
8.3 ESPORTS

8.3.1 Sportsmanship / Compete with Class

“Compete with Class” is a New Mexico sportsmanship program designed to help better understand the true value of interscholastic athletics and activities – to educate and prepare our youth for the future.

The NMAA defines sportsmanship as, “the act of treating others in a respectful manner; taking personal accountability for one’s actions and responding with integrity while engaged in competition” and is rooted in three core values: Respect, Integrity and Responsibility.

Esports players and coaches will be held to these high standards, in addition to the codes of conduct and rules as set by game publishers and the NMAA’s Esports provider.

Violations to any of these policies shall result in sanctions as determined by the NMAA Executive Director. Sanctions may include, but are not limited to, warnings, probation, suspensions, forfeitures, and/or fines.

A. Examples of Unsportsmanlike Actions

1. **Smurf Account:** Slang term used in online video games, wherein a fake account or profile is created by an experienced player to pose as an inexperienced one in order to gain an advantage. All players must use their highest level account when registering with PlayVS and when playing in any NMAA sanctioned Esports match. Potential violations should be reported to the NMAA.
2. **Playing Under Another Student’s Account:** Player A is listed as a starter or substitute for a given match. Another individual then plays the match under this account. This is a form of deception and potential violations should be reported to the NMAA.

8.3.2 Scholastic Eligibility

All Esport Students must adhere to the same scholastic requirements set forth by the NMAA in Sections 6.2 and 8.1.1.

8.3.3 General Rules/Policies

- A. **Approved Games** – The NMAA has sole authority to select which games will be offered and can amend this list at any time. No restricted categories, as defined as “ESRB M (Mature)” or above shall be used, marketed, and/or promoted by the NMAA nor its member schools.

**Note – For a complete list of approved games, see Section 8.3.5*

- B. **Esports Management Platform** – The NMAA has sole authority to determine the entity that will serve as the official Esports provider/platform for its official championship season and any other sanctioned events.

Q1: *Can schools play on platforms outside of the NMAA’s official Esports provider?*

A1: *Yes, but these matches/events would not be sanctioned and thus not under the NMAA Esports umbrella.*

C. Participation and Fees

1. **School Teams** – Member schools may have one varsity team for each game. They may also have an unlimited number of sub-varsity teams that can participate in regular season matches but are not eligible for the state playoffs.
2. **Declaration Date** – In order to be eligible to participate in the NMAA’s championship season (Spring semester), schools must declare their intentions by the Friday of Week #25.

3. **Rosters** – School rosters for varsity teams will be dependent on the game and will allow for starters and substitutes. Students can be moved from varsity and sub-varsity teams throughout each season but rosters for varsity matches must be set in accordance with platform provider guidelines.
 4. **Students / Multiple Games** – Although it is strongly encouraged that schools limit each student to participation in one game, a student may participate in multiple games if this helps fill a team due to limited numbers within a school’s program.
 5. **Fees** – Schools will not be charged fees to participate in the activity of Esports. Students will be charged a participation fee to access the platform created and maintained by the NMAA’s official Esports provider. These fees will be determined prior to the start of each school year.
- D. NMAA Coach/Sponsor Clinic** – The head coach/sponsor from each Esports school must complete the NMAA Rules Clinic. This will be offered online prior to the start of each championship season. Failure to comply shall result in a \$100 fine to the school.
- E. Classifications** – There are two classifications: A-4A and 5A.
- F. Official Season** – Although a Fall exhibition season may be offered by the NMAA, the official championship season will take place during the Spring semester.
1. **Start Date** – Practice and scrimmages may begin the Monday of Week #28. The season ends when a school is eliminated from or does not qualify for the postseason.
 2. **Schedule / Matches** – Each school will play 13 matches at the Varsity level, beginning in Week #30. One match will be played each week during the regular season (unless reschedules require more than more than to be played during a week). Sub-varsity programs will play a maximum of 13 matches. The NMAA will work with its Esports provider to create a full schedule prior to the season. Matches will be scheduled at random with priority set for schools to compete within their own classification (if total school participants allow for this).

The NMAA’s Esports provider will determine the format for each match, based on the game title being played (i.e. three games within each match, five games within each match, etc.).
 3. **Reschedules / Forfeits** – Schools will follow the rescheduling and forfeit policies established by the NMAA’s Esports provider. During extraordinary circumstances, the NMAA will work with its Esports provider and impacted schools to determine final rulings.

8.3.4 State Championship Information

- A. Dates:** Week #43 and #44
- B. Format**
1. **Classifications** – Two: A-4A and 5A.
 2. **Varsity Competition** – Schools may have only one team designated as its Varsity program within each game title. Only the declared Varsity program is eligible for the postseason.
 3. **Determination of Champions by Class** – There will be two Esports state champion schools: one in Class A-4A and one in Class 5A. The champion will be determined by participation and success in each game title offered by the NMAA. Points will be awarded based on participation, regular season finish, and state tournament finish within

each game title. Point distribution will be determined based on the number of participants in each game title/classification and set at the start of each season.

4. **Brackets** – Each game title will have a separate state tournament bracket for all classifications. Qualifiers will be determined by the NMAA’s Esports provider and will be based on final regular season standings. The bracket size will be determined by the number of schools participating in each game title/classification as follows:

< 10 schools – 4 qualifiers
10-19 schools – 8 qualifiers
> 20 schools – 16 qualifiers

5. **Single Elimination** – The state tournament will be single elimination. Exact game format will be determined by the NMAA’s Esports provider based on each game title. This format may be different than that used during the regular season.
6. **Trophies / Medals** – The NMAA will award State Championship trophies to the top three (3) teams in each classification (State Champion, State Runner-Up, State Third Place). The state champions will also receive team medals.

Participants from the top four (4) schools in each game title will receive individual medals, which reflect their school’s finish during the state tournament.

8.3.5 Game Titles / Other Rules

- A. Only the following games have been approved by the NMAA as sanctioned Esports titles:

1. League of Legends
2. Rocket League
3. SMITE

- B. **Game Specific Information**

Complete rules/regulations for gameplay will be determined by the NMAA’s Esports provider, in conjunction with the game publisher for each title. These will be made available through the NMAA website.

**NOTE – Additional rules/policies adopted by the NMAA will supersede those set by the Esports provider and/or game publisher.*

1. **League of Legends**

- a. Roster Size – Five (5) starters and up to two (2) substitutes.
- b. Roles – All players must be in their appropriate roles according to pick order: Top, Jungle, Mid, ADC, Support. If a player is selected as a Mid-role, they must log into the game in the appropriate pick order. For example: If a player is first pick (Top) and selects a Mid-role and plays that Mid-role, he/she is using deception to gain advantage. Players may pick a character for another role and swap characters, but if they are designated as a Top role, they must play that role. If a player wishes to move roles and move from Top to Mid for better match-ups, the opposing coach must be notified immediately before the match and a minimum of 15 minutes of extra time is given to that coach to allow for research if requested.

2. **Rocket League**

- a. Roster Size – Three (3) starters and up to two (2) substitutes.

3. **SMITE**

- a. Roster Size – Five (5) starters and up to two (2) substitutes.

- b. Roles – All players must be in their appropriate roles according to pick order: Solo, Jungle, Mid, ADC, Support. If a player is selected as a Mid-role, he/she must log into the game in the appropriate pick order. For example: If a player is first pick (Solo) and selects a Mid-role and plays that Mid-role, he/she is using deception to gain an advantage. Players may pick a character for another role and swap characters, but if they are designated as a Solo role, they must play that role. If a player wishes to move roles and move from Solo to Mid for better match-ups, the opposing coach must be notified immediately before the match and a minimum of 15 minutes of extra time is given to that coach to allow for research if requested.

C. Other Rules

1. **Rosters / Line-ups:** Rosters and line-ups for each match must be finalized a minimum of 30-minutes prior to the start of each match. Any changes made after this deadline must be communicated directly to the opposing coach, who can then request a delay (maximum 15-minutes) to the start of the match to allow for research/preparation.

8.3.6 Other Resources

**Please click on the text/link to access each of the below resources.*

A. General Guides

1. [Coach Code of Conduct](#)
2. [Player Code of Conduct](#)
3. [Forfeiture Guide](#)
4. [Substitution Guide](#)

B. Game Title Rule Books

1. [League of Legends](#)
2. [Rocket League](#)
3. [SMITE](#)