



2023-24 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 2023-2024 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 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: 3 games (5 games beginning when 6 teams remain)
- 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.

Controllers (in accordance with Section VIII-J in the terms and conditions)

Students may bring their own peripherals, limited to first-party and third-party controllers with back paddles. 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.

Breaks: Breaks no longer than 10 minutes will occur after every two (2) matches in any match played in a Best of 5 or greater

format. During breaks, coaches can meet with players to analyze film, discuss, and substitute/coach players.

Event 2 - Super Smash Bros. Ultimate Singles

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 character, Steve (from the Minecraft series), is banned from competition due to an exploitable bug/tech that gives him an unfair competitive advantage against other characters.
- 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.
- 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.

Series Length

- All matches for SSBU Singles shall be Best of 3 format until the quarterfinals (8 remaining teams) when matches shall be Best of 5 format.

Roster

- Up to two players per school - no substitutions.

Singles Game Play

All games will be 1v1. No player substitutions may be made at any point during the match.

The first player to eliminate all stocks from their opponent is considered the game winner.

The first player to win the majority of possible match games is considered the match winner.

Game Rules

Game Settings

- Stock and time are set to 3 stock and 8 minutes
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone

- Items: Off and None
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Mii Fighters: All moveset combinations are legal

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.

Match Procedure: Player, Character, & Stage Selection

Pre-Match Procedure: IHSA SSBU Solo Battle Match Card

1. Record match participants

Match Procedure: Opening Game

2. Perform a double blind character selection
3. Reveal double blind character selection
4. Strike stages as detailed in STAGE STRIKING & SELECTION PROCEDURE
5. Start 1v1

Match Procedure: Subsequent Game

6. Winner of previous game selects character
7. Loser of previous game selects character
8. Strike stages as detailed in STAGE STRIKING & SELECTION PROCEDURE
9. Start 1v1

Post-Match Procedure: IHSA SSBU Solo Battle Match Card

10. Record winner and initial results
11. Winning player turns in completed card

Player & Character Conditions

- Players who use Mii fighter during a game must inform their opponent of their chosen Mii's moveset prior to the game, listed in the format ####. Any combination of moves may be used, but any movesets that any player may want to use during a match must be created before their initial match begins and cannot be changed between games.

Stage Striking & Selection Procedure

Strike: When a team eliminates a possible stage from the prescribed stage list before each game.

Start of Match Stage Selection

1. Player 1 (P1) and 2 (P2) will be determined by Rock, Paper, Scissors. Both players will stand back to back and throw on three. The winning player can choose to be P1 or P2.
2. STARTING STAGE LIST is used.
3. Strike Order: P1-P2-P2-P1
4. Stage selection: After strikes have concluded P2 chooses from remaining stages



During Match Stage Selection

- Player 1 (P1) and 2 (P2) will be determined by the results of the previous game. P1 will be the winner of the previous game and P2 will be the loser of the previous game..
- FULL STAGE LIST is used.
- Strike Order: P1-P1
- Stage selection: After strikes have concluded P2 chooses from remaining stages

Starting Stage List

Battlefield*
Final Destination*
Small battlefield
Pokémon Stadium 2
Hollow bastion

Full Stage List

Battlefield*
Final Destination*
Small battlefield
Pokémon Stadium 2
Hollow bastion
Kalos Pokémon League
Town & City
Smashville

*Battlefield and Omega variations of the stages are allowed when a player chooses either Battlefield or Final Destination respectively. The only exception is stages that force a 2D-flattening (Dream Land GB, Duck Hunt, Flatzone X, Hanebow, Mario Maker, Mute City SNES & Pac-Land).

Coaching Rules

- Coaches are prohibited from coaching players, whether verbally or nonverbally during game play.
- Spectators are prohibited from coaching players, whether verbally or nonverbally during game play.
- Players have up to 2 minutes between games to strategize with coach(es) and/or teammate(s) before play resumes.

Cheering Rules

- Sportsmanlike cheering is encouraged and allowed
- Nondescript statements such as "Let's go!", "you got this!", "bounce back!", or "3-2-1.." are not coaching violations.

Miscellaneous Rules

- 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. The winner does not lose a stock for the self-destruct finish.
- OVERTIME: In the event the clock runs out and an overtime is initiated, the player who has 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

overtime game using the following settings will be played:

Stock: 1
Stock & Time: 3 minutes

- AMIIBO: All amiibo figures are prohibited from use in official matches
- STOPPAGE OF PLAY: Players unplugging their controller at any time, accidentally or intentionally, will result in a forfeiture of the game. 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.

Event 3 - Super Smash Bros. Ultimate Crew Battle

Definition: SSBU Crew Battle is a form of competition between two opposing teams of SSBU players, known generically as "crews." To achieve victory a crew must eliminate all stocks from the opposing crew. Victory will require crews to leverage individual skills, team strategies, effective communication, and game synergies.

Purpose: SSBU Crew Battle gives students an opportunity to participate within a team framework while using and developing communication, analytic, and strategic skills. Additionally metacognitive skills and post-game match analysis skills will be developed through the playing of this game.

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 character, Steve (from the Minecraft series), is banned from competition due to an exploitable bug/tech that gives him an unfair competitive advantage against other characters.
- 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.
- 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.

Series Length

All matches for SSBU Crew Battle will be Best of 1 format.

Roster

- Must have at least five players.
- Can have up to four additional substitute players.

Match Procedure

1. A crew battle is played by elimination.
2. All games will be 1v1.



3. The first player to eliminate their opponent goes up against the next player (aka new challenger) on the opposing team.
4. At the start of the next game, the returning player (aka survivor) must self-destruct (SD) until their starting stocks are equal to the number of stocks they ended the previous game with.
 - a. No damage may be inflicted by either player until the SDs have been completed.
 - b. Players waiting on SDs may not use that time to charge specials or make any other move that will provide advantage.
5. Play resumes when:
 - a. The invincibility wears off on the final entrance of the surviving player
 - I. Players are in original starting position
 - II. "3...2...1...start" cadence is initiated by either player(s), captain(s), or judge
6. The match continues in this pattern until all members of one crew have been eliminated. The surviving player and crew is considered the winner.

Post-Match Procedure: IHSA SSBU Crew Battle Match Card

1. Record winner, results, and initials from both team captains
2. Winning crew turns in completed card

**Each crew will nominate a captain and/or have a coach communicate selections and results*

Player & Character Conditions

- Challengers are not bound to a specific order
- Challengers must pick a character previously not chosen by their team
- Mii fighter and all variations can only be picked once per team per match
- Players who use Mii fighter during a game must inform their opponent of their chosen Mii's moveset prior to the game, listed in the format ####. Any combination of moves may be used, but any movesets that any player may want to use during a match must be created before their initial match begins and cannot be changed between games.

Game Rules

Game Settings

- Stock and time are set to 3 stock and 6 minutes
- Final Smash Meter: Off
- Spirits: Off
- Damage Handicap: Off
- Stage Selection: Anyone
- Items: Off and None
- First to: 1 Win
- Stage Morph: Off
- Stage Hazards: Off
- Launch Rate: 1.0x
- Underdog Boost: Off
- Pausing: Off
- Score Display: Off
- % Show Damage: Yes
- Custom Balance: Off
- Mii Fighters: All moveset combinations are legal

Match Procedure: Player, Character, & Stage Selection

Pre-Match Procedure: IHSA SSBU Crew Battle Match Card

1. Record match participants on match card

Match Procedure: Opening Game

1. Perform a double blind first player and character selection
2. Strike stages as detailed in STAGE STRIKING & SELECTION PROCEDURE section below
3. Reveal double blind first player and character selected
4. Start 1v1

Match Procedure: Subsequent Game

1. Strike stages as detailed in STAGE STRIKING & SELECTION PROCEDURE section below
2. Surviving player selects same character
3. Reveal new challenger and character selected
4. Start 1v1

Stage Striking & Selection Procedure

Strike: When a team eliminates a possible stage from the prescribed stage list before each game.

Start of Match Stage Selection

1. Team 1 (T1) and 2 (T2) will be determined by Rock, Paper, Scissors. Both teams will elect a captain that will stand back to back and throw on three. The captains' coaches will determine the winner. The winning team can choose to be T1 or T2.
2. STARTING STAGE LIST is used at the start of the match.
3. Strike Order: T1-T2-T2-T1
4. Stage selection: After strikes have concluded T2 chooses from remaining stages

During Match Stage Selection

1. Team 1 (T1) and 2 (T2) will be determined by the previous game. T1 will be the surviving player of the previous game and T2 will be the new challenger (entering player).
2. FULL STAGE LIST is used between games of a match.
3. Strike Order: T1-T1
4. Stage selection: After strikes have concluded T2 chooses from remaining stages

STARTING STAGE LIST

Battlefield*
Final Destination*
Small battlefield
Pokémon Stadium 2
Hollow bastion

FULL STAGE LIST

Battlefield*
Final Destination*
Small battlefield
Pokémon Stadium 2



Hollow bastion
Kalos Pokémon Stadium
Town & City
Smashville

* Battlefield and Omega variations of the stages are allowed when a player chooses either Battlefield or Final Destination respectively. The only exception is stages that force a 2D-flattening (Dream Land GB, Duck Hunt, Flatzone X, Hanebow, Mario Maker, Mute City SNES & Pac-Land).

Coaching Rules

- Coaches are prohibited from coaching players, whether verbally or nonverbally during game play.
- Crews are prohibited from coaching players, whether verbally or nonverbally during game play.
- Coaches and crew have up to 2 minutes between games to strategize before play resumes.

Cheering Rules

- Sportsmanlike cheering is encouraged and allowed
- Nondescript statements such as "Let's go!", "you got this!", "bounce back!", or "3-2-1..," are not coaching violations.

Miscellaneous Rules

- 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. The winner does not lose a stock for the self-destruct finish.
- OVERTIME: In the event the clock runs out and an overtime is initiated, the player who has 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 overtime game using the following settings will be played:

Stock: 1

Stock & Time: 3 minutes

- DOUBLE KNOCK-OUT: In the event that both players are knocked-out at the same time the game is over.
 1. Both crews select a new challenger
 2. Use Start of Match Stage Selection to continue play
- AMIIBO: All amiibo figures are prohibited from use in official matches
- STOPPAGE OF PLAY: Players unplugging their controller at any time, accidentally or intentionally, will result in a forfeiture of the game. Any controller malfunctions are the player's responsibility, and as such the IHSAA will not force a game/match restart should a player's controller malfunction during a game.

Event 4 – EA Sports FC

Description

- EA Sports FC is a series of association football (soccer) video games developed and released

annually since 1993. The premise of each game in the series is to emulate the sport of football (soccer), using league and club football (soccer) teams from around the world. The series has been published by EA Sports.

- This competition will be a 1v1 matchup.
- Schools may enter up to 2 individuals into the sectional tournament.

Purpose

EA Sports FC offers students a chance to compete in one of the more popular and accessible sports games.

General Rules

- All games will be played using the latest EA Sports FC edition. The games in the 2023-2024 state series will be played on the PS4 console.
- All state series tournaments will be played using the latest EA Sports FC 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.
- Only current league and club teams are allowed.
- Team starting roster adjustments must be made before going into the game.
- Substitutions are only allowed via Quick Substitutes during stoppages in play.
- Players are permitted to change teams 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.
 - Players are allowed to bring and use their own approved controllers. 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.
- If there is no winner at the end of regulation, the game will continue until a winner is determined.

Game Settings

- The length of playing time will be 6 minutes per half, except for the Championship Game, which will be 8 minutes per half.
- Difficulty level is LEGENDARY.
- All other Settings and Camera Views are outlined below. Any setting not listed below will be set to the DEFAULT game setting.
- NORMAL Game Speed
- DEFAULT Ball
- Quick Substitutes ON
- Competitor Mode: On
- Injuries: On
- Booking: On
- Offsides: On
- Handball: Off
- Net Tension: Default

- Net Shape: Default
- Net Meshing: Default
- Attributes: Default
- Multiplayer Camera: Default
- HUD: Player Name Bar & Indicator
- Player Indicator: Player Name
- Player Indicator Size: Default
- Player Indicator Fade: On
- Hold to Skip: Off
- Time/Score Display: On
- Score Clock Dropdown: On
- Input Overlay: Off
- Commentary Volume: 0
- Trainer: Hide (Off)

- 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.

Event 5 – Mario Kart 8 Deluxe

Description

Mario Kart 8 Deluxe is a racing game developed and published by Nintendo. It retains Mario Kart series game mechanics, where players control Mario franchise characters in kart racing, collecting a variety of items to hinder opponents or gain advantages in the race. Mario Kart 8 introduces anti-gravity driving on walls or ceilings and allows players to bump into each other for a short boost.

Purpose

Mario Kart 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 postgame match analysis skills will be developed through the playing of this game.

Series Length

At both the sectional and state finals tournaments, a series between two (2) schools will consist of 4 races until six (6) teams remain in the tournament. Once six (6) teams remain, there will be six (6) races in a series between two (2) for the remainder of the tournament.

Roster

- Matches are played 4v4, meaning that four (4) players will participate in the game for each team.
- Teams may roster up to seven (7) players and substitute after each round of a tournament.
- Substitutions may only be made after each round of the tournament. No substitutions will be allowed in the middle of a 4- game or 6-game race series.
- Each team should designate a captain. The captain's responsibilities will be to relay course selection to the other team and keep score on a scorecard after every race. Captains from both teams verify scores during the series and will initial the scorecard at the end of each series.

General Rules

- Players' names must be appropriate for public viewing.
- After each race of the series, scores must be recorded on the match scorecard.
- At the end of each series, captains must verify scores on the match scorecard and initial the scorecard before submitting the scorecard to the tournament official.

Conduct

- Players shall refrain from using "in-your-face" foul language and "trash talking." Players shall be respectful of all other players. Tournament officials have final discretion over what is "respectful", and a player may be disqualified from the tournament if he/she does not cooperate or may be subject to penalty determined by the Games Committee.
- 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.
- Players can not block their opponent's view.
- Touching the game console is prohibited.
- The game may only be paused upon agreement from both players to call for a tournament official. Pausing the game in the middle of gameplay in any other manner will result in that player forfeiting the game.
- 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.
- 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.

Coach Interactions

- Coaches are not allowed to contact players unless during the following specified times:
 - Before a game begins
 - Halftime
 - After the 2nd half if extra time is needed
 - After the match is completed

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.



Set Up

The 4v4 format will require four Nintendo Switch consoles, four monitors, and four copies of the game for each series. Two (2) players from the same team will play on one of the four Nintendo Switch consoles.

Match Settings

- Mode - Team VS Race
- Class - 150cc
- Teams - On
- Items - Normal
- CPU - Off
- Grand Prix - 4 Races (6 Races when 6 teams remain)
- Smart Steering - Off
- Auto-accelerate - Off
- Motion Controls - Player Choice

Customizations

- You may use any characters (including Miis and DLCs) and vehicle parts that are not currently disabled for official matches.

Courses

- DLC tracks are permitted.
- The first track for all series is Mt. Wario (Star Cup).
- If there is a tie after a full series, the tiebreaker track will be Rainbow Road (Special Cup).
- Tracks cannot be repeated in a series.

Character and Track Selection

1. Each player selects their character and kart modifications.
2. The first track is Mt. Wario (Star Cup).
3. The team with fewer total points after the race will select the next track.
 - a. Mt. Wario (Star Cup) and Rainbow Road (Special Cup) may not be selected since they are reserved for the opening track and tiebreaker.
4. Every player will select the chosen track, and captains will select last.
 - a. Each captain should ensure that every player has chosen the correct track.
5. Record scores after each race on the match scorecard.
6. Characters and kart modification will be locked for the duration of a series but can be changed between rounds of the tournament.
7. Repeat steps 3-4 until a game winner is determined.
8. If the wrong course is selected, the lobby will have to be remade, and the previous scores will still be counted towards the race series total.

Controllers

- 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.
- A single Joycon will be provided.

- Dual Joycon will not operate under wireless play due to software limitations.
- Wireless controllers are allowed (Joy Cons, Pro Controllers, etc).

(Note: Make sure you disconnect your wireless controller after every set to prevent interference for other players).

Coaching

- Coaches are not allowed to contact players unless during the specified times:
 - Before a race
 - Between races
 - After a race

Penalty Rules

- If an incorrect race is selected by a team, a warning will be issued.
- A second infraction results in a disqualification of the player's team.

Wireless Play Disconnection

When there is a disconnection from one or more of the Nintendo Switches before all participants in a race have finished, the following procedures will be used:

- If 1 or less participants have completed the race, the race will be restarted for all 8 participants using the same parameters and characters.
- 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 at the time of the disconnect will be created using the same parameters and characters to determine the remaining order of finish.