

**Special  
Olympics**  
New York





# Esports

## LEAGUE



### Eligibility

- Access to Internet 
- Must have 1 of the following gaming consoles
  - ⇒ XBOX (One X, One S, Series S or Series X)
  - ⇒ PlayStation (4 or 5)
  - ⇒ Nintendo Switch
  - ⇒ PC (must meet specific specifications, please confirm with regional staff)
- Ability to create Mission Control account 
  - ⇒ Requires a mobile device
  - ⇒ Valid phone number
  - ⇒ Valid email address
  - ⇒ Creation of username and password
- Ability to download game (FREE of charge)
- Ability to create online subscription through your game system. SONY will pay for the fees, but individual needs to set it up

### Schedule



- April 1<sup>st</sup> : Registration Due
- April 8<sup>th</sup> : Registration done in Mission Control
- April 15<sup>th</sup> : Week 1 Divisioning Round
- May 6<sup>th</sup> : Regular Season Week 1
- June 3<sup>rd</sup> : Semi-Final Round
- June 10<sup>th</sup> : Final Round

### The League

- Rocket League Competition
  - ⇒ Pre-season
  - ⇒ Regular season
  - ⇒ Playoff and a Championship
- Register as an individual and play 1v1
- Register with a Unified Partner and play 2v2
- Matches will be scheduled for a 7PM start time
- Weekly matches will be "best of 5" format and scores will be recorded on the Mission Control App.

### Support

- For technical support regarding the Mission Control App, Gameplay or Recording Scores please contact Andrew Maddison at Mission Control: [andrew@missioncontrol.gg](mailto:andrew@missioncontrol.gg)

- For registration and game support contact our Esports Sport Director Joe Stewart: [joestewart721@gmail.com](mailto:joestewart721@gmail.com)

If you are unable to attend a scheduled match, you can re-schedule using the Mission Control APP on your mobile device.

Esports offer a competitive, inclusive opportunity for athletes and unified partners to stay connected with sports. Esports also has the potential to improve our athlete's social and emotional interactions, communication, hand-eye coordination, critical thinking, problem-solving skills, memory capacity and computer/technology literacy.