

ESPORTS

MANUAL

***Coaching Our Kids to Do Their Best,
Improve Their Skills And Display
Moral Values***



Washington, D.C.



E-CYO ESPORTS MANUAL

Mailing Address

P.O. Box 29260
Washington, DC 20017

Main Office

Phone 301-853-4464
Fax 301-853-7660

Office Location

Pope Francis Center
7202 Buchanan Street
Landover Hills, MD 20784

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MISSION STATEMENT:

Catholic Youth Organization (CYO) athletic programs seek to help young men and women, within the Archdiocese of Washington (ADW), foster strong principles of teamwork and sportsmanship both on and off the field. The CYO further aims to help ADW youth develop their physical talent and learn to play fairly and enthusiastically, while appreciating Christ's presence in their opponents. Through their athletic programs and training linked to parish life CYO offers young people, coaches and their families another opportunity to work together in communion to show the world a new vision of "competition" in athletics.

GAMES / AGE DIVISIONS:

1. GAMES

- Rocket League (2v2)
- Madden 20 (1v1)

2. AGE DIVISIONS

- The E-CYO Esports program is for boys and girls ages 12-18 only.
- Will be determined based on the number and make up of team registrations.

This tournament is not affiliated with or sponsored by Electronic Arts Inc., Epic Games Inc. or any of their licensors. This tournament is independent from any other tournaments including any guaranties of standings or achievement credentials.

ELIGIBILITY GUIDELINES:

Each players in the E-CYO Esports Program must meet all eligibility guidelines outlined below:

- Athletes must be registered members of the parish, attend the parish school, attend the regional school sponsored by the parish or attend a participating ADW Catholic grade school.
- Athletic Directors will confirm eligibility.
- Players must submit valid Electronic Arts (EA) / Epic Games ID's for each game software. Your game ID is how your opponents will be able to find you in order to play your scheduled match. Players with invalid game ID's are subject to forfeiting their matches.

1. MADDEN 20 – EA ID

- You will need to go to www.ea.com to create an account, if you don't already have one. Click on Sign-in in the top right corner.
- Create an EA account or sign into your existing EA account.
- In the top right corner, click on your profile icon and click on Account Settings. Your EA ID is listed on the About Me tab under Basic Information.

2. ROCKET LEAGUE – EPIC ID DISPLAY NAME

- You will need to go to www.epicgames.com to create an account, if you don't already have one. Click on Sign-in in the top right corner.
- Create an Epic Games account or sign into your existing Epic Games account.
- In the top right corner, hover over your Epic Games account name and click on Account. Your Epic ID display name is listed on the General tab under Account Info.

COST / REGISTRATION:

1. COST

- Rocket League - \$20.00 per player / Madden 20 - \$20.00 per player
 - Payment is not due at the time of registration.
 - The CYO office will notify all parishes/players of payment once all registrations are received and verified by parish Athletic Directors.

2. REGISTRATION

- Parents/Guardians will register their players here: <https://forms.gle/6wTEJWn8HDfvcrf9>
 - If you have questions or concerns regarding registration, please contact Lisa O'Meara at omearal@adw.org.

COACHES/MODERATORS RESPONSIBILITIES:

- Parents/Guardians will assume the role of the coach and monitor all game activity. ADs/Moderators will send all E-CYO notifications out to parish community so they are aware of the E-CYO program.
- Recruit players and provide them with the link to the registration form. Communicate with the League Coach/Moderators ahead of season.
- Encourage players to communicate with opponents in advance of scheduled game date/time to confirm match details and player ID's.
- Remind players to report their scores using the E-CYO Score Report Form.
 - Upon notification collect any unreported scores and send to the CYO office.
- Coordinate any rescheduled/make-up matches with opposing team's athletic director and notify the CYO Office of the change.
- Report all match disputes to the CYO office. You can reach the CYO Office by emailing Lisa O'Meara at omearal@adw.org.

CONNECTIVITY:

- Teams/Players must supply compatible gaming software, consoles and internet connectivity.

[How to ADD Cross Platform Friends in Rocket League PS4 Xbox PC \(Easy Method\)](#)

GAME PLAY:

1. GAME TIMES

- Games are scheduled for 5:00PM and 6:00PM on weekdays and 10:00AM and 11:00AM on weekends.
- Games must be played at the scheduled time.
- Any requests for reschedule shall be made to the Parish Athletic Director, who will then contact the opposing Athletic Director well in advance so they can coordinate rescheduling the match in a timely fashion. Rescheduled game must be played within 24 hours of original time.
 - Rescheduled games are subject to the opponent agreeing to change.
- Players shall initiate connection 5 minutes before game time.

2. SCORE REPORTING

- All scores are to be reported within 24 hours of the completion of the match by the players/parents/guardians on the E-CYO Score Report Form.
 - E-CYO Score Report Form: <https://forms.gle/WnhQSgZVdrKZM4Sp9>
- The winning team should report the score.
 - In the event of a tie, both teams should report the score or agree on a team to take responsibility to report.
- Scores are recorded as win, loss, or tie actual points are not needed.
- If no score is reported, the CYO Office will record a double forfeit.

3. COMMUNICATION

- Online conversation between teams must remain positive.
- Players are allowed to turn off their chat if they prefer.
- Parents/Guardians are responsible to monitor communication.

4. PAUSING THE MATCH

- Players may not at any point use the pause feature during the match.
- Each team is afforded a certain number of times outs during the match.

5. DISCONNECTION

- A match can be reset if a player unintentionally disconnects from a match as long as the following criteria are met:
 - The disconnection happens in the first 3 minutes of the match.
- The player has not disconnected previously during the match
 - More than two disconnections will count as a loss for the disconnected player

6. MATCH DISPUTES

- There may be situations when players might disagree with the match outcome. All match disputes must be reported to the parish Athletic Director.
- Here is a short list of instances where a match can be disputed:
 - Incorrect Reporting of a Match Score - wrong score, undeserved forfeit Cheating
 - Unsportsmanlike Behavior Breaking the rules
 - Using unregistered players
- Athletic Directors should email Lisa O'Meara at omearal@adw.org with any match disputes.

- The CYO Office will have final say in match disputes.

ROCKET LEAGUE:

1. GAME RULES

- 2 v 2
- Soccer Mode
- 5 Minute Games
- Best of Nine (First team to win 5 games is match winner)
 - Headphones permitted among teammates

2. SCHEDULE / FORMAT

- Pool Play
- 1 Practice Game, 3 Pool Play Games
- Games played on Weekdays @ 5:00PM (EST)
- Games played on Weekends @ 10:00AM (EST)
- Playoffs Single Elimination.
 - Match dates and bracket structure are subject to change depending on registrations.

| ROUND ROBIN POOL PLAY | PLAYOFF BRACKET |
|---------------------------------------|--|
| GAME #1 (PRACTICE) Date & Time TBA | 1 st ROUND Date & Time TBA |
| GAME #2 Date & Time TBA | 2 nd ROUND Date & Time TBA |
| GAME #3 Date & Time TBA | SEMI-FINALS Date & Time TBA |
| GAME #4 Date & Time TBA | FINALS Date & Time TBA |

MADDEN 20:

1. GAME RULES

- 1 v 1
- Pro Mode
- Play any desired team
- No player enhancements permitted. No AI play! (Offense/Defense must both be controlled by the player.)
- 5 Minute Quarters
 - One 3 Minute OT if tied after regulation.

2. SCHEDULE / FORMAT

- Pool Play
- 1 Practice Game, 3 Pool Play Games
- Games played on Weekdays @ 6:00PM (EST)
- Games played on Weekends @ 11:00AM (EST)

- Playoffs Single Elimination.
 - Match dates and bracket structure are subject to change depending on registrations.

| ROUND ROBIN POOL PLAY | PLAYOFF BRACKET |
|---------------------------------------|--|
| GAME #1 (PRACTICE) Date & Time TBA | 1 st ROUND Date & Time TBA |
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