

# BRITISH ESPORTS CHAMPIONSHIPS

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**2019-20**  
**Operational Handbook**  
**1st December 2019**



# WHAT IS IT?



**The British Esports Championships is an exciting new competitive video gaming competition for students aged 12+ in schools and colleges across the UK.**

The Championships are open to all secondary schools, Further Education (FE) Colleges and Alternative Provision (AP) schools in the UK and are PC-based.

Tournaments include:

- Rocket League 3v3 (3+ age rating): football with rocket-powered cars

- Overwatch 6v6 (12+ age rating) vibrant first-person shooter
- League of Legends 5v5 (12+ age rating): multiplayer online battle arena (MOBA)

The 2019/20 Championships follow a successful inaugural year, which saw more than 100 teams take part.

### **Further reading**

[Parentzone: Why schools should get involved in esports](#)  
[Esports library club](#)  
[2018/19 School Champions](#)  
[2018/19 College Champions](#)

## KEY INFO

Entry fee is £25 per institute per year + additional £5 per team roster entered per season.

Registration for Spring Split begins in early December and closes on the 10th January 2020 for students aged 12+ in Years 7-13.

Fixtures will begin on the week commencing 20th January and consist of weekly scheduled competitive sessions until March.

Matches will take place after school on a weekday at a convenient time between both teams – likely 15:30-16:15. Default match time - unless rescheduled - is 4pm on Wednesdays after school.

To conclude the Champs, there will be a live grand final at Insomnia66 in April 2020.

Institutes may enter multiple teams providing they have at least 1 dedicated PC per player (to account for playing vs their peers).

Institutes must have a minimum of 14 PCs of appropriate specification

to enter a team in Overwatch, League of Legends and Rocket League as matches are played simultaneously. Institutes may enter multiple teams in any of the three age-appropriate games as long as they have enough PCs.

All games must be played on PC, and all sessions will have strict online safety rules that must be adhered to:

- Fixtures must be played using our closed community platform
- Only those registered for the Championships will be given access to the platform
- Each team must play together from the same classroom or IT suite whilst being **supervised** by a member or members of staff
- Individuals must not play in Champs matches remotely, from home or another location

# WHY YOU SHOULD GET INVOLVED

Esports offers many intrinsic benefits when played in moderation. These include:

- ◆ Promoting character development, including: leadership, teamwork, communication, social skills and resilience
- ◆ Improved attendance, behaviour, motivation, concentration and focus
- ◆ Links to Computing Education, STEM subjects and the development of digital skills and digital literacy
- ◆ Good for positive mental health - it's fun and provides stress relief
- ◆ Increasing engagement with a wider demographic of young people than traditional extra-curricular activities
- ◆ Boosting reaction times, speed of decision-making and problem solving
- ◆ Links to a range of FE, HE and career pathways



Each institution must be represented by a school or college Leader which must be a registered adult staff member at that institution. In exceptional circumstances, and with written permission from an authorised member, a student may be permitted to take on the role of Leader. The Leader is expected to:

Act as the point of contact for the British Esports Association and organise/facilitate the esports programme in your school/college.

Ensure appropriate technical specifications and permissions are met in your school (e.g. firewalls, access to the games on the school/college system) before the first fixtures are due to start.

Where possible, ensure students have access to the computers at other points during the week 9 (e.g. lunchtimes) to enable them to practice together as a team - like any other sport.

Ensure appropriate rules & regulations are followed before, during and after fixtures and that appropriate standards of behaviour and fair play are maintained. Full ruleset to be published at a later date.

Report any issues to Admins e.g. if a player on the other team accuses an opponent of 'hacking', they must collect evidence and send it to an admin. Students cannot submit reports direct to the Tournament Admins.

Use our Discord to communicate with staff from other schools/colleges as directed by British Esports (please note, students are not allowed in the discord). The invite link will be sent to the team leader when they sign up to the Championships. Each team leader will need an active discord account, or create one, to use to contact team leaders via Discord server.

Within reason, do everything possible to ensure you fulfil weekly fixtures as part of the Championships.

# NEXT STEPS

Unsure what you need to do before signing up in December/January? We've put together a checklist to help you through the process.

- Do you have enough PCs with the [correct specs](#) in one room? Is it free on a Wednesday after school?
- Do you have enough students who want to take part? If there are loads, how will you select teams?
- Which games will you enter teams for? One of each title, or multiple teams of each title? For new teams we recommend approximately 1 team per title as an easier amount to handle at the beginning whilst learning the Champs.
- Speak to senior management to get appropriate permissions to enter the Champs.
- Seek support from IT/Network Manager to ensure games can be played on the [network](#) from January 2020
- If you haven't already, register your interest [here](#).
- Be ready to fill out your rosters before the 15th January 2020.
- Do you need to purchase game keys or will students use their own accounts?
- Want to get involved on highlighting the talent on your esports teams? Check out our content guide [here](#).

# GETTING STARTED

## OVERWATCH PURCHASING

You need 6 copies of the game for a full team.

1. Create an account
2. Purchase the [game from Blizzard website for £16.99](#)

## INSTALLING THE GAME

1. [Download and install](#) the Blizzard Battle Net desktop app.
2. Log into the desktop app using your own personal Battle.net account
3. Click the Overwatch icon on the left side of the app
4. Click install

## PLAYING

1. Hit 'Play' once the game has installed
2. If this is your first time playing Overwatch click 'training'
3. Play the tutorial, then practice VS AI
4. Once you've got the hang of it, navigate to the main menu and click 'Play'
5. Start practicing in Quick Play

## LEAGUE OF LEGENDS SIGNING UP

League of Legends is a free-to-play game.

1. Navigate to the [LoL sign-up page](#)
2. If you don't already have an account, enter an email and password to create an account

## INSTALLING THE GAME

1. Navigate to this [Download link](#)
2. Click 'Download for Windows'
3. Download the files
4. Run the League of Legends Installer
5. Run LeagueofLegends.exe to download updated versions of our setup files

## PLAYING

1. After launching the LoL client, log in
2. Click 'Play' at the top
3. If this is your first time playing LoL, we recommend playing the tutorial (click 'training' then 'tutorial' to get a feel for the game).
4. Play some co-op VS AI.
5. Finally, play some PvP Summoner's Rift to rank up and practice for your games!

LoL has a lot of guides to help new players that you can find [here](#).

## ROCKET LEAGUE PURCHASING

You need 3 copies of the game for a full team.

1. Install the Steam client
2. Create a Steam account, or log in to your own personal account if you have one.
3. Go to the Store
4. Search for Rocket League
5. Add to cart, purchase the game for £14.99

## INSTALLING THE GAME

1. Navigate to 'Library'
2. Scroll to 'Rocket League'
3. Click 'Install'

## PLAYING

1. Hit 'Play' once the game has finished installing



# SYSTEMS

The next few pages will detail all of the technical specifications required to take part in the Champs, including PC components and networking. Please show this to your IT/Network Manager!

## PC SPECIFICATIONS

Each of the three titles has its own technical requirements that need to be met in order for the game to run. The game may not run well, or will run at low quality, on a machine that only meets the minimum requirements.

	LEAGUE OF LEGENDS		OVERWATCH		ROCKET LEAGUE	
	Min Requirement	Recommended	Min Requirement	Recommended	Min Requirement	Recommended
<b>Processor</b>	2 GHz (supporting SSE2 or higher)	3 GHz	Intel Core i3 / AMD Phenom X3 8650 or eqv	Intel Core i5 / AMD Phenom II X3 or better	2.4 GHz Dual Core	2.5 GHz Quad Core
<b>Memory</b>	1GB RAM (2GB RAM for Windows Vista or newer)	2GB RAM (4GB for Windows Vista and newer)	4GB RAM	6GB RAM	2GB RAM	4GB RAM
<b>Storage</b>	8GB Available Hard Disk space	12GB	30GB	30GB	5GB	5GB
<b>Graphics</b>	Shader version 2.0 capable video card	Nvidia GeForce 8800 / AMD Radeon	Nvidia GeForce GTX460 / ATI Radeon HD4850 / Intel HD 4400 or eqv	Nvidia GeForce GTX660 / AMD Radeon HD7950 or better	Nvidia GTX 260 / ATI 4850	Nvidia GTX 660 / ATI 7950
<b>Operating System (OS)</b>	Windows 7, 8, 10, XP (service pack 3 only), vista	Windows XP SP3, Vista	Windows 7,8,10, 64 bit (latest service pack)	Windows 7,8,10, 64 bit (latest service pack)	Windows 7 or newer	Windows 7 or newer
<b>Resolution</b>	920x1200	1920x1080	1024x768	1920x1080		1920x1080
<b>Sound</b>	DirectX v9.0c or better	DirectX v9.0c or better		DirectX Version 9.0c	DirectX	

Unsure what kit you need in order to play in the Champs? We've put together a handy shopping list for you.

Component	Model	Cost (ex. VAT)
Case	Corsair 100R	£41.66
CPU	AMD Ryzen 5 2600	£120.82
Motherboard	Gigabyte AMD B450M	£52.07
Graphics card	GTX 1060 3GB	£124.99
RAM	8GB Corsair	£37.96
Power supply	500W EVGA	£23.32
Hard drive	1TB Toshiba	£29.09
SSD	240GB Crucial	£21.89
Operating system	Windows 10 Home	£87.49
<b>Total cost, excluding VAT</b>		<b>£539.29</b>

Prices taken from a leading UK system builder.

The cost shown is per machine; please multiply the amount by the number of machines you require e.g. 3 PCs for Rocket League would cost £1617.87 (ex. VAT) if you were to build them yourselves. Building PCs is relatively straightforward and could be a fun way to teach your students about computing or engineering. We have our very own tutorial, showing you how to build this exact system which you can watch [here](#).

If you're interested in purchasing this build, please ask us.

## League of Legends:

### IPs:

185.40.65.1 and 162.249.72.1

### Ports:

5000 - 5500 UDP (League of Legends Game Client)  
 8393 - 8400 TCP (Patcher and Maestro)  
 2099 TCP (PVP.Net)  
 5223 TCP (PVP.Net)  
 5222 TCP (PVP.Net)  
 80 TCP (HTTP Connections)  
 443 TCP (HTTPS Connections)  
 8088 UDP and TCP (Spectator Mode)

## Overwatch

### IPs:

185.60.114.159 and 185.60.112.157

### Ports:

80, 443, 1119 TCP (Battle.net desktop app)  
 80, 443, 1119 UDP (Battle.net desktop app)  
 3478-3479, 5060, 5062, 6250, 12000-64000 UDP (Blizzard voice chat)  
 1119, 1120, 3724, 4000, 6112, 6113, 6114 TCP (Blizzard downloader)  
 1119, 1120, 3724, 4000, 6112, 6113, 6114 UDP (Blizzard downloader)  
 1119, 3274, 6113, 80 TCP (Overwatch)  
 3478-3479, 5060, 5062, 6250, 12000,64000 UDP (Overwatch)

## Rocket League

A full list of the Rocket League IP's can be found by on the Valve network (AS32590) – and can be found [here](#).

## Ports:

To login to Steam and download content:

### Ports to use Steam:

HTTP (TCP port 80) and HTTPS (443)  
 TCP: 27015-27030, 27036-27037  
 UDP: 3478, 4379, 4380, 7000-9000, 27000-27031, 27036

### For generic Steam HTTP/HTTPS requests, your proxy should allow the following domains:

- steampowered.com
- steamcommunity.com
- steamgames.com
- steamusercontent.com
- steamcontent.com
- steamstatic.com
- akamaihd.net

### IPs:

If your firewall is blocking connection, open Rocket League and resource monitor simultaneously. In resource monitor, Open the network tab, and scroll down to find RocketLeague.exe. Create a custom exception in your firewall using the IP displayed. Alternatively, you can find the server IP's by searching your logfile. Its located at %userprofile%\documents\my games\rocket league\TA game\logs\launch.log.

You can search for ':7' to quickly find the IP addresses.

A full list of the Rocket League IP's can be found by on the Valve network (AS32590) – and can be found [here](#).

**Note:** Many school/college networks and proxies block required ports for Steam operation - please consult your network administrator to ensure the required ports are open if you are using a school/college network or a proxy. Ports required for Steam cannot be re-mapped to HTTP or reconfigured to a custom port range.

# CODE OF CONDUCT

**The British Esports Association takes safety of players very seriously. As such, we have implemented several measures to protect the wellbeing and identities of those who take part in our tournaments.**

## Playing of matches

Only those rostered can play. Teams must play together from same school/college. Students cannot play from home. Teams must be supervised by member of staff (the 'Leader').

## Unsporting Behaviour

("flaming", "toxicity", "bm", "hacking", "aimbotting")

Any unsporting behaviour is a punishable offence and harms enjoyment of the game. When dealing with unsportsmanlike conduct, it's important that admins have proof of exactly what happened. If an opposing player verbally abuses a member of your team or deliberately behaves in an unsporting manner you must take screenshots and report directly to an admin. Depending on circumstance a player can be punished instantly or if the issue requires more investigation, this will be done after the tournament.

## Safeguarding

British Esports Championships considers the three areas of risk in online safety, as outlined by the Department for Education.

**Content:** all esports titles in the British Esports Championships are age-appropriate for school and college students. Rocket League is PEGI 3+; Overwatch and League of Legends are PEGI 12+.

**Contact:** each fixture in the British Esports Championships will be played via a closed community platform. Only students registered by their school/college will be able to access the platform. Each fixture in the British Esports Championships will be played on school/college premises and supervised by an adult member of staff (school/college 'Leader'). Professional Tournament Admins will be monitoring all online interactions and fixtures.

**Conduct:** every school/college will submit the names of each player representing their institution as well as their in-game name (full names of players will not be shared by British Esports Championships without permission). Therefore, in the event of

misconduct during the British Esports Championships, that player can be held responsible and penalties will be imposed. Admins, and every school/college Leader are responsible for ensuring all rules are followed and standards of fair play are maintaining throughout.

School/college Leaders can request to have data erased. More information on data protection can be found in the T&Cs on the tournament website.

**Full, up-to-date rulesets are available on the [tournament system](#).**

## CONTACT US

[champs@britishesports.org](mailto:champs@britishesports.org)