



Pennsylvania Scholastic Esports League Knockout City Ruleset

Eligibility Requirements for Club Participation and Competition:

All students participating in the Pennsylvania Scholastic Esports League (PSEL) must meet the minimum eligibility requirements for club participation regardless of where the Club is located (school or community-based organization):

- PSEL participation is open to high school students.
- The high school student must enroll in the PSEL Club at a high school or community-based organization.
- The high school student is currently enrolled in at least 20-semester units of work at a high school as defined in the Club Eligibility guidelines.
- The high school student maintained satisfactory citizenship (no N or U) during the previous grading period at a high school or is in good standing at the community-based organization.
- The high school student must have earned a grade point average of 2.0 or better in all subjects during the previous grading period preceding his/her participation.

Match Time & Rescheduling

a) Both teams' Club Advisor/Coaches must be present either physically or virtually for the duration of the series.

b) The default match time for PSEL Knockout City Championship Season matches will be set per season.

c) Club Advisors should make contact with each other as soon as possible to confirm match day and time works and to exchange starting rosters.

d) Club Advisors may ask their opponent to reschedule their match, but their opponent is under absolutely no obligation to do so. If both Club Advisors agree to a reschedule, the match still must be played during that school week (Monday through Friday). If one team can't play at the PSEL scheduled date and time, and both Club Advisors can't agree on rescheduling, the team who can't play at the default time will forfeit the match.



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e) Both Club Advisors should reach out to PSEL to explain the circumstances in the event of a forfeit or irregularity.

f) If at the end of the school week (Friday) a match has not been played and neither Club Advisor has reached out to PSEL explaining the circumstances, both teams will be given a forfeit.

Match Procedure

Series Lengths

All matches will be played as a First to 3 series (Best of 5), with the exception of a First to 3 (Best of 5) in For Playoffs/ Finals.

Game Lobby

- a) The Home team will be determined by PSEL and listed on the UGC schedule.
- b) The Home team will create the lobby. The Away team will have the choice of which team is which color, which will not change for the duration of the match.

Team Roster

Knockout City team rosters require a minimum of 3 players, and a maximum of 6 players (3 starters and 3 substitute players). Rosters that do not meet or exceed the required number of players will not be allowed to participate in official matches until their roster size meets the set requirements. Player substitutions may happen between games.

Game settings

- a) Game settings should be set to the following:

Game Mode: 3v3 KO

Team Size: 3v3

Team Settings



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Primary and accent colors should be set to Default

Crew (Team) Names should be set in accordance with the colors chosen by the away team.

Crew Names should be set to 'school + mascot' (Thorne Lions, Hopatcong Chiefs, etc.)

Joinable By: Name/Password (to be determined by Home team)

b) In the event that incorrect settings or maps are loaded on the server, the match should be stopped and restarted.

Arenas

All arena matches are open for now.

Server Region

As of February 2022, there are no server regions for the game matches. All server regions are set to the default region, US-E.

Additional Procedures

Restrictions

Customizations

All current customizations are allowed.

Leaving and Rejoining Teams

Players are not allowed to leave their team and then rejoin to put them on the other side of the arena. This will be considered cheating, with automatic disqualification and loss.

Stopping Play

Should a player disconnect from the game less than 30 seconds into the match or NO player has lost a stock, NO points have been scored by either team, the game will be restarted. If either of these events has occurred, the game will continue.



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Player Count

Both teams participating in a match must provide 3 players at the beginning of the first game, and 2 for each consecutive game. Meaning if a player loses connection during intermission, the team can play 2v3. During a game, if a team should lose 2 players that have disconnected with the intention of no longer playing in the match at the same time, that team will forfeit the remainder of the game to the opposing team. If a team is not able to field the required number of players for additional games in the series, then they will forfeit the remainder of the match.

Streaming Play

Club Advisors should let opponents know if they or any member of their team is streaming the match. Open communication regarding game streaming is integral to student information security and overall fun.

Substitutions

Coaches may substitute a player into a match after a game has been completed. Subs must happen within the intermission between sets or games.

Knockout City: 5-minute intermission. If no subs, or finished coaching this intermission may be ended early.

Captains should note in discord which players will be subbed for which players

Captains and Coaches should “Mark” the time on the clock that the match ended, agreed upon by both coaches. Flexibility to this time may be granted but should not delay the match further than necessary.

Should a sub(s) fail login correctly, complete disconnect, cause undue delay or disconnect of the game the following steps must be taken.

1. The offending team may offer to forfeit the series
2. Coaches may agree to no change in play once resumed



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Reporting Results

At the conclusion of the match, each coach/ advisor will need to fill out the appropriate form to report match results to the league/conference.

All gameplay must be reported in UGC Esports, only one coach needs to report. If there is a discrepancy, please contact either Kammas or Alexander in Discord.

Issues or discrepancies with play

Should there be an issue or problem during the course of the match that is not covered under the above rules, coaches may allow for the stoppage of play between games until the issue can be resolved or agreed upon with the resumption of play thereafter.

If no agreement can be reached, stop play, fill out the Post Game form and it will be counted a loss for both teams.

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e) Both Club Advisors should reach out to PSEL to explain the circumstances in the event of a forfeit or irregularity.

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Sportsmanship

Toxicity and Unsportsmanlike behavior have no place in the Pennsylvania Scholastic Esports League. If unsportsmanlike, vulgar, or toxic behavior should occur, the following proper steps should be taken by the coach of the team reporting the unsportsmanlike behavior. NOTE: Official complaints by coaches only will be accepted, abuse of this system by coach, player, or outside 3rd party may result in penalties to the reporting team.

All participants are expected to uphold a universal level of sportsmanship while participating in PSEL sanctioned events. Those who fail to behave in a sportsmanlike manner verbally, through chat, or actual physical taunting and other inappropriate communication may face penalties at the discretion of PSEL administrators or referees.

Emoting, or in-game taunting such as Smash Bros that is built into the game are allowable as it adds a dynamic to the game that players must overcome. Use of an in-game taunt or emote that results in an inappropriate word or phrase may be considered bad sportsmanship and result in penalties.

If you or any member of your team believes that you have experienced bad sportsmanship to an extreme degree or violation of the aforementioned rules, please do the following.

1. If possible record the poor sportsmanship at the time of the incident.
2. Finish the match regardless of the outcome,
3. Notify coach of the incident
4. Notify the opposing coach of your intent to file a complaint of unsportsmanlike behavior.
5. Coaches only Submit an official complaint. Via Discord **Alexander Gibson @Axelrogue#7101**, **Kammas Kersch @[PSEL]kkersch#8138**, or **Ryan Venner @rvenner#8640**



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Should the result be proven to be unsportsmanlike, disciplinary action will be taken with disqualification, and forfeitures noted.

Maximizing Playing Time

There is nothing wrong with prioritizing winning, but at the end of the day, PSEL wants esports to be a positive experience for all students. For many students, that means getting playing time. PSEL member schools are encouraged to find ways to maximize student playing time. Here are some ideas:

- (a) Playing more/multiple series at the conclusion of the official PSEL scheduled match similar to a “5th quarter.” The results will not count toward placement in the postseason. Or playing all matches in the 5 series, regardless of the first 3 wins.
- (b) Playing concurrent matches while the championship match is being played, similar to a JV game.
- (c) Club Advisors may schedule their own extra, unofficial matches or rematches against teams in PSEL at their discretion. These extra matches will not be PSEL official matches, scheduled by PSEL administration, nor count toward a team's record or postseason placement in Pennsylvania Scholastic Esports League. However, if teams can fit extra matches into their schedule, they are encouraged to do so.
- (d) Club Advisors may schedule their own extra matches against teams not in PSEL. These extra matches will not count toward a team's record or postseason placement in Pennsylvania Scholastic Esports League. Consider playing colleges and other teams from around the country or around the world!
- (e) Club Advisors may enter teams into PSEL or NASEF Extra Credit Tournaments. The results will not count toward placement in the postseason.