UHSAA Esports

General Information

- 1. Esports is considered a UHSAA Activity which is open to all UHSAA member schools in all classifications.
- 2. The number of classifications offered will be determined by schools registered for specific titles by the enrollment date of September 15.
- 3. Create a PlayVS account and register for the UHSAA league at <u>PlayVS accounts</u>. Information to register can be found on the UHSAA Esports Page.
- The titles selected for the 2025-2026 season are: Super Smash Bros.™ Ultimate, Rocket League, & Mario Kart™ 8 Deluxe.
- 5. Each school may have multiple varsity teams for the regular season. Schools are limited to 2 school teams per title for the playoffs. Players may participate in multiple titles.
- 6. All matches and game rules will be governed by PlayVS. In addition to PlayVS rules, schools must follow UHSAA by-laws, which will take precedence over PlayVS procedures.
- 7. Sportsmanship of players and coaches will be monitored by PlayVS and UHSAA.
- 8. Rosters will be managed during registration for the games with PlayVS.
- 9. All practices and matches must be conducted in the physical presence of a coach. Students may not play UHSAA Esports from home. Coaches will be required to check in for each match using the PlayVS platform. Any exception to this rule would need to be given by UHSAA.
- 10. Matches will be played online unless by mutual consent schools decide to play in- person.
- 11. Forfeitures of matches may be grounds for fines or sanctions.

2025-2026 UHSAA Season Schedule

- Preseason: Weeks of January 5th & January 12th
- Regular Season: Weeks of January 19th through March 9
- Playoffs: (TBD on bracket size): Weeks of March 16th through April 7th
- Rocket League: Tuesdays at 4:00pm mst
- Super Smash Bros. Ultimate: Wednesdays at 4:00pm mst
- Mario Kart 8 Deluxe: Thursdays at 4:00pm mst
- Chapionships for each title will be held at Weber State University on April 11th.
- The Championships will be a single elimination tounament