

SECTION VIII

ACTIVITIES/ACADEMIC/NON-COMPETITIVE SPIRIT

8.1 ACTIVITIES

8.1.1 Interscholastic Eligibility: Scholastic Requirements (See 6.2.1 of NMAA Handbook)

A. Academic Eligibility – **SEE COVID-19 ADDENDUM FOR CHANGES**

1. A Student shall have a 2.0 grade point average with no F's, based on a 4.0 grading scale, or its equivalent, for the semester grading period immediately preceding participation. For students not eligible at the semester, the next six or nine week grading period can be used to regain eligibility. Grades earned during a summer session must be placed on a student's transcript by the school registrar prior to the first day of the Fall semester in order for the course to be utilized for eligibility purposes.
 - a. All class work counted for eligibility must be acceptable for graduation.
 - b. The GPA is based on a 4.0 scale with an allowance for consideration of honors points.
 - c. Cumulative provision
 1. A student who is ineligible at the end of a semester may utilize the cumulative provision.
 2. Only semester grades can be used, and all semester grades starting with the 9th grade year must be utilized. (The cumulative provision cannot be used for 9th or middle school/junior high Students.)
 3. The cumulative provision may not be applied if a Student has more than one "F" in the semester grading period immediately preceding participation.
 4. A student must have passed a minimum of 51% of coursework taken by a full-time student in the semester grading period immediately preceding participation to take advantage of the cumulative provision option.
 - d. Stricter guidelines may be imposed by the school/district.
2. A Student must be enrolled in at least 51% of the member school's regular class schedule in courses that will be counted towards his/her graduation and in regular attendance during the current as well as the previous semester.
3. Pursuant to New Mexico State Statute 22-12-2.1, the Local School District is required to enforce that students shall not be absent from school for extracurricular activities in excess of fifteen days per semester, and no class shall be missed in excess of fifteen times per semester for interscholastic extracurricular activities. The secretary may issue a waiver relating to the number of absences for participation in any state or national competition that is not an interscholastic extracurricular activity.
4. Prior to participation in a state conference or competition, the activity/sponsor/coach must submit a completed and signed NMAA Verification of Eligibility form attached to a list of participating students to the NMAA office. This form may be found on the

NMAA website at www.nmact.org. The link for submitting this information is located on the Activities page of the NMAA website.

8.1.2 Extracurricular Activities

Extracurricular activities are school sponsored activities not required by law or the Educational Standards for New Mexico Schools which have practice, meetings, events, performances, or interscholastic competition. Implementation of the Public School Reform Act precludes using school time for practice, meetings, and events.

Extracurricular activities provide worthwhile contributions to student growth and development. While these activities may have an indirect relation to the school's curriculum, extracurricular activities do not include direct instruction of the state-required student competencies established in Educational Standards for New Mexico Schools.

All participants (administrators, coaches, student participants, officials, parents, fans, etc.) are expected to: a) conduct themselves in a manner which reflects the NMAA Sportsmanship Initiative – “Compete with Class” core values (Respect, Integrity and Responsibility) and b) hold themselves and other participants accountable for actions that do not reflect those core values. (See 1.7)

GPA and attendance requirements of the Public School Code apply for all extracurricular activities. (See 8.1.1)

Note: In addition to scholastic and attendance requirements, **bowling** participants must meet residential requirements as defined in Section VI of the NMAA Bylaws.

Q1: A Student is a member of a school's concert band. The school will be participating in the State Concert Band Contest. The Student has not met the minimum 2.0 or Cumulative GPA requirements for the previous grading period. Is the Student eligible to participate in the Contest?

A1: Since GPA and attendance requirements of the Public School Code apply for all extracurricular contests, the Student would be ineligible to participate.

8.1.3 Physicals/Insurance/Catastrophic Insurance Requirements

Bowling, JROTC and **Powerlifting** participants must maintain an annual physical that is kept on file with the local school (Please see 6.15 for specific guidelines). Bowling, JROTC and **Powerlifting** participants must also have insurance coverage on file with the school as specified in 6.16.

8.1.4 Emergency Equipment and Planning

State Championship venues for Bowling, JROTC and **Powerlifting** must have a venue-specific Emergency Action Plan (EAP) and be equipped with an accessible Automated External Defibrillator (AED) during State Championship contests. Failure to meet either of these requirements forfeits the venue's ability to host State Championship contests.

8.1.5 Co-Curricular Activities

Co-curricular activities are activities that are an extension of classroom instruction which are governed by the Educational Standards for New Mexico Schools or local board policy. Classroom instruction should require no more than twenty (20) hours per month of time for a student outside of the regularly scheduled instructional day for practice, meetings, events, or performance. Co-

curricular activities are required as part of the course work if a student is to receive credit for the course. Co-curricular activities do not require that students be absent from class other than the sponsoring class for practice, meetings, events, or performance. Scholastic requirements for co-curricular activities may be waived depending on the specific situation.

Q1: A student is enrolled in a ROTC class which meets during the school day. The cadets will be performing during halftime of the homecoming football game. A student member of the group has not met the minimum 2.0 or Cumulative GPA requirement for the previous grading period. Is the student eligible to participate?

A1: If participation in the event is a required component of the class, and the event is not a contest, the student is eligible to participate.

8.1.6 Constitutions

Activities organizations that are affiliated with the Association must have a current constitution on file. These constitutions must be updated when applicable. Participation in NMAA activities is subject to NMAA Bylaws and the national charter and constitution of each individual activity.

8.1.7 Out-of-State Travel

Activities organizations that plan to compete or perform in interscholastic competitions outside the state of New Mexico must receive written approval from the local school district.

8.1.8 Home School Student Eligibility

- A.** As per New Mexico State Legislation, home school students are permitted to participate in NMAA activities at the public school in the attendance zone in which they live.
- B.** A home school student who participates on a public school team in the attendance zone in which they reside is eligible to compete for individual awards under the name of that public school.
- C.** A home school student's participation on a public school team in the attendance zone in which they reside counts towards the final placement of that team in regards to any state awards.
- D.** Additional participation guidelines such as practice requirements, entry fees, etc. shall be determined by the individual activity.
- E.** Home school students are subject to any and all requirements set forth by the activity.
- F.** The individual activity, based on the constitution of its national governing organization, has the purview to allow home school teams to participate.
- G.** A home school student who participates on a home school team is not eligible for state awards.
- H.** A home school team, although eligible to participate in state competitions, is ineligible to compete for state awards.

Note: Please see NMAA Bylaws 10.5 for further information

8.2 NON-COMPETITIVE SPIRIT – SIDELINE ONLY

8.2.1 Scholastic Eligibility

All Spirit Students must adhere to the same scholastic requirements set forth by the Association for athletic participation. (See 6.2 and 8.1.1)

8.2.2 Coaches Education

All Coaches and Sponsors must have a coaching license which is issued by the State Education Agency and be an employee or have a contractual relationship with that particular school system (this applies to both voluntary and paid individuals). All cheer/dance/drill or spirit coaches/sponsors, and athletic coaches (or those individuals who fulfill the responsibilities attached to these groups or teams in said capacity) are required to be licensed by the state and must complete the NMAA Coaches Licensure Program prior to filling the role of coach/sponsor/advisor. Requirements of this provision may be waived by the Secretary of Education for temporary licensure.

Note: Spirit coaches must also complete the NFHS Cheer & Dance Safety Certification Course (AACCA).

8.2.3 Safety

All NFHS safety rules apply to all NMAA spirit squads at all times. Violation of safety guidelines at anytime during the school year may result in NMAA sanctions.

8.2.4 Consent/Physicals/Insurance/Catastrophic Insurance Requirements

Spirit participants must maintain an annual physical with a consent to treat statement that is kept on file with the local school (Please see 6.14, 6.15 for specific guidelines). Spirit participants must also have on file insurance coverage as specified in 6.16.

8.2.5 Performances

For purposes of performances, i.e. pep assemblies, weekly games and half-time performances, Spirit Students may perform regardless of residency status. However, all Students must meet scholastic requirements in order to perform.

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, where 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 team 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
4. FIFA 21
5. Madden NFL 21

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 role 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, they are 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 role according to pick order: Solo, 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 (Solo) and selects a Mid-role and plays that Mid-role, they are using deception to gain 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.

4. FIFA 21

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

5. Madden NFL 21

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

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](#)