



**THE
ESPORT
COMPANY**

GAME RULES

The PIEA, Pennsylvania Interscholastic Esports Association, is an official governing body of Pennsylvania High School and Middle School Esports that includes over 200 member schools across the state and powered by The Esport Company. We are a member-driven scholastic organization providing oversight and a regulatory structure to Esports in PA. Teams compete for a PA State Championship in Overwatch 2, Rocket League, Super Smash Bros. Ultimate, Valorant, Marvel Rivals, and Fortnite. Additional game titles are implemented in tournament form first, prior to being added as official PA State Championship games.

For more information or questions, please contact and cc both:

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1. Contact Information

Please reach out to PIEA Admin members via email, Discord, or the TEC platform with any questions, comments or concerns.

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2. Definition of Terms

- 2.1. **Home Team** – Team listed on the left on TEC platform and discord
- 2.2. **Away Team** – Team listed on the right on TEC platform and discord
- 2.3. **Better Seed** – Team listed with the lower number (1 is the best)
- 2.4. **Worse Seed** – Team listed with the higher number
- 2.5. **Game** – A single match within a series
- 2.6. **Series/Match** – Set of games played between two teams
- 2.7. **Map** – A specific level or environment in a game where matches take place (used in titles like Valorant, Overwatch)
- 2.8. **Round** – A subunit of gameplay within a map (e.g., each round in Valorant)
- 2.9. **Match Score** – The number of games or maps won in a match (e.g., 2-1 in a Bo3)
- 2.10. **Bo1, Bo3, Bo5, Bo7** – Best of 3, where the first team to win two games win the series (Bo1 needs 1 game win, Bo5 needs 3 game wins and Bo7 needs 4 game wins)
- 2.11. **Ft2, Ft3** – First to 2, where the first team to win two games win the series (Ft3 needs 3 games wins)
- 2.12. **Bye** – Team has no competition for this day
- 2.13. **Double Header** – week with 2 games scheduled

- 2.14. **Power Rankings** – Mathematical formula that takes into account win-loss record, game (round) win-loss record, and strength of schedule
- 2.15. **Starter** – A player designated to begin the match as part of the official lineup
- 2.16. **Substitute / Sub** – A rostered player who may be swapped in between games or matches
- 2.17. **Captain** – A student player designated as the team lead and point of contact for officials
- 2.18. **Coach / Manager** – The adult responsible for team oversight and communication with league officials
- 2.19. **Roster Lock** – The deadline after which no roster changes are allowed for the current season
- 2.20. **Eligible / Ineligible Player** – A player that meets or does not meet the league's rules
- 2.21. **TEC Platform** – The official platform used for scheduling, reporting, and managing PIEA matches
- 2.22. **TEC Staff / PIEA Admin** – Official representatives of the league who enforce rules and resolve disputes
- 2.23. **Ping** – A measure of network latency; lower ping means a more responsive connection
- 2.24. **FPS** – Frames Per Second; a higher number means smoother game visuals
- 2.25. **Drop / Disconnect / DC** – When a player unintentionally leaves a game due to connection or system issues
- 2.26. **Peak** – Players highest rank achieved in their game title

3. Player Academic Eligibility

- 3.1. Players must be in good standing with high school / middle school
- 3.2. GPA / passing requirements are up to each individual program / school
- 3.3. If requested by a league admin, the program director / school must provide proof of enrollment for the specified player

4. Player Competition Eligibility

- 4.1. Players are required to compete on their main account
 - 4.1.1. Players must link their main account to the TEC platform
 - 4.1.2. Player must disclose all alternate accounts if requested by an admin
 - 4.1.3. Players may not share accounts, your gaming account is for your use and your use alone
- 4.2. Players must be ranked in the current season to be eligible to play
 - 4.2.1. If a season reset occurs players have 2 weeks to get reranked
 - 4.2.2. Any player that does not have a competitive rank will be marked ineligible and can not participate in their teams matches
 - 4.2.3. Overwatch 2 specific rules
 - 4.2.3.1. Players only have to be ranked in the roles they play in matches. Can not play a role they are unranked in.
 - 4.2.3.2. Open Queue will not count towards players ranks
 - 4.2.4. Rocket League specific rules
 - 4.2.4.1. Only Standard 3v3 competitive will count
 - 4.2.4.2. No other competitive game modes will count towards the requirements
- 4.3. All profiles must be set to public
 - 4.3.1. This includes any setting in game and on [tracker.gg](#)

5. Player Code of Conduct

- 5.1. **Player Gamertags**
 - 5.1.1. All players must use gamertags that are school-appropriate, non-offensive, and easily identifiable by coaches, opponents, and league officials. Gamertags must:
 - 5.1.1.1. Avoid profanity, slurs, or suggestive language of any kind
 - 5.1.1.2. Can not impersonate other players, staff, celebrities, or public figures

- 5.1.1.3. Zero references to drugs, alcohol, violence, or other inappropriate content
- 5.1.1.4. Be free of symbols or characters that make the name unreadable or misleading
- 5.1.1.5. Match the gamertag listed on the TEC platform exactly for identification and scorekeeping purposes

5.1.2. Violations may result in:

- 5.1.2.1. Immediate name change request prior to the start of the match
 - 5.1.2.2. Suspension from competition until a compliant gamertag is used
 - 5.1.2.3. Escalated consequences for repeated or intentional violations
- 5.1.3. Players unsure about the appropriateness of their gamertag should consult with their coach and PIEA admin before competition begins

5.2. Cheating

- 5.2.1. Cheating of any kind is strictly prohibited in all PIEA-sanctioned events. Cheating undermines the competitive integrity of the league and will result in severe consequences. The following behaviors are considered cheating and are not permitted:
- 5.2.2. Prohibited Actions Include (but are not limited to):
 - 5.2.2.1. Using third-party software or hardware to gain an unfair advantage (aimbots, wallhacks, macros, strike packs, etc.).
 - 5.2.2.2. Account sharing or “smurfing” (using another player's account or a lower-ranked alternate account).
 - 5.2.2.3. Stream sniping or watching a live broadcast of the opposing team during a match.
 - 5.2.2.4. Match-fixing or intentionally manipulating game outcomes (e.g., throwing, collusion).
 - 5.2.2.5. Network manipulation (e.g., intentional lag switching, DDoS attacks, or disconnecting to avoid penalties or gain advantage).

- 5.2.2.6. Bug or exploit abuse not intended by the game developer or prohibited by PIEA game-specific rules.
- 5.2.2.7. Ghosting (receiving in-game information from spectators, coaches, or other players who are not actively in the match).

5.2.3. Expectations:

- 5.2.3.1. All gameplay must occur in real time and reflect fair competition.
- 5.2.3.2. All players are expected to report known exploits, bugs, or cheating immediately to PIEA officials.
- 5.2.3.3. Coaches and team managers are responsible for monitoring and ensuring their players follow all competitive rules.

5.2.4. Consequences:

- 5.2.4.1. Depending on severity and intent, consequences for cheating may include:
- 5.2.4.2. Immediate match forfeit
- 5.2.4.3. Individual player suspension or permanent ban
- 5.2.4.4. Team disqualification from the current season
- 5.2.4.5. Bans from future PIEA competitions
- 5.2.4.6. Referral to school administration
- 5.2.5. All cheating accusations must be submitted with proof (video, screenshots, logs, etc.) and will be investigated by the PIEA / TEC staff. Final decisions will be made at the discretion of the Executive Director.

5.3. Behavior & Sportsmanship

5.3.1. Overall

- 5.3.1.1. Show respect to any player, coach, spectator, fans or any PIEA or TEC affiliated member while in game, on the TEC platform, discord, or watching via Twitch/YouTube
- 5.3.1.2. No hate speech, racism, harassment, bullying or discrimination of any kind is allowed
- 5.3.1.3. No discussions on politics, religion or acts of violence.
- 5.3.1.4. Be kind and treat everyone the same way as you would like to be treated

- 5.3.1.5. Keep all content school-appropriate
- 5.3.1.6. Cheering and excitement for your team or the team you want to win is allowed, but mean or offensive comments to any opposing team or player is prohibited
 - 5.3.1.6.1. Mean or offensive comments include any verbal hate speech, bullying, harassment or discrimination of any kind
 - 5.3.1.6.2. Overall excitement, while in-game, does NOT constitute toxic behavior, unless comments include the above.
- 5.3.1.7. Do not t-bag, punch, emote, voice line or any other offensive motion/movement once you defeat the opposing player or team

5.3.2. Specific to Discord or the TEC Platform

5.3.2.1. NO DISRUPTIVE BEHAVIOR

- 5.3.2.1.1. Anything disruptive to normal server usage is not tolerated. This includes spam, mic-spam, raiding, voice channel idling, impersonation, etc. This applies to in-game actions as well. There should be no t-bagging, meleeing downed opponents, emoting over bodies, shooting downed opponents, spamming within game chat, offensive comments while in game or any other offensive motion/movement once an opponent is defeated.

5.3.2.2. TREAT OTHERS WITH RESPECT

- 5.3.2.2.1. It is our goal to maintain an inclusive atmosphere. We do not entertain bigotry (racism, homophobia, transphobia, etc.), harassment, or personal attacks. Show respect to any player, coach, spectator, fan or any PIEA or TEC affiliated member while in-game, on Discord, on the platform, in-person or watching a livestream.

5.3.2.3. INAPPROPRIATE CONTENT IS PROHIBITED

- 5.3.2.3.1. All content should be school appropriate. Any inappropriate content or objectionable content of any kind is prohibited. If you are unsure whether something is inappropriate, you should refrain from posting it. This includes user profiles, memes, gifs, emojis, gamertags, etc.

5.3.2.4. NO UNAPPROVED ADVERTISING

- 5.3.2.4.1. You may not advertise external servers, communities, or events, nor advertise the selling and purchasing of accounts, cheat software, digital goods, or products without consent from a PIEA Admin member. This includes within DMs.

5.3.2.5. USE DISCORD OR TEC CHANNELS FOR THEIR INTENDED PURPOSE

- 5.3.2.5.1. Use appropriate channels when messaging via Discord or use the ask-an-admin channel if clarification is needed.

5.4. Toxic Behavior Consequences

- 5.4.1. Any toxic behavior complaint must include proof for the PIEA league to review. [Please complete this form for an official review.](#) There is also an opportunity to list any rule violations within the form for an official review.
- 5.4.2. Dependent on the situation, the following results may occur:

5.4.2.1. First offense: Warning

- 5.4.2.1.1. Any spamming or offensive motions/movements while in-game
- 5.4.2.1.2. Any phrase or comment that is not school-appropriate

5.4.2.2. First Offense: Individual Player(s) Immediate Suspension

- 5.4.2.2.1. Any racial slurs, hate speech, harassment, bullying or discrimination
- 5.4.2.2.2. Dependent on the situation, for a minimum of 1 Game Suspension

5.4.2.3. Second Offense:

- 5.4.2.3.1. Automatic Game Loss
- 5.4.2.3.2. Automatic Game Point Loss
- 5.4.2.3.3. At the discretion of the Executive Director
- 5.4.2.4. **Third Offense:**
 - 5.4.2.4.1. Immediate team suspension: Team will be required to attend a hearing in front of members of the Board of Directors for future competitions.

5.5. **Punishments**

- 5.5.1. PIEA reserves the right to issue disciplinary action based on the severity and context of any rule violation. All decisions are made with the intent of preserving fair play, integrity, and a positive experience for all participants.
- 5.5.2. Possible Disciplinary Actions Include:
 - 5.5.2.1. Warning – Issued for minor first-time offenses or unintentional rule violations
 - 5.5.2.2. Replay of Game – If a rule violation affected the fairness of a specific game
 - 5.5.2.3. Replay of Match – If a broader or more significant issue impacted the competitive outcome
 - 5.5.2.4. Game Loss – Forfeit of a specific game within a match due to confirmed misconduct
 - 5.5.2.5. Match/Series Loss – Full match forfeit due to a serious violation or failure to comply with league rules
 - 5.5.2.6. Player Suspension – Temporary removal from participation. Length determined by the severity of the infraction (may range from one match to the remainder of the season)
 - 5.5.2.7. Team Suspension – Temporary or permanent removal of a team from PIEA events due to repeated or egregious violations
 - 5.5.2.8. Ban from Future Competition – Permanent exclusion from all PIEA competitions for individuals or teams involved in serious or repeated offenses
- 5.5.3. Important Notes:

- 5.5.3.1. All disciplinary decisions are made by the PIEA Executive Director and may involve consultation with the Board of Directors
- 5.5.3.2. Repeat offenders may face escalated penalties.
- 5.5.3.3. Schools and team managers will be notified of any disciplinary action involving their players or teams
- 5.5.3.4. Appeals may be submitted in writing and will be reviewed at the discretion of PIEA leadership

6. Team Management & Team Rules

6.1. Team Roles

6.1.1. Coach / Team Manager – Primary Contact

6.1.1.1. The Coach or Team Manager is the primary adult responsible for communication, supervision, and accountability for their program. This person must be affiliated with the school or an approved adult supervisor.

6.1.1.2. Expectations include:

- 6.1.1.2.1. Serve as the main point of contact with PIEA and TEC staff
- 6.1.1.2.2. Ensure all players are eligible and compliant with school and PIEA rules
- 6.1.1.2.3. Monitor student behavior before, during, and after matches—including on Discord and TEC
- 6.1.1.2.4. Report forfeits, reschedules, match issues, or misconduct promptly to PIEA
- 6.1.1.2.5. Verify match scores are submitted accurately and in a timely manner
- 6.1.1.2.6. Provide recordings or VODs of matches if requested
- 6.1.1.2.7. Be present or immediately reachable during all matches
- 6.1.1.2.8. Communicate expectations and updates from PIEA to players and school staff

- 6.1.1.2.9. Oversee and approve all roster changes before roster lock dates

6.1.2. **Captain** – Secondary Contact

- 6.1.2.1. The Captain is a student participant designated to represent the team in-game and in communication with other teams and PIEA staff.

6.1.2.2. Expectations Include:

- 6.1.2.2.1. Represent their team with respect and professionalism at all times
- 6.1.2.2.2. Communicate with opposing teams about match times, lobby setup, and reschedules (when appropriate)
- 6.1.2.2.3. Ensure their team is prepared and ready at scheduled match times
- 6.1.2.2.4. Maintain school-appropriate communication on Discord, TEC, and in-game chat
- 6.1.2.2.5. Help enforce PIEA rules and promote good sportsmanship among teammates
- 6.1.2.2.6. Work with the coach to report rule violations, match concerns, or tech issues
- 6.1.2.2.7. Submit match scores and screenshots

6.2. **Roster Rules**

6.2.1. Roster Lock

- 6.2.1.1. Fall Season and Elite LCQ: **October 13, 2025**
- 6.2.1.2. Spring Season and State Playoffs: **February 9, 2026**

6.2.2. Roster Size

- 6.2.2.1. Maximum and Minimum are listed under Section 1 of each game title

6.2.3. Players may only participate on one team per game title

- 6.2.3.1. Players are allowed to participate in multiple game titles
- 6.2.3.2. Players may not change rosters after roster lock

6.3. **Division Rules**

6.3.1. Game titles may have up to 3 divisions

- 6.3.1.1. D1 (highest level), D2, D3

- 6.3.2. The number of divisions used is based on how many teams sign up to compete
- 6.3.3. PIEA / TEC will place teams into divisions after registration closes
- 6.3.4. Teams will be placed in divisions based on players **PEAK** rank
 - 6.3.4.1. PIEA admin and commissioner will officially confirm and assign your divisions. **PLEASE ENSURE YOUR PLAYERS HAVE THEIR ACCOUNTS LINKED ON THE TEC PLATFORM**
 - 6.3.4.2. SSBU Individuals will be open divisions. Crews will be Division 1 and Division 2.

7. Spectator / Streaming Rules

7.1. Game Spectators and Streaming

- 7.1.1. Spectators are allowed only for broadcasting purposes or coaching
- 7.1.2. Spectators may broadcast for their schools team Twitch and/or YouTube Channels to record/livestream the match
 - 7.1.2.1. Stream Delay
 - 7.1.2.1.1. 90 seconds
 - 7.1.2.1.1.1. All games
 - 7.1.2.2. These spectators are forbidden to have any communications with the team members while the game is being played and must not be a member of the roster participating in the match at the time
 - 7.1.2.2.1. Or if they are on the roster, they must be assigned the role of manager and not player, prior to the match and providing notice to the PIEA via the TEC Platform
 - 7.1.2.3. All spectator streams / recordings must be from a players point of view or a 3rd person chase cam on their own team
 - 7.1.2.3.1. skybox camera, directors camera, or the point of view of any team's player is disallowed

- 7.1.2.4. Team spectators must be announced and approved by the opposing team
- 7.1.3. At the end of the match, the team's recording of the game must be shared with the opponent upon request within 48 hours. Any deletion or removal of the stream/recording will result in consequences determined by the PIEA
- 7.2. **TEC / PIEA Streaming**
 - 7.2.1.1. Stream Delay
 - 7.2.1.1.1. 0 seconds
 - 7.2.1.1.1.1. Rocket League and Super Smash Bros Ultimate (Crews and Individuals)
 - 7.2.1.1.2. 90 seconds
 - 7.2.1.1.2.1. Overwatch 2, Valorant, Marvel Rivals, and Fortnite
 - 7.2.1.2. TEC / PIEA is allowed to use all camera angle including any POV from either team, skybox camera, and directors camera

8. Match Rules

- 8.1. **Punctuality**
 - 8.1.1. All matches must begin within 15 minutes of the scheduled start time
 - 8.1.2. Teams must be present in the designated Discord or TEC match lobby on time
 - 8.1.3. A team not present or ready to play after the 15-minute window may be forced to forfeit at the discretion of the PIEA staff
- 8.2. **Rescheduling**
 - 8.2.1. Matches may only be rescheduled with the mutual agreement of both teams and approval from a PIEA Admin
 - 8.2.2. All rescheduled matches must be played within 5 days of the original match date unless otherwise approved
 - 8.2.3. Failure to complete a rescheduled match within the designated timeframe may result in a forfeit for one or both teams

8.3. **Forfeit**

- 8.3.1. If a team cannot field the minimum number of eligible players after the 15-minute grace period, they will forfeit the match
- 8.3.2. Forfeits must be reported immediately to PIEA staff through the proper channels (Discord or TEC)
- 8.3.3. Excessive or repeated forfeits may result in removal from the league or playoff ineligibility

8.4. **Substitutions**

- 8.4.1. Substitutions may occur between games in a series, but not during a game in progress
- 8.4.2. All substitute players must be listed on the official roster before roster lock
- 8.4.3. A team may not bring in players who are not rostered for that title

8.5. **Controllers**

- 8.5.1. Players may use any controller officially supported by the game and system being played
- 8.5.2. No controller macros, modded hardware, or rapid-fire mods are allowed
- 8.5.3. Players are responsible for ensuring their controller is functioning before the match

8.6. **In-Game Communication**

- 8.6.1. Players are forbidden to communicate with external team members/subs, spectators, coaches, etc. after the game begins
 - 8.6.1.1. The only time players may communicate with external members is between maps/games or during a timeout

8.7. **Disconnecting**

- 8.7.1. Players may not disconnect from the game to gain a competitive advantage
- 8.7.2. Examples of advantage-based disconnecting include, but are not limited to:
 - 8.7.2.1. Rocket League: Resetting field position by leaving and rejoining a match.

- 8.7.2.2. Overwatch 2: Leaving a game to reset and change perks.
- 8.7.3. All intentional disconnects will be reviewed by PIEA and may result in match penalties
- 8.7.4. Accidental or technical disconnects must be reported immediately to the opposing team and PIEA Admins

9. Match Setup & Format (Game Specific Rules)

- 9.1. [Overwatch 2](#)
- 9.2. [Rocket League](#)
- 9.3. [Valorant](#)
- 9.4. [Super Smash Bros Ultimate Crews](#)
- 9.5. [Super Smash Bros Ultimate Individuals](#)
- 9.6. [Marvel Rivals](#)
- 9.7. [Fortnite](#)

10. Season Structure

- 10.1. [High School State Championship](#)
- 10.2. [Middle School](#)

Subject to Change
Last Updated (8/25/2025)