



HOW TO CONNECT ACCOUNTS ON PLAYVS?

For each game a player is competing in, they must create and connect an in-game account to their PlayVS Profile. To get connected, use the following steps:

1. Login to your account at [PlayVS.com](https://playvs.com).
2. In the bottom left of your homepage, click your name or user icon and then Account Settings.
3. In the upper center, click the Connections Tab.
4. Scroll to find the Game Account client for the esports title you want to connect.
5. Click Connect.

Be mindful of the accounts you connect, and do not change your in-game name once they are connected. Rules around connected accounts can be found in Section 2.2.3 Play Eligibility of the league's [Competition Rulebook](#).

EPIC GAMES ACCOUNT

Epic Games is used for Rocket League and Fortnite: Zone Wars competitions. Players using non-Epic Games platforms (such as Nintendo or Playstation) must link their Epic Games account before their first match.



CONNECT YOUR EPIC GAMES ACCOUNT

1. Scroll down to Epic Games and click Connect.
2. Select the option that allows access to sign in to your Epic Games account.
3. To connect your Platform, head over to <https://www.rocketleague.com/activate/>.
4. Click Check Setup and log into Epic Games again, if needed.
5. Click Login and Connect on your gaming platform.
6. Head back to your [PlayVS Account Connections](#) and use the drop-down to select the Platform you will be competing on most often (If linked correctly, it will display as activated).



Epic Games

Connect your Epic Games account to participate in Rocket League matches. Rocket League players and spectators must activate a platform at rocketleague.com/activate

Epic Games Account	Activated
Steam	Activated
Xbox Live	Not Activated
Playstation Network	Not Activated
Nintendo Switch	Not Activated

CONNECT

For Rocket League, the platform selection step is required to receive the invitations to compete in your matches weekly and track stats in-game. Please make sure the correct platform is chosen on match day.