

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.