



## Join the Excitement at the IASP Shoutcasting Showdown Tournament!

Do you enjoy playing, streaming, and shoutcasting Rocket League or Super Smash Bros. Ultimate? Put your passion and expertise to the test in the Inaugural IASP Shoutcasting Showdown! This IASP competition allows individuals or duos to compete in front of an experienced panel of judges, receive feedback, and be considered for an in-person final round at a major digital sports event.

Starting with registration on **November 18**, you'll have the opportunity to secure your spot in this highly anticipated competition. Registration closes on **February 15!** Whether you're a seasoned pro or an aspiring shoutcaster, this is your chance to test your mettle in our virtual qualifying round by providing a submission by **March 9**. Qualifying individuals and duos will then move on to State finals, held on **April 26!**



With exciting matchups, live streaming, and a vibrant community of fellow gamers, the IASP Shoutcasting Showdown promises an unforgettable experience.

Don't miss out on the action—mark your calendars, gather your team, and get ready for an epic showdown. The battlefield awaits—will you rise to the challenge?

# RULES

## Rule and Requirements

- Entries must be made by a current students in grades 6-12. Teams may consist of an individual or a duo. Cost is \$20 per submission group. Schools are permitted to register more than one team.
- Shoutcasting submissions must be for either Rocket League or Super Smash Bros. Ultimate.
- All players must register by the deadline (February 15). Late entries will not be accepted.
- Must agree for IASP to own, distribute, and modify video content submitted.
- Maintain a respectful and sportsmanlike attitude towards all participants, staff, and spectators. Any form of harassment or unsportsmanlike behavior will not be tolerated.
- Players must compete fairly without using cheats, hacks, or unauthorized third-party software. Violations will result in disqualification.
- First round entries are submitted online (Youtube, Twitch, etc.) State finals will be held in person on April 26. Students entering the contest must commit to attend finals if selected.
- Online submission footage cannot violate any copyright or royalty laws/trademarks. **It is strongly suggested that students use match footage from their own digital sports team, if possible.**
- For any questions, contact Annie Bretz at [abretz@iasp.org](mailto:abretz@iasp.org).



# RUBRIC

## **Basis of Decision for Scoring**

In the IASP Shoutcasting Showdown Tournament, judges will evaluate participants based on the following criteria to ensure a fair and transparent scoring process:

**Game Knowledge, Commentary Flow, Accuracy of Information, Voice and Diction, Team Dynamics, Audience Engagement, Technical Vocabulary, Adaptability, Professionalism, Overall Entertainment Value**

Judges will evaluate participants based on the following rubric, which includes the specific categories and scoring criteria. Each category will be rated from 1 to 4 points, with detailed descriptions to guide the scoring process.

<b>Category</b>	<b>Excellent (4 pts)</b>	<b>Proficient (3 pts)</b>	<b>Developing (2 pts)</b>	<b>Beginning (1 pt)</b>
<b>Game Knowledge</b>	Demonstrates deep understanding of game mechanics, strategies; anticipates plays and outcomes.	Shows good knowledge of the game; identifies key strategies but lacks depth in some areas.	Basic understanding of the game mechanics, with some inaccurate or missed analysis.	Limited understanding of the game; many misinterpretations of gameplay.
<b>Commentary Flow</b>	Commentary is smooth, energetic, and matches the pacing of the game; minimal pauses or hesitations.	Mostly smooth, with few pauses; occasionally struggles to keep up with the game pace.	Frequent pauses or hesitations; commentary lacks consistency with game tempo.	Commentary is disjointed and slow, not aligned with the game's action.
<b>Accuracy of Information</b>	Provides consistently accurate, insightful commentary, adding value to gameplay.	Most information is correct with occasional minor inaccuracies.	Some information is incorrect or misleading.	Frequently gives inaccurate or confusing information.
<b>Voice and Diction</b>	Clear, confident voice; excellent enunciation and engaging tone throughout.	Mostly clear voice and good tone, but with occasional mumbling or monotony.	Inconsistent clarity and tone; struggles to engage listeners effectively.	Voice is unclear or difficult to understand; lacks energy.
<b>Team Dynamics</b>	Seamlessly coordinates with co-casters; builds synergy to enhance viewer experience.	Works well with co-casters, though transitions could improve.	Basic collaboration with co-casters, but there are awkward exchanges or overlaps.	Little to no coordination with co-casters; detracts from the broadcast.

<b>Audience Engagement</b>	Keeps audience captivated and involved through humor, excitement, or insightful remarks.	Engages the audience well, though moments feel forced or repetitive.	Occasional efforts to engage the audience, but with limited effectiveness.	Minimal effort to engage the audience, leading to a lackluster broadcast.
<b>Technical Vocabulary</b>	Uses appropriate, advanced terminology specific to the game without overwhelming the audience.	Uses mostly accurate game terms with some oversimplification	Basic use of technical language, but often lacks precision or overuses jargon.	Incorrect or missing game-specific terms; little attempt to educate viewers.
<b>Adaptability</b>	Reacts quickly to unexpected in-game events or technical issues without disrupting the flow.	Manages surprises well, though with occasional awkward moments.	Struggles to adjust commentary smoothly to unexpected changes.	Unable to adapt, resulting in disrupted or unprofessional commentary.
<b>Professionalism</b>	Maintains a respectful and positive attitude toward players, co-casters, and the game.	Generally respectful, though with occasional slips in tone or humor.	Inconsistent professionalism; some inappropriate remarks or behaviors.	Displays unprofessional behavior, detracting from the broadcast experience.
<b>Overall Entertainment Value</b>	Captivates the audience with exciting storytelling and enthusiastic commentary throughout the event.	Provides enjoyable moments, though with occasional lulls in energy.	Shows effort to entertain, but with limited success in engaging viewers.	Fails to entertain, resulting in a dull or unenjoyable broadcast.

Judges will total the points from each category to determine overall scores.



Do you have questions?

## Contact

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