



**2025
POLICY AND PROCEDURES
FOR
ESPORTS; ROCKET LEAGUE**



NHIAA Esports Committee

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POINTS OF EMPHASIS

Please note the points of emphasis do not include all changes to the Policy and Procedures Manual. Please review the manual carefully. New policies or changes will be shaded.

Player Conduct

To compete in the tournament, all players must comply with the rules put in place. If there are any violations reported or noticed by any staff members, players, or coaches, there will be serious consequences. Consequences for violations will be found in the “Rule Penalties” section of the rulebook.

Sportsmanship

The use of profane or discriminatory language towards other players, coaches, teams, or other personnel while on stream or during a match is strictly prohibited in the league. We will not tolerate any player discriminating against another player in our leagues and tournaments. In this time of racial and social injustice, we want our athletes, coaches, and teams to feel welcome and accepted under all of our platforms.

Cheating

In Smash Ultimate, there can be many different ways to cheat or fix a match. Cheating in any sort of way is unacceptable and will not be tolerated under any circumstances. Some examples of cheating are exploiting, hacking, ringing, and using cheating software. If found guilty of any act of cheating to gain an advantage over the opponent, there will be an automatic loss of game and potential for a suspension or ban from competition. Definitions of cheating techniques are below:

- **Exploiting** - using any known in-game bug to seek an advantage. Exploiting includes, but is not limited to: freezing, chain grabbing past 300%, using uninterruptible moves past 300%, characters reaching unintended or unreachable positions on the stage, etc.
- **Hacking** - any sort of modification of the game client or equipment by any player, team or person acting on behalf of a player or a team to give the team/player an unfair advantage.
- **Cheating Device** - using any kind of cheating device and/or cheat program that gives you a competitive advantage such as controllers with post-manufacture programmable features or controllers with the ability to host macros.
- **Intentional Disconnection** - If at any time during the match one or more players purposefully disconnects from the game without consent from other parties, also known as “rage quitting.”
- **Collusion** - Any agreement among two or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
 Soft play - Any agreement among two or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game
 Sending or receiving signals, electronic or otherwise, from a confederate to/from a player
 Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so

Player Behavior

We expect athletes to represent themselves in a respectful manner at all times. We expect all players to behave in a proper manner during matches, streams, and during any and all other events. With that being said, any disruptive or abusive behavior while on stream will not be tolerated at any point. No obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive and objectionable comments will be allowed on stream, in the area of play, or across any social media platforms.

In-game actions such as taunting (with the exception of the game-start taunt), crouch spamming, etc. and banter or playful trash talk is permitted only as long as both teams consent to it. If at any point a team or player expresses negative feedback to such behavior, it must stop or the offending player/team will face repercussions. To avoid issues, as a rule of thumb- if you don't know that the other team is okay with such behavior, don't do it.

Disruptive Behavior

A player or coach may not make any sort of action, gesture, or any other sort of intimidating behavior directed at another player, fan, or official at any time. This behavior will not be tolerated.

Abusive Behavior

Abuse of any player, coach, staff, or audience is prohibited and will not be taken lightly. Also, violations that are recurring, including but not limited to touching another player's computer, body or property, will result in penalties. All players, officials, coaches, etc. will treat all individuals with respect.

Coaching

Coaching is defined as any attempt to give instruction or advice to a player during a game from any source (coaches or teammates). Coaching is not permitted during a game, the host/game director reserves the right to judge what is "coaching" and the severity of the violation. Teams may request up to 5 minutes in between games in a series, which is the only time coaching is allowed once the series has begun.

The penalties for coaching violations are outlined below:

1st offense (minor) - Warnings issued to the player and the coach. This warning persists through the season in which it is issued.

2nd offense (major) - Player receives a game loss

3rd offense (severe) - Player and coach are disqualified from competition.

NOTE: Cheering vs Coaching

Nondescript statements such as "Let's go!", "Come on!", "You've got this!" constitute cheering and are not coaching violations.

Regular Season Competition:

A. Schools may compete in Esports in one or many of the following manners during the regular season:

- Intraschool
- Interschool
- Remote
- In-Person
- With outside platforms that sponsor Esports (i.e. PlayVS, Uptime Academy, HSEL, EGF, etc.)

NOTE: There is no minimum or maximum number of games that a team must compete in to qualify for the tournament.

Tournament:

- A. The NHIAA will sponsor Esports tournaments in the titles of Rocket League and Super Smash Bros. Ultimate in.
- B. Any school that is registered for Esports through the NHIAA will have the opportunity to submit a team to participate in one or both tournaments.
- C. Tournaments will be held in a qualifier → championship manner as standings will not be kept for the regular season.

Rocket League

I. Divisional Alignment

Rocket League shall be aligned into one coed division

Rocket League - One Division - 17 Schools (Alpha Order)			
Alvirne	Farmington	Man. Memorial	Plymouth
Bedford	Goffstown	Milford	Raymond
Berlin	Inter-Lakes	Moultonborough	Salem
Bow	Londonderry	Pembroke	Timberlane
Coe-Brown			

II. Regular Season

A. Dates:

Rocket League will be offered in the fall season. The corresponding dates are as follows:

<u>Sport</u>	<u>First Practice</u>	<u>First Contest</u>	<u>Last Date to Schedule</u>	<u>Last Date to Play</u>
Rocket League	8/18/25	8/18/25	11/24/25	11/24/25

B. Roster:

During the regular season, there is no limit to the number of athletes that can compete in a school's program. Schools must submit a roster in accordance with By-Law Article XIX: Esports in order to participate in the post season tournaments.

C. Game Format (Regular Season and Tournament):

Definition of Common Terms

Game: A single game in a series

Series/Match: Synonymous terms for a set of games played by two teams.

Bo5: A series consisting of up to 5 games, where the first team to win the majority of games (3 games) wins the series.

Round Robin: A round in which teams will play one match against each opponent in their group.

Single Elimination: Match losses result in the team no longer moving forward in the tournament.

a. Lobby Creation

Game lobbies will be created by the designated captain of the "Home" team. They should follow the rules stated in the "Game Settings" section below. Once a lobby has been created, the lobby owner will provide the opposing team with the lobby name and password for connection. Any issues with lobby creation should be brought to a tournament administrator for resolution.

b. Game Settings

Default Arena: DFH Stadium

Team Size: 3v3 unless otherwise specified per event

Bot Difficulty: No Bots

Mutators: None

Match Time: 5 Minutes

Platform: All Platforms

c. Technology Pauses

Players may take one (1) tech pause during a game to address technology issues. This pause will only be resumed by the host school/game director after confirming that both teams are ready. If a technology issue persists, it is the responsibility of the tournament administrator to determine severity and further steps/rulings.

III. Tournament

A. Tournament Dates:

- **Qualifying/Finals** will be held on December 13, 2025 at Southern New Hampshire University

B. Entries:

- a. Participation: Only individuals from NHIAA Member Schools may participate in the tournament.
- b. Tournament Rosters: All participating member schools must submit rosters in accordance with By-Law Article XIX: Esports to the NHIAA by November 17, 2025. Roster forms can be accessed under AD forms on the NHIAA Administrative website.
- c. Roster Changes: Any changes to a roster must be in accordance with By-Law Article I, Sect. 11: Tournament Rosters.
- d. Eligibility: All participants must meet all requirements found in NHIAA By-Law Article II, Eligibility, as in any sport. This includes having a physical examination as required by the NHIAA or the local district; whichever is most stringent.

IV. Withdrawal Procedures

If a school submits a roster and for any reason cannot compete in the tournament, they must immediately notify the NHIAA and advise of their intentions.

V. Tournament Structure and Schedule

The committee will develop a round robin pool in which all teams competing will play a set number of matches the morning of the tournament. The records from these round robin pools will be used to populate a single elimination tournament bracket.