



CSSA ESPORTS ROCKET LEAGUE TOURNAMENT 2021



LOCATION OF EVENT: Virtual

DATE OF EVENT: **Primary Tournament** Thursday 7 October 2021 *

Secondary Tournament Friday 8 October 2021 *

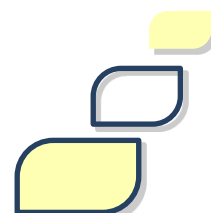
ENTRIES CLOSE: Primary & Secondary Friday 17 September 2021 – *end of Term 3*

TEAM ENTRY: **3 players per team**

- There is no limit to the number of school team entries
- HOWEVER, if entries exceed 50 teams* in either the Primary or Secondary Esports tournament we will have to run a 2nd tournament day:
 - Primary Tournament Day 2 – Thursday 14 October 2021
 - Secondary Tournament Day 2 – Friday 15 October 2021
 - Schools will be notified which day they will be competing in after entries have closed
- Students can only compete in one team
- Students can only compete in either the Primary or Secondary Esports Tournament (*unless they are an emergency replacement player*)
- All competing teams must have a teacher/staff member supervising them throughout the entire tournament - via Discord

ENTRY FEE: \$20 + GST per student

Schools will be invoiced at the end of Term 4 based on entries as of Friday 17 September 2021. Late withdrawals after this date WILL BE charged the entry fee





CHRISTIAN SCHOOLS SPORTS ASSOCIATION

ELIGIBILITY: PRIMARY ESPORTS TOURNAMENT

1. Only students currently enrolled in Years 3-6 from CSSA Member Schools may compete
2. Secondary students CANNOT compete in the Primary Tournament

SECONDARY ESPORTS TOURNAMENT

1. Only students currently enrolled in Years 7-12 from CSSA Member Schools may compete
2. Primary students may compete in the Secondary Esports Tournament ONLY if:
 - a. They are an emergency replacement for a secondary student or
 - b. A Primary Team could not be formed due to lack of numbers

TOURNAMENT COORDINATORS: YONDER ESPORTS

Yonder Esports is a small Christian Company based in Victoria who are passionate about Esports and gaming as well as building positive communities that promote health (physical, mental, social) & wellbeing of youth and young people.

- Zac - ex-middle school teacher & avid social gamer
- James - AV designer and long time gamer
- Rod - Yr 11 & 12 teacher / VCE Coordinator with business/sales experience of 15+ years

WHY ROCKET LEAGUE?

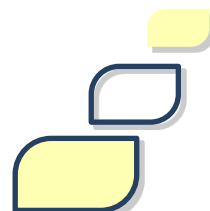
Rocket League is an arcade-style sport based game where players are required to drive a car around and hit a ball into the soccer goals with their cars. It can be described as "soccer with rocket-powered cars". Players also have the ability to jump and, using speed boosts, fly through the air to hit aerial balls, adding to the excitement.

Rocket League is:

- fun, engaging and positive
- easy to learn but hard to master
- matches range from 5-11 minutes each
- team-oriented
- free to play
- cross-platform
- minimal equipment required
- current & popular
- high level international esports competition is already in place and is accessible to watch, analyse and use to improve esports athletes' overall gameplay.

CHRISTIAN SCHOOLS SPORTS ASSOCIATION

ABN 96 059 090 366 • PO Box 2424 BOMADERRY 2541 NSW • www.cssa.net.au
Executive Officer: Linda Heslehurst • P: 0418 685 898 • linda@cssa.nsw.edu.au





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SPECIFICATIONS NEEDED FOR ROCKET LEAGUE:

- Rocket League can be played on PlayStation 4 and 5, Xbox One and Series S/X, Nintendo Switch as well as Windows computers.
- As the game is cross-platform, it means any of these options work and will not interfere with competition.
- Rocket League doesn't require super high end computers but does need some level of computing power (over a basic laptop for example).

The minimum and recommended requirements for Rocket League are shown below:

Epic Games or Steam on Windows	Minimum	Recommended
OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS
Processor	2.5 GHz Dual Core	3.0+ GHz Quad Core
Memory	4 GB RAM	8 GB RAM
Graphics	NVIDIA GeForce GTX 760, AMD Radeon R9 270X, or better	NVIDIA Geforce GTX 1060, AMD Radeon RX 470, or better
DirectX	DirectX Version 11.0	DirectX Version 11.0
Network	Broadband Internet connection	Broadband Internet connection
Storage	20 GB available space	20 GB available space
Additional		Gamepad or Controller

OTHER THINGS TO CONSIDER:

- Many players prefer to use a controller of some kind rather than keyboard and mouse.
- Headsets are helpful so students can communicate with their teammates while hearing game audio clearly.
- Stable internet access.
- Game accounts for students to use (through Epic Games), either as individual students, or as a school account.

ROCKET LEAGUE ACCOUNT

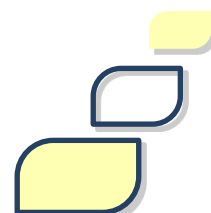
Each participant needs an account to play Rocket League. This is the responsibility of the school to organise and is part of the conditions of entry. This can be done in 2 ways:

- I. Students use their own personal accounts that they create through Epic Games, or already have or
- II. Schools can create logins for themselves that they share to their own students for competition

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DISCORD APP

Discord is a free voice, video and text chat app designed for creating communities & is widely used by gamers. Yonder Sports will set up a private server on Discord for the CSSA Esports Tournaments which will be securely monitored throughout the day.

Yonder Sports will email schools the server link once the draw has been finalised. Supervising teachers and competitors will need to download the Discord App to be able to communicate with the Tournament Coordinator and team mates. <https://discord.com/download>

PROGRAM:	School Pre-Registration	24hrs prior to tournament
<i>TBC</i>		
	Tournament Day	
	School Log on	9:00am
	Opening Prayer & Instructions <i>via Discord</i>	9:20am
	Pool Games – <i>Swiss Format</i>	9:30am – 11:30am
	Lunch Break	11:30am
	Elimination Round	12:00pm
	Round of 16 - Grand Final	12:20pm – 2:30pm
	Tournament Closing Ceremony <i>via Discord</i>	2:30pm

**Times may be adjusted depending on number of team entries*

END OF DAY PROCEDURES

It is expected that at the conclusion of the Tournament, all schools will remain online for presentations and a closing prayer.

SCORING PROCEDURES (TO BE CONFIRMED)

- I. The aggregate of the top three students from each team will determine the team score for the day. The team with the most points will be declared the winner of CSSA Esports and their school will receive the CSSA shield.
- II. In the event of a tie, the result will stand, and the schools will share the Championship.

CREATING COMMUNITY USING ESPORTS

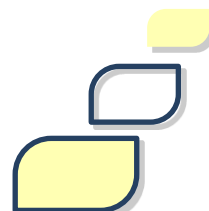
There are many possible ways of engaging with students outside of merely playing the game. To enhance student learning and build a community around the game students could be involved in:

- Media - Producing video footage to cut to in a stream or to create highlight reels
- Shoutcasters - Commentating games for viewers
- Design - Design a trophy or medal that could be 3D printed
- Statistics - Taking extra statistics on top of what Rocket League provides
- Reporters - Writing articles or recaps of games

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On-line TEAM Registration

Please go to the following link for the on-line **TEAM** registration:

Primary Tournament

Primary Tournament: Thursday 7 October 2021

<https://www.cssa.net.au/primary-term-4.html>

Secondary Tournament

Secondary Tournament: Friday 8 October 2021

<https://www.cssa.net.au/secondary-term-4.html>

Entries close Friday 17 September 2021

Late entries will not be accepted

CSSA does not provide Personal/Accident Insurance Cover

As a CSSA Member school we are aware that all teachers/parents/volunteers that we send to a carnival or sporting event have completed a "Working with Children" prohibited employment form.

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