2026
POLICY AND PROCEDURES
FOR
ESPORTS; ROCKET LEAGUE



NHIAA Esports Committee
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POINTS OF EMPHASIS

Please note the points of emphasis do not include all changes to the Policy and Procedures Manual. Please review the manual carefully. New policies or changes will be shaded.

Tournament Dates:

- Saturday, December 12, 2026 at Southern New Hampshire University

Tournament Setup/Notes:

- Tournament will be held in a qualifier → championship manner as standings will not be kept for the regular season.
- Are expected to bring their own controllers and USB cords for the tournament event
    - NO outside keyboards or headsets.
- Are expected to have their own valid account login to Rocket League.
- All competitors In-Game Names must not include problematic, derogatory, or vulgar themes.

Rocket League

I. Divisional Alignment

Rocket League shall be aligned into one coed division

Rocket League - One Division - 18 Schools (Alpha Order)			
Alvirne	Concord	Man. Memorial	Plymouth
Bedford	Goffstown	Milford	Prospect Mountain
Berlin	John Stark	Moultonborough	Salem
Bow	Keene	Pembroke	Timberlane
Coe-Brown	Londonderry		

II. Regular Season

A. Dates:

Rocket League will be offered in the fall season. The corresponding dates are as follows:

Sport	First Practice	First Contest	Last Date to Schedule	Last Date to Play
Rocket League	8/17/26	8/17/26	11/23/26	11/23/26

B. Roster:

During the regular season, there is no limit to the number of athletes that can compete in a school's program. Schools must submit a roster in accordance with By-Law Article XIX: Esports in order to participate in the post season tournaments.

III. Tournament

The committee will develop a round robin pool in which all teams competing will play a set number of matches the morning of the tournament, to determine record. The records from these round robin pools will be used to populate a single elimination tournament bracket.

A. Entries:

- **Participation:** Only individuals from NHIAA Member Schools, may participate in the tournament.
- **Tournament Rosters:** All participating member schools must submit rosters in accordance with By-Law Article XIX: Esports to the NHIAA by November 16, 2026. Roster forms can be accessed under AD forms on the NHIAA Administrative website.
- **Roster Changes:** Any changes to a roster must be in accordance with By-Law Article I: Policy; Sect. 11: Tournament Rosters.
- **Eligibility:** All participants must meet all requirements found in NHIAA By-Law Article II, Eligibility, as in any sport. This includes having a physical examination as required by the NHIAA or the local district; whichever is most stringent.

B. Withdrawal Procedures

If a school submits a roster and for any reason cannot compete in the tournament, they must immediately notify the NHIAA and advise of their intentions.

IV. Player Behavior

Athletes are expected to always represent themselves in proper and respectful manner. With that being said, any disruptive or abusive behavior while on stream will not be tolerated at any point. No obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive and objectionable comments will be allowed on stream, in the area of play, or across any social media platforms.

In-game actions such as taunting (with the exception of the game-start taunt), crouch spamming, etc. and banter or playful trash talk is permitted only as long as both teams consent to it. If at any point a team or player expresses negative feedback to such behavior, it must stop or the offending player/team will face repercussions. To avoid issues, as a rule of thumb- if you don't know that the other team is okay with such behavior, don't do it.

V. Coaching

Coaching is defined as any attempt to give instruction or advice to a player during a game. Coaching is permitted between games from a team coach if they have one. However, coaching is not permitted during a game.

- Teams may request up to 5 minutes in between games in a series, which is the only time coaching is allowed once the series has begun.
- SNHU Esports staff reserves the right to judge what is "coaching" and the severity of the violation.
- **Cheering vs Coaching** - Nondescript statements such as "Let's go!", "Come on!", "You've got this!" constitute cheering and are not coaching violations.

VI. Penalties for Players and Coaches Violations

Violations of the above policies will result in escalating disciplinary action as follows:

- **1st Offense (minor)** - Warnings issued to the player and the coach. This warning persists through the season in which it is issued.
- **2nd Offense (major)** - Player receives a game loss.
- **3rd Offense (severe)** - Player and coach are disqualified from competition.

VII. Sportsmanship

The use of profane or discriminatory language towards other players, coaches, teams, or other personnel while on stream or during a match is strictly prohibited in the league. We will not tolerate any player discriminating against another player in our leagues and tournaments. In this me of racial and social injustice, we want our athletes, coaches, and teams to feel welcome and accepted under all our platforms.

A. Disruptive Behavior: A player or coach may not make any sort of action, gesture, or any other sort of intimidating behavior directed at another player, fan, or official at any me. This behavior will not be tolerated.

B. Abusive Behavior: Abuse of any player, coach, staff, or audience is prohibited and will not be taken lightly. Also, violations that are recurring, including but not limited to touching another player's computer, body or property, will result in penalties. All players, officials, coaches, etc. will treat all individuals with respect.

C. Cheating: Cheating in any sort of way is unacceptable and will not be tolerated under any circumstances. Some examples of cheating are exploiting, hacking, ringing, and using cheating software. If found guilty of any act of cheating to gain an advantage over the opponent, there will be an automatic loss of game and potential for a suspension or ban from competition. Definition of cheating techniques are outlined as:

- **Exploiting:** Using any known in-game bug to seek an advantage.
- **Hacking:** Any sort of modification of the game client or equipment by any player, team or person acting on behalf of a player or a team to give the team/player an unfair advantage.

- **Cheating Device:** Using any kind of cheating device and/or cheat program that gives you a competitive advantage such as controllers with post-manufacture programmable features or controllers with the ability to host macros.
- **Intentional Disconnection:** If at any me during the match one or more players purposefully disconnects from the game without consent from other pares, also known as "rage quitting."
- **Collusion:** Any agreement among two or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as:
  - Soft play - Any agreement among two or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game.
  - Sending or receiving signals, electronic or otherwise, from a confederate to/from a player.
  - Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

D. Gambling: Gambling on any game, tournament, or match, is strictly prohibited. In addition, gambling on player or team performance is strictly prohibited.

VIII. Player/Team Equipment

A. Provided Equipment

All set-ups will be organized, examined, and approved by tournament administrators prior to use in tournaments and events.

B. Player or Team-Owned

Any kind of personal or team-owned controller/USB cord at the event must be approved on-site by a tournament administrator to make sure no team or player will gain an unfair advantage. If equipment doesn't meet the requirements of the tournament administrator, the equipment will be banned from use in the tournament.

- **No outside keyboard or headset allowed.**

C. Replacement

At any me at a venue, a player can request a replacement for any part of their equipment. There must either be a pause put on the match or the change must occur between games for the replacement to take place. If a referee or administrator catches an illegal or unapproved replacement taking place, the match will be forfeited by the team that committed the illegal replacement.

IX. Violations and Enforcement

If Player Conduct or restricted equipment should be an issue:

- An immediate game loss for the player.
- Any subsequent offense will result in the player not being allowed to continue competing while a full review is conducted by the Tournament Organizer/Committee.
- The player could be disqualified from the rest of the tournament.

Regular Season and Tournament Rules and Structure

By participating in the tournament, all athletes and coaches have given full consent for some of their personal information to be shown on the video stream found at https://twitch.tv/snhuesports. That information is limited to: IGN (In-Game Name)

I. Tournament Overview

- A round robin pool in which all teams competing will play a set number of matches the morning of the tournament. The records from these round robin pools will be used to populate a single elimination tournament bracket.
- Tournament Rule overview will be given to the pool of coaches prior to competition.
- Teams will be directed to their equipment to setup for their first match. Following a tech and warm-up time block, matches will be played out with winning teams moving forward in the bracket until the finals have been played and an ultimate winner has been found.

II. Server

All matches will be played on the US-East server.

III. Lobby Creation

Game lobbies will be created by the designated captain of the "Home" team. They should follow the rules stated in the "Game Settings" section below. Once a lobby has been created, the lobby owner will provide the opposing team with the lobby name and password for connection. Any issues with lobby creation should be brought to a tournament administrator for resolution.

IV. Game Format (Regular Season and Tournament)

- **Game:** A single game in a series.
- **Series/Match:** Synonymous terms for a set of games played by two teams.
- **Bo3:** A series consisting of up to 3 games, where the first team to win the majority of games (2 games) wins the series.
- **Bo5:** A series consisting of up to 5 games, where the first team to win the majority of games (3 games) wins the series.
- **Round Robin:** A round in which teams will play one match against each opponent in their group.
- **Single Elimination:** Match losses result in the team no longer moving forward in the tournament.

V. Game Settings

- **Default Arena:** DFH Stadium
- **Team Size:** 3v3 unless otherwise specified per event
- **Bot Difficulty:** No Bots
- **Mutators:** None
- **Match Time:** 5 Minutes
- **Platform:** All Platforms

VI. Game Interruptions

If a game is interrupted by a power outage or other unforeseen circumstance, the Tournament Administrator will determine how play will resume.

VII. Reporting Scores

All match scores will be reported to the Tournament Organizer upon conclusion of the match. The tournament organizer will be responsible for inputting the match result into the bracket software.

VIII. Misinterpretation

No game or set is to be replayed due to a misinterpretation of the rules above. When a game is underway, barring immediate recognition at the beginning of something being wrong players are to play out the game as selected.