

Esports registration now available through PlayVS!

Esports registration is now open for all NMAA member schools for this upcoming Spring 2019 through the PlayVS platform. Schools will be able to participate in three different games: Rocket League, SMITE and League of Legends.

To start an Esports program at your school, visit PlayVS.com to create an account. You'll be able to assign an Esports coach and invite students to join. Once the season begins, students just login to PlayVS on campus to play.

[GET STARTED AT PLAYVS.COM](http://PLAYVS.COM)

The deadline to register your school for this upcoming season is February 8th.

SPRING SEASON 2019 STRUCTURE

- Practice begins February 11th (scrimmages versus other schools will also be available on select days while practice is open)
- The regular season will run from February 25th - April 19th.
- Matches will be played at 4:00pm on the following days for each league:
Tuesdays: League of Legends - Two consecutive games against a single opponent
Wednesdays: SMITE - Two consecutive games against a single opponent
Thursdays: Rocket League - Best of five match against a single opponent
- Playoffs will take place the week of April 22nd. Only the top 8 teams in each game will make it through. Only one team from each school per game will be eligible to compete in the playoffs.
- Championships will take place on April 27th, online.

GENERAL GUIDELINES

- Each school is required to have an Esports coach who is onsite for all matches. Activity Sponsors/Coaches must be employed by the school OR have a contractual relationship with the school.
- Each League of Legends and SMITE team consists of 5 starting players. Rocket League teams consists of 3 starting players. We recommend having at least two substitutes for each game. Each school is able to build as many teams as they'd like across every game title.
- Each student needs the following: one computer/laptop and one set of peripherals (mouse, keyboard, headset). Students can use their own, or schools could provide. Jerseys are optional.
- The participation fee for each student is \$64/season, which can be paid by students, sponsors, or directly covered by the school.

FULL SERVICE

PlayVS provides onboarding and IT support, player and team management, schedules, stats and gameday support all on one platform. [Learn more and get started at PlayVS.](#)

If you have any questions regarding PlayVS, Esports, and their leagues, please feel free to reach out to support@playvs.com.