

# What is Rocket League?

Rocket League is a fantastical sport-based video game, developed by Psyonix (it's "soccer with cars"). It features a competitive game mode based on teamwork and outmaneuvering opponents.



## Objective

Players work with their team to advance the ball down the field, and score goals in their opponents' net. Rocket League is a technical game which involves both high-level dexterity and fast-paced gameplay. While one of the most welcoming elements of the game is its accessibility and familiarity with traditional sport (soccer), the best players are highly advanced and have fine-tuned their mechanics.

*"Esports brings out the **best in people** and really show the flame of passion that people have towards a game where **it takes grit and grime** to play at a competitive level."*

Antonio V.  
Team captain  
Manchester High School



Rocket League is rated E for Everyone.

## How It's Played

Each team starts on opposite sides of the field, as either the Blue or Orange team. When the timer begins, players race to be the first to hit the ball with their car. Once the ball is in play, the clock winds down until a team scores by hitting the ball into the opposing team's goal, at which point players return to their starting positions and repeat that process until time runs out. The team with the most goals at the end of regulation wins. If there is a tie, the teams play periods of overtime until a winner is determined.



*Offense*



*Defense*



*Boost*



*Flying*



## Cars

What makes Rocket League different from Soccer are its competitors: rocket powered cars. Players choose their vehicle before each game, and have various customization options. During the game, cars earn “boost” by driving over lit circles on the field, and can “fly” by combining boosting with jumping.



## Esports

Each year of Rocket League Esports culminates in the Rocket League Championship Series. The best teams from Europe, North America, Oceania, and South America compete for more than \$1,000,000 in prize and their shot at becoming World Champions. To reach that point, teams have to prove themselves over the course of qualifiers, tournaments, and Regular Seasons in their local regions.



## About PlayVS

PlayVS is building the infrastructure and platform for amateur esports, starting with high schools. We work directly with game publishers and states to build and operate sanctioned leagues across the country. Through the National Federation of State High School Associations (NFHS), PlayVS is empowering students to compete in esports on behalf of their high school, with the opportunity to win a championship, just like any other youth sport. Contact your local school’s principal or athletic director to get a program started and learn more at [www.playvs.com](http://www.playvs.com).

## Scholarships

Currently, there are over 200 colleges and universities offering over 10 million dollars in scholarships. Many colleges with an esports program will include Rocket League as a core title. [Check out our list of colleges and universities with an esports program.](#)



### Esports Spotlight: Canton State University of New York

*SUNY Canton's eSports teams offer students a chance to participate in video game competitions at the collegiate level. Options include varsity and intramural matches. The College currently participates in HearthStone, League of Legends, Overwatch, Fortnite, FIFA, Rocket League, and Super Smash Bros Ultimate. Additional games and teams will be added in the near future.*

## Esports in Education

Rocket League requires a tremendous amount of critical thinking, communication, collaboration, and creativity from players to achieve and sustain success. Schools and players in high school have had a great experience with the game, and continue to experience its benefits.

### Esports Benefits

- Sense of Community
- Character Development
- Scholarship Opportunities
- Embodies ISTE Standard
- Increase Achievement
- STEM Engagement

*"With a background in developing school to career opportunities, I am a **full supporter of esports** at both the middle and high school levels. I see the value of esports through the lens of providing **student agency**, a link to STEM education and developing a school-to-career pipeline."*

Eric Dion  
Principal  
Ralph C. Mahar, MA

## Helpful Resources

[Psyonix - Game Info](#)

[Rocket League Esports](#)

[PlayVS Parents' Guide to High School Esports](#)