

CONNECTICUT ASSOCIATION OF SCHOOLS CONNECTICUT INTERSCHOLASTIC
ATHLETIC CONFERENCE

30 Realty Drive, Cheshire, Connecticut 06410

To: CAS/CIAC Member Schools From: CAS/CIAC Office
Re: CAS/CIAC/CSAC Esports State Championships

The Connecticut Student Activities Conference under the authority of the Connecticut Association of Schools will for the 4th time conduct an Esports competition.

The information in this packet covers in detail the 2026 CAS/CIAC/CSAC Esports Championships.

The competition that is planned will be as follows:

A. State Championship – April 30, 2026

Site – Quinnipiac University, 305 Sherman Ave, Hamden, CT 06518 (Rocky Top Student Center)

B. PlayVS Rules will be followed.

[High School Competition Rulebook](#)

[Mario Kart 8 Deluxe Rulebook](#)

[Super Smash Bros. Ultimate Rulebook](#)

[Rocket League Rulebook](#)

C. Appropriate awards similar to CIAC awards will be presented to the champion and first runner-up teams in each game.

Questions or concerns may be addressed to the CAS office (203) 250-1111 or fax (203) 250-1345.

Please share this information with your Esports coach.

1. Authority -- The decisions of the CAS/CSAC Esports Committee and/or Meet Directors relative to the operation of the competition shall be final.
2. Awards – In each class a plaque will be awarded to each of the champions and a 1st runner-up team.
3. Date of Competition / Site / Starting Times
 - a. Date: State Championship –April 30, 2026
 - b. Site: Quinnipiac University, 305 Sherman Ave, Hamden, CT 06518 (Rocky Top Student Center)

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State Championship Schedule:

- 9am ET- Teams Arrive for warmups at Rocky Top Student Center
- 10am ET – Rocket League and Smash Semis
- 11am ET —Rocket League Final
- 12pm ET – Smash Final
- 1:30pm ET —Mario Kart Semis
- 2:30pm ET — Mario Kart Final

*Awards will be handed out at the conclusion of each title's competition

- c. The CAS/CSAC Esports Committee will determine the starting time for each game competing and a follow-up email will be sent to each school.
 - d. The teams that do not advance from the semifinals will compete in a consolation match to determine third and fourth place.
4. Only member schools of CAS-CIAC may enter these championships.
 5. Doug Williams is the Tournament Official Coordinator
 6. All competitors must be grade 9, 10, 11 or 12.
 7. Esports coaches are expected to maintain discipline among the competitors and make certain that good sportsmanship prevails in both winning and defeat. Schools will be held liable for actions of their competitors which may include but is not limited to property damage or assault.
[PlayVS Player Code of Conduct](#)
 8. Competitors will not be permitted to compete without the presence of their coach/advisor, or having in writing from the Principal of the school a statement designating an adult replacement.
 9. Coaches are to bring a large plastic bag so that what their team “packs in” may be packed out.
 10. Scoring will be done in accordance with the Esports rules and regulations.
 11. Traveling Expenses – Competing schools must provide their own transportation at their expense.
 12. Competition Area – The students will be competing in an Esports Lab.

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- a. Players will be provided with the necessary equipment to play, but are encouraged to bring additional equipment such as controllers (see PlayVS rulebooks for equipment requirements)
- b. The final competition will be live streamed for virtual viewing by students and families at: https://www.twitch.tv/quinnipiac_esports

New England Championships:

1st Annual New England Interscholastic
ESports Championships:
Monday, May 11th thru Saturday, May 16th, 2026

In Person Finals:
Saturday, May 16th, 2026
Southern New Hampshire University

E Sports Complex
2500 North River Road
Manchester, NH 03106

Qualification Details:

- The **top two teams from each spring state championship in Mario Kart, Rocket League, and Super Smash Bros.** will earn an invitation to compete.
- Once final placements are determined, qualifying teams must confirm their attendance no later than **Saturday, May 2, 2026.**

If a qualifying team is unable to attend, the invitation will be extended to the next highest-placing team.