How to Start an E-Sports Program

Through a Partnership with Eastern Suffolk BOCES and PlayVS.
Electronic Sports (E-Sports) Base Service 2019-20

Educational Support Services is proud to announce this exciting new offering for the second half of the 2019-20 school year. ESBOCES will work with districts to provide E-Sports activities through gamification platforms aimed at fostering new and creative extended-day enrichment for students that are often missing from the traditional learning or competitive sports environment. We are looking for early-adopters for the upcoming PlayVs. Spring season. This service provides the following:

- Access to our regional E-Sports Listserv for districts to exchange innovative, thought-provoking and problem-solving ideas regarding E-Sports in a collaborative environment.

- Regional coaching clinics to develop the E-Sports skills of both students and coaches. One clinic will be included in the service fee. Additional mentoring and coaching workshops may be offered at discounted rates.

- Teacher stipends for district coaches can be provided at an additional cost. ESBOCES will provide the hiring and coordination of district staff to be appointed as coaches. If district staff are unavailable, we will work with a vendor to provide coaches at an additional cost.

- Use of the Eastern Suffolk BOCES contract for the PlayVs. gaming platform for state-wide competitive gameplay. An additional fee of $71 per student per season will be charged for this option. PlayVs. organizes, schedules and manages all of the logistics that go into creating your own competitive E-Sports league. Please note that the deadline to register for the Spring 2020 Season has been extended to February 14, 2020.

As this exciting new program develops, our services related to this program will continue to develop. Districts can choose to take part in all aspects of this service or just a few. All aspects of this service are state aid eligible.

Cost: $1,150 (prorated for the remainder of 2019-20 at $575 per district)

To participate in this service, please complete and process the attached contract modification form as per the instructions. Please be sure to copy Danielle Hudek at the email address below.

If you have any questions regarding the content of the E-Sports Service, please contact:
Danielle Hudek at 631-244-4250 or via email at dhudek@esboces.org.

Eastern Suffolk BOCES does not discriminate against any employee, student, applicant for employment, or candidate for enrollment on the basis of sex, gender, race, color, religion or creed, age, weight, national origin, marital status, disability, sexual orientation, gender identity or expression, transgender status, military or veteran status, domestic violence victim status, genetic predisposition or carrier status, or any other classification protected by Federal, State, or local law. ESBOCES also provides equal access to the Boy Scouts and other designated youth groups. Inquiries regarding the implementation of the applicable laws should be directed to either of the ESBOCES Civil Rights Compliance Officers at ComplianceOfficer@esboces.org, the Assistant Superintendent for Human Resources, 631-887-3089, or the Associate Superintendent for Educational Services, 631-887-3055, 201 Sunrise Highway, Patchogue, NY 11772. Inquiries may also be addressed to the Office for Civil Rights at the US Department of Education, 32 Old Slip, 25th Floor, New York, NY 10005, 646-428-3900. OCR.NewYork@ed.gov.
Contract Modification Request

Request Number

Date ___/___/20

Check One
☐ This is a request to modify participation in an existing Co-Ser.
☐ This is a request to participate in a new Co-Ser.

To be Completed by Person Initiating Request (May be BOCES or District Employee)

School District ______________________ Service for School Year _______ - _______
School District Contact Person ______________________ Telephone Number (____) _______

If Applicable
Name/Details of Service Requested

E-Sports - Spring 2020

To be Completed by BOCES

*** MUST BE COMPLETED ***

BOCES Contact Person ______________________ Telephone Number (____) _______

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<tr>
<th>ESBOCES WinCap Service Code/Sub-Service Code</th>
<th>No. of Units</th>
<th>Unit Cost (if applicable)</th>
<th>Fixed Cost</th>
<th>Total</th>
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<td>435.240 E-Sports number of students participating</td>
<td></td>
<td>$71.00</td>
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TOTAL COST OF MODIFICATION $___________

To be Completed by School District

Signature of Superintendent of School District /_____/20

When this form is completed, please forward to Director of Administrative Services

Eastern Suffolk BOCES
201 Sunrise Highway
Patchogue, NY 11772

or e-mail to contractadjustments@esboces.org

Department of Administrative Services
1/15/2016
Cross Contract for BOCES Services

This form is to be used by school districts to request BOCES services from a BOCES other than the local BOCES.

Part I - To be Completed by School District Requesting Cross Contract

Date / /20
School District Name
Address
Street Address City State Zip
Name of Service Requested E-Sports Spring 2020
Potential BOCES Provider Eastern Suffolk BOCES
Estimated Cost $

Signature of School District Superintendent / /20 Date

Forward to local BOCES District Superintendent.

Part II - To be Completed by Local BOCES District Superintendent

It is requested that cross contract arrangements be made with BOCES to provide the service listed above.

Signature of Local BOCES District Superintendent / /20 Date

Local BOCES Name
Address
Street Address City State Zip

Forward to District Superintendent of BOCES requested to provide service.

Part III - To be Completed by District Superintendent of BOCES Providing Cross-Contracted Service

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<tr>
<th>Service Title</th>
<th>Daniele Hudek Co-Ser No. 435</th>
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<td>TOTAL COST OF SERVICE</td>
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Activity Code No. 5841

Signature of District Superintendent of BOCES Providing Service / /20 Date

E-Mail completed form to contractadjustments@esboces.org

Department of Administrative Services
7/24/2014
Process for Requesting a Cross Contracted BOCES Service

Step 1  Superintendent of school district requesting service contacts its local BOCES to request the service.

Step 2  District Superintendent of district's BOCES signs the cross contract form and forwards it to the BOCES which may provide the service.

Step 3  District Superintendent of BOCES willing to provide the service signs the cross contract form and distributes it to the Superintendent of the school district requesting the service and the district's local BOCES District Superintendent.
What is esports?

Esports takes video gaming to another level with organized competitive gameplay between two teams, governed by its own strict set of rules and guidelines. It demands critical thinking, communication, teamwork and creativity in order for students to succeed.

Today, esports is growing exponentially with over 400 million fans worldwide and regularly selling out arenas around the world. Currently, there are more than 200 colleges and universities offering almost tens of millions of dollars in scholarships. Establishing esports in high school enables students to do what they love and provides them with additional opportunities to earn recognition.

“Esports brings out a new type of competition in the school system that has never been introduced before. Some students who wouldn’t ever want to participate in a sport now have the opportunity to do so while representing their school and building a community on campus.” - Coach Dan Ungar, Weston High School, CT

Benefits of Esports

Character Development
Students build character and develop discipline, self-esteem and sportsmanship through practice and gameplay.

Increase Participation
Esports are co-ed, inclusive, and engage students who might not otherwise participate in school athletics or activities.

STEM Engagement
Esports players are often interested in STEM classes and programs. A high percentage of collegiate esports players select STEM majors.

College Scholarships
More than 200 colleges and universities offer esports scholarships and are actively recruiting players for esports programs.
How does PlayVS work?

**PLAYVS IS THE OFFICIAL HIGH SCHOOL ESPORTS PLATFORM** We provide a robust online platform that enables schools to easily build and manage teams, check schedules, and track stats, all with real-time support.

**League Structure**
There will be two seasons each school year:
- **Fall** - October to January
- **Spring** - February to May

Matches are played on a weekly basis and consist of a set number of games.

- **League of Legends - Tuesdays**
  Two consecutive games (best-of-two)

- **SMITE - Thursdays**
  Two consecutive games (best-of-two)

- **Rocket League - Thursdays**
  Up to five consecutive games (best-of-five)

**Spring 2020 Schedule**
Each season is divided into 3 different phases.

**Spring Registration Deadline:**
02/14/2020

**Preseason Practice on the PlayVS platform.**
Week A: 02/03/2020  Week B: 02/10/2020

**Regular Season** Each team’s record determines the standings for entering the Playoffs Season.
- Week 1: 02/17/2020  Week 6: 03/23/2020
- Week 2: 02/24/2020  Week 7: 03/30/2020
- Week 3: 03/02/2020  Week 8: 04/06/2020
- Week 4: 03/09/2020  Week 9: 04/13/2020
- Week 5: 03/16/2020

**Playoffs Season** The top teams play in a single-elimination bracket until the finalists are determined.
- Playoffs: April and May 2020
- Championships: May 2020

**Cost**
PlayVS participation fees are $71 per player.

**Get Started**
Quickly build an esports program by signing up on PlayVS.com.

1. **Campus Interest Meeting**
Host an interest meeting on campus to get student sign-ups for each of the games and build out your esports program.

2. **Find a Coach**
Schools approve the program and select coaches. IT administrators ensure your tech is secure and prepared for gameplay.

3. **Build a Team**
Coaches build multiple teams that all represent the same school. There are no cuts and teams are co-ed. We recommend at least 15 students for a well-rounded program.

4. **Compete Together**
Each team will play on campus and compete online with other schools in the state. No travel required.

5. **Win a Championship**
Build on your success throughout the regular season to make the playoffs and land on top!

"The kids that are participating here have dramatically pulled up their grades to be eligible. It gives this small group a reason to come to school."

Coach Catherine Turner
Lafayette High School, GA

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**Questions?** hello@playvs.com

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V.3.1
How to Start Your Esports Program

PlayVS is building the infrastructure and platform for amateur esports, starting with high schools. We work directly with game publishers and states to build and operate sanctioned leagues across the country. Through our partnership with the National Federation of State High School Associations (NFHS), PlayVS is empowering students to compete in esports on behalf of their high school, with the opportunity to win a championship, just like any other youth sport.

Follow this step-by-step guide to get an esports program started at your school today!

I. Sign up on PlayVS
II. Get your Administration's Approval
III. Connect with your IT Department
IV. Determine your Program's Capacity
V. Build your Program

Questions? hello@playvs.com
1. Sign up on PlayVS

The PlayVS team is comprised of former high school teachers, administrators, and IT directors who can help answer any questions you may have regarding esports. Whether you are starting a program from scratch, or have been playing for years, our team can help!

1. Visit PlayVS.com to create an account. No commitment necessary.
2. Provide a school email and contact information.
3. Schedule a call with a PlayVS representative. We recommend you invite key stakeholders to join the call: Administrators, Athletic Directors, and the IT Department.

2. Get Your Administration's Approval

Principals and Athletic Directors can help ensure that esports are recognized, funded and promoted on campus, along with other activities and sports.

Esports in Education
Esports requires a tremendous amount of critical thinking, communication, collaboration, and creativity from players to achieve and sustain success. With easy access and a low cost to entry, esports reaches beyond traditional sports to create an all-inclusive environment that breaks barriers.

Esports Benefits
- Sense of Community
- Scholarship Opportunities
- Increase Achievement
- Character Development
- Embodies ISTE Standards
- STEM Engagement

Easy Implementation
PlayVS manages the schedules, displays team and player stats, and provides real-time support for coaches. Coaches can add and arrange players to build optimal lineups. Similar to traditional sports, PlayVS holds a Fall and Spring season during the school year, however each season will have its own league champion.

PlayVS League Overview
- PlayVS and NFHS support
- Fall and Spring seasons
- Weekly matches played after school
- Multiple teams per sport
- State rankings
- Single-elimination playoffs
- No travel - all matches are on campus
- No additional equipment - computer labs or libraries already have the equipment needed to participate
3. Connect with Your IT Department

Your IT department can verify which games can run on your school computers. Keep in mind that players can bring their own laptops from home as long as a reliable Internet connection is available. Give your IT department the PlayVS Hardware-Network Specifications and Game Download Instructions. Work with your IT department to complete the necessary requirements for successful game days.

1. Provide the school's IP public address to PlayVS in the settings section of your Coach Dashboard.

2. Unblock the games in the internet filter and firewall. Our whitelists are provided in our Hardware-Network Specifications.

3. Download and install games. Check out our Hardware-Network Specification list for necessary game and computer specs.

4. Account for weekly game updates throughout the season. Our Game Day Protocol recommends opening game clients at least one hour prior to match time to ensure the latest update gets installed.

*PlayVS Tip: Give your season schedule to the IT department to ensure that network maintenance does not interfere with game days.*

4. Determine Your Program's Capacity

With administrative and IT support, you can determine your program's capacity. There are three main factors that will help you start and scale your esports program: student preferences, IT capabilities, and coach availability.

1. **Number of students interested per esport.** Hold an interest meeting to determine how many teams you will be able to form and for which games. League of Legends and SMITE require 5 starting players. Rocket League requires a team of 3 starting players.

   *PlayVS Tip: Have a computer ready so students can quickly sign up on PlayVS.com.*

2. **Number of computers that can run each game** (determined from your IT department). Keep in mind that you can have multiple teams within the same esport so the number of computers is your biggest limiting factor.

3. **Number of coaches and their availability.** Coaches must be present at all PlayVS matches, including rescheduled matches. Consider adding an assistant coach for additional teams and esports.
5. Build Your Program

Holding practices, events, and tryouts are good next steps for building your program. Some coaches use our Discord channel to organize scrimmage matches against other schools in their state or across the nation. Here are some other suggestions that may help build your program:

- Host tryouts to determine teams and student leaders.
- Start fundraising for new equipment or jerseys.
- Make announcements on social media and during morning announcements.
- Display flyers with game information.
- Invite and verify players and coaches on PlayVS.com.

PlayVS Tip: Some teams may travel to local game centers or colleges for their scheduled matches if needed. Confirm any off-site matches with a PlayVS League Official.

Take Your Program to the Next Level

Once started, there are many ways to continually grow your program. Contacting other stakeholders, schools, and media may help provide additional support for your teams. While playing and analyzing games, players can develop skills and camaraderie.

Chat with your administration and teams about opportunities to enhance your program.

- Contact local press about your new program with PlayVS.
- Encourage local and rival schools to build their own programs.
- Host mini tournaments (Also a great way to fundraise!).
- Analyze professional gameplay and matches.
- Pair new players with veteran players for mentorship.
- Scrimmage against other schools to practice different strategies.
- Provide an informational session or esports night for parents and the community to learn more. Check out our Parents Guide!
- Stay connected through our mailing list, Discord and socials for additional resources and webinars!
Spring 2020 Schedule
(all states except NM)

Spring Registration Deadline:
02/14/2020

Preseason: Official practice matches
Week A: 02/03/2020
Week B: 02/10/2020

Regular Season
Week 1: 02/17/2020
Week 2: 02/24/2020
Week 3: 03/02/2020
Week 4: 03/09/2020
Week 5: 03/16/2020
Week 6: 03/23/2020
Week 7: 03/30/2020
Week 8: 04/06/2020
Week 9: 04/13/2020

Playoffs
Round 1: 04/21/2020
Round 2: 04/28/2020
Round 3: 05/05/2020
Round 4: 05/12/2020
Round 5: 05/19/2020

Championships
All championships completed by Saturday, May 30