

BRITISH ESPORTS CHAMPIONSHIPS

2020/21
Operational Handbook



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 British Esports Championships has continued to grow in popularity with even more schools and colleges getting involved, culminating more than 250 teams from across the country taking part in 2019/20.

Further reading:

[Parentzone: Why schools should get Pearson esports BTEC](#)

[2019/20 recap](#)

[Parent's Guide](#)

[Glasgow Clyde College's case study on esports](#)

KEY INFO

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

Registration for Winter Split begins in early September and closes in late September. Registration for Spring Split begins in December and closes in early-January

Default match time - unless rescheduled - is 4pm on Wednesdays after school.

To conclude the Champs, there will be a live grand final.

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

We recommend new schools/colleges register a max of one team per tournament, until they are more comfortable with the Champs and running esports teams.

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
- Due to the current global situation re COVID-19, students are eligible to play in our Championships from home only if playing from school/college grounds is not a legitimate option. All champs matches are to take place in a supervised classroom, unless this is impossible to achieve due to current safety measures.



WHY YOU SHOULD GET INVOLVED

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

- ◆ Improved attendance, behaviour, motivation, concentration and focus
- ◆ Promoting character development, including: leadership, teamwork, communication, social skills and resilience
- ◆ Good for positive mental health - it's fun and provides stress relief
- ◆ Links to Computing Education, STEM subjects and the development of digital skills and digital literacy
- ◆ Boosting reaction times, speed of decision-making and problem solving
- ◆ Increasing engagement with a wider demographic of young people than traditional extra-curricular activities
- ◆ 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 (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](#) available for matches?
- Is the computer suite/classroom free on a Wednesday after school?
- Do you have enough students who want to take part? If there are several, how will you select teams?
- 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](#).
- 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](#).
- Be ready to officially sign up when we send out the registration link.

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. Rocket League will be going to free to play in summer 2020 on the Epic Games store.

1. Install the Steam/Epic Games client
2. Create a Steam/Epic account, or log in to your own personal account if you have one.
3. Go to the Store (After summer 2020, Rocket League will only be able to download via the Epic Games store for new users).
4. Search for Rocket League
5. Add to cart.

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



FORMAT

For 2020/21 Champs we have listened to the feedback from previous years and decided to make our Champs more competitive, and engaging, than ever with a different format!

The Champs will move from individual seasons, to a year long tournament.

- From October through to December, this will be the qualifying period. Teams will gain as many points as possible throughout this period. Each team's final standing from the qualifying period will determine their division.
- From January through to March, all teams will be split into divisions. Divisions will be split into Division 1 and Division 2. All teams will face similarly levelled opponents and fight for the top spots in their division*.
- At the end of each division, the top teams from both divisions will progress to the elimination stage.

Winter
Qualifiers

Spring
Divisions

Elimination
stages & finals

The Champs year will culminate in the best teams from each division facing off in playoffs and a live grand final!

* New schools and colleges will still be able to join in the second wave of registrations (this includes returning school/colleges entering more new teams), however they will be automatically placed in the lower division as they will have not taken part in the qualifiers.

NOTE: In regards to COVID-19 and lockdown, the Champs will still go ahead as planned for the next academic year, however if lockdown continues to affect schools and colleges severely, we will reassess the format and rules if required.

You can read more information surrounding our format changes on the [British Esports website here.](#)

2020/21 Format changes video



PLAYS OF THE WEEK

For the upcoming season of the British Esports Championships, we've introduced the top plays of the week.

This is where we take your best in-game moments as a team or an individual and post across our YouTube and social media channels.

How to get featured in Plays of the week:

Your school or college can get involved in Plays of the week by submitting your clips to us via Google Form. Want to find out how to be able to create clips from your previous championship matches? You can look at our guide [here](#).



SUBMIT YOUR CLIPS HERE

PLAYS OF THE WEEK



Plays of the Week #1



SYSTEMS

PC SPECIFICATIONS

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	

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. 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

Whilst Rocket League is currently hosted on Steam, it will be added to the Epic Games Store and eventually a free to play game.

Epic Ports:

Unblock the following ports: 80, 433, 443, 3478, 3479, 5060, 5062, 5222, 6250, and 12000-65000.

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:

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

Note: Many school/college networks and proxies block required ports for Steam operation. 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 the same school/college. Teams must be supervised by member of staff (the 'Leader').

Due to current COVID-19 safety measures, we understand that many schools/colleges will face certain restrictions in the new academic term

such as increased online learning, social distancing, and potentially the inability for students to partake in extracurricular activities afterschool. Due to this current nationwide situation, students are eligible to play in our Championships from home only if playing from school/college grounds is not a legitimate option. All Champs matches are to take place in a supervised classroom, unless this is impossible to achieve due to current safety measures. All students must follow this code of conduct and the Leader must supervise to the best of their ability, even if this is remotely in certain cases.

We will review our code of conduct regularly and update, if necessary, regarding our policy on certain students playing from home.

Unsporting Behaviour ("flaming", "toxicity", "bm", "hacking", "aimbotting")("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.

British Esports have a zero tolerance policy of discriminatory language including, but not limited to,

comments about a person's gender, race, sexual orientation, age, hate speech or calls to harmful action. Any evidence of this behaviour will be taken seriously and we will enforce severe penalties and bans from our Championships.

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 US

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