BRITISH ESPORTS CHAMPIONSHIPS

2019-20
An Introduction
16th July 2019

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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

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

Registration for Winter Split begins in early September and closes in late September for students aged 12+ in Years 7-13.

Fixtures will begin in October and consist of weekly scheduled competitive sessions until December. Spring Split will begin in January.

Matches will take place after school on Wednesday afternoons at a convenient time between both teams – likely 15:30-16:15. Matches will last for a maximum of 60 minutes.

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

◆ Links to Computing Education, STEM subjects and the development of digital skills and digital literacy

◆ Increasing engagement with a wider demographic of young people than traditional extra-curricular activities

◆ Links to a range of FE, HE and career pathways

◆ Improved attendance, behaviour, motivation, concentration and focus

◆ Good for positive mental health - it's fun and provides stress relief

◆ Boosting reaction times, speed of decision-making and problem solving

Glebe School in Bromley conducted a survey which found that 98% of students who took part in our AP Schools tournament said they enjoyed esports. When asked for the reasons why, they said: fun, playing with friends, helping and leading others, not stressful.

Mrs Lou West, Deputy Head and Team Leader at Millside School, said: "Student A's attendance prior to the tournament was 75%. During the five weeks of the event he has attended 98%. Our students are also showing resilience and commitment that we've rarely seen in them before."

Ian Russell, of Wycliffe College, wrote a piece in the TES about their participation in the Championships and how they got started. "The benefits have been myriad. Teamwork, problem-solving and lightning-fast estimations are all hallmarks of competitive computer game playing, and the best students will end up with dexterity to rival surgeons'."

NEXT STEPS

Unsure what you need to do before signing up in September? 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?

- [ ] 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 September.

- [ ] If you haven't already, register your interest here.

- [ ] Be ready to officially sign up in September. Once registered, you will be sent an operational handbook with more info.

Each institution must be represented by a school or college Leader which must be a registered adult staff member at that institution. 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 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 computers at other points during the week (e.g. lunchtimes) to enable them to practise 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 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).

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

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!

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
Processor	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
Memory	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
Storage	8GB Available Hard Disk space	12GB	30GB	30GB	5GB	5GB
Graphics	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
Operating System (OS)	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
Resolution	920x1200	1920x1080	1024x768	1920x1080		1920x1080
Sound	DirectX v9.0c or better	DirectX v9.0c or better		DirectX Version 9.0c	DirectX	

KIT

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
	Total cost, excluding VAT	**£539.29**

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. There are plenty of YouTube tutorials to help.

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

IPS AND PORTS

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

IPs:
AS32590 (specific IPs here)
Ports to use Steam:
HTTP (TCP port 80) and HTTPS (443)
UDP 27015 through 27030
TCP 27015 through 27030
UDP 27000 to 27015 inclusive (Game client traffic)
UDP 27015 to 27030 inclusive (Typically Matchmaking and HLTV)
UDP 27031 and 27036 (incoming, for In-Home Streaming)
TCP 27036 and 27037 (incoming, for In-Home Streaming)
UDP 4380
TCP 27015 (SRCDS Rcon port)
UDP 3478 (Steam Voice Chat Outbound)
UDP 4379 (Steam Voice Chat Outbound)
UDP 4380 (Steam Voice Chat Outbound)

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

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 rulesets will be published in August.

CONTACT US
champs@britishesports.org
discord.gg/2WazKZd

TESTIMONIALS

The British Esports Championships have made this a really easy process for us to get to grips with and this is a fantastic opportunity for schools and FE colleges to offer extracurricular activities that build confidence, encourage working as a team and allow us to contribute in meaningful ways to the college atmosphere.

That sense of community has been great and our team come from three different cohorts which has given us a great opportunity to meet and learn more about each other.

Oliver Morley, Confetti College, Nottingham

TAKING PART IN THE CHAMPS HAS BEEN IMMENSE.

Firstly, it's been a great opportunity to further bring esports (we've been involved in the DSH tournament for the past two years) into school. I'm keeping all staff and pupils updated as to how we are progressing and there's a real buzz around school - plenty of 'I heart esports' badges being worn, by both pupils and staff! - and I've developed some curriculum materials that link the esports world to careers and computer science so I can continue into lessons.

More important to me however, is how I've seen the pupils grow, even over the short space of time we've been competing; I've seen some real leaders come to the forefront of their respective squads, the same pupils that six weeks ago, maybe wouldn't have considered themselves in that role. On top of that, the entire squads are developing some wonderful 'soft' skills such as teamwork and communication, skills that are easily transferable to other areas of school.

Mark Ward, St John Fisher Catholic Voluntary Academy, Dewsbury