

Version 1.0

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CITY OF PATASKALA  
621 W BROAD ST PATASKALA, OH 43062

Introducing Pataskala Parks and Recreation Technology Program

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## Overview

Developing opportunities for youth and young adults to be engaged in the growth of fields of technology is our goal starting in the summer of 2021 or 2022. Being able to offer “effective technology-driven programs that will provide education, recreation, and community development services for all.

As with recreation programs in general, teen programming in the area is limited by a lack of compelling recreation facilities, available program space, and staffing. If this program area remains structured as a center-driven approach, the city will need to continue to explore opportunities for expanded indoor program space to accommodate teen program expansion. To complement existing City programs or those offered by other organizations, the city should consider expanding teen programming to include recreational (non-competitive sports) and other non-sports activities such Esports clubs and technology programming such STEM (cybersecurity, coding, engineering, music production).

We are wanting to bring an Esports club or Technology to Pataskala! Besides being the fastest-growing sports genre, esports has a primary target audience that is critical to parks and recreation agencies: teens and young adults. Did you know that “70 percent of kids stop playing sports by the age of 13, while, in contrast, 90 percent of kids ages 12–17 play video games” (National Alliance for Youth Sports)? It is important to us that we provide a socially inclusive, safe space for those who might be otherwise secluding themselves to learn, social and have fun all on Pataskala’s Municipal City Grounds. As a parks department that is also aware of and working to combat the national obesity epidemic, we will be working to also introduce VR (virtual reality) segments of e-games and Esports to provide participants with an alternative that will keep them active in the future as we grow the program!

Given the limited availability of indoor recreation facilities in the city, the Department should explore unique and traditional methods, including mutually beneficial partnerships, obtain recreation venues that help connect residents with options to learn and recreate. Our local school districts are a great way to connect all families when combined with recreational programs.

## Goals for the Technology and Esports Club

1. Provide technology access, training, and opportunities for personal and career development in underserved communities such as Pataskala.
2. Evolve to develop tech labs within the school systems, where our youth can learn graphic design skills, 3D animation, robotics, video game development and music production, AutoCAD.
3. Use local resources to help create an after-school program and summer camps that include coding, computer engineering, game development, and cybersecurity.
4. Create a recreational Esports league for Pataskala as an outlet for youth and a way to connect with hard-to-reach audiences.

## City Hall Lab

City Hall Lab will be where all in-person events and equipment are located.

### Programs

The Technology and Esports club will host a variety of programs.

### Open Lab

Throughout the week the lab will be open to the public for use. Programs can be installed on the computer to increase the attractiveness of the space.

Open Lab can be a source of revenue. With a \$5 entry fee for the public for one hour, they will have access to all the games, software, internet, and programs equipped on the computers.

### Leagues

Throughout the year the City of Pataskala Parks and Recreation will provide league programming for Esports titles such as Rocket League and Overwatch. These leagues would run similarly to traditional sports with league play being 5 weeks long and an end-of-season tournament.

Those signed up for Esports leagues would have **free** entry to the lab during hours for practice and general computer use. This pass would be accounted for in league fees.

### Competitor

Participants playing the games in leagues and tournaments.

### Shout caster

Volunteers from the community who cast the matches.

### Stream Management

Volunteers to run and setup streams through OBS software. Creating overlays, transitions, etc.

### Lab Restrictions

Labs will need to be closed to the public during instruction, league play, and other events scheduled by the Parks and Recreation department.

### Software to Consider

- Adobe Photoshop
- AutoCAD
- Solid works
- Microsoft Office
- Steam (Free)
- Origin (Free)
- Battle.net (Free)

### Education and Instruction

The Technology and Esports Club at Pataskala City Hall will eventually offer a variety of courses for educational and training purposes.

Some of the proposed courses are:

- Coding (1 hour)
- AutoCAD
- Cyber Security
- Robotics

# Year 1 Goals: 2021 Esports Club

The goal of 2021 is to gain interest within the community for grades 5-12.

## When will we begin offering open space for the Esports Club for in-person matches?

- July 2021: City Hall Space
- July 2021 Begin league with a hybrid model. One match being played in person on game days and the rest of the matches played online.

## Where will the Pilot Program be located?

- Pataskala's City Hall Technology Lab and online
  - July 19<sup>th</sup> - August 20<sup>th</sup>

## Is there a cost associated with the Esports Leagues?

- Rocket League Club Cost: **\$(30)** per person to participate in our 3 days per week program within includes:
  - Lab pass and League Play
  - End of season tournament
- \_\_\_\_\_ Club Cost: **\$(30)** per person to participate in our 5-week league and tournament.
  - Lab pass and League Play
  - End of season tournament
- Recreation/casual play:
- Partnership to be a part of the Technology and Esports Club
- Workshop opportunities (Build your own computer)

## Who will be responsible for hosting the Technology and Esports Club during this time?

- Interns employed by City's Parks Department; local high school-aged student's local college volunteering opportunities. Once establish Tech r2 representative/s other community volunteers
  - Tech r2 is planning to partner with the city and sponsor our Esports club by providing computers, mice, keyboards, and IT knowledge.

## What day of the week would the program initially be offered?

- The community room is open for tournament/league gameplay on (DISCUSSION) determine days and times for each league. Potential to have school labs open for residents to play their league matches after school if they do not have access to the correct equipment/software between the hours of 3 pm-5 pm

# Summer/Fall/Winter 2021

## Summer 2021 League Timeline and Planning

- Registration: June 14<sup>th</sup> – July 19<sup>th</sup>
- League play: 5 weeks July 19<sup>th</sup> – August 18<sup>th</sup>
- Tournament: August 19<sup>th</sup> – 20<sup>th</sup>
  - o Day 1
    - 9:00 AM – 5:00 PM
  - o Day 2
    - 9:00 AM – 5:00 PM
- Game potential
  1. Rocket League
  2. SMITE
  3. League of Legends
  4. Overwatch
  5. Super Smash Bros. Ultimate
  6. Hearthstone
  7. Valorant
  8. Madden
  9. NBA 2K
  10. NHL

Depending on the number of participants. The number of matches played during a league night will be dictated by the number of teams in the league. The number of participants will also decide how many times a week matches will be played. During league nights one match will be hosted in city hall with the rest of the matches being carried out online. The match that is being completed at city hall will be streamed for spectators.

The tournament format will be carried out on a two-day basis during the last weekend of the league. The tournament will be double elimination. Providing teams with a second chance to make a long run in the bracket if matched up against the best teams in the first round. Day one will consist of all teams in the league with seeding done through league results. All matches from day one will be online and select matches will be streamed remotely. Day two of the tournament will consist of all matches from the semifinals of the winners' bracket as well as losers' bracket every match of day two will be streamed for public viewing.

If a game chosen to play in the Esports club has violence or weapons parents must sign a waiver agreeing that they understand the content of the games being played by their children.

## Tournament Format

### Rocket League

- Numbered Rounds
  - Best of 3
- Semi-Finals – Finals
  - Best of 5
- Grand Finals
  - Best of 7

### Game 2

- Depends on the game by popular demand from the survey.

## Prizing

- 1<sup>st</sup> place 15% of entry revenue in merchandise
- 2<sup>nd</sup> place 10% of entry revenue in merchandise
- 3<sup>rd</sup> place 5% of entry revenue in merchandise
- Possibly pool pass giveaways.
- \$10 Gift card drawings during stream through random name generator for league viewers
  - Includes league participants and volunteers?

## Year 2 Goals: Summer 2022 Esports Club

During the 2021 calendar year, we are hopeful that we gain positive feedback regarding providing the community with technology education while partnering with organizations and businesses. Starting an Esports league in the community will provide opportunities for team building, leadership, and communication skills and educational opportunities for future employment in various fields.

Pataskala Parks and Recreation would like to see how the community can come together to offer year-long out-of-school time programs or camps that guide our youth in grades 6-12 in underserved communities to explore exciting career opportunities in technology and engineering.

- Licking Heights: 2022
- Southwest Licking School: 2022
- Liberty Christians Academy

### **What is needed from the school for this to work?**

- Classrooms dedicated to technology with usable computers system.
- Teacher Sponsor to be present for 2 hours after school 2-3 days per week.
- High-Speed Internet. Ethernet access
- **Access to Autodesk** to allow for educators to teach summer camp courses which would provide certificate opportunities for upperclassmen.
- Host multiple game nights starting in the Winter of 2021: Host 1 before the end of the 2021 calendar year at the new LH facility.
- Esports Summer Club/Camps: 2 hours for 2 times per week after school which will include:

### **2022 Summer**

- Provide space for the City of Pataskala Parks and Recreation to use for Esports club year-round and other summer educational camp opportunities.
- **2022 Summer/After programs**
  - Software Engineering
  - Esports Leagues
  - AutoCAD
  - Cyber Security
  - Robotics

# Sponsorship Application

Sponsorship Funds will help support: Keyboards, Mice, Chairs, Prizes, Food, Computer Components

Bronze \$250 - \$499	Silver \$500 - \$999	Gold \$1,000 - \$1,999	Diamond \$2,000+
<ul style="list-style-type: none"><li>• Promotional table at any/all programmed events</li><li>• Lab wall decal</li></ul>	<ul style="list-style-type: none"><li>• Promotional table at any/all programmed events</li><li>• Lab wall decal</li><li>• 3rd tier logo placement on T-shirts</li><li>• Logo on the Pataskala Parks and Recreation website</li><li>• 2 social media mentions</li></ul>	<ul style="list-style-type: none"><li>• Promotional table at any/all programmed events</li><li>• Lab wall decal</li><li>• 2nd tier logo placement on T-shirts</li><li>• Logo on the Pataskala Parks and Recreation website</li><li>• 4 social media mentions</li><li>• Logo on desktop wallpaper</li><li>• Verbal recognition at events</li><li>• Logo placed on livestreams</li><li>• Dedicated Computer with permanent logo</li></ul>	<ul style="list-style-type: none"><li>• Promotional table at any/all programmed events</li><li>• Lab wall decal</li><li>• 1st tier logo placement on T-shirts</li><li>• Logo on the Pataskala Parks and Recreation website</li><li>• 4 social media mentions</li><li>• Logo on desktop wallpaper</li><li>• Verbal recognition at events</li><li>• Logo placed on livestreams</li><li>• Dedicated Computer with permanent logo</li><li>• ONLY logo visible at all times on live stream (first come, first serve)</li></ul>

Name: \_\_\_\_\_

Contact Person: \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

Information for Sign: \_\_\_\_\_

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*(E-mail logo to: [lcrawford@ci.pataskala.oh.us](mailto:lcrawford@ci.pataskala.oh.us))*

*Make checks payable to City of Pataskala. Return form and check to:  
City of Pataskala 621 W Broad St. Pataskala, OH 43062*

## Letter to Chamber Members

Dear Chamber Members,

Esports traces its origins back to 1972 when Space Invaders Championship brought a total of 10,000 participants to the event. As the 2000s passed by, Esports gained serious momentum. There is serious money in the Esports Industry today, Epic Games, the creator of Unreal Engine hosted an unprecedented \$100 million for the 2019 Fortnite World Cup. But what does this mean for the City of Pataskala? Offering effective technology-driven programs that will provide education, recreation, and community development services for everyone. It is important to us that we provide a socially inclusive, safe space for those who might be otherwise secluding themselves to learn, socialize and have fun all on Pataskala's Municipal City Grounds.

Offering a technology and Esports program for the city would include numerous benefits for citizens. 70% of kids stop playing traditional sports by the age of 18 while 90% of kids ages 12-17 are playing video games and Esports titles. Using Esports to connect with hard-to-reach audiences has been a main driving force for education institutions, towns, and cities across the globe to adopt an Esports program for residents. Other benefits include socialization and physical activity. Esports function like a traditional sports team and the benefits they may provide. This can include relationships, confidence, leadership, and many other benefits. Virtual Reality or VR can be used to offer physical activity in our programs. Virtual reality is video games and programs that are controlled by the human body.

A technology and Esports program at the City of Pataskala can also maximize facility use and revenue. Creating leagues and tournaments with entry fees, having open lab hours, and creating camps and programs that combine gaming with physical health and wellness would create a source of revenue and a way to get a return on investment of financial and community well-being benefits.

Given the limited availability of indoor recreation facilities in the city, the Department should explore unique and traditional methods, including mutually beneficial partnerships, obtain recreation venues that help connect residents with options to learn and recreate. Our local school districts are a great way to connect all families when combined with recreational programs.

Lenier Crawford Parks Manager

Jordan Graham (Recreation Intern)

## Budget

### 10 Week Budget

Expense	Category	Budget	Actual	Difference (\$)	Difference (%)
Mission Control	Fixed	\$ 1,500.00		\$ 1,500.00	100.00
Mission Control Tier	Variable	\$ 1,200.00		\$ 1,200.00	100.00
Tournament Prizing	Variable	\$ 810.00	\$ -	\$ - 810.00	100.00
Gift Cards	Fixed	\$ 50.00	\$ -	\$ - 50.00	100.00
Internet	Fixed	\$ 1,500.00		\$ 1,500.00	100.00
Computer Components	Fixed	\$ 4,000.00	\$ -	\$ - 4,000.00	100.00
Intern expense	Fixed	\$ 2,850.00		\$ 2,850.00	100.00
Software	Fixed	\$ 600.00		\$ 600.00	100.00
Peripherals	Fixed	\$ 2,000.00	\$ -	\$ - 2,000.00	100.00
<b>Total Expenses</b>		<b>\$ 14,510.00</b>	<b>\$ -</b>	<b>\$ - 14,510.00</b>	<b>100.00</b>

Revenue	Category	Budget	Actual	Difference (\$)	Difference (%)
Granted	Fixed	\$ 15,000.00	\$ -	\$ - 15,000.00	100.00
Registration Fees	Variable	\$ 2,700.00	\$ -	\$ - 2,700.00	100.00
Open Lab	Variable	\$ 2,500.00	\$ -	\$ - 2,500.00	100.00
Sponsorships	Variable	\$ 5,000.00	\$ -	\$ - 5,000.00	100.00
<b>Total</b>		<b>\$ 25,200.00</b>	<b>\$ -</b>	<b>\$ - 25,200.00</b>	<b>100.00</b>

Net Income	Budget	Actual	Difference (\$)	Difference (%)
Revenue	\$ 25,200.00	\$ -	\$ - 25,200.00	100.00
Expenses	\$ 14,510.00	\$ -	\$ - 14,510.00	100.00
<b>Total</b>	<b>\$ 10,690.00</b>	<b>\$ -</b>	<b>\$ - 10,690.00</b>	<b>100.00</b>

## League Announcement

This program is a league centered around Esports. Currently, the City of Pataskala offers leagues for Rocket League and [INSERT GAME]. Learn strategy, sportsmanship, leadership, communication, and teamwork in a virtual environment!

### Registration

June 14<sup>th</sup> – July 19<sup>th</sup>

### Fees

\$30 per player

Free Lab pass with league registration

### League play

July 19<sup>th</sup> – August 18<sup>th</sup>

### Tournament

August 19<sup>th</sup> – 20<sup>th</sup>

- Day 1 August 19<sup>th</sup>
  - o Game 1
    - 9:00 AM – 2:00 PM
  - o Game 2
    - 3:00 PM – 8:00 PM
- Day 2 August 20<sup>th</sup>
  - o Game 1
    - 12:00 PM – 3:30 PM
  - o Game 2
    - 4:00 PM – 7:30 PM

### Location

Online and one match per week will be chosen to play in the Technology and Esports Lab at Pataskala City Hall

621 W Broad St, Pataskala, OH 43062

### Important Links

Below is a list of links for registration, matches, and communication.

### Mission Control

This is where all matches will be reported, scheduled, and communicated for leagues.

Link:

## Discord

Discord is a free voice, video, and text chat app that is used by tens of millions of people ages 13+ to talk and hang out with their communities and friends. This platform will be another place for announcements, communication, and socializing!

Link: <https://discord.gg/wct598zFAH>

QR Code Invite:



## FAQs

### What is Esports?

Esports is also known as "electronic sports" is organized video gaming sports competitions often played individually or in teams.

### What are the benefits of Esports?

From improving cognitive abilities to enhancing social skills, esports benefit competitors' personal development in many ways.

**Social engagement** - Learn the importance of sportsmanship and teamwork while cultivating better discipline and higher self-esteem.

**Cognitive improvements** - Improve memory, focus, and attention while learning problem-solving skills and enhancing creativity.

**Develop motor skills** - Exercise fine motor skills and develop better hand-eye coordination and gaming performance.

Not to mention, with the increase in popularity of Esports, even some colleges are offering Esports-based scholarships.

### What is the league age range?

Currently, our leagues are open for registration for any participant ages 10 through 18 years old. Participants must be at least 10 and no older than 18 on the first day of the registration.

### Is the gaming equipment provided?

No, participants will require access to equipment to participate in leagues.

### What equipment do I need?

A gaming computer, PlayStation 4 or 5, Xbox One, or a Nintendo Switch.

- Gaming consoles may also require a network subscription.

### Are the games age-appropriate?

Participants will compete in games appropriate for their age based on the Entertainment Software Rating Board (ESRB) ratings. We offer non-violent games for all ages. Please familiarize yourself with the ratings for the games your child will play.

### Who will the players compete against?

All players will compete against other players/teams in their respective league. At the end of the season, the teams based on win/loss record will compete for the championship.

### When do matches take place?

Every Wednesday from 2:00 PM – 4:00 PM

Have a question that wasn't answered?

If you have any further questions that need to be answered you may contact us in these ways:

Phone:

Email:

Discord:

Mission Control:

## Technology and Esports Lab Rules

### Open Lab Policies

- **Please sign-in to use the computer with the lab coordinator.**
- **Sign-out of computer when finished.**
- **No food or drinks around computers**
- **Exit inappropriate sites or images.**
- **No running in the lab**
- **Never give out personal information**
- **Do not change computer settings.**
- **Work and play quietly.**
- **Log off as soon as your time is up on the computer.**
- **External peripherals are allowed and encouraged.**
- **Keep area around computers neat.**
- **No clutter on floor**

### Competition Policies

- **Please sign-in to use the computer with the lab coordinator.**
- **Sign-out of computer when finished.**
- **No food or drinks around computers**
- **Exit inappropriate sites or images.**
- **No running in the lab**
- **Never give out personal information**
- **Do not change computer settings.**
- **Keep noise at appropriate levels.**
- **External peripherals are allowed and encouraged.**
- **Keep area around computers neat.**
- **No clutter on floor**

## Downloads

List of programs and games to come pre-installed on computers.

## Games

1. Rocket League (Epic Games) E
2. Valorant (Riot Games) T
3. League of Legends (Riot Games) T
4. Minecraft (Windows Store) E 10+
5. Smite (Steam, HiRez Launcher) T
6. Roblox E 10+
7. Hearthstone (battle.net) T
8. Overwatch (battle.net) T
9. Fortnite (Epic Games) T
10. CS: GO (Steam) M

## Programs

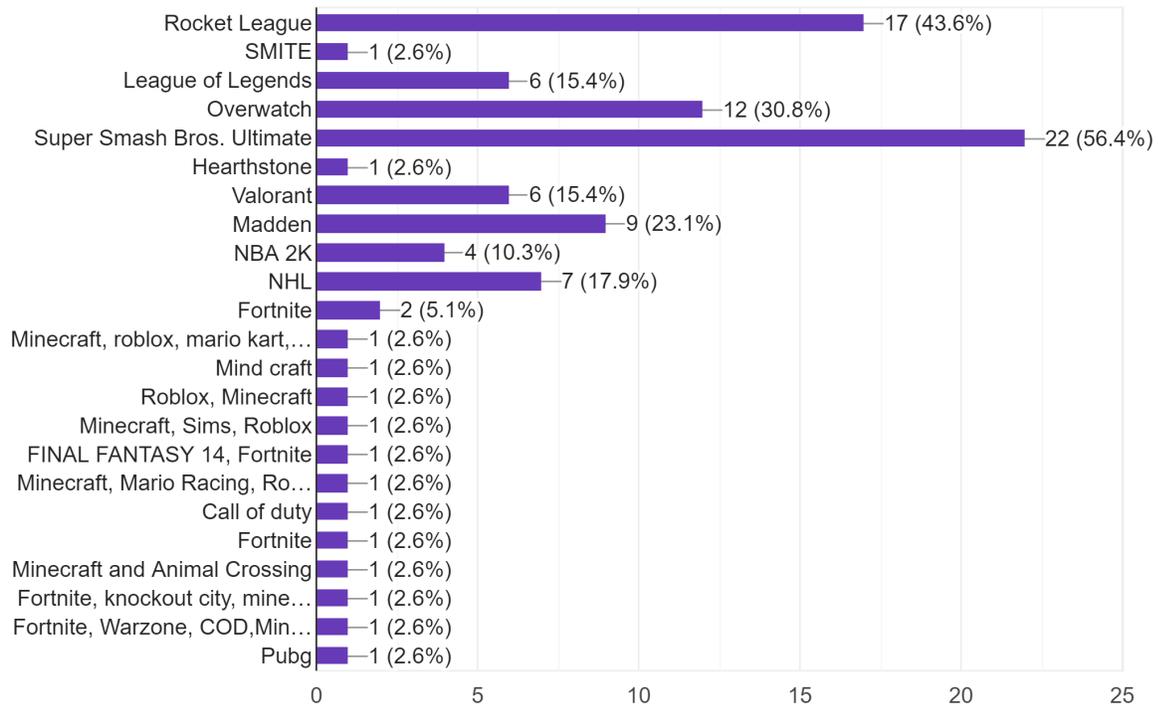
1. Adobe Photoshop
2. Microsoft Office
3. AutoCAD
4. Solid works
5. Steam
6. Origin
7. Epic Games Launcher
8. Battle.net
9. Discord
10. Zoom
11. Google Chrome
12. Firefox

# Survey Results

## Game Interest Survey

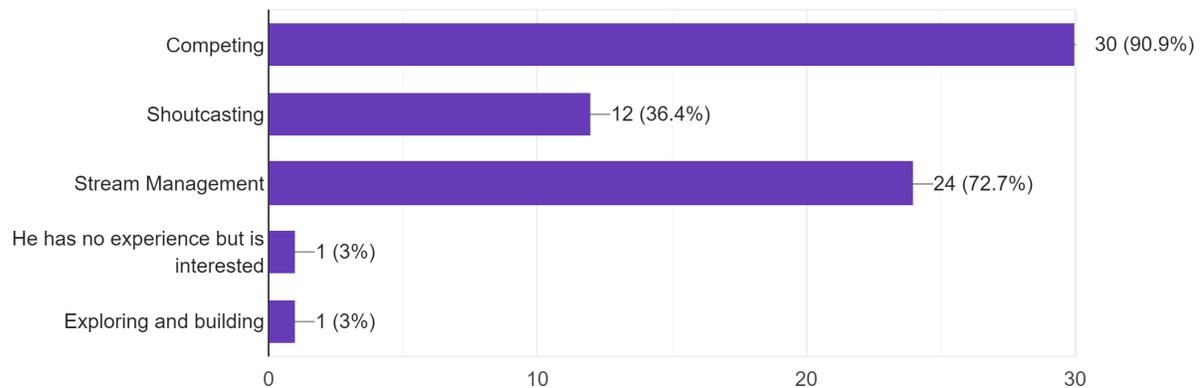
What games is your child interested in?

39 responses



Is your child interested in the following activities related to Esports?

33 responses



\*Add rating (Cannot add ratings to survey, changes responses)

## Rocket League End of Season Tournament Rule Set

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### 1.1 Enforcement

Tournament Organizers and admins hereafter referred to as TOs will be responsible for making sure the ruleset is followed throughout the tournament.

### 1.2 Tournament Prizing

1<sup>st</sup> – 15% registration revenue

2<sup>nd</sup> – 10% registration revenue

3<sup>rd</sup> – 5% registration revenue

### 1.3 Streaming

Some games may be streamed and cast on the twitch stream.

Players are encouraged to stream their POVs but must have a 3-minute delay added to their stream.

## 2. Tournament Structure

### 2.1 Tournament Format

The Tournament will be played double-elimination style, BO3. Quarterfinals, semi-finals, and finals will be BO5. The Grand Finals will be BO9 with a game awarded to the winner's bracket winners. Teams will face off 3v3 in the default game mode, soccer.

### 2.2 Schedule

Tournament matches will be held Saturday, with finals being broadcasted on Sunday. Matches will be pre-scheduled at the start of the tournament. Teams may suggest rescheduling a match with the rival team but will remain at their pre-scheduled time if the rival team does not accept the rescheduled time.

## 2.3 Communications

Discussion, questions, and match results shall be communicated via discord, on the Pataskala Technology and Esports Club discord. Players should either DM designated TOs or reach out to the help channel for assistance. <https://discord.gg/DwBMWaeqA7>

## 2.4 Seeding

Seeding for the tournament will be determined by the results of league play.

# 3. Game Play Rules

## 3.1 Game Settings

Settings for matches should be as follows:

The following eligible arenas may be selected:

- Aquadome
- Champions Field, Champions Field (Day)
- DFH Stadium, DFH Stadium (Day), DFH Stadium (Stormy)
- Forbidden Temple (Standard)
- Mannfield, Mannfield (Night), Mannfield (Stormy)
- Urban Central, Urban Central (Dawn), Urban Central (Night)
- Utopia Coliseum, Utopia Coliseum

Team Size: 3v3

Bot Difficulty: No Bots

Mutators: None

Match Time: 5 minutes

Joinable By: Name/Password

Platform: PS4, Xbox, Steam, Nintendo Switch

Server: US East

### 3.1.1 Controllers

All controllers, gamepads, and keyboards are acceptable for use in the tournament.

### 3.2 Observers

Only tournament organizers, and individuals from the Broadcast team, may be observers in the match.

PLEASE MAKE SURE TO ENABLE CROSS-PLATFORM PLAY IN THE CUSTOM LOBBY.

## 4.Match Procedures

### 4.1 Hosting

Tournament administration will decide which team is blue and which team is orange on stream. The orange team is responsible for setting up and hosting the lobby. In the chance of connection issues, teams have a right to request a re-host, whether it be by a tournament administrator or the opposite team.

### 4.2 Punctuality

Teams must be in their respective games, and ready to play by 10 after their designated match time. If a team, or one of their members, is late, teams may either wait, if agreed to by the other team, or, if the other team does not accept the request to wait, forfeit the match.

### 4.3 Score Reporting

The team captain of the winning team is responsible for uploading the results of the match to the match dashboard.

## 5.Team Procedures

### 5.1 Team Captains

Each team must assign a team captain. The team captain will be responsible for sending in scores and must be a point of contact between their team and the TOs.

### 5.2 Substitute Players

Substitute players must be registered on the team's roster, which allows for up to 2 subs. If a player is not registered on the roster, they will be unable to play.

### 5.3 Rosters

Teams may only use players registered with their team for a match. Teams may have up to 5 members registered. Players may only be registered with 1 team.

## 6.Code of Conduct

### 6.1 Maturity Rating

The tournament is meant to be viewable for all members of the community. Any players who use names, profile pictures, Discord, or the in-game chat for harmful, toxic, prejudiced, or abusive themes will be subject to punishment or tournament ejection. This includes in-game toxicity.

### 6.2 Harassment

Any form of harassment found based on gender, sexual orientation, culture, nationality, gender, or any other defining factor not listed, will be facing punishment from within the tournament.

### 6.3 Competitive Integrity

Any form of unfair play is prohibited, and up for punishment if found. Unfair play includes:

- Match-fixing
- Macro-cheats
- Allowing a non-registered player to play on a registered account.
- Using any sort of program to aid in play.
- Distributed denial of service attacks

- Accepting gifts or bribes to sway the game one way.
- Any other game-altering exploits or deals not presented here.

## Rocket League: League Play Rules

### Game Day Procedure

- Mission Control will send out emails prior to your match.
- Inside the emails is the match information to Mission Control
- In Mission Control coordinate with opposing team to set up the lobby.
- Players will play a best of five. Make sure you take screenshots of game results in case of disputes.
- After the game has concluded the winner will report the score via Mission Control.

### Unsure of how to create or join a Rocket League lobby?

How to create a Rocket League Lobby:

1. Booting up Rocket League
1. Selecting Play from the main menu screen
2. Selecting Private Match and selecting Create Private Match
3. From here, you can set up the lobby to the rules of the event
4. Once you have clicked Create Match, you will be prompted to enter the Name and Password

How to join a Rocket League lobby:

1. Booting up Rocket League
2. Selecting Play from the main menu screen
3. Selecting Private Match and selecting Join Private Match
4. From here, you can enter the provided Name and Password to join the lobby

### Match Schedule

Matches will be played Wednesday during league play from 2:00 PM – 4:00 PM

### Game Settings

Arena:

- Aquadome
- Champions Field, Champions Field (Day)
- DFH Stadium, DFH Stadium (Day), DFH Stadium (Stormy)
- Forbidden Temple (Standard)
- Mannfield, Mannfield (Night), Mannfield (Stormy)

- Urban Central, Urban Central (Dawn), Urban Central (Night)
- Utopia Coliseum, Utopia Coliseum

Team Size: 3v3

Bot Difficulty: No Bots

Mutators: None

Match Time: 5 minutes

Joinable By: Name/Password

Platform: PS4, Xbox, Steam, Nintendo Switch

Server: US East

## Reschedule Policy

Players may reschedule regular season matches to any time or date. The final regular season game must be played within two days of the originally scheduled date. This is to ensure that standings are even to seed the playoffs.

It is the responsibility of the players to coordinate rescheduling matches. If the opponent does not respond for a rescheduled game request, you may reach out to administrators for additional assistance to get a hold of them. If they still never respond, the original play time will stand.

## League FAQs

### **Q: What happens if someone disconnects?**

A: If there is a disconnect before a single goal is scored the match must be restarted. If a goal is scored and a player disconnects the game must be played to conclusion. The player may attempt to rejoin the match during a replay or until the match has concluded.

### **Q: What if a team or individual does not show up on time?**

A: Teams are given 15 minutes after the original start time to show up to their match. Teams have an additional 15 minutes to join the match after readying. If they are still absent after 30 minutes from the original start time, the entire match is forfeit.

### **Q: I am going to be gone for a week. What are my options?**

A: If you must miss a game day, we encourage you to reach out to the other team to reschedule. If there is no other option, the match would be forfeit.

### **Q: What if I reschedule and our opponents do not show up?**

A: The 15-minute rule will apply. Report any forfeits to administrators.



# Waivers

## Waiver of Liability

This agreement releases the City of Pataskala from all liability relating to injuries that may occur during activity. By signing this agreement, I agree to hold the City of Pataskala entirely free from any liability, including financial responsibility for injuries incurred, regardless of whether injuries are caused by negligence.

I also acknowledge the risks involved in recreation. These include but are not limited to injury, financial loss, and death. I swear that I am participating voluntarily and that all risks have been made clear to me. Additionally, I do not have any conditions that will increase my likelihood of experiencing injuries while engaging in this activity unless otherwise communicated.

I acknowledge the policies set forth by the City of Pataskala and will always follow them. This includes any illegal and damages that may be incurred during computer use. I assume all legal liability when using online services.

By signing below, I forfeit all right to bring a suit against the City of Pataskala for any reason. In return, I will receive it. I will also make every effort to obey safety precautions as listed in writing and as explained to me verbally. I will ask for clarification when needed.

I, \_\_\_\_\_, fully understand and agree to the above terms.

---

(Participant)

---

Date

## Games Rating Waiver

By signing this agreement, I understand and acknowledge how ESRB rating relates to electronic sports. I fully agree to allow my child to play video games made available through Pataskala Parks.

I, \_\_\_\_\_, fully understand and agree to the above terms.

---

(Participant)

---

Date

# OPRA Foundation Program Development Grant

## Project Objectives

The City of Pataskala is launching a Technology and Esports Club for the city. The project objectives of this program are to provide technology access, training, and opportunities for personal and career development in the underserved community of Pataskala. Another component of this program is to provide recreation for local youth to participate in Esports leagues.

## Participating Agencies

The participating agencies for this program for the first year are Tech r2. Tech r2 is donating computer peripherals to help get a foundation of hardware for public and program use. During the second year of this program, the City of Pataskala plans on partnering with local educational institutions such as Licking Heights, Southwest Licking School, and Liberty Christians Academy to provide instruction through the computer lab for the local community.

## Activities and How Results Will Be Shared with Audience

In the first year of this program, our goal is to create a recreational Esports league for Pataskala as an outlet for youth to create a way to connect with our hard-to-reach audiences. The Esports league will consist of a five-week league play with an end of the season playoff tournament to crown a winner. The winners of the tournament would receive merchandise prizes which are provided by registration fees. In the second year of this program, we hope to develop technology labs where our youth can learn graphic design skills, 3D animation, robotics, video game development, music production, and 3D modeling through programs such as AutoCAD. As part of this program, Pataskala hopes to create after school programs that help develop these skills for our youth.

## Anticipated Benefits/Impacts and Commitment to Continuation of the Program

The Esports recreation league will benefit and impact local hard-to-reach youth. Social engagement from this league can help participants learn the importance of sportsmanship and teamwork while cultivating better discipline and higher self-esteem. The second benefit of an Esports league for the City of Pataskala is the cognitive improvements for participants. This program can help improve focus, memory, and attention while enhancing creativity and learning problem-solving skills. Another benefit is that Esports help develops motor skill in youth by exercising fine motor skills and developing hand-eye coordination. Not to mention, with the fast increase in popularity of Esports, colleges are offering Esports-based scholarships.

The technology lab will benefit and impact all citizens of the City of Pataskala. The technology lab will provide after-school programs and a space for the City of Pataskala Parks and Recreation to use for year-round educational camp opportunities in software engineering, AutoCAD, cybersecurity, and robotics.

The City of Pataskala Parks and Recreation Department commits to continue this program if it is successful for as long as there is demand for the program. The City of Pataskala Parks and Recreation Department believes that this program will be successful and provide numerous benefits to the underserved community of Pataskala.

## Proposed Timeline

The proposed timeline for this program is to begin registration for the Esports league on June 14<sup>th</sup>. The league play will begin on July 19<sup>th</sup> and will last five weeks until August 18<sup>th</sup>. The end-of-season tournament begins August 19<sup>th</sup> and will continue into August 20<sup>th</sup> for all games. In year two of this program, the City of Pataskala Parks and Recreation will provide a space to use

for the Esports club year-round and other summer educational camp opportunities. During the summer of year two, the after-school programs will begin.

### Evaluation of Outcomes

Program facilitators and administrators for the City of Pataskala Parks and Recreation will evaluate the results of the program at the end of each session. At the conclusion of each session, we are asking each participant to complete a detailed evaluation questionnaire so we can gauge the impacts and benefits of this program as well as finding ways to improve the program.

Expense	Description	Cost	Grant Amount
Mission Control	The platform the Esports league will be run on	\$ 1,500.00	\$ -
Mission Control Tier	Services through Mission Control for how many participants	\$ 1,200.00	\$ -
Tournament Prizing	Prizes awarded to winners of Esports Leagues	\$ 810.00	\$ -
Gift Cards	Giveaways throughout the league	\$ 50.00	\$ -
Internet	Cost of the internet for the technology lab	\$ 1,500.00	\$ -
Computer Components	Computers for the technology lab	\$ 4,000.00	\$ -
Intern expense	Wage	\$ 2,850.00	\$ -
Software	Programs to be placed on computers	\$ 600.00	\$ -
Peripherals	Keyboards, mice, headsets, desks	\$ 2,500.00	\$ 2,500.00
Total Expenses		\$ 15,010.00	\$ 2,500.00

The grant for \$2,500 our cash contribution for the matching dollars is \$2,500 for computer peripherals.

## Facebook Announcement

Pataskala,

We are excited to announce our first ever Esports leagues! Pataskala Parks and Recreation Department is hosting leagues for Super Smash Bros. Ultimate and Rocket League. Registration begins now and will end July 19<sup>th</sup>. The cost for each league will be \$30 per title and prizes will be given away at the end of season tournament for each game! To register download the Mission Control app from the App Store on iOS or Google Play for Android.

Sincerely,

Pataskala Parks and Recreation

Registration Link: <https://missioncontrol.app.link/?organization=35e763d5-a78d-4525-9b5a-8b746b490e40&action=view>

Discord Link: <https://discord.gg/hXB6dwJAhk>