



Utah High School Activities Association

2026 ESPORTS STATE COMPETITIONS

3A-4A-5A-6A

Finals Competition

April 11, 2026

Rocket League - Super Smash Bros. Ultimate - Mario Kart 8 Deluxe

**Weber State University- Shepherd Union Building Ballroom
3910 West Campus Drive Ogden, Utah**

All finals game titles will be played on stage in the Main Ballroom. Third and fourth place matches will be played simultaneously in a designated area on the ballroom floor.

All PlayVS rulesets and procedures will be followed.

SPECTATOR ADMISSION

There is no charge for admission to this event. Limited number of spectator seats will be available per classification (250). There is no charge for parking on Saturday at Weber State. The ballroom will be cleared between sessions for the next classification.

TEAM DROP-OFF, BUS PARKING

Buses can drop off at the top of the circle near the Browning Center, then they can park in the south parking lot of the Kimball Arts building, below the practice fields.

Teams may not check in prior to their assigned check-in times.

STATE COMPETITION DAY SCHEDULE

Teams Check-In	3A- 8:30 am 4A- 11:00 am 5A- 1:30 pm 6A- 4:00 pm
Warm-up	3A- 9:00 am 4A- 11:30 am 5A- 2:00 pm 6A- 4:30 pm

Game Play Begins	3A- 9:30 am 4A- 12:00 am 5A- 2:30 pm 6A- 5:00 pm
Awards	3A- 11:30 am 4A- 2:00 pm 5A- 4:30 pm 6A- 7:00 pm

Items to Bring

- **Nintendo Switch Systems**
 - Please make sure your Switch and games are fully updated before the event.
 - SSB: 1 switch system per team
 - MK8: 2 switch systems per team
 - All titles per classification will be playing at the same time- please ensure you bring enough systems for simultaneous play.
 - Monitors will be provided.
- **Controllers**
 - SSB & MK8 Teams: Please ensure you bring enough switch controllers for all teams playing (along with any adapters and power cables)
 - Rocket League Team: controllers/cables your Rocket League team would like to use (plan on a USB-A connection). Gaming PC's, Basic keyboard and mouse will be provided for Rocket League, but we cannot guarantee the quality.
- **Headsets**
 - Please bring headsets for any students that would like to use them.
- **PC's**
 - PC's will be provided for Rocket League.
 - Monitors will be provided.
- **FOOD**
 - Students may bring their own individually packed food and snacks. No catered food will be allowed. No area to set up food will be provided. Be respectful of the facility and clean up after your team.
 - Concessions will not be sold on the day of the competition at Weber State.

Label all equipment to ensure no items are lost.

Rosters

Rosters: Players may only compete if they are listed on the team's roster for a match. Rosters must contain a minimum of:

- **SSB: 3 players**
- **MK8: 4 players**
- **Rocket League: 3 players**
- **Rosters were locked on March 13.**
- **Team Captains: Each team must declare one member of their roster to be the "Team Captain" who represents the team for all official decisions and serves as the main point of contact. Team captains are also permitted to be a player.**
- **Team Coaches: Each team is permitted to have one coach. This role is specific to coaching and managing the teams.**
- **An individual player may only compete in one game in the final round.**

AWARDS

1st, 2nd and 3rd place medals per title will be awarded to the game participants in each classification. 1st and 2nd place trophies will be awarded per classification based on the overall point distribution from all 3 games played.

UHSAA Esports- Overall Point Distribution

Playoff Points by Finish (per game title/classification)

1st- 100

2nd- 80

3rd- 60

4th- 50

5th- 40

6th- 30

7th- 20

8th- 10

Tie-breaker-

Step 1- Win/loss ratio in playoffs for all games

Step 2- Win/loss ratio for the entire season

The state event will be live streamed by KSL Sports. Go to sports.ksl.com/watch to view the event.

