160/annually** for fall, spring and summer.

PlayVS takes on the costs to produce in-person events, such as state championships. Schools and/or districts are required to coordinate and cover student travel and related expenses.



### On Campus

Esports is a new, meaningful way for students to engage in an activity at school. All matches will be held on campus, so no travel is required during the regular season.



### No cuts

There's no limit to how many teams can form at the varsity level, giving all participants the opportunity to compete within the league.



### All Inclusive

Teams can be coed and consist of students across all grade levels. All students can equally participate and demonstrate their leadership skills and game strategies.

## Getting Started

*Quickly build an esports program with PlayVS!*

### 1 Coach

Sign up to become a coach and create a profile for your school on **PlayVS.com**. Loop in your school's IT department to make sure your tech is up to date.

### 2 Onboard

Work with your IT department to update all system requirements accordingly and complete the PlayVS IT checklist. This will ensure your season runs smoothly with no lag.

### 3 Build

Invite students to join squads of five. Each school can have multiple squads, all on one esports team. Start by talking to any clubs with similar interests such as robotics, anime, STEM and gaming.

### 4 Compete

Each team will login to compete with other schools via **PlayVS.com** on campus. No travel required.

### 5 Win

Go all out and play to bring home the state title at the end of season championship with your team. All the glory, no (literal) guts.

# IT Checklist

## Minimum Required Computer Specifications

### If Mac

- OS: OS X 10.8.5 or better
- Processor: 2 GHz processor (supporting SSE2 instruction set or higher)
- Memory: 2 GB RAM (4GB is strongly recommended)
- Graphics: NVIDIA GeForce 8600M GT / ATI Radeon HD 2600 or better, screen resolutions up to 1920x1200
- Storage: 20 GB available disk space

### Software Requirements

- Install specific games
- Peripheral drivers
- Game updates and patching policies
- Recommended: communications client (Discord, Teamspeak, Twitch, etc...)

### Peripherals

We recommend that each player has a:

- Mouse
- Keyboard
- Headset with microphone

### If Windows

- OS: Windows 7 or better
- Processor: 2 GHz processor (supporting SSE2 instruction set or higher)
- Memory: 1 GB RAM (2 GB of RAM for Windows Vista and newer)
- Storage: 20 GB available disk space
- Graphics: Shader version 2.0 capable video card, screen resolutions up to 1920x1200
- Support for DirectX v9.0c or better

### Network Requirements

- Gigabit connection from PC to Internet
- 8Mbps Down / 2Mbps Up available bandwidth per player
- Whitelist game specific public IP and ports in Internet filter/firewall (see Ref. A)
- Provide school's public IP addresses during onboarding process (These will be used by game developers to tag/allow high volume esports specific traffic from high schools.)

**Please note:** these specifications are the bare minimum requirement to run games. If your school is considering purchasing new computers, please reach out to us for recommended specifications that will allow your school to support more demanding games.

# Whitelist

Ref. A: Please have your IT manager whitelist all of the following game specific public IP and ports.

## League of Legends

TCP	2099	prod.na2.lol.riotgames.com
TCP	5222-5223	chat.na2.lol.riotgames.com
UDP	5100-5400	5100-5400 192.64.170.0/24, 192.64.171.0/24, 192.64.172.0/24, 192.64.173.0/24
TCP	8088	spectator.na2.lol.riotgames.com
TCP	443	auth.riotgames.com
TCP	443	lq.na2.lol.riotgames.com
TCP	443	l3cdn.riotgames.com
TCP	443	prod.config.patcher.riotgames.com
TCP	443	us.edge.rms.si.riotgames.com
TCP	443	ekg.riotgames.com
TCP	443	acs.leagueoflegends.com
TCP	443	entitlements.auth.riotgames.com
TCP	443	clubs.leagueoflegends.com
TCP	80, 443	frontpage.na.leagueoflegends.com
TCP	80, 443	lolstatic-a.akamaihd.net
TCP	80, 443	oembed.leagueoflegends.com
TCP	80, 443	am-a.akamaihd.net
TCP	443	matchhistory.na.leagueoflegends.com
TCP	443	plstore.na2.lol.riotgames.com
TCP	443	status.leagueoflegends.com
TCP	443	store.na2.lol.riotgames.com
TCP	443	lolstore-a.akamaihd.net
TCP	443	lolesports.com
TCP	443	riotgamespatcher-a.akamaihd.net
TCP	443	cds.s4a8x2q3.hwcdn.net

## Riot Games

TCP	80, 443	riot.com
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## PlayVS

TCP	80, 443	playvs.com
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