

# 2024 NMAA Esports Season - District Finish / State Bracket Info

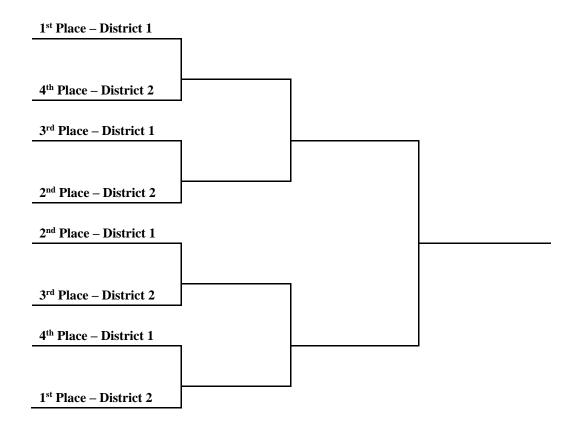
In team titles, schools will qualify for the postseason based on district finish. Final district standings will be based on overall record (Match Wins/Losses). Ties in overall record will be broken as follows:

- 1) Head-to-Head Match Results
- 2) District Record (Match Wins/Losses versus District Opponents Only)
- 3) Games Won (%)
  \*Note that in Sumer Smash Bros., Sets Won (%) will be used first, then Games Won if needed
- 4) PlayVS Score
- 5) Coin Flip

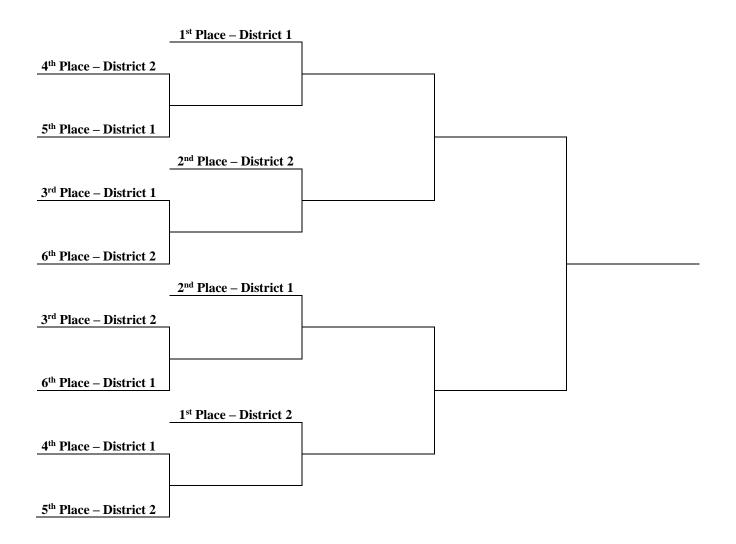
The initial round of each state tournament for team titles will be pre-determined based on district finish. The format/breakdown for all brackets is as follows:

#### 8-Team Bracket – Pre-Determined Matchups Based on District Finish

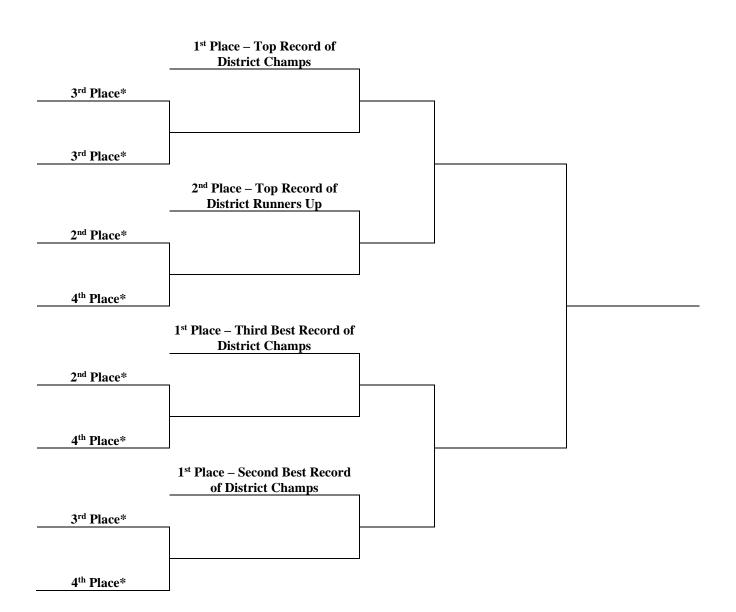
- Hearthstone (A-4A, 5A)
- League of Legends (5A)
- Rocket League (A-2A, 3A, 4A)
- Mario Kart (3A, 4A)
- Splatoon 3 (5A)



- Rocket League (5A)
- Super Smash Brothers (3A, 4A)



• League of Legends (A-4A)



<sup>\*</sup>These matchups will be determined based on the district that the teams receiving 1st Round Byes are from

# 12-Team Bracket – Seeded Based on Final Overall Standings

• NBA 2K (A-3A)



• Super Smash Brothers (A-2A)



• Mario Kart 8 (A-2A, 5A)



- Super Smash Brothers (5A)
- Splatoon 3 (A-4A)



<sup>\*</sup>Wild Card – best record from 6<sup>th</sup> place district finishers

### 16-Team Bracket - Seeded Based on Final Overall Standings

- NBA 2K (4A-5A)
- Madden NFL 24 (A-3A, 4A-5A)

