# What is esports?

ESPORTS STANDS FOR ELECTRONIC SPORTS Esports is about teamwork, communication, strategic thinking and leadership - in all the same ways that traditional sports are and then some.

Esports officially stands for electronic sports, not to be confused with video games. It's much more than that. What sets it apart is the level of organized competitive gameplay between teams and its own strict set of rules and guidelines. Esports is about teamwork, communication, strategic thinking and leadership – in all the same ways that traditional sports are and then some.

Today, esports is growing exponentially with 400 million fans worldwide who repeatedly pack out arenas. Currently, there are 200 colleges and universities offering almost 10 million dollars in scholarships. Establishing esports in high school enables students to do what they love and provides them with additional opportunities to earn scholastic recognition.
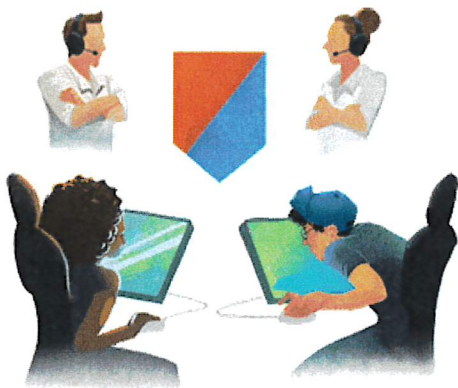
Benefits of Esports

Character Development
Students build character and develop discipline, self-esteem and sportsmanship through practice and gameplay.

Increase Participation
Esports are co-ed, inclusive, and engage students who might not otherwise participate in school athletics or activities.

STEM Engagement
Esports players are often interested in STEM classes and programs. A high percentage of collegiate esports players select STEM majors.

College Scholarships
200 colleges and universities offer esports scholarships and are actively recruiting players for activities.

"I have seen firsthand the impact that esports can have on students, especially ones who have been largely disengaged with learning. Esports has a future in education."

Coach Magoffin
Orange, MA

Why Esports Now

Considering starting your esports program? Unsure if the time is right for your school? Esports provide a stable environment for students with scheduled game-time, safe interactions, and real-world skill building.

Safe and Affordable

With a looming pandemic and stay-at-home orders, esports provides safe peer and adult interactions. There's no need to meet in person with PlayVS. Coaches form teams and create scrimmages with a few clicks.

Without travel and extra equipment esports is the most affordable sport. Teams battle for domination from the school computer lab or personal computers at their homes.

Student Participation

Engaged students achieve more. Esports reaches a broader spectrum of students while achieving the same enhanced performance, behavior, and attendance objectives.
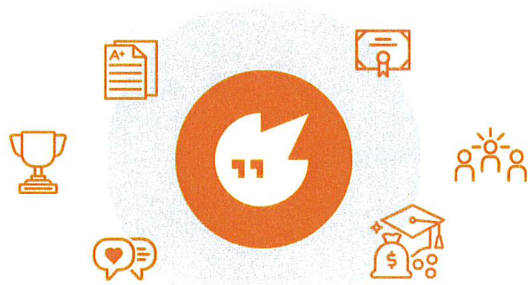
Future Pathways

Esports programs put students on an improved life path with millions available in scholarships and vocational opportunities. The gaming industry grows exponentially every year. For students, that means increased potential career paths.

Community

Esports builds a community for students with a built-in growth environment. Like traditional sports, coaches model sportsmanship and interpersonal skills. With all-inclusive and co-ed teams, PlayVS gives a broader audience the chance at a coached, athletic experience.

STEM + Critical Thinking

Not surprisingly, gaming invites students to test our computer literacy along with authentic practice of ISTE standards. Teams analyze real-time stats throughout matches and while scouting opponents.

If you can teach, you probably have the skills to coach esports.
Not sure you have the right stuff to be an esports coach? Check out Debunking Esports Myths: Coaching and Why Esports in Education with Dr. Clint Kennedy.

How to Start Your Esports Program

PlayVS is building the infrastructure and platform for amateur esports, starting with high schools. We work directly with game publishers and states to build and operate sanctioned leagues across the country. Through our partnership with the National Federation of State High School Associations (NFHS), PlayVS is empowering students to compete in esports on behalf of their high school, with the opportunity to win a championship, just like any other youth sport.

Follow this step-by-step guide to get an esports program started at your school today!

I.   Sign up on PlayVS
II.   Get your Administration's Approval
III. Connect with your IT Department
IV.   Determine your Program's Capacity
VI.   Build your Program

1. Sign up on PlayVS

The PlayVS team is comprised of former high school teachers, administrators, and IT directors who can help answer any questions you may have regarding esports. Whether you are starting a program from scratch, or have been playing for years, our team can help!

1. Visit PlayVS.com to create an account. No commitment necessary.
2. Provide a school email and contact information.
3. Schedule a call with a PlayVS representative. We recommend you invite key stakeholders to join the call: Administrators, Athletic Directors, and the IT Department.

2. Get Your Administration's Approval

Principals and Athletic Directors can help ensure that esports are recognized, funded and promoted on campus, along with other activities and sports.

Esports in Education
Esports requires a tremendous amount of critical thinking, communication, collaboration, and creativity from players to achieve and sustain success. With easy access and a low cost to entry, esports reaches beyond traditional sports to create an all-inclusive environment that breaks barriers.

Esports Benefits
- Sense of Community
- Scholarship Opportunities
- Increase Achievement
- Character Development
- Embodies ISTE Standards
- STEM Engagement

Easy Implementation
PlayVS manages the schedules, displays team and player stats, and provides real-time support for coaches. Coaches can add and arrange players to build optimal lineups. Similar to traditional sports, PlayVS holds a Fall and Spring season during the school year, however each season will have its own league champion.

PlayVS League Overview
- PlayVS and NFHS support
- Fall and Spring seasons
- Weekly matches played after school
- Multiple teams per esport
- State rankings
- Single-elimination playoffs
- No travel - all matches are on campus
- **No additional equipment** - computer labs or libraries already have the equipment needed to participate

3. Connect with Your IT Department

Your IT department can verify which games can run on your school computers. Keep in mind that players can bring their own laptops from home as long as a reliable Internet connection is available. Give your IT department the PlayVS Hardware-Network Specifications and Game Download Instructions. Work with your IT department to complete the necessary requirements for successful game days.

1. Provide the school's IP public address to PlayVS in the settings section of your Coach Dashboard.

2. Unblock the games in the internet filter and firewall. Our whitelists are provided in our Hardware-Network Specifications.

3. Download and install games. Check out our Hardware-Network Specification list for necessary game and computer specs.

4. Account for weekly game updates throughout the season. Our Game Day Protocol recommends opening game clients at least one hour prior to match time to ensure the latest update gets installed.

PlayVS Tip: Give your season schedule to the IT department to ensure that network maintenance does not interfere with game days.

4. Determine Your Program's Capacity

With administrative and IT support, you can determine your program's capacity. There are three main factors that will help you start and scale your esports program: student preferences, IT capabilities, and coach availability.

1. *Number of students interested per esport.* Hold an interest meeting to determine how many teams you will be able to form and for which games. League of Legends and SMITE require 5 starting players. Rocket League requires a team of 3 starting players.
    PlayVS Tip: Have a computer ready so students can quickly sign up on PlayVS.com.

2. *Number of computers that can run each game* (determined from your IT department). Keep in mind that you can have multiple teams within the same esport so the number of computers is your biggest limiting factor.

3. *Number of coaches and their availability.* Coaches must be present at all PlayVS matches, including rescheduled matches. Consider adding an assistant coach for additional teams and esports.

5. Build Your Program

Holding practices, events, and tryouts are good next steps for building your program. Some coaches use our Discord channel to organize scrimmage matches against other schools in their state or across the nation. Here are some other suggestions that may help build your program:

- Host tryouts to determine teams and student leaders.
- Start fundraising for new equipment or jerseys.
- Make announcements on social media and during morning announcements.
- Display flyers with game information.
- Invite and verify players and coaches on PlayVS.com.

PlayVS Tip: Some teams may travel to local game centers or colleges for their scheduled matches if needed. Confirm any off-site matches with a PlayVS League Official.

Take Your Program to the Next Level

Once started, there are many ways to continually grow your program. Contacting other stakeholders, schools, and media may help provide additional support for your teams. While playing and analyzing games, players can develop skills and camaraderie.

Chat with your administration and teams about opportunities to enhance your program.

- Contact local press about your new program with PlayVS.
- Encourage local and rival schools to build their own programs.
- Host mini tournaments (Also a great way to fundraise!).
- Analyze professional gameplay and matches.
- Pair new players with veteran players for mentorship.
- Scrimmage against other schools to practice different strategies.
- Provide an informational session or esports night for parents and the community to learn more. Check out our Parents Guide!
- Stay connected through our mailing list, Discord and socials for additional resources and webinars!

How does the PlayVS league work?

PLAYVS IS THE OFFICIAL HIGH SCHOOL ESPORTS PLATFORM Through our robust online platform, integrations with game publishers, and exclusive partnership with the NFHS, we are building the next big emerging sport.

League Structure

There will be two seasons each school year, Fall from October to January and Spring from February to May.

Spring 2019 Schedule

Tuesdays: League of Legends
Two consecutive games *(best-of-two)*
Wednesdays: SMITE
Two consecutive games *(best-of-two)*
Thursdays: Rocket League
Up to five consecutive games *(best-of-five)*

During the playoffs, the top teams play in a single-elimination best-of-three bracket until the state finalists are determined. These two teams will compete to be crowned State Champion.

Getting Started

Quickly build an esports program with PlayVS!

1 **Campus Interest Meeting**

Host an interest meeting on campus to get student sign-ups for each of your games and build out your esports program.

2 **Find a Coach**

Schools approve the program and select coaches. IT administrators makes sure your tech is ready to go.

3 **Build a Team**

Coaches build multiple teams that all represent the same school. There are no cuts and teams are co-ed. We recommend at least 15 students for a well-rounded program.

4 **Compete Together**

Each team will play on campus and compete with other schools in the state. No travel required.

5 **Win a Championship**

Build on your strategies throughout the season to make the playoffs. Go all out to compete in the final championship game.

School Name	School Authorized	School Position	Rocket League	League of Legends	Smite	Date
Barren County	Warren Cunningham	Bylaw 1 Designated Representative	Yes	No	No	10/21/19 14:53
Bath County	Diana Cline	Bylaw 1 Designated Representative	No	No	Yes	10/25/19 14:04
Beechwood	Justin R Kaiser	Principal	Yes	Yes	No	10/11/19 14:44
Berea	Jerry Bingham	Bylaw 1 Designated Representative	No	Yes	No	2/17/20 17:02
Betsy Layne	Jody Roberts	Principal	Yes	Yes	No	10/24/19 12:22
Boone County	Lance Melching	Bylaw 1 Designated Representative	Yes	No	No	10/22/19 12:37
Bourbon County	Wendy Mahanna	Bylaw 1 Designated Representative	No	Yes	Yes	2/3/20 21:56
Bowling Green	D.G. Sherrill	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/11/19 17:44
Boyle County	Mark Wade	Principal	Yes	Yes	Yes	10/18/19 0:02
Breathitt County	Charles Davidson	Principal	Yes	Yes	Yes	9/22/20 16:27
Bryan Station	Ryan King	Principal	Yes	Yes	No	10/11/19 19:47
Bullitt Central	John Hodges	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/29/19 18:32
Bullitt East	Troy Barr	Bylaw 1 Designated Representative	No	Yes	No	10/25/19 19:08
Calloway County	Chris King	Principal	Yes	Yes	Yes	10/14/19 14:16
Campbellsville	Tim Davis	Bylaw 1 Designated Representative	Yes	Yes	Yes	1/29/20 15:57
Carroll County	Joshua Covington	Principal	Yes	Yes	Yes	10/9/19 15:18
Central	Ryan Bringhurst	Bylaw 1 Designated Representative	No	Yes	No	10/24/19 13:33
Christian County	Steve Lovelace	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/28/19 16:38
Clinton County	Brandon Pharis	Bylaw 1 Designated Representative	Yes	Yes	Yes	9/30/20 13:51
Collins	Powell Miller	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/5/20 20:07
Covington Latin	Joe Gressock	Principal	Yes	No	No	10/10/19 16:41
Cumberland County	Josh Henderson	Principal	No	Yes	Yes	9/14/20 19:31
Danville	Lisa Fisher	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/22/20 16:48
Dayton	Scott Meyers	Principal	No	Yes	No	10/21/19 19:27
DeSales	Don Bowers	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/1/20 19:40
Dixie Heights	Derek Bosse	Bylaw 1 Designated Representative	Yes	No	No	9/30/20 22:44
Doss	Danny McCreedy	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/9/19 17:58
DuPont Manual	David Zuberer	Bylaw 1 Designated Representative	Yes	Yes	Yes	1/24/20 12:48
East Carter	Glenn Spalding	Bylaw 1 Designated Representative	Yes	Yes	Yes	9/14/20 0:20
Eastern	Doug Wilham	Bylaw 1 Designated Representative	No	Yes	No	2/3/20 13:56
Elizabethtown	Jennifer Burnham	Principal	Yes	Yes	No	10/17/19 16:12
Estill County	Josh Yost	Principal	Yes	Yes	Yes	10/22/19 18:34

School	Representative	Title				Date
Fern Creek	Troy Johnson	Bylaw 1 Designated Representative	Yes	Yes	Yes	1/27/20 14:51
Fleming County	Rob Catron	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/7/19 19:36
Floyd Central	Tony Isaac	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/22/20 17:30
Frankfort	John Lyons	Principal	Yes	Yes	Yes	10/10/19 18:04
Frederick Douglass	Jeremy Dulaney	Bylaw 1 Designated Representative	Yes	Yes	Yes	11/16/19 15:16
Frederick Fraize	Scott Adcock	Principal	Yes	Yes	Yes	11/11/19 18:30
Garrard County	Michael Andersn	Principal	Yes	No	Yes	10/17/19 17:11
Glasgow	Craig Cassady	Bylaw 1 Designated Representative	Yes	Yes	No	10/22/20 16:53
Graves County	Khristain Elliott	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/15/19 13:59
Great Crossing	Austin A Haywood	Bylaw 1 Designated Representative	Yes	Yes	Yes	1/23/20 20:09
Green County	Mike Daniels	Bylaw 1 Designated Representative	No	Yes	Yes	1/21/20 21:02
Greenup County	Jason Smith	Principal	Yes	Yes	Yes	10/11/19 13:05
Hancock County	Ashley Gorman	Principal	No	Yes	No	1/27/20 22:43
Harrison County	Brad Allison	Bylaw 1 Designated Representative	No	Yes	No	9/22/20 17:23
Henry Clay	Kristian Junker	Bylaw 1 Designated Representative	No	Yes	No	11/14/19 15:39
Heritage	Bert Capel	Bylaw 1 Designated Representative	Yes	No	No	2/12/20 19:01
Highlands	**Kevin A Nieporte**	**Bylaw 1 Designated Representative**	**Yes**	**Yes**	**No**	**1/13/20 18:50**
Johnson Central	Tommy McKenzie	Bylaw 1 Designated Representative	Yes	Yes	Yes	2/26/20 16:35
Kentucky Country Day	Dr. J. Tim Green	Bylaw 1 Designated Representative	Yes	Yes	Yes	9/22/20 17:02
Knox Central	Jeff Canady	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/14/19 15:31
Lafayette	Littleton Ward	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/5/19 16:27
LaRue County	David Dawson	Bylaw 1 Designated Representative	Yes	No	No	10/22/20 13:41
Lee County	Danny Wright	Principal	Yes	Yes	Yes	9/11/20 19:31
Leslie County	Robert Roark	Principal	Yes	Yes	Yes	10/17/19 18:31
Lincoln County	Tim Estes	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/24/19 16:21
Logan County	Brian Caycee Spears	Principal	Yes	Yes	No	10/17/19 18:47
Lynn Camp	Rob Ledington	Bylaw 1 Designated Representative	Yes	Yes	Yes	1/22/20 11:46
Male	JOHN KELSEY	Bylaw 1 Designated Representative	Yes	Yes	Yes	1/24/20 0:27
Marion County	Michael D Holt	Bylaw 1 Designated Representative	Yes	Yes	Yes	9/22/20 16:56
Marshall County	Mike Johnson	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/22/20 17:14
Martin County	Chuck White	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/20/20 17:54
McCracken County	Geno Miller	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/17/19 17:57
McCreary Central	Sharon Ross-Privett	Principal	Yes	Yes	No	9/21/20 14:16
Menifee County	Jeff Eaglin	Bylaw 1 Designated Representative	No	Yes	No	10/25/19 17:55

School	Name	Role	Col1	Col2	Col3	Date
Metcalfe County	Matt Shirley	Bylaw 1 Designated Representative	Yes	Yes	Yes	12/4/19 14:22
Model	Laura Dedic	Principal	Yes	Yes	Yes	10/17/19 12:57
Monroe County	John Petett	Bylaw 1 Designated Representative	Yes	Yes	Yes	9/15/20 13:09
Nelson County	Matt Reynolds	Bylaw 1 Designated Representative	Yes	Yes	Yes	1/30/20 14:16
Oneida Baptist Institute	Larry Gritton	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/14/20 14:50
Paris	Joe Matthews	Principal	No	Yes	No	10/2/20 20:01
Pendleton County	**Tony Dietrich**	**Principal**	**Yes**	**Yes**	**Yes**	**10/15/19 17:09**
Perry County Central	oramious napier	Bylaw 1 Designated Representative	Yes	Yes	Yes	2/19/20 19:08
Phelps	Deborah Stiltner	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/13/20 2:50
Pleasure Ridge Park	Nick Waddell	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/16/19 14:34
Pulaski County	Rodney McAninch	Principal	Yes	Yes	No	10/21/19 16:32
Rockcastle County	James Bussell	Principal	Yes	Yes	Yes	10/10/19 13:38
Sacred Heart	Donna Moir	Bylaw 1 Designated Representative	Yes	No	No	10/19/20 13:49
Scott County	Meocha C. Williams	Principal	Yes	Yes	Yes	10/17/19 16:37
Shawnee	Scott Cissell	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/24/19 13:35
Shelby County	Charlotte Marshall	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/2/20 13:56
South Warren	Chris Decker	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/18/19 18:06
Southern	Tyler Shearon	Principal	Yes	Yes	Yes	10/10/19 12:10
Southwestern	Alex Eaton	Bylaw 1 Designated Representative	Yes	Yes	Yes	1/24/20 20:03
St. Henry District	**Nick Reed**	**Bylaw 1 Designated Representative**	**Yes**	**Yes**	**Yes**	**10/15/19 17:06**
St. Xavier	Denny Williams	Bylaw 1 Designated Representative	Yes	Yes	No	9/23/20 12:57
Tates Creek	Marty Mills	Principal	Yes	Yes	Yes	10/24/19 17:28
Thomas Nelson	Courtney Newton	Principal	Yes	Yes	Yes	10/17/19 13:52
Trinity (Louisville)	Sean Duggins	Bylaw 1 Designated Representative	Yes	No	No	9/11/20 19:15
Valley	William S Raleigh	Bylaw 1 Designated Representative	Yes	Yes	Yes	2/18/20 22:25
Warren Central	JOSEPH D NORMAN	Principal	Yes	Yes	Yes	10/23/19 22:41
Wayne County	Kevin Jones	Bylaw 1 Designated Representative	No	Yes	No	10/15/19 13:24
Western	Jared Baker	Bylaw 1 Designated Representative	Yes	Yes	Yes	10/11/19 14:35
Whitley County	Bryan Stewart	Bylaw 1 Designated Representative	Yes	Yes	Yes	9/16/20 19:40
Williamsburg	Jerry Herron	Bylaw 1 Designated Representative	Yes	Yes	No	9/30/20 13:50
Wolfe County	Gregory D Creech	Principal	Yes	Yes	Yes	10/22/20 17:30
Woodford County	Jason Arnold	Principal	Yes	Yes	Yes	1/23/20 14:1

IT Checklist

League of Legends
Minimum Required Computer Specifications

If Mac

- OS: OS X 10.8.5 or newer
- Processor: 2 GHz
  (supporting SSE2 instruction set or higher)
- Memory: 2 GB RAM
  (4GB is strongly recommended)
- Graphics: NVIDIA GeForce 8600M GT / ATI Radeon HD 2600 or better, screen resolutions up to 1920x1200
- Storage: 20 GB available disk space

Software Requirements
- Install League of Legends
- Peripheral drivers
- Game updates and patching policies
- Recommended: communications client (Discord, Teamspeak, Twitch, etc.)

Peripherals
- Mouse
- Keyboard
- Headset with microphone

If Windows

- OS: Windows 7 or newer
- Processor: 2 GHz
  (supporting SSE2 instruction set or higher)
- Memory: 1 GB RAM
  (2 GB of RAM for Windows Vista and newer)
- Graphics: Shader version 2.0 capable video card, screen resolutions up to 1920x1200
- Storage: 20 GB available disk space
- Support for DirectX v9.0c or better

Network Requirements
- Gigabit connection from PC to Internet
- 8 Mbps Down / 2 Mbps Up available bandwidth per player
- Whitelist game specific public IP and ports in Internet filter/firewall
- Provide school's public IP addresses during onboarding process (These will be used by game developers to tag/allow high volume esports specific traffic from high schools.)

Please note: *These specifications are the bare minimum requirements to run games. If your school is considering purchasing new computers, please reach out to us for recommended specifications that will allow your school to support more demanding games.*

Whitelist

League of Legends

Ref. A: Please have your IT manager whitelist all of the following game specific IP and ports.

League of Legends

TCP	2099	prod.na2.lol.riotgames.com
TCP	5222-5223	chat.na2.lol.riotgames.com
UDP	5100-5400	5100-5400 192.64.170.0/24, 192.64.171.0/24, 192.64.172.0/24, 192.64.173.0/24
TCP	8088	spectator.na2.lol.riotgames.com
TCP	443	auth.riotgames.comlq.na2.lol.riotgames.com
TCP	443	l3cdn.riotgames.com
TCP	443	prod.config.patcher.riotgames.com
TCP	443	us.edge.rms.si.riotgames.com
TCP	443	ekg.riotgames.com
TCP	443	acs.leagueoflegends.com
TCP	443	entitlements.auth.riotgames.com
TCP	80, 443	clubs.leagueoflegends.com
TCP	80, 443	frontpage.na.leagueoflegends.com
TCP	80, 443	lolstatic-a.akamaihd.net
TCP	80, 443	oembed.leagueoflegends.com
TCP	80, 443	am-a.akamaihd.net
TCP	443	matchhistory.na.leagueoflegends.com
TCP	443	plstore.na2.lol.riotgames.com
TCP	443	status.leagueoflegends.com
TCP	443	store.na2.lol.riotgames.com
TCP	443	lolstore-a.akamaihd.net
TCP	443	lolesports.com

TCP	443	riotgamespatcher-a.akamaihd.net
TCP	443	cds.s4a8x2q3.hwcdn.net

Riot

TCP	80, 443	riot.com

PlayVS

TCP	80, 443	playvs.com

IT Checklist

Rocket League
Minimum Required Computer Specifications

If Mac
- OS: OS X 10.8.5 or newer
- Processor: 2.4 GHz
  (supporting SSE2 instruction set or higher)
- Memory: 8 GB RAM
- Graphics: NVIDIA GTX 260 or ATI 4850 or better, screen resolutions up to 1920x1200
- Storage: 7 GB available disk space

Software Requirements
- Install Steam and Rocket League
- Peripheral drivers
- Game updates and patching policies
- Recommended: communications client (Discord, Teamspeak, Twitch, etc.)

Peripherals
- Mouse
- Keyboard
- Headset with microphone
- Controller (not required)

If Windows
- OS: Windows 7 or newer
- Processor: 2.4 GHz
  (supporting SSE2 instruction set or higher)
- Memory: 2 GB RAM
- Graphics: NVIDIA GTX 260 or ATI 4850 or better, screen resolutions up to 1920x1200
- Storage: 7 GB available disk space

Network Requirements
- Gigabit connection from PC to Internet
- 8 Mbps Down / 2 Mbps Up available bandwidth per player
- Whitelist game specific public IP and ports in Internet filter/firewall
- Provide school's public IP addresses during onboarding process (These will be used by game developers to tag/allow high volume esports specific traffic from high schools.)

Please note: *These specifications are the bare minimum requirements to run games. If your school is considering purchasing new computers, please reach out to us for recommended specifications that will allow your school to support more demanding games.*

Whitelist

Rocket League

Ref. A: Please have your IT manager whitelist all of the following game specific IP and ports.

Rocket League

UDP	7000-9000	rocketleague.com
TCP	80	rocketleague.com
TCP	443	rocketleague.com

PlayVS

TCP	80, 443	playvs.com

IT Checklist

SMITE

Minimum Required Computer Specifications

If Mac

- OS: Not supported

Software Requirements

- Install SMITE
- Peripheral drivers
- Game updates and patching policies
- Recommended: communications client (Discord, Teamspeak, Twitch, etc.)

Peripherals

- Mouse
- Keyboard
- Headset with microphone
- Controller (not required)

If Windows

- OS: Windows 7 or newer
- Processor: 2.4 GHz (supporting SSE2 instruction set or higher)
- Memory: 4 GB RAM
- Graphics: NVIDIA GTX 8800 GT or better, screen resolutions up to 1920x1200
- Storage: 30 GB available disk space

Network Requirements

- Gigabit connection from PC to Internet
- 8 Mbps Down / 2 Mbps Up available bandwidth per player
- Whitelist game specific public IP and ports in Internet filter/firewall
- Provide school's public IP addresses during onboarding process (These will be used by game developers to tag/allow high volume esports specific traffic from high schools.)

Please note: *These specifications are the bare minimum requirements to run games. If your school is considering purchasing new computers, please reach out to us for recommended specifications that will allow your school to support more demanding games.*

Whitelist

SMITE

Ref. A: Please have your IT manager whitelist all of the following game specific IP and ports.

SMITE

UDP	9002-9999	smitegame.com
TCP	9000, 9001	hirezstudios.com

PlayVS

TCP	80, 443	playvs.com

Whitelist

Steam

Ref. A: Please have your IT manager whitelist all of the following game specific IP and ports.

To log into Steam and download content:

HTTP (TCP port 80) and HTTPS (443)

UDP 27015 through 27030

TCP 27015 through 27030

Steam Client

UDP 27000 to 27015 inclusive (Game client traffic)

UDP 27015 to 27030 inclusive (Typically Matchmaking and HLTV)

UDP 27031 and 27036 (incoming, for In-Home Streaming)

TCP 27036 and 27037 (incoming, for In-Home Streaming)

UDP 4380

Dedicated or Listen Servers

TCP 27015 (SRCDS Rcon port)

Steamworks P2P Networking and Steam Voice Chat (not required)

UDP 3478 (Outbound)

UDP 4379 (Outbound)

UDP 4380 (Outbound)

Advanced

For generic Steam HTTP/HTTPS requests, your firewall should allow the following domains:

- Steampowered.com
- Steamcommunity.com
- Steamgames.com
- Steamusercontent.com
- Steamcontent.com
- Steamstatic.com
- Akamaihd.net

IPV4	45.121.184.0/23	Valve Corporation
IPV4	45.121.186.0/23	Valve Corporation
IPV4	103.10.124.0/24	Valve Corporation
IPV4	103.10.125.0/24	Valve Corporation
IPV4	103.28.54.0/23	Valve Corporation
IPV4	146.66.152.0/23	Valve Corporation
IPV4	146.66.154.0/24	Valve Corporation
IPV4	146.66.155.0/24	Valve Corporation
IPV4	146.66.156.0/23	Valve Corporation
IPV4	146.66.158.0/23	Valve Corporation
IPV4	153.254.86.0/24	
IPV4	155.133.224.0/23	Valve Corporation
IPV4	155.133.227.0/24	Valve Corporation
IPV4	155.133.228.0/23	Valve Corporation
IPV4	155.133.230.0/23	Valve Corporation
IPV4	155.133.232.0/24	Valve Corporation
IPV4	155.133.233.0/24	Valve Corporation
IPV4	155.133.234.0/24	Valve Corporation
IPV4	155.133.235.0/24	Valve Corporation
IPV4	155.133.236.0/23	Valve Corporation

IPV4	155.133.238.0/24	Valve Corporation
IPV4	155.133.239.0/24	Valve Corporation
IPV4	155.133.240.0/23	Valve Corporation
IPV4	155.133.242.0/23	Valve Corporation
IPV4	155.133.244.0/24	Valve Corporation
IPV4	155.133.245.0/24	Valve Corporation
IPV4	155.133.246.0/23	Valve Corporation
IPV4	155.133.248.0/24	Valve Corporation
IPV4	155.133.249.0/24	Valve Corporation
IPV4	155.133.250.0/24	Valve Corporation
IPV4	155.133.252.0/24	Valve Corporation
IPV4	155.133.253.0/24	Valve Corporation
IPV4	155.133.254.0/24	Valve Corporation
IPV4	155.133.255.0/24	Valve Corporation
IPV4	162.254.192.0/24	Valve Corporation
IPV4	162.254.193.0/24	Valve Corporation
IPV4	162.254.194.0/23	Valve Corporation
IPV4	162.254.196.0/24	Valve Corporation
IPV4	162.254.197.0/24	Valve Corporation
IPV4	162.254.198.0/24	Valve Corporation
IPV4	162.254.199.0/24	Valve Corporation
IPV4	185.25.180.0/23	Valve Corporation
IPV4	185.25.182.0/24	Valve Corporation
IPV4	185.25.183.0/24	Valve Corporation
IPV4	190.216.121.0/24	Valve Corporation
IPV4	190.217.33.0/24	Valve Corporation
IPV4	192.69.96.0/23	Valve Corporation
IPV4	205.185.194.0/24	Valve Corporation (C04780190)
IPV4	205.196.6.0/24	Valve Corporation

IPV4	208.64.200.0/24	Valve Corporation
IPV4	208.64.201.0/24	Valve Corporation
IPV4	208.64.202.0/24	Valve Corporation
IPV4	208.64.203.0/24	Valve Corporation
IPV4	208.78.164.0/23	Valve Corporation
IPV4	208.78.166.0/24	Valve Corporation
IPV4	208.78.167.0/24	Valve Corporation

PlayVS

TCP	80, 443	playvs.com

Estimated Esports Cost:

- Membership Fee:
  - Year one: $20.20
  - Year two: $64.00 per member

- Coaching Stipend:
  - 1 Coach- $1,000.00 per year

- Hardware and Equipment:
  - PCs
    - Main Operating System: 5 Systems
      - [$2,276.04](#) including peripherals:
        - Mouse
        - Keyboard
        - Headset with Microphone
        - Windows 10 Pro

Total Estimated Cost Year 1 with Windows and Membership: **$12,400.40**

Total Estimated Cost on going with Windows and Membership: **$1,960.00**

NHS Esports Interest Survey Results:

A survey was sent to students enrolled at Newport High School. Below are the results of the survey:

Would you be interested in joining an Esports team if Newport High School was to offer it as an extracurricular activity?

47 responses

● Yes
● No

42.6%

57.4%
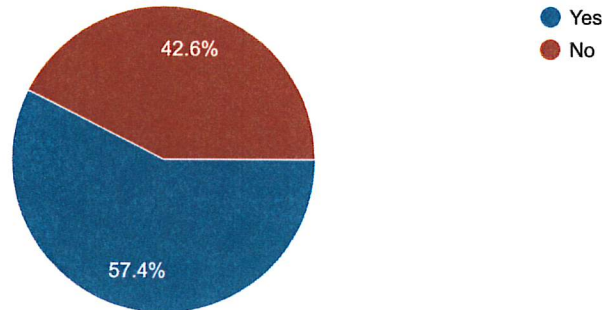
We have had 27 students out of 47 responses that want to participate in the Esports Program if it is offered at Newport High School. Eight other Northern Kentucky high schools have begun offering eSports programs. In addition to eSports, we are working on a partnership with NKU to create a related Career Pathways/Dual Credit program modeled on a high school in Ohio that could potentially increase enrollment at NHS.