ARTICLE 42

ESPORTS

42.1 **ADVISORY COMMITTEE** – The Esports Advisory Committee shall be an ad hoc advisory committee of the AIA Executive Board.

42.1.1 The Esports Advisory Committee will provide recommendations on Esports games to be included for competition and post season play.

42.1.2 Members of the Esports Advisory Committee will include Athletic Directors and Esports Coaches.

42.2 **PURPOSE** – To establish the framework which will provide the opportunity for AIA member schools to participate in Esports competition with the following core values in mind:

42.2.1 Character Development

42.2.2 Increased participation

42.2.3 STEM Engagement

42.3 **MEMBERSHIP** – Any member school is eligible to participate in AIA sponsored Esports activities with the contracted partner of the AIA.

42.4 **TEAM REGISTRATION** – Coach and player registration will be handled by the contracted partner of the AIA.

42.5 **OFFICIAL SEASON** – Although a Fall exhibition season may be offered by the AIA, the official championship season will take place during the Spring semester.

42.5.1 Start Date – Practice and scrimmages may begin the Monday of week 29. The season ends when a school is eliminated from or does not qualify for the postseason.

42.5.2 Schedule / Matches – each school will play a minimum of 10 matches, with a maximum of 11 matches, beginning in week 31. One match will be played each week during the regular season (unless reschedules require more than one to be played during a week). The AIA will work with it's Esports provider to create a full schedule prior to the season. The AIA and it's Esports provider will determine the format of each match, based on the game title being played (i.e. single game, three games within each match, five games within each match, etc.).

42.5.3 Reschedules / Forfeits – schools will follow the rescheduling and forfeit policies established by the AIA's Esports provider. During extraordinary circumstances, the AIA will work with its Esports provider and impacted schools to determine final rulings.

42.5.4 Playoffs will be placed in week 42 and 43. The championship will conclude no later than the Saturday of week 43.

42.6 **APPROVED GAMES** – All games for AIA sanctioned Esports competition must be approved by the AIA Executive Board. The approved games can be found at www.aiaonline.org/activities/esports and www.azpreps365.com/esports

42.6.1 Games to be approved will only be considered if rated T for Teen or lower by the Entertainment Software Rating Board (ESRB).

42.7 **RULES** – All game rules will be determined by the contracted partner with the AIA.

42.8 **GAMEDAY PROCEDURES**

42.8.1 A coach or administrator must be present during team competition.

42.8.2 All participants must be in the same room to compete as a team.

EXCEPTION: In the event that an Esports team has to quarantine due to exposure to COVID-19, the team can request to play from home for the duration of their quarantine period. The request must be submitted to the AIA, via email, a minimum of 24 hours prior to the match starting and will be in effect for the duration of the quarantine period. Upon approval, the Esports team will notify the other competing teams of the granted exception. At the end of the quarantine period, the Esports team will resume competition as outline in Article 42.8.2.

42.8.3 All other game day procedures will be determined by the contracted partner with the AIA.

42.9 POST-SEASON TOURNAMENTS

42.9.1 The number of state championship tournaments per game will be dependent on the number of teams/players competing and will be determined by the contracted partner with the AIA.

42.9.2 Qualification to the state championship tournament will be determined by the contracted partner with the AIA.

42.10 UNIFIED ESPORTS – A joint effort between the Arizona Interscholastic Association (AIA) and Special Olympics of Arizona (SOAZ) to incorporate Unified programs in AIA member schools recognizing and offering opportunities for SOAZ athletes and partners to compete in an AIA sanctioned activity. Unified Esports programs shall be administered by each participating member school and follow the requirements per AIA Bylaws for eligibility, rules and program administration, unless otherwise stated below.

42.10.1 Official rules for Unified Esports shall be those published by the SOAZ and AIA prior to each season, as approved by the AIA Executive Board. See Article 35.