South West Washington Gaming

An Intramural Esports League for Southwest Washington area schools.

Introduction

Esports has matured into a viable school activity. Multiple Esports programs exist at the scholastic and collegiate levels. Scholarships are made available to students at local colleges. Tournaments are held around the world for real prizes. Being an Esports player is now a viable career, as well as adjacent fields such as broadcasting, computer science, marketing, and management.

In order to compete in an Esport, a school must join a league to participate in tournaments. There are state-wide leagues, such as WSSEA, and regional or national tournaments, such as the HSEL, but these leagues do not necessarily fit the needs of our districts.

The SWWaG Esports League is a co-op of school districts in the South West Region of Washington State. This league is designed with the intention of not interfering with other Esports leagues or other school activities. To be clear: This league does not require exclusivity to play; You can play here and compete in other Esports leagues.

Goals

The SWWaG Esports League has the following goals:

- Create a safe place to have Esports for our schools' students.
- Have an Esports league that promotes local schools and school pride.
- Keep school requirements low in order to have an easy-to-join and friction-free experience.
- Keep total game times to about 1 hour of play for regular season meets.
- Keep costs low for both Schools and Students
- Have games schedules that are less likely to interfere with other school activities, including other sports and Esports tournaments.

DEFINITIONS

These are general definitions used to describe games. Each game's individual rules may further define each of these terms.

1. "Week": This term is used to differentiate between different scheduled matches throughout the season's progress ("Preseason Week", "Week 3", "Semifinals Week", etc.) It is assumed that matches are played on their scheduled week, although reschedules are allowed if and when necessary. However, matches are still referred to by their week label, regardless of actual time of play.
2. "Meet": This term is defined as the totality of the competitive event between 2 teams during their scheduled day of competition. It is composed of a number of matches played between the 2 schools competing. The winner of the meet is determined by the team that has the most points at the end of the 5 matches.
3. "Match": This term is used to describe the totality of the competitive matchup between players from 2 teams. In some cases, there are 5 matches in a meet. To win their match, player(s) must defeat their opponent in a "best of 3" (they must win 2 out of 3 games played between them and their opponent).
4. "Game": This term is used to describe a single competition between players from opposing schools.

SWWaG Esports Eligible Schools

The SWWaG League is intended for the South-West area of Washington State. We are focusing on schools that are within the areas of Educational Service Districts 112, 113, and 114.

To join the league, Visit the SWWaG.net website and submit your school's team for the Esports Season you wish to join. A school representative will become a Director and join the SWWaG email list to participate in Esports planning emails and meetings. Your school name and logo will be listed on the SWWaG website while you are an active member of the league.

Esports Directors and Coaches

Each school that joins the league will have an Esports Director who will be the point of contact for that school. Directors are encouraged to participate in league planning, as well as manage local school resources.

Each school may have only one director. The Director may participate in game selection, scheduling, and rules.

Each school may have as many coaches as they wish, but at least one coach is required. Coaches must be present for students to play. Coaches are in charge of teaching and leading their Esports team. A school Esports Director may also be a coach.

Fees

The SWWaG currently has no fees. Eligible schools may join for free. Other costs, such as equipment and subscriptions that may be required in order to play are the responsibility of each District/School.

Games

For each season, games will be decided amongst the Directors. It is encouraged that these games be free to play, as that makes it easier for schools and students to play. When a game is decided to be played for a season, that game will be added to a specific calendar on the website to be scheduled.

Games chosen should be rated by the ESRB as Everyone (E), Everyone 10+ (E10+), or Teen (T). If a game is considered with a higher age requirement, additional requirements may be required such as a player age requirement and parent permission forms.

Each game's tournament rules will be determined for the season by the Directors. These rules will be posted on the website along with the schedule. Common rules include the number of players, number of heats, game settings, etc.

Schedule

Each game is to be played about once a week. Some games may have multiple Formats (i.e.: Rocket League 1v1 and 3v3.) These are considered different games and may be scheduled individually.

The game days and times for a given season are determined by the Esports Directors during pre-season meetings. An example time to have a weekly game played Thursdays at 3:30pm PST.

Schedules for each season will be determined by the Esports Directors before the season begins. Official schedules will be posted on the website, or using an online scheduling program like Challonge.com. Example schedule may include the following rules:

- Pre-Season - This is used to prepare for the upcoming season. Tryouts, Practices, and informal skirmishes are all encouraged during this time.
- Regular Season
- Post-season schedules will be determined by Esporsts Directors after the regular season completes. Usually, a bracket-style schedule will be created. The size and style of the bracket may vary based on league size.
- Semi-final and Final matches may be played in person if both teams agree to do so. Otherwise, they will be played remotely just as all other games are played.

Teams

Each School may submit a team for each game during a season. Optionally, Schools within the same district may join their student population to form a team. This can be helpful for smaller districts looking to find sufficient students to form a team.

Each team should have a unique team name. The team name should include the School or District as part of the name to help identify the team.

Note about Team Rosters:

SWWaG does not have formal team rosters. You will not be asked to submit student names as part of your team for the regular season. This is both for convenience and for student privacy. If teams meet in post-season games, rosters will then be required. But during the regular season, it is expected that the team coaches will ensure that their players follow the student requirements.

Students playing from a Remote Location

There is a possibility that an Esports team may have a player (or players) play from remote locations. A "Remote" location is when a player plays from home or another location, not from a school-sanctioned environment. Sometimes this is necessary for health or scheduling reasons. This may be permitted if both teams agree for the match. If they do not, a present student may substitute, or the match will be forfeited in favor of the present team.

The intention of this rule is to provide more flexibility for remote students. Coaches should communicate with each other about remote situations.

Student Requirements

Students must follow these requirements. School Esports Coaches and Directors will verify the following:

- Students must be 13 years old or older.
- Students must be active in the Team's representative school(s).
- Students must not have a failing grade in a core class.
- If a game is played during a school day, the student must be in attendance that day. Absent students should not be allowed to play in official games.
- At School or District's Option: Students are required to have a signed permission form for the student to participate in a given Esport.

Cheating

Cheating is defined as using an external device or program that allows the player to perform beyond their natural ability. This includes the use of Turbo buttons, Aimbots, or other performance-enhancing software or devices.

Some games have specific behavior that is considered cheating. Each game's individual rules will include descriptions of these behaviors.

Cheating will not be tolerated. Any student or team caught cheating will be eliminated from the current tournament. Cheating is determined if both head coaches agree that cheating has occurred.

If an incident of cheating is challenged, Please follow the rules for Conflict Resolution.

Inappropriate Behavior

A student may be removed from a match if they exhibit inappropriate behavior, including inappropriate language, rude gestures, etc. Inappropriate behavior is determined if both head coaches agree that inappropriate behavior has occurred. It is encouraged that the offending player corrects the behavior so the game can move forward, but continued inappropriate behavior can result in removal from a match.

Delaying and Forfeiting a Match

If a match is scheduled at a specific date and time, both teams must be ready to play no later than 15 minutes after the official time. If a team is more than 15 minutes late, the present team may force a forfeit of the match. The present team may also opt to allow more time if they agree to wait. This allows teams to delay a match if necessary if both teams agree. A match may be delayed until later that day or until the next scheduled match of that game and Format.

A Forfeited match is considered a loss for the team who forfeited, and a win for the team who did not.

Conflict Resolution

In the case where Students and Coaches cannot resolve an issue themselves, a Conflict Resolution Panel will be formed to make a final decision on the issue. During the Regular Season, a panel of 3 Directors/Coaches (one from each team and one agreed-upon neutral director) will hear both parties involved and vote on a final verdict and course of action. During any form of Post or Final season, the number of Directors/Coaches increases to 5 (One from each team and three agreed-upon neutral directors/coaches).