



- **Do I need my own equipment?**

Virtual Offerings:

Participants will need the following equipment in order to play:

- Game for which they are registering for: NBA, 2K, Rocket League or Super Smash Bros
- Gaming Console (Nintendo Switch, Playstation, Xbox, or PC)
- Online gaming capabilities for the gaming console
- Email address used for access to Leaguespot and Discord servers

- **What games will participants play?**

Leagues are available for the following games:

- **NBA 2K21** is a basketball simulation game depicting players and teams from the National Basketball Association (NBA). Participants will face off 1 vs 1 against another competitor, with each controlling their entire team. Individuals will learn to use each unique player's skills for the best chance of success.
- **Rocket League** is a unique, high-octane arcade style game that combines elements of both racing games and soccer. Participants compete in a 3 vs 3 environment and attempt to use their rocket-powered vehicles to hit an oversized soccer ball into their opponents goal and score points over the course of the match. Individuals will work alongside their teammates to develop strategies and perfect their moves in order to defeat their competition.
- **Super Smash Bros.** incorporates our favorite Nintendo characters such as Mario, Donkey Kong, Pikachu and many others in an arcade-style battle game. Participants compete in a 1 vs 1 match, attempting to use their character's special abilities to knock their opponent out of the designated area.

- **Why should I enroll my child in an Esports league?**

YMCA Esports is the development of values through a progressive program, stressing skill development, fun, physical fitness, and friendly competition.

Additional benefits include:

- Improved hand-eye coordination
- Improved attention & visual acuity

- Improved basic visual processing and executive function
 - Problem-solving & strategy skill development
 - 71% of parents report gaming having net positive effects for children
 - Boosts self-confidence and player socialization
 - 54% of gamers say gaming helps them connect with friends
 - At least 10 St. Louis area high schools compete in the top national high school Esports league
 - More than 30 U.S. colleges and universities offer scholarships for gamers
- **What are the age groups for leagues?**
 - Participants will be broken into two age groups.
 - Younger players will be placed in the 6-8th grade group and older players will be grouped with teammates between 9-12th grade.

Questions?

Contact nqsports@ymcachattanooga.org.