



## CSSA ESPORTS ROCKET LEAGUE TOURNAMENT 2024



**LOCATION OF EVENT:** Virtual

**DATE OF EVENT:**        **Primary Tournament**                      Monday 26 August 2024

**Secondary Tournament**                      Tuesday 27 August 2024

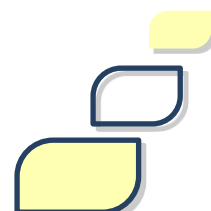
**ENTRIES CLOSE:**        Primary & Secondary                      Monday 12 August 2024

**TEAM ENTRY:**        **3 players per team**

- There is no limit to the number of school team entries
- 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 invoices at the end of Term 3 based on entries as of Monday 12 August 2024. 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.

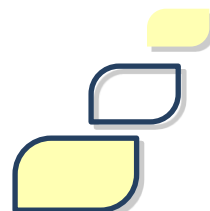
Rocket League is:

- 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.

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ABN 96 059 090 366 • PO Box 2424 BOMADERRY 2541 NSW • [www.cssa.net.au](http://www.cssa.net.au)

Executive Officer: Linda Heslehurst • P: 0418 685 898 • [linda@cssa.nsw.edu.au](mailto: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   |
|--------------------------------|---|---|
| <b>OS</b>                      | Windows 7 (64 bit) or Newer (64 bit) Windows OS       | Windows 7 (64 bit) or Newer (64 bit) Windows OS       |
| <b>Processor</b>               | 2.5 GHz Dual Core                                     | 3.0+ GHz Quad Core                                    |
| <b>Memory</b>                  | 4 GB RAM  | 8 GB RAM  |
| <b>Graphics</b>                | NVIDIA GeForce GTX 760, AMD Radeon R9 270X, or better | NVIDIA Geforce GTX 1060, AMD Radeon RX 470, or better |
| <b>DirectX</b>                 | DirectX Version 11.0                                  | DirectX Version 11.0                                  |
| <b>Network</b>                 | Broadband Internet connection                         | Broadband Internet connection                         |
| <b>Storage</b>                 | 20 GB available space                                 | 20 GB available space                                 |
| <b>Additional</b>              |   | <a href="#">Gamepad or Controller</a>                 |

## 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>

|                 |  |                           |
|-----------------|--|---------------------------|
| <b>PROGRAM:</b> | School Pre-Registration                          | 24hrs prior to tournament |
| <i>TBC</i>      |  |                           |
|                 | <b>Tournament Day</b>                            |                           |
|                 | 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: Monday 26 August 2024

<https://www.cssa.net.au/primary-term-3.html>

#### Secondary Tournament

Secondary Tournament: Tuesday 27 August 2024

<https://www.cssa.net.au/secondary-term-3.html>

#### Entries close Monday 12 August 2024

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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