BRITISH ESPORTS STUDENT CHAMPS

CHAMPS HANDBOOK 2021/22

WHAT ARE THE STUDENT CHAMPS?

The British Esports Student Champs are an exciting 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.

With tournaments in:

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)

Valorant 5v5 (16+ age rating): team first-person shooter

The British Esports Student Champs has continued to grow in popularity with even more schools and colleges getting involved, culminating more than 300 teams from across the country taking part in 2020/21.

Watch the aftermovie from our 2020/21 grand finals event here!

CODE OF CONDUCT

SAFEGUARDING

We expect all players who use our platform to follow the behaviours and requests set out in British Esports Association Codes of Conduct. If any player behaves in a way which contradicts any of the points set out, we will address the situation, involving parents when needed, to resolve the issue appropriately.

Continued issues and repeated breaches of this code may result in us, regrettably, revoking membership and blocking access to the platform to protect the welfare of other players and staff.

Player's must:

√ Play by the rules of the platform, the games and the competitions or events

√ Be a good sport whether I win or lose

√ Treat others how I like to be treated myself

√ Be kind and fair and recognise that everyone has different levels of skill and ability

√ Know that people online are real people and words can affect them

√ Set a positive example with my own behaviour

√ Support and encourage my teammates and others

√ Speak out against those that bully, hurt, harass or abuse others

√ Stop, listen, and reconsider if I'm told that my words or actions are harmful

√ Respect others even if their views are different from mine

√ Report any incidents of bullying, misbehaviour, cheating or concerns I have about the behaviour of anyone else during events or competitions

Ruleset

Code of Conduct

When safeguarding the British Esports Student Champs, we consider the three areas of risk in online safety, as outlined by the Department for Education.

Content:
All esports titles in the British Esports Student Champs are age-appropriate for school and college students. Rocket League is PEGI 3+; Overwatch and League of Legends are PEGI 12+, and VALORANT is PEGI 16+.

Contact:
Each fixture in the British Esports Student Champs will be played via a closed community platform. Only students registered by their school/ college will be able to access the platform. Each fixture will be played on school/college premises and supervised by an adult member of staff (school/ college 'Leader'). Professional Tournament Admins will also 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 Student ChampS without permission). Therefore, in the event of misconduct during the British Esports Student Champs, 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 maintained throughout.

If you have any queries or concerns around safeguarding, contact our Designated Safeguarding Lead (DSL) at safeguarding@britishesports.org

KEY INFORMATION

Registration

☐ Only a staff team member can register their school/college for the Champs. A staff member must be the primary contact for the team: this includes management, supervision, and support.

☐ A student representative can assist the staff team leader, but a member of staff must always be the primary contact and leader.

☐ 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.

☐ Matches are played simultaneously, so institutes must have a minimum number of PCs per player of appropriate spec in order to participate.

☐ VALORANT is a college-only tournament, as the PEGI rating is 16+. The other tournaments are open to all students aged 12+.

Costs

☐ To enter the Champs, the costs are £25 entry fee + £5 per team entered + VAT.

☐ We are updating the way that teams are paid for: now we include tournament credits. The entry fee must be paid to purchase credits for teams. You can find out more here.

☐ Once you have paid the entry fee for the winter season, this covers the Champs year 2021-22. If new and entering in the spring season, you will still need to pay the entry fee.

☐ We have now got Stripe integration for Champs payments. This will help streamline the payment process. Currently we can accept card payment and BACS for team payments. Invoices are still available upon request.

☐ All Champs titles are free to play, except Overwatch which is approx £16.99 per game key.

Fixtures

☐ Matches will be on a weekly basis, every Wednesday throughout the academic term starting at 4pm. All participants should be ready and able to play at this time.

☐ Fixtures must be played from school/college where possible. Fixtures can only be played from home on a case-by-case basis where an admin is notified ahead of time and approves the case.

☐ Games must be played, or have started, within the window of 4-6pm. Throughout the group stages, rescheduling is possible, but only through the mutual agreement of both teams.

☐ We strongly encourage all staff members to join the Champs Discord server. This is private only for staff members to join to discuss the Champs, fixtures with other teams, and contact admins quickly.

☐ The Champs year will culminate in a live Grand Final.
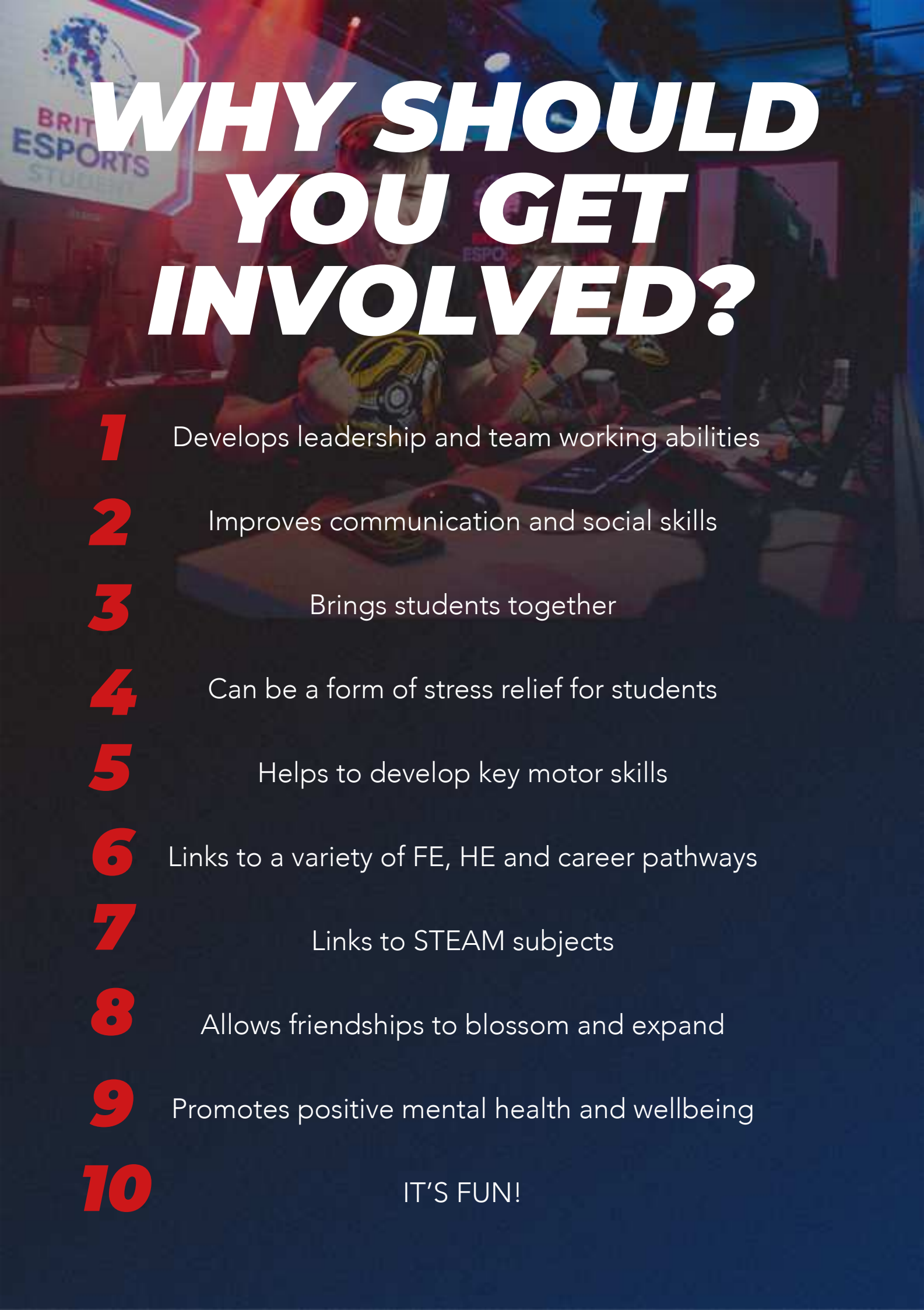
WHY SHOULD YOU GET INVOLVED?

1 Develops leadership and team working abilities

2 Improves communication and social skills

3 Brings students together

4 Can be a form of stress relief for students

5 Helps to develop key motor skills

6 Links to a variety of FE, HE and career pathways

7 Links to STEAM subjects

8 Allows friendships to blossom and expand

9 Promotes positive mental health and wellbeing

10 IT'S FUN!

FORMAT

2020/21 SEASON
FORMAT CHANGES

The Champs is now a year-long tournament, featuring two distinct seasons:

Winter qualifiers
- Large scale group stage
- Play a variety of skilled opponents
- Earn as many points as possible

Spring divisions
- Your position in the leaderboard from winter qualifiers determines your placement in the divisions
- All teams are automatically put through to divisions from qualifiers, unless we are notified otherwise
- Group stage with top teams entering playoffs

All matches take place at 4pm each Wednesday during the academic term. All matches must be played, or have started, within the 4-6pm window if rescheduling. Fixtures must be played from school/college where possible. Fixtures can only be played from home on a case-by-case basis where an admin is notified ahead of time and approves the case.

The Champs year will culminate in a live grand final on 18th-19th June 2022 at Confetti Institute in Nottingham. Check out last years event here.

The winning teams receive a trophy, Champs jerseys, professional coaching, and more!

SCHEDULE

WINTER QUALIFIERS

DATE	EVENT
06/09/21 - 24/09/21	REGISTRATIONS
27/09/21 - 01/10/21	SCRIM WEEK
04/10/21 - 10/12/21	GROUP STAGE

SPRING DIVISIONS

DATE	EVENT
06/12/21 - 14/01/22	REGISTRATIONS
17/01/22 - 21/01/22	SCRIM WEEK
24/01/22 - 18/03/22	GROUP STAGE
21/03/22 - 06/05/22	PLAYOFFS
18TH - 19TH JUNE 22	GRAND FINALS

This covers our main titles: OW, RL, and LoL. VALORANT and FIFA will run on a different schedule. Please view the tournament page for more specific details on these tournaments.

REGISTRATION PROCESS

HOW TO SIGN UP

1 Head to our Student Champs website to register (or click on "register" from our Champs hub)

2 Fill out the registration form

3 Wait for your account to be approved by BEA. This will be fairly quick, however we can only approve accounts during the working weekday (approx 9am-5pm). You will receive an email once approved.

4 Once approved, you can now edit your profile and fully access the site.

CHANGES TO PAYMENTS

For Champs we have now included Stripe integration (for payment with card) and also a tournament credit system. Invoices and BACS payments are still possible.

TOURNAMENT CREDITS

- You can now purchase credits anytime during each season which account for a team entry into a tournament, e.g. 1 credit = 1 team entered.

- The credits do not expire and can be used for any tournament in the Champs. Credits can only be used on tournaments with registrations open, otherwise they stay on your account until next use.

- You must have purchased the entry fee for the year (£25+ VAT) in order to purchase credits.

- You must purchase at least 1 credit when purchasing the entry fee.

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ADDING TEAMS

1 Head to the tournament page.
2 Select "sign up".
3 Add in team details (you can edit this later).
4 Confirm - this will use up 1 out of your remaining credits.
5 Head to "sign up" again if you wish to add additional teams to that tournament.
6 Your teams will be found under "my teams" within the tournament page, or under "my account" > "my teams".

STEP BY STEP GUIDE

☐ **Approach the appropriate people for permission,** such as SLT or any senior management within your school / college. Permission is important to help the growth of esports within your institution!

☐ **Send out a survey** to find out how many students would be interested to participate. You can find our champs survey template here.

☐ **Source the Kit.** Some schools and colleges may have the right specification of PC already, but if not check out our KIT GUIDE in this handbook for more info. Make sure you have enough PCs per players, as all matches are played at the same time for all tournaments.

☐ **Speak to IT.** They will need to help get the kit set up and test all the titles are able to run on your school or college network. This can be a lengthy process, so best to get this step started as soon as possible.

☐ **Sign up!** You'll need to create an account on the Champs website for your school/college (if not already done so) and then make sure your teams are entered into the correct tournaments. If you need guidance on this, reach out to us via email or in the Discord.

You can read more about how to get involved in our Teacher Zone. For students, we also have the Student Zone.

KIT GUIDE

stone

Entry Level Spec - approx £700.00

- Kolink Observatory Lite ARGB MIDI Tower Gaming Case - Black, 4x 120mm aRGB Fans, Tempered Glass Side Panel

- Asus PRIME B560-PLUS ATX, LGA 1200, DDR4 x4, M.2 x2, USB 2.0 x2, USB 3.0 x1, TPM Connector, USB Type-A & C, VGA, HDMI 1.4, Display Port

- ASUS TPM-SPI interface cards/adapter Internal

- Intel Core i3-10105 Processor, 3.70GHz Base Frequency (4.40GHz Max Turbo Frequency), 4 Cores, 8 Threads, 6MB Cache, 14nm, 65w TDP, Intel UHD Graphics 630

- Be quiet! PURE ROCK SLIM 2 Processor Cooler 9.2 cm Silver

- EVGA PSU 550W 550 B5 ATX MOD 80+B

- HyperX FURY Black 8GB 3200MHz DDR4 CL16 DIMM 1Rx8

- Samsung 500GB 860 EVO Series V Nand SSD 2.5

- Stone 3-year onsite warranty

- Windows 10 Professional (Free Upgrade to Windows 11)

- Asus NVIDIA GeForce Dual GTX 1660 Super 6GB, GDDR6, 1408 Cuda Cores, HDMI 2.0b, Display Port 1.4, DVI-D, PCIE x16 3.0, Min 450W PSU

KIT GUIDE

Dino Recommended Spec - approx £950.00

- Kolink Observatory Lite ARGB MIDI Tower Gaming Case - Black, 4x 120mm aRGB Fans, Tempered Glass Side Panel

- Asus PRIME B560-PLUS ATX, LGA 1200, DDR4 x4, M.2 x2, USB 2.0 x2, USB 3.0 x1, TPM Connector, USB Type-A & C, VGA, HDMI 1.4, Display Port

- ASUS TPM-SPI interface cards/adapter Internal

- Intel Core i5-11400 Processor, 2.60GHz Base Frequency (4.40GHz Max Turbo Frequency), 6 Cores, 12 Threads, 12MB Cache, 14nm, 65w TDP

- Intel Xe Graphics

- Be quiet! PURE ROCK SLIM 2 Processor Cooler 9.2 cm Silver

- EVGA PSU 550W 550 B5 ATX MOD 80+B

- HyperX FURY Black 8GB 3200MHz DDR4 CL16 DIMM 1Rx8

- Samsung 500GB 860 EVO Series V Nand SSD 2.5

- Stone 3-year onsite warranty

- Windows 10 Professional (Free Upgrade to Windows 11)

- Asus NVidia TUF 3060 OC V2 12GB GDDR6, 3584 Cuda, HDMI 2.1 x2, Display Port 1.4a x3

Dino Recommended Peripherals

Keyboard and Mouse Bundle
Price Point – approx. £40.00
- ASUS TUF Gaming K1 RGB keyboard and TUF Gaming M3 • Ergonomic Wired RGB gaming mouse

Monitor
Price Point – approx. £150
- iiyama G-Master G2530HSU-B1 - 24.5", 1920x1080

For more information on quotes and kit costings, please reach out to us on champs@britishesports.org

PC SPECIFICATIONS AND IP ADDRESSES

GAME	IPS	PORTS
LEAGUE OF LEGENDS	• 185.40.65.1 • 162.249.72.1	• 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	• 185.60.114.159 • 185.60.112.157	• 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 on the Valve network (AS32590) – and can be found here. If your firewall is blocking connection, open Rocket League and resource monitor simultaneously. In the 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.	• 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)
VALORANT	Vanguard, Riot's custom game security software, is also required to run VALORANT. You can read more about it here: https://support-valorant.riotgames.com /hc/en-us/articles/360046160933- What-is-Vanguard-	• TCP: 2099,5222-5223,8088,8393-8400., UDP: 5000-5500,8088. • 7000 – 7500 UDP (VALORANT Game Client) • 8393 – 8400 TCP (Patcher and Maestro) • 2099, 5223, 5222 TCP (PVP.Net) • 80 TCP (HTTP Connections) • 443 TCP (HTTPS Connections) • 8088 UDP y TCP (Spectator Mode)

THE DUKE OF EDINBURGH'S AWARD

The Duke of Edinburgh's Award, famous for its Bronze, Silver and Gold Awards, is offering esports as an official activity for its Skills section.

The move is part of the DofE's commitment to responding to the needs and interests of young people, and empowering them with the skills, resilience and self-belief to do anything, achieve anything and overcome anything life throws their way.

They know, as we all do, that experiences in the digital world can be as meaningful, enriching, and valuable as those in the physical world.
Like the BEA, the charity – founded by HRH The Duke of Edinburgh – has no barriers to those wanting to take part. Any young person whatever their ability interest or background can do their DofE.

To count as a Skills section activity, participants will need to play as part of a structured tournament. Like the BEA, Rocket League, Overwatch, and League of Legends players will be welcome. Organisations that offer DofE programmes may also accept the playing of additional titles.

The DofE licenses thousands of organisations that work with young people, including schools, colleges and youth groups, to run the DofE across the UK.

For more information visit www.dofe.org

DofE

YOUTH WITHOUT LIMITS

HEALTH & WELLNESS

Playing video games is a sedentary activity, however when played in moderation as part of a balanced lifestyle it offers many positive benefits.

We've started to see more professional esports teams invest heavily in areas of physical activity to help improve overall performance.

Playing for a few hours a day is fine. We recommend taking regular breaks, encouraging physical activity/exercise, eating healthy and sleeping well - this is proven to actually boost a player's performance in game.

Here are some useful tips and tricks to help maintain a healthy balanced lifestyle:

☐ Drink water to hydrate

☐ Simple writs, back and hand exercises to help prevent repetitive strain injury

☐ Have a comfortable gaming space

☐ Posture checks!

☐ Create a balanced routine. Practicing is good, but so are other hobbies and commitments!

☐ Establish healthy sleep habits and routine

☐ Eat a healthy diet

☐ Do physical activity, such as walks before or after fixtures

☐ Take short breaks

☐ Use the 20-20-20 rule. Every 20 minutes take a 20-second break and focus your eyes on something else at least 20 feet away.

Here is some other useful tips for players:
• How to be a good teammate
• Keeping fit and healthy
• 8 ways esports players can improve their wellbeing and performance
• How often should you practise?

CONTACT

Want to learn more about the Champs?

Contact one of our schools and college liaison officers at champs@britishesports.org who can help answer any of your questions.

For more information about the esports BTEC click here: https://britishesports.org/esports-and-education/

If you have queries or concerns about safeguarding, contact our DSL at safeguarding@britishesports.org .

Wider sources of help
• Childline
• Internetmatters.org
• ChildNET

For wider information about video gaming visit:
• Ukie
• Ask About Games
• AnyKey

If you have concerns your gaming is becoming unhealthy, please visit:
• Game Quitters

BRITISH ESPORTS STUDENT CHAMPS