



Esports

FCS Athletics

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Overview

Hello Secondary Families,

First and foremost, we hope you are all staying safe and are in good health as we navigate these unusual and challenging times. The new year is here; however, the pandemic continues to prevent a traditional sports program. We firmly believe there are many silver linings in every situation or obstacle that is presented to us. In the effort to continue to engage with our students, FCS would like to introduce a new sport to our athletic program. Esports will be the new installment into the FCS athletic program that will bring a new level of competition and team-based skills through gaming. What is esports? You may think “video games.” However, the difference between the two is that video games generally focus on an individual. Esports demonstrates all aspects of team-based sports and core values of teamwork, community, and competition.

Our hope is that while esports incorporates a new dynamic to the athletic program, it still stands firm to the values that FCS represents. Please see below a list of points that will be explained in further detail:

1. Sport Dynamic
2. Esports Emergence
3. Scholarship Opportunities
4. Games
5. Season & Format
6. Coach
7. System Requirements & PlayVS
8. Cost

1. Sport Dynamic

As an Athletic Program, our mission is to enable student athletes to realize their full potential and prepare for lifelong success; and promote the development of a well-rounded education through structured sport and competition, while developing life skills of discipline, integrity, leadership, teamwork, and responsibility.

The positive impact that sport provides is an avenue like no other for young students as they mature. We expect esports to meet the same threshold as traditional sports especially when it comes to its core values of teamwork, building community, and competition.

- **Teamwork:** Being part of a team atmosphere and collaborating with one another. Gaining the discipline in coming together to strive for one goal.
- **Community:** Building a strong foundation with one another and relying on each other regardless of wins or losses.
- **Competition:** Strategically planning to compete against other teams, while learning to give maximum effort.

These three phases build strong character that ultimately give student athletes the opportunity to thrive in life.

2. Esports Emergence

Video game tournaments have been around for many years, but esports often takes the form of organized, multiplayer video game competitions, particularly between professional players, individually or as teams. However, these were largely between amateurs until the late 2000's when participation by professional gamers and spectatorship in these events saw a large surge in popularity through live streaming. By the 2010's, esports was a significant factor in the video game industry with many game developers actively designing and providing funding for tournaments and other events, which introduced the opportunity to expand at the high school and collegiate levels.

Esports saw extreme growth within the high school level with many state athletic associations sanctioning esports as it became an emerging activity. Before the 2019 school year, the California Interscholastic Federation (CIF) partnered with esports so it can be presented to all schools that are part of its section.

Colleges have also seen a tremendous growth with esports. Now, over 130 colleges have esports-based variety programs with many scholarship opportunities emerging for high school students interested in participating at the collegiate level.

3. Scholarship Opportunities

As in traditional sports, esports can be played after high school. Just as traditional sports embrace the chance to play at the collegiate level, so does esports. The scholarship opportunity is immense right now and is estimated to have about 15 million scholarships across the esports platform. In addition, even if students do not play esports at the collegiate level, these scholarships give students the opportunity to explore their passion in tech, engineering, game developing, game designers, and IT.

4. Games

The CIF has partnered with esports and has determined specific games that are allowed to be played during a season. League of Legends, Rocket League, and Smite are the only three games to be played this year for esports. Please see below brief descriptions of team sizes, objectives, and how these games are played during matches:

League of Legends

(Team size - 5 players)

Objective

Players work with their team to break the enemy Nexus before the enemy team breaks theirs. League of Legends is a complex game which involves both high-level strategy and fast-paced gameplay. Skilled players know how to beat the opponent in front of them, while keeping the wider elements of the game in mind to support their team to victory.

How It's Played

In the beginning of a match, teams assign their players to different areas of Summoner's Rift, the original map in League of Legends, to face off against an opponent and attempt to gain power and control for their team. As the game progresses, teams come together to secure specific goals or power ups that will be used to gain an advantage over the other team. Players use those advantages to move into the enemy team's base and break the Nexus, securing victory.

Rocket League

(Team size - 3 players)

Objective

Players work with their team to advance the ball down the field, and score goals in their opponents' net. Rocket League is a technical game which involves both high-level dexterity and fast-paced gameplay. While one of the most welcoming elements of the game is its accessibility and familiarity with traditional sport (soccer), the best players are highly advanced and have fine-tuned their mechanics.

How It's Played

Each team starts on opposite sides of the field, as either the Blue or Orange team. When the match begins, players race to be the first to hit the ball with their car. Once the ball is in play, the clock winds down until a team scores by hitting the ball into the opposing team's goal, at which point players return to their starting positions and repeat that process until time runs out. The team with the most goals at the end of regulation wins. If there is a tie, the teams play periods of overtime until a winner is determined.

Smite

(Team size - 5 players)

Objective

In the core competitive game mode of SMITE — "Conquest" — players work with their team to destroy the enemy towers and phoenixes on their way towards their ultimate goal of bringing down the Titan. SMITE offers a unique third-person perspective that brings players into the action. Skilled players have an understanding of everything happening around them on a micro and macro level and are regularly balancing those understandings to inform their actions.

How It's Played

The Conquest game mode features a three-lane map surrounded by a jungle area. Each team's base, defended by three Phoenixes and a Titan, sits on either end of the map.

Teams assign players to different lanes, with one player on each time typically occupying the jungle area and supporting teammates throughout the game. Players earn currency for taking down objectives, and spend that currency on items which power up their gods. Games are played with 5 players per team and typically last about 30 minutes.

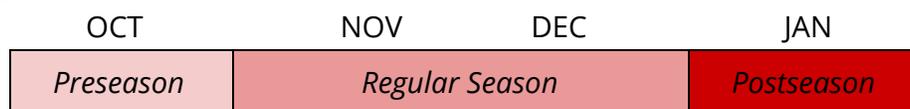
Students will choose one of these three games to play during a season. Please know that esports does not limit teams-per-school, which allows programs to grow as big as the student body interest and school resources supports.

For example, if there are 10 students interested in playing League of Legends, which only allows a limit of 5 players per team, FCS can create two separate teams. Those two teams will be placed in different leagues, but each of those teams will still be representing FCS.

5. Season & Format

Esports is played through two separate seasons. Please see below a quick description of the way the season is formatted:

Fall Season



Spring Season



The fall season has wrapped up, but the spring season will begin in February. According to the chart above, teams will follow this format of a preseason, regular season, and postseason. The postseason will be determined on the teams win and loss record during the regular season.

6. Coach

Coaching the first-ever Esports teams at FCS will be Mr. Fu. Currently, Mr. Fu works as the Student Activities Director; and has been part of the FCS community for many years, fully embracing what we represent as a school and an athletic program. Please read below a message from Mr. Fu:

"Hello!

I'm so excited to coach our school's first ever Esports team!

My interest and experience in esports started when I was in high school, and over the years, whether it's participating actively or being a spectator in tournaments and championships, I learned that while playing these games are fun and exciting, they teach you valuable lessons and give experience with time management, communication, good sportsmanship, problem solving, and many other skills that one can gain by being a part of a more traditional sports team.

It's an excellent opportunity for players of all skill levels to participate, learn, and I can't wait to get started!

-Mr. Fu."

7. System Requirements & PlayVS

Before the pandemic, esports encouraged that practices and season matches take place at the school's computer lab. However, since the pandemic, esports have been able to accommodate schools to allow their students to play in the convenience of their homes. Also, all games will be played on a computer, not through video game consoles. Please see below the required computer specifications:

- Mac or PC computer
- Mouse
- Keyboard
- Headset with microphone

Each student will be required to download the games to their computers before any practice or matches take place. All practices, matches, and communication platforms will be held at our PlayVS account. PlayVS is an account part of esports that provides all necessary information needed to play during the season. Students will be able to use this platform to check practice times, season schedule, stats, and standings.

8. Cost

The cost for the spring season this year will be \$50 per student. However, next school year it will be half the cost of the traditional sports fee. Once we verify who will be participating in esports for the spring, \$50 will be taken out of your FACTS account. We will let you know before the fee is deducted from your account.

Conclusion

FCS is extremely excited to add this new sport to the athletic program. FCS offers esports as an opportunity for our students to have another outlet to build community through team participation. At the end of the day, this goes beyond sports or gaming. It provides students the chance to play with friends and build relationships, which is so important for their physical and mental well-being. If you have any questions or concerns please contact Mr. Reyes at rreyes@fremontchristian.com.

To register for FCS esports, please use the link provided:

<https://forms.gle/uKSRyankxyB2zHdD7>

The registration deadline will be February 1st. Once the deadline is over, we will reach out to every student who registered and provide further instructions.

Go Warriors!