

ESPORTS

GENERAL INFORMATION:

- A. Esports is a state championship co-ed event open to all GHSA schools in all classifications.
- B. There will be a fall season and a spring season each year, with specific dates published on the GHSA web site.
- C. GHSA will select games for GHSA championships each season, and each game's championship will be determined by a single-elimination tournament.
- D. Each school may have multiple teams, and players may participate in multiple games. Esports Coaches must complete an annual Rules Clinic.
- E. Eligibility reports are required for all participants.
 - 1. Participants must be academically eligible as specified in by-law 1.50 and cannot be a migrant student as defined in by-law 1.60.
 - 2. Eligibility reports must be received in the GHSA office at least 20 calendar days prior to the first contest.
- F. Pre-participation physicals will not be required for GHSA Esports
- G. All matches and game rules will be governed by PlayVS. In addition to PlayVS rules, schools must follow GHSA by-laws, which will take precedence over PlayVS procedures. All Esports participants are reminded they must follow GHSA by-law section 1.90 concerning Amateur Status/Awards.
- H. PlayVS will specify equipment needed for competition in each game. In general, coaches should have access to the communication platform utilized by PlayVS.
 - I. Sportsmanship of coaches and players will be monitored by PlayVS and the GHSA.
- J. Rosters will be managed during registration for the games with PlayVS.
- K. All practices and matches must be conducted in the physical presence of a certified coach. Students may not play GHSA Esports from home. Coaches will be required to check in for each match using the PlayVS platform.
- L. Forfeitures without timely communication beforehand may be grounds for fines and/or other penalties.
- M. The State Coordinator for Esports is Tanya Anderson (tanyaanderson@ghsa.net).