CREATING YOUR 2021 FRPA QUALIFIERS

UPDATED MAY 2021

It's time to get the players in your community qualified for the 2021 Florida Recreation and Park Association (FRPA) Esports State Championship! This guide will provide you everything you need to know to create and run your qualifying leagues on Mission Control.

CREATING THE QUALIFYING LEAGUES

1. CREATE THE SEASON

Gameplay > See Seasons > Create Season

Your season groups together the various 1-3 FRPA qualifying leagues you will be hosting. When you set up your season, here's what we advise for the various sections:

- **Season Name** = 2021 FRPA Qualifiers
- **Abbreviation & Color** = FRP and any color
- **Registration Open & Close dates** = As with typical leagues, we suggest allowing at least 2-3 weeks of registration (if possible)
- **Gameplay Open & Close dates** = If your schedule allows, we suggest a 3 week regular season after which the playoffs will be held. Playoffs are not included in the Gameplay dates. All regular season and playoffs games need to be completed by July 28th.

> **FRP**   2021 FRPA Qualifiers   Registration
> 06-07-2021 - 06-27-2021   Gameplay
> 06-28-2021 - 07-18-2021
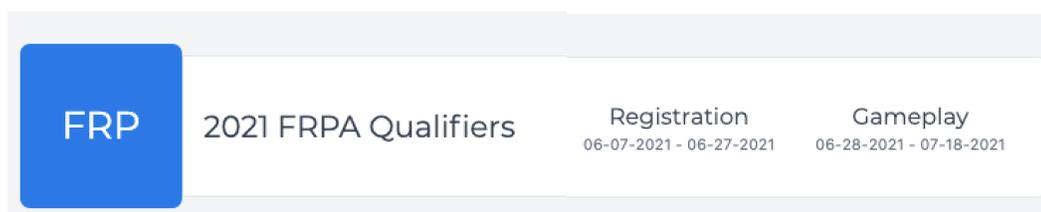
After you've created this season, you can access this again by clicking on that same "See Seasons" button on your Gameplay page. Information for the season can be edited until the point that registration closes simply by clicking on "Edit Season."

2. CHOOSE A GAME

Gameplay > See Seasons > Add League > Game

There are 3 games that are a part of the 2021 FRPA Esports State Championship. These are:

- Fortnite
- Rocket League
- Super Smash Bros

All of these games are listed under the **Featured Games** section.

3. SELECT A GAME CARD
Game > Game Card

Game Cards describe the ways that games are played and determine things like "how many teams compete at once," "are they playing in the same lobby or not," and "how does a team win". For all three games, you should select the "**FRPA Direct Head-to-Head Face-Off**" card.

Choose a Game Mode for your league from below.

Classic Stats Face-Off	FRPA Stats Face-Off
Two teams of 1, 2 or 4 players compete in an online battle royale. Teams do not play in the same lobby at the same day and time. Teams have a defined period of time to play their games and submit their results. The team with the most points through a combination of kills and final placements wins the game.	Two teams of 2 players compete in an online battle royale. Teams do not play in the same lobby at the same day and time. Teams have a defined period of time to play their games and submit their results. The team with the most points through a combination of kills and final placements wins the game.

4. SELECT A GAME MODE
Game > Game Card > Game Mode > Continue to League Creation

Game Modes indicate to the players a specific game mode that they must select within the game title to compete. These settings are locked and include the following information:

- **Players Per Team** = Min-max that can be on a team to compete in this game
- **Game Mode Description** = What this game mode is
- **Setup Instructions** = What players need to do to get the match setup
- **Rules** = What players need to use as game settings
- **Scoring Rules** = How points are accumulated, and a winner is determined

The game mode that you will select for each game is the following:

- Fortnite = FRPA Battle Royale: Duos
- Rocket League = FRPA Soccar 3v3
- Super Smash Bros = FRPA Battle Arena 1v1

Additional information on these game modes can be found in the "Understanding the FRPA Games" section.

TIP: If you're still confused on the difference between Game Cards and Game Modes, that's okay! Here's another definition:

- **Game Cards** define how players will compete against each other and keep track of scores for a specific game.
- **Game Modes** define what players have to select within a specific game in order to compete.

5. SELECT YOUR LEAGUE SETTINGS
League Creation > League Settings

There are two structures that we suggest for Qualifier leagues:

- Weekly preliminary games with a single elimination tournament
- Daily preliminary games with a single elimination tournament

Here is all of the information that you will select for your League Settings; you can find suggested settings for all four games in the following section:

- **League Title** = League titles should include "FRPA Qualifier" in them.
- **League Description** = Here is an example league description that can be edited for your qualifiers:
  - Are you ready to compete for the chance to represent [ORG] at the first ever Florida Recreation and Park Association (FRPA) Esports State Championship!? In this qualifier, you will play [#] preliminary games over [#] days. These games are scheduled at [TIME] [TIME ZONE] on [DAYS]. After the preliminary games, all players will then advance to a single elimination tournament on [DAY] starting at [TIME] [TIME ZONE]. The top X teams after this tournament advance to FRPA esports State Championship which will be held August 9 to August 30. If you have any questions, please be sure to contact [EMAIL].
- **Games Per Match** = Please see the "Understanding the FRPA Games" section.
- **Enable Crossplay** = Please see the "Understanding the FRPA Games" section.
- **Choose a League Platform** = Please see the "Understanding the FRPA Games" section.
- **Competition** = Because this is an FRPA Qualifier, this league should be marked as "Competitive."
- **Type (aka Fee)** =You will have the choice to make a league "Free" or "Paid". Offering paid leagues can be a great way to introduce a new revenue stream to your organization. Our average price point is $12.55.
- **Prize** = Prizes should include "The [X] of teams advance to the FRPA Esports State Championship in August."
- **Location** = Unless you own equipment to run leagues in person at your facility, your league should be "Online."
- **Players Per Team** = Please see the "Understanding the FRPA Games" section.
- **Minimum Teams** = The minimum number of teams in a league determines how many are required to register in order for a league to launch. Our suggestion is 2 for these qualifiers.

- **Maximum Teams** = The maximum number of teams in a league determines the cap for a league to launch. If you don't desire to have a restriction, set it to 99.
- **Match Frequency** = Leagues can have matches scheduled either daily or weekly. If your schedule allows to have a league be multiple weeks long, then it should be Weekly. If your schedule only allows for a week of games, then it should be Daily.
- **Preferred Day** = If matches occur "Weekly," then all matches will be scheduled on a default day. If you are offering multiple leagues, different games should be on different days of the week.
- **Preferred Time of Day** = For any leagues taking place during the week, matches should be scheduled between 6PM and 9PM (unless otherwise requested). For any leagues taking place during the weekend, matches should be scheduled after 12PM (unless otherwise requested).
- **Preferred Time Zone** = This is based purely on where you are geographically located.
- **Playoffs** = If you are doing a "Weekly" or "Daily" league, then we recommend having playoffs.
  - **Teams in Playoffs** = If your league has playoffs and you would like all players to advance, please choose a number equal to the maximum number of teams in the league. If you don't want all players to advance, then we recommend the top 2 or 4 players.
  - **Schedule Playoffs on the Same Day** = If you are offering playoffs for this Qualifier, we recommend selecting "Yes."
  - **Consolation Games** = Because it is a Qualifier, there will not be consolation games scheduled, so it does not matter what you select here.

UNDERSTANDING THE FRPA GAMES

FORTNITE

DESCRIPTION

Available on consoles, PC, and mobile, Fortnite Battle Royale is free to download and play! Hop off the Battle Bus to the Island below and battle it out to be the last one remaining. Or team up with friends or other players to outlast other teams. Use the power of wood, brick, and metal to build structures to help you out. There's always something to look forward to in Fortnite Battle Royale, including new items, weapons, vehicles, submodes, special events, and "Seasons." Each new Season brings a distinct theme to the Island, like the past secret agent takeover and giant flood.

This game is rated **T for Teen (13+)** by the ESRB for the following: Violence. Additional information on the rating can be found at ESRB.org.

PLATFORMS

Fortnite is a cross-platform game, which means players can compete in a single league dedicated to **any and all** of the game's compatible platforms. A **single** league should include the following platforms:

- Android
- iOS
- Mac
- Nintendo Switch
- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series

GAME CARDS & MODES

Mission Control has 2 Game Cards for **Fortnite**: Classic Stats Face-Off and FRPA Stats Face-Off.

FRPA Stats Face-Off

- Two teams of 2 players compete in an online battle royale.
- Teams do not play in the same lobby at the same day and time.
- Teams have a defined period of time to play their games and submit their results.
- The team with the most points through a combination of kills and final placements wins the game.

Mission Control has 1 Game Mode for the FRPA Stats Face-Off Game Card: FRPA Battle Royale: Duos.

- Mode: FRPA Battle Royale: Duos - Fifty teams of 2 players face-off to be the last player standing on a shrinking map.
- Teams: 2 min, 2 max.
- Game Setup: Your team enters the same lobby and squads up.
- Rules:
  - All games are to be played in the Duos Battle Royale mode using default Duos' settings.
  - Games are not permitted to be played in the following modes: Solos, Squads, Creative, Battle Labs, Team Rumble, and Arena.
  - Photos must clearly show your results.
  - Tiebreakers: Total points scored, Total Victory Royales, Average eliminations, Average placement, Random.
- Scoring: The winning team is the team with the largest score determined by the number of kills and final placements.
  - 1 kill is worth 1 point.

- - 1st-15th place is worth 3-10 points.
    - Photos must clearly show your results on the entire stats panel.
    - Tiebreakers: Total points scored, Total Victory Royales, Average eliminations, Average placement, Random.
- Number of Games (League Settings): 3

ROCKET LEAGUE

DESCRIPTION

Rocket League is a futuristic Sports-Action game in which players are equipped with booster-rigged vehicles that can be crashed into balls for incredible goals or epic saves across multiple, highly detailed arenas. Using an advanced physics system to simulate realistic interactions, Rocket League relies on mass and momentum to give players a complete sense of intuitive control in this unbelievable, high-octane re-imagining of association football.

This game is rated **E for Everyone** by the ESRB for the following: Mild Language. Additional information on the rating can be found at ESRB.org.

PLATFORMS

Rocket League is a cross-platform game, which means players can compete in a single league dedicated to **any and all** of the game's compatible platforms. A **single** league should include the following platforms:

- Linux
- Mac
- Nintendo Switch
- PC (Microsoft Windows)
- PS4
- PS5
- Xbox One
- Xbox Series

GAME CARDS & MODES

Mission Control has 3 Game Cards for **Rocket League**: Classic Head-to-Head Face-Off, FRPA Head-to-Head Face-Off, USPREC Head-to-Head Face-Off.

FRPA Head-to-Head Face-Off

- Two teams of 3 players compete in rocket-powered car soccer.
- Teams join the same lobby and play at the same day and time.
- The team with the most goals wins the game.

Mission Control has 1 Game Modes for the FRPA Head-to-Head Face-Off Game Card: FRPA Soccar 3v3

- Mode: FRPA Soccar 3v3 - Two teams of 3 players face-off to score the most goals in a game of rocket-powered car soccer.
- Teams: 3 min, 3 max
- Game Setup: Prior to the match, players add each other on their console or in the game. One team creates lobby and invites the opposing team.
- Rules:
  - Standard Maps Only.
  - Map Selection: Random.
  - No bots.
  - Mutators: None.
  - Match Time: 5 Minutes
  - All other game settings are standard.
  - After each game, the score should be entered as the number of goals each team scored (i.e. Team 1 scored 4 goals and Team 2 scored 6 goals, so the score is 4-6).
- Scoring: The winning team is the team that scores the most goals.
- Number of Games (League Settings): 5

SUPER SMASH BROS ULTIMATE

DESCRIPTION

Gaming icons clash in the ultimate brawl you can play anytime, anywhere! Smash rivals off the stage as new characters Simon Belmont and King K. Rool join Inkling, Ridley, and every fighter in Super Smash Bros. history. Enjoy enhanced speed and combat at new stages based on the Castlevania series, Super Mario Odyssey, and more! Having trouble choosing a stage? Then select the Stage Morph option to transform one stage into another while battling—a series first! Plus, new echo fighters Dark Samus, Richter Belmont, and Chrom join the battle. Whether you play locally or online, savor the faster combat, new attacks, and new defensive options, like a perfect shield. Jam out to 900 different music compositions and go 1-on-1 with a friend, hold a 4-player free-for-all, kick it up to 8-player battles and more! Feel free to bust out your GameCube controllers—legendary couch competitions await—or play together anytime, anywhere!

This game is rated **E10+ for Everyone 10+** by the ESRB for the following: Cartoon Violence, Comic Mischief, Suggestive Themes. Additional information on the rating can be found at ESRB.org.

Super Smash Bros Ultimate is only available on a single console, which means players can compete in a single league dedicated to that compatible platform. A **single** league should include the following platform:

- Nintendo Switch

GAME CARDS & MODES

Mission Control has 3 Game Cards for **Super Smash Bros Ultimate**: Classic Head-to-Head Face-Off, FRPA Head-to-Head Face-Off, and USPREC Head-to-Head Face-Off

FRPA Head-to-Head Face-Off

- Two teams of 1 player compete in fighting showdowns.
- Teams play in the same lobby at the same day and time.
- The last team standing wins the game.

Mission Control has 1 Game Mode for the FRPA Head-to-Head Face-Off Game Card: FRPA Battle Arena 1v1.

- Mode: FRPA Battle Arena 1v1- Two teams of 1 player face-off in a fighting battle.
- Teams: 1 min, 1 max.
- Game Setup: Prior to the match, players add each other on the Switch. One team creates the arena, and the opposing team joins. The opposing team selects the first stage, and then selection alternates.
- Rules:
  - Style: Stock.
  - Stock: 3.
  - Time Limit: 8 Minutes.
  - FS Meter: Off.
  - Damage Handicap: Off.
  - Items: Off and None.
  - Stage Hazards: Off.
  - Launch Rate: 1.0x.
  - Score Display: Off.
  - Show Damage: Yes.
  - Rotation: Host preference.
  - Stage: Battlefield Stages Only.
  - Spirits: Off.
  - Voice Chat: Off.
  - Team Attack: On (Except for 1v1).

- ○ After each game, the score should be entered as such: the winner enters a score of 1 while the loser enters a score of 0.
- Scoring: The winning team is the last team standing.
- Number of Games (League Settings): 5

AFTER YOUR QUALIFIERS ARE COMPLETE

After your qualifiers are complete, please report the qualifiers to the FRPA state office by July 28th (no exceptions).