

What is esports?

ESPORTS STANDS FOR ELECTRONIC SPORTS Esports requires a tremendous amount of critical thinking, communication, collaboration, and creativity from players to achieve and sustain success.



Esports takes video gaming to another level with organized competitive gameplay between two teams, governed by its own strict set of rules and guidelines. The difference is comparable to a pick-up basketball game at a park versus a varsity high school basketball game.

Today, esports is growing exponentially with over 400 million fans worldwide who repeatedly sell out arenas. Currently, there are more than **200 colleges and universities** offering almost **15 million dollars in scholarships**. Establishing esports in high school enables students to do what they love and provides them with additional opportunities to earn recognition.

Benefits of Esports

Character Development



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

Increase Participation



Esports are co-ed, inclusive, and engage students who might not otherwise participate in school athletics or activities.

STEM Engagement



Esports players are often interested in STEM classes and programs. A high percentage of collegiate esports players select STEM majors.

College Scholarships



More than 200 colleges and universities offer esports scholarships and are actively recruiting players for esports programs.

“Esports brings out a **new type of competition** in the school system that has never been introduced before. Some students who wouldn't ever want to participate in a sport now have the opportunity to do so while representing their school and building a community on campus.”

Coach Dan Ungar,
Weston High School, CT

How does PlayVS work?

PLAYVS IS THE OFFICIAL HIGH SCHOOL ESPORTS PLATFORM We provide a robust online platform that enables schools to easily build and manage teams, check schedules, and track stats, all with real-time support.

League Structure

There will be two seasons each school year:

Fall - October to January

Spring - February to May

Matches are played on a weekly basis and consist of a set number of games.

League of Legends - Tuesdays

Two consecutive games (best-of-two)

SMITE - Thursdays

Two consecutive games (best-of-two)

Rocket League - Thursdays

Up to five consecutive games (best-of-five)

Fall 2019 Schedule

Each season is divided into 3 different phases.

Pre-Season Practice on the PlayVS platform.

Week 0: 10/14/2019

Regular Season Each team's record determines the standings for entering the Playoffs Season.

Week 1: 10/21/2019 Week 5: 11/18/2019

Week 2: 10/28/2019 Week 6: 12/2/2019

Week 3: 11/4/2019 Week 7: 12/9/2019

Week 4: 11/11/2019 Week 8: 12/16/2019

Playoffs Season The top teams play in a single-elimination bracket until the finalists are determined.

Playoffs: January 2020

Championships: TBD

Get Started

Quickly build an esports program by signing up on PlayVS.com.

1 Campus Interest Meeting

Host an interest meeting on campus to get student sign-ups for each of the games and build out your esports program.

2 Find a Coach

Schools approve the program and select coaches. IT administrators ensure your tech is secure and prepared for gameplay.

3 Build a Team

Coaches build multiple teams that all represent the same school. There are no cuts and teams are co-ed. We recommend at least 15 students for a well-rounded program.

4 Compete Together

Each team will play on campus and compete online with other schools in the state. No travel required.

5 Win a Championship

Build on your success throughout the regular season to make the playoffs and land on top!

"The kids that are participating here have **dramatically pulled up their grades** to be eligible. It gives this small group **a reason to come to school.**"

Coach Catherine Turner
Lafayette High School, GA