

Esports Talent Scouting Plan

Gaming, Esports & Digital Entertainment

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This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Produces a scouting and recruitment plan for esports talent — where and how to find players, evaluation criteria, trials, and signing/onboarding fairly. Use it to build a talent pipeline. For contracts use the Player Contract drafter (G11).

Purpose of this tool & output

Find and sign emerging esports talent

How the output is used

Use it to find and sign emerging esports talent — a talent-scouting plan across trials, metrics and pathways.

Important cautions

Weigh game sense, consistency and coachable attitude alongside raw mechanics for lasting success. Many esports prospects are minors — obtain guardian consent, provide safeguards, and use fair development-focused contracts. Have contracts legally drafted.

Companion documents

- Esports Team / Org Setup
- Esports Tournament Organizer
- Esports Player & Roster Management
- Esports Sponsorship Strategy
- League & Franchise Participation Guide
- Esports Bootcamp & Training Ops

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.