

RCS ESPORTS LEAGUE

INFORMATION AND SIGN UP BOOKLET



2021 Coach
Mr. Lynnes

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WHY ESPORTS?

It's not about video games...

We are starting our first ever E-Sports club here at RCS. The focus on ESports will be less about video games and more about the broader implications of playing games together and socializing -- which are an integral part of building leadership and communication skills.

Here are some of the more detailed reasons we have started our ESports program:

To Build Critical Skills

Our goal is to build up our student's critical thinking, communication, collaboration, and creativity skills so that they achieve and sustain success. It reaches beyond traditional sports to create an all-inclusive environment that breaks barriers between traditional social groups.

To Impart a Sense of Community

A Pew Research Report states that video games play a vital role in teen friendships. The inclusiveness and accessibility of esports allow students to come together over a common passion while providing access to a positive adult mentor in their lives.

To Develop Character

There will inevitably be challenges and early failures, but players who demonstrate grit and adapt/learn will typically succeed in esports. Fortunately, these attributes are exactly what employers and colleges are telling high schools they are looking for in recent graduates.

To Increase Participation

There is a strong correlation between student engagement and student achievement. NCES reported that students who participated in extracurricular activities perform higher on math and reading assessments.

To Foster STEM Engagement

The amount of technology involved with esports enables students to practice and develop STEM skills.

WHY ESPORTS?

To Provide Scholarship Opportunities

Esports can provide a gateway to colleges and universities. The National Association of Collegiate Esports (NACE), the main governing body for varsity collegiate esports, has awarded millions of dollars in esports scholarships and aid over the last five years. Currently, more than 200 colleges and universities offer nearly 15 million dollars in scholarships.

Esports majors and careers are becoming increasingly more accessible. There are growing opportunities to find employment in esports-related careers. These opportunities include broadcasting, marketing, graphic design, multimedia production, hospitality, coaching, and management.

To Build up Christian Leaders

God gave humans a competitive spirit. The Esports program helps develop this spirit, all while developing your Christian leaders. With guidance of a Christian coach we can instill Godly principles into our players. Moreover, the Esports community can be very secular and our student's Godly demeanor can be a chance for them to spread the love of Christ all while being built up to disciple everywhere they go after High School.

Because the online influence on our students is growing, it is more important than ever that we instill Christian values in our students in alarmingly secular fields such as Esports. As they grow older, online activity will become an inseparable part of our students' lives and so it is important that they learn to spread the love of Christ outside of and even after they leave our school.

Should I be worried that my student is playing too much?

The amount of screen time should always be discussed and monitored. Just as in traditional sports, student-athletes must find a balance between practice, games, school work, rest, proper nutrition, social time, and, of course, sleep. One of the benefits of joining a formal esports team is that rules and practice schedules can be set and monitored regarding how much students can play during the week and on weekends. Setting clear guidelines for device and computer-free times and zones in your home will help your student find a proper balance between all of their interests.

Additionally, with an esports coach, parents are able to discuss concerns and develop plans with them to help students stay on top of academics and extracurricular activities.

OUR LEAGUES & THE GAMES WE PLAY

There are several Esports leagues we are a part of: The Play VS League; and the Generation Esports Leagues, which are: High School Esports League (HSEL), True North Esports (TNE), and the Middle School Esports League (MSEL) . Each league offers different games to play. There is a fee to play in each league, and only one league supports Middle Years aged players. With that said, some leagues offer free games which do not require the league fee to play -- these games are Rocket League, Fortnite, and Chess.

Leagues provide scrimmage, match and tournament opportunities. Students must own their own games and gaming systems to participate in Esports.



League: Play VS

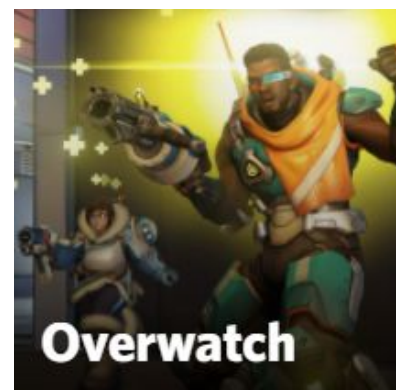
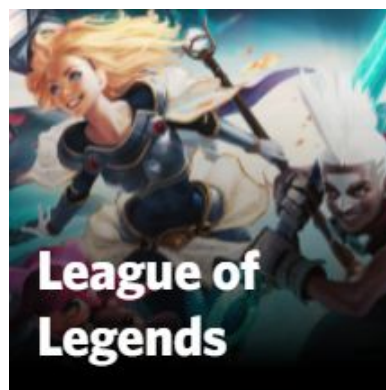
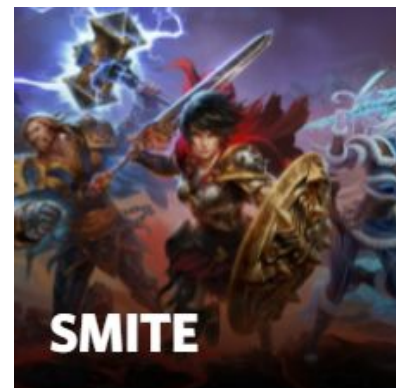
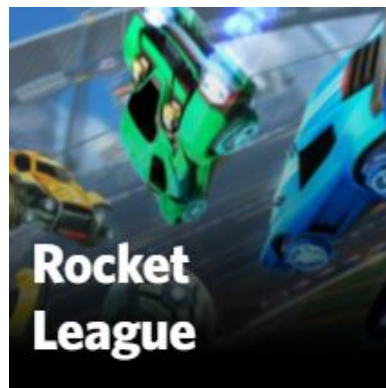
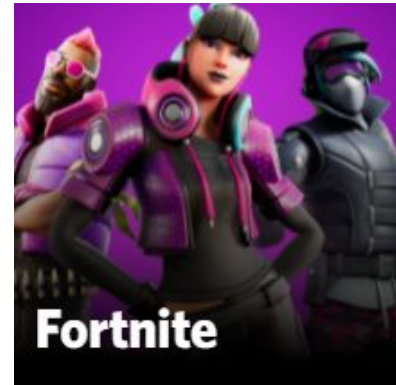
Grades: 9–12

Price: \$65

Games:

- Smash Ultimate (all characters unlocked)
- Madden 21
- Fifa 21
- Fortnite (free)
- Rocket League (free)
- SMITE
- League of Legends (all characters unlocked)
- Overwatch
- Splatoon 2

Note: Free to play games in this league allow students to compete without paying league fees; however, they won't have access to all of the other games.





**High School
Esports League**



NASEF
NORTH AMERICA SCHOLASTIC
ESPORTS FEDERATION

League: HESL

*Part of Generation Esports
Group

Grades: 9–12

Price: \$40

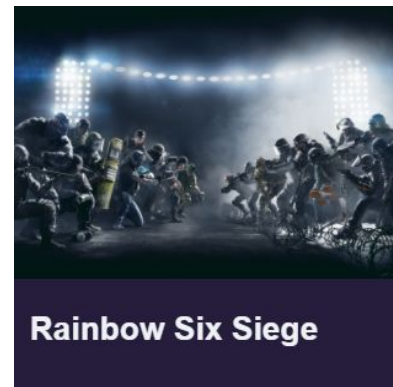
Games:

- Minecraft
- Rainbow Six Siege
- COD: Modern Warfare
- CS:GO
- Fortnite (free)
- Valorant
- NBA 2K21 +22 (free)
- Madden 21 + 22 (free)
- COD: Cold War
- Splitage
- Hearthstone
- Chess (free)

Note: Free to play games in this league allow students to compete without paying league fees; however, they won't have access to all of the other games.



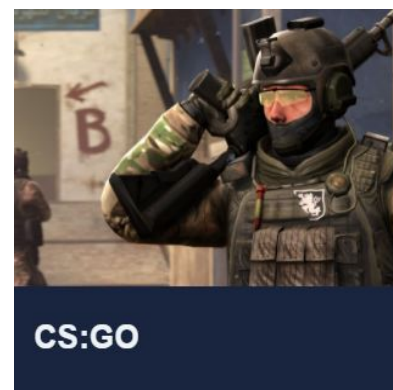
Minecraft



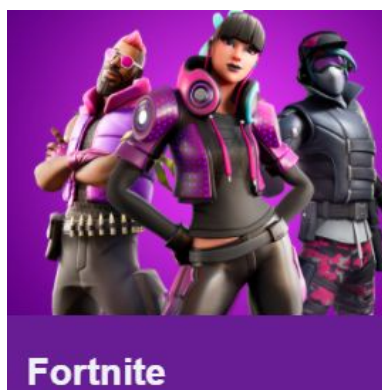
Rainbow Six Siege



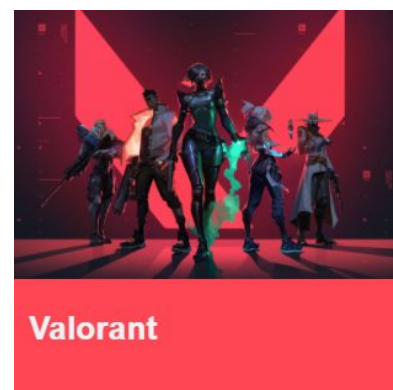
COD: Modern Warfare



CS:GO



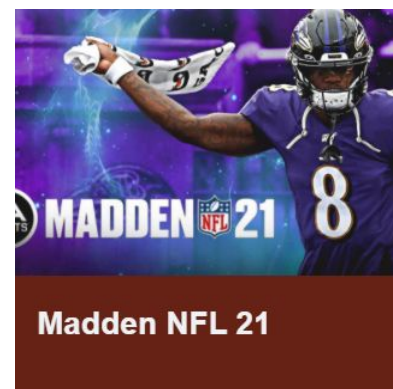
Fortnite



Valorant



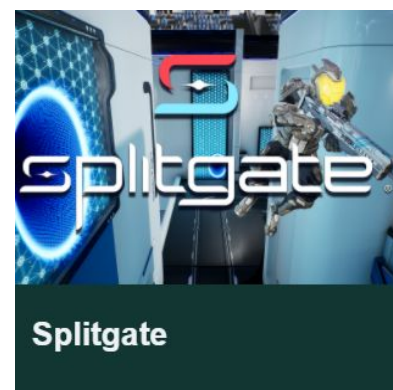
NBA 2K21



Madden NFL 21



COD: Cold War



Splitgate

League: TNE

*Part of Generation Esports Group

Grades: 9–12

Price: \$40

Games:

- Rocket League (free)
- Mario Kart 8 DX
- Hearthstone
- Minecraft
- Fortnite (free)
- Fifa
- Chess
- Knockout City
- NBA 2K22
- Madden NFL 22
- NBA 2K21
- Pokemon Unite
- Madden NFL 21

Note: Free to play games in this league allow students to compete without paying league fees; however, they won't have access to all of the other games.



Rocket League



Mario Kart 8 DX



Hearthstone



Minecraft



Fortnite



FIFA 21



Chess



Knockout City



NBA 2K22



Madden NFL 22



Middle School Esports League

League: MSEL

Grades: 6-8

Price: \$30

Games:

- Rocket League
- Minecraft
- Chess
- Knockout City



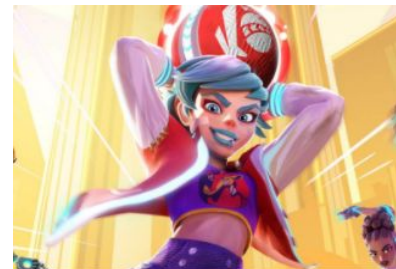
Rocket League



Minecraft



Chess



Knockout City

Find out team size and system requirements for each team by clicking the links below:

Play VS

- <https://www.playvs.com/high-school>

High School Esports League

- <https://www.highschoolesportsleague.com/game-summaries>

True North Esports

- <https://truenorthesports.com/fall-season-2021>

Middle School Esports League

- <https://middleschoolesports.com/>

Our Google Classrooms

RCS High School Esports Club

Class code `zgmnr`

Meet link [Generate Meet link](#)

Google classroom will be our go to hub for communication. Please use this classroom to find information and updates on our team.

Once students join Google Classroom they can invite their parents or guardians.

Game schedules can be found on the website of the league you are enrolled in. You will have to show your parents how they can see your game times.

Game times are usually 4pm or 5pm.

Our Class Code is:

zgmnr

RCS Middle Years Esports Club

Class code `ieoq4cr`

Meet link [Generate Meet link](#)

Google classroom will be our go to hub for communication. Please use this classroom to find information and updates on our team.

Once students join Google Classroom they can invite their parents or guardians.

Game schedules can be found on the website of the league you are enrolled in. You will have to show your parents how they can see your game times.

Game times are usually 4pm or 5pm.

Our Class Code is:

ieoq4cr

Team Merch

We will be ordering team merchandise for players to wear if they want.

Orders are optional. We will be buying one of the two options below with our school Esports Logo on it, which we will design as a group.

NIKE TEAM CLUB PULLOVER HOODIE
CJ1611 \$60.75 NK1342

SIZES: S, M, L, XL, 2XL, 3XL, 4XL, MT, LT, XLT, 2XLT, 3XLT, 4XLT
FABRIC: 80% cotton/20% polyester
OFFER DATE: 04/01/20 **END DATE:** 04/01/23
Body width: 24.75", Body length: 27.75" (size large), Tail body length: +1.25", Tail sleeve length: +1.5" (all sizes)

| | | |
|----------------------|-------------------------|-----------------------------|
| 018 Black/White | 068 Anthracite/White | 063 Dark Grey Heather/White |
| 108 White/Black | 248 Brown/White | 315 Kelly Green/White |
| 361 Dark Green/White | 418 Navy/White | 448 Light Blue/White |
| 493 Royal/White | 545 Purple/White | 610 Cardinal/White |
| 607 Scarlet/White | 688 Dark Maroon/White | 716 Bright Gold/Black |
| 783 Vegas Gold/Black | 882 Desert Orange/White | 820 Orange/White |





NIKE TEAM CLUB CREW
CJ1614 \$54.00

SIZES: S, M, L, XL, 2XL, 3XL, 4XL, MT, LT, XLT, 2XLT, 3XLT, 4XLT
FABRIC: 80% cotton/20% polyester
OFFER DATE: 04/01/20 **END DATE:** 04/01/23
Body width: 24.75", Body length: 27.75" (size large), Tail body length: +1.25", Tail sleeve length: +1.5" (all sizes)

| | | |
|-------------------|-----------------------|-----------------------------|
| 018 Black/White | 068 Anthracite/White | 063 Dark Grey Heather/White |
| 108 White/Black | 361 Dark Green/White | 418 Navy/White |
| 493 Royal/White | 545 Purple/White | 610 Cardinal/White |
| 607 Scarlet/White | 688 Dark Maroon/White | |





Parent and Guardians – Esports Form

Please return this form

I _____ allow my student _____ to participate in RCS's Esports league. I understand that the teams will be required to practice -- either at home or at RCS, once to twice a week, and that during the regularly scheduled season, official games will be happening once a week.

I give permission for my students to play the following games, whose ERSP rating I understand and approve of:

List approved games here: _____

I understand that I must own the console and game for which my student is playing.

I understand that all official communication will be available through our RCS High School Esports League Google Classroom (class code is: zgmnr), and our RCS Middle Years Esports League Google Classroom (Class code is:ieoq4cr), as well as on our league's websites, which are: <https://app.playvs.com/app> and <https://app.generationesports.com/initial-login/stepper/>

I understand that it is my student's and my responsibility to check the league sites for game times as well as our Google Classroom. All future communication will go through our Google Classroom.

I understand that my student will be held to their league's community standards and guidelines, and that inappropriate behavior can result in a ban from the team.

I understand that to participate in our Esports League, I must pay the league fees.

I understand that being a part of the RCS Esports team means that my student may be required to participate in fundraising events to support the team to buy and maintain equipment.

I have read and signed the consent waiver for as well as the media release form attached to this letter.

Parent and Guardians – Esports Form

Please return this form

Leagues:

- ☐ Play Vs (65\$)
- ☐ HESL (\$40)
- ☐ True North Esports (\$40)
- ☐ Middle School Esports League (\$30)

* Note: If your Student is playing a free game, the league fee will not apply. Please check the box below if your student is only playing free games in the league.

- ☐ Free Games Only

RCS Merch (Optional):

- ☐ Nike Pullover Hoodie (\$60.75)
- ☐ Nike Club Crew (\$54.00)

Gaming Lab Club Upkeep (Includes Maintenance and hardware plus software updates)

- ☐ Club Fee (\$30)

Add up all of your checked boxes. Put total below

Payment can be made to RCS school via check, credit card, debit, or cash. E-transfers can be sent to receivables@myrcs.org making sure to note what the payment is for.

TOTAL _____

Parent and Guardians – Esports Form

Please return this form



For Minor Students

ACTIVITY CONSENT AND WAIVER

I/We, the UNDERSIGNED, request that my/our child _____, be permitted to participate in
Name of Student
and do hereby consent and agree to the participation of my/our child in the following activity:

[Describe Activity in Detail Here] REGINA CHRISTIAN SCHOOL'S ESPORTS CLUB

(the "Activity")

I/We, the UNDERSIGNED, am/are aware that participation in the Activity may present risks of personal injury and property loss or damage to the participants and agree that I/we remain legally responsible for any actions taken by my/our child in connection with the Activity.

I/We, the UNDERSIGNED, hereby voluntarily waive any and all claims I/we, my/our heirs, executors, successors, administrators and assigns may have at any time against Regina Public Schools, its officers, directors, teachers, employees or volunteers for any personal injury, death, property damage or other loss suffered or sustained by my/our child while attending and/or participating in the Activity.

I/We, the UNDERSIGNED, understand that this release from liability does not waive claims for any injury, loss or damage caused by the sole negligence of Regina Public Schools or its employees, servants or agents while acting within the scope of their duties.

BY SIGNING this Consent and Waiver, I/we am/are acting voluntarily, and am/are not relying on any oral or written representations or statements made by Regina Public Schools, or any of its officers, directors, employees, representatives or agents to induce me to register my/our child in the Activity.

SIGNED this _____ day of _____, 20____, at _____, Saskatchewan.

NAME (Parent/Guardian)

SIGNATURE (Parent/Guardian)

NAME (Parent/Guardian)

SIGNATURE (Parent/Guardian)

For parents/guardians who wish to transport their own children:

For the safety of students, transportation services for school activities are organized pursuant to RPS administrative procedure AP580 [Conveyance of Students](#). Parent/Guardians wishing to have their child(ren) travel with them for this event may assume sole responsibility for their transportation by signing below:

I/We will assume the sole responsibility of transporting our child(ren) to and from the activity.

NAME (Parent/Guardian)

SIGNATURE (Parent/Guardian)

NAME (Parent/Guardian)

SIGNATURE (Parent/Guardian)

Please read carefully:

By signing this Activity Consent and Waiver, you, your family and representatives give up the right to sue in certain circumstances.

Parent and Guardians – Esports Form

Please return this form



REGINA
PUBLIC
SCHOOLS

Consent and Release Form

(Publishing and sharing student information and work)

Regina Public Schools celebrates student achievement. We strive to share this success, to help all of our students and educators learn from it; to inform parents, guardians and our school communities; and to record and report on strengths and challenges. The *Local Authority Freedom of Information and protection of Privacy Act* requires that parents/guardians and age of majority students provide informed consent before we can share any student information or images. Below is a description of the types of student information or images that the school division, school or news media may share.

School/School Division Newsletters

These documents may contain information about student, class or school achievement, upcoming events and other information that parents and guardians should know. Pictures of students and their first names may be used. This document may be printed and sent home, and/or may be available on the school website or social media platform (Facebook, Twitter).

School Division Publications

Regina Public Schools may develop informational or promotional items such as brochures, flyers and marketing materials. This information would be used to inform parents, school families and the public of programs, services and events at Regina Public Schools. This information may be printed or used on school or school division websites or social media. Student first names may be used.

Video, Multimedia, Photography created as school or school division-based projects

This material will be used for educational and information-sharing based purposes. This material will be used for professional development of staff and for student learning. It may be shared in classrooms, at conferences and meetings open to the public and on the internet. Student information shared on websites may include student first names, pictures, grade and school name.

Websites

Schools and the school division have websites. They contain information about what is going on in schools and the school division, student achievements, classroom projects and activities, as well as upcoming events and information that may be of interest to the parents, school communities, other educators and the public. Student information shared on websites may include student first names, pictures, grade and school name.

Social Media

Regina Public Schools makes use of a variety of social media platforms to inform, promote, and communicate with parents, school communities, other educators and the public. Content may include information that is used in any of the above described items and may contain student first name, school name, grade. Educational purpose information posted may also include student work assignments and projects. Social media platforms currently used include Facebook, Twitter, Instagram, YouTube, etc., as well as a variety of other information sharing platforms that are used between teachers and parents/guardians, such as SeeSaw.

News Media

From time to time, news media visits schools and may interview students. Only students who wish to be interviewed will be. News media coverage may be available publicly on newsprint, radio, television, websites and social media. Student full names, grade and school name may be used. Any interviewing of students that is done will always be in the presence of that student's teacher, or school/school division staff member.

A Note about Sports Reporting

Students may participate in sporting events and competitions as part of a team, or annual event. These sports activities often take place in locations that are open to the public. Student achievement in sports, especially in football, hockey, basketball, track, etc. is occasionally reported on by the Regina High School Sports Association (RHSSA) and news/sports media. This reporting will usually include student full name, grade/age, school name and achievement/place/standing. As this information is documented publicly, Regina Public Schools cannot control its use. Parents wishing to not have their daughter/son's information shared may have to make special arrangement with the coach/tournament.

School Yearbook

Primarily used in high schools, the yearbook includes student achievements and school activities. This document is not available on the internet, it is printed and distributed only to students and their families who purchase it.

Parent and Guardians – Esports Form

Please return this form

In keeping with the Saskatchewan *Local Authority of Freedom of Information and Protection of Privacy Act (LAFOIP)*, parents/guardians and students who are of the age of majority must provide informed consent before student images, work or information is shared. The reverse side of this form describes how and where sharing may occur. Please fill out the information below as appropriate.

Note that this is a multi-year release form. By filling it out and signing it, you give your consent for the student named below (or for yourself if you are a student aged 18 or older). This form will remain in force unless changed by the parent/guardian/adult student for the duration of the student's time at Regina Public Schools. Selections on this form may be made at any time by contacting the school principal.

Student Information

Student Last Name: _____ Student First Name: _____

Authorization

Parent/Guardian Name: _____ Relationship to Student: _____

Parent/Guardian Signature: _____ Date: _____

Student Signature (if 16 years or older): _____ Date: _____

☐ I give permission ☐ I do not give permission
for my child/ward/self to be photographed and/or have personal information shared, as described in this document.

Note: Parent/guardian consent is necessary for students younger than 16 years of age. For students 16 to 17, both parent/guardian and student consent is required. For students 18 years or older, only student consent is required.

Parent and Guardians – Esports Form

Please return this form

E Sports Permission Form Checklist

- ☐ Read the entire RCS Esports League: Information and Sign Up Booklet
- ☐ Reviewed the leagues, their games, and their game ratings
- ☐ Signed up for the correct Google Classroom (if I am joining the Esports Program)
- ☐ Reviewed our Esports Merch options (non mandatory)
- ☐ Reviewed and Signed all 6 of the return forms (this form is one of the 6)
- ☐ Paid the school all Esports League Fees (if applicable), Merchandise Fees (if applicable), and lab upkeep fees.

Student Name: _____

Gender: _____

Date of Birth: _____

Signature: _____

Date: _____

Parent or Guardian Name: _____

Signature: _____

Date: _____

For more information, or if you have any questions, please contact Mr. Lynnes at jordan.lynnes@myrcs.org