

BY-LAW ARTICLE XIX

Esports

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Sect. 1: Esports shall be administered by the NHIAA Esports Committee.

Sect. 2: Participation

Only individuals from NHIAA Member Schools may participate in the tournament.

Sect. 3: General Esports Information for Schools:

- A. Schools may compete in Esports in one or many of the following manners:
 - Intraschool
 - Interschool
 - Remote
 - In-Person
 - With outside platforms that sponsor Esports (i.e. PlayVS, Uptime Academy, HSEL, etc.)
- B. Schools may participate in Esports utilizing any equipment they deem appropriate for the regular season. With regards to NHIAA tournaments, the following equipment will be utilized:
 - Rocket League – PC
 - Super Smash Bros. Ultimate – Nintendo Switch
- C. Refer to the Esports Policy and Procedures Manual for additional information.

Sect. 4: Divisional Alignment

Please see the Esports Policy and Procedure Manuals for further information on Divisional Alignments.

Sect. 5: Tournament Roster

Schools may enter one (1) team into a tournament:

- A. **Rocket League:** Each school will be allowed to submit up to four (4) players in uniform and two (2) coaches.
- B. **Super Smash Bros. Ultimate:** Each school will be allowed to submit up to six (6) players in uniform and two (2) coaches.

Sect. 6. Tournament Format/Selection

NHIAA Tournaments will be held in a qualifier/championship manner. Schools will be permitted to enter one team into the qualifier tournament for whichever Esports Title/Game that they register for. Based on results from the qualifying tournament, a determined number of teams will move on to the championship. At the discretion of the Esports Committee, the format of the tournament could be altered pending the number of teams participating.

Sect. 7: Awards

Official NHIAA championship and runner-up plaques, in addition to medals will be awarded to the respective champion and runner-up teams in each tournament:

- A. **Rocket League:** Six (6) medals
- B. **Super Smash Bros. Ultimate:** Eight (8) medals