



# BRITISH ESPORTS

## STUDENT CHAMPS 24/25

TOURNAMENT HANDBOOK

**BE** A CHAMPION  
**BE** A LEADER  
**BE** THE BEST  
**BE** INSPIRING



## Who are British Esports?

As the national body for esports in the United Kingdom, British Esports are at the forefront of amateur grassroots esports, and represent the national interest on the global stage.





From developing nationwide grassroots esports tournaments for schools and colleges to building the world's first vocational qualifications in esports, British Esports are one of the world's leading esports authorities, shaping the future of competitive gaming.

## What are the British Esports Student Champs?




The British Esports Student Champs is the UK's largest amateur grassroots esports tournament, open to all students aged 12+, at schools and colleges across the UK. A series of exciting competitive video gaming tournaments for students aged 12+ in schools and colleges across the UK.

### Core Student Champs Tournaments:

Tournaments are held for:

			
<b>League of Legends:</b> 5v5 Multiplayer Online Battle Arena(MOBA) PEGI12	<b>Rocket League:</b> 3v3 football with rocket powered cars. PEGI 3	<b>VALORANT:</b> 5v5 First-Person Shooter (FPS) PEGI 16	<b>Overwatch 2:</b> 5v5 First-Person Shooter (FPS) PEGI 12

### Student Champs Cups:

		
<b>Street Fighter 6:</b> 1v1 Fighting Game PEGI 12	<b>EA Sports FC:</b> 1v1 football series PEGI 3	<b>Apex Legends:</b> 20-Team Battle Royale - PEGI 16

The British Esports Student Champs has continued to grow in popularity with even more schools and colleges getting involved. Last year we saw over half of the UK's 270 colleges compete in Student Champs with over 1250 teams and over 6350 fantastic learners take part across all of the UK.

Watch the aftermovie from our 2023/24 grand finals event here!

## Code of Conduct

We expect all players who use our platform to follow the behaviours and requests set out in British Esports Code 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 our staff.

## Players 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.
- Not display disrespectful actions ingame that could harm others as well exploit in-game bug features.
- Not collude nor coerce with other teams to force a specific outcome.

RULESET

CODE OF CONDUCT

## Safeguarding

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, Contact & Conduct.

### Content

All esports titles in the British Esports Student Champs are age-appropriate for school and college students. Rocket League and EAFC is PEGI 3+; Overwatch 2, League of Legends and Street Fighter 6 are PEGI 12+, and VALORANT and Apex Legends are 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'). Tournament Admins will also be monitoring all online interactions and fixtures. All staff are DBS checked and receive annual safeguarding training based on KCSIE.

### Conduct

As well as adhering to the Code of 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 require more detailed information about our safeguarding policies and procedures, please email [champs@britishesports.org](mailto:champs@britishesports.org).

If you have any specific safeguarding concerns or wish to report an issue, please email our Designated Safeguarding Lead via

[safeguarding@britishesports.org](mailto: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 ("Student Lead") 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.
- ❑ You can only register **ONE** team per title in the National Champs. You can enter as many teams as you like in the Open Champs.
- ❑ Matches across tournaments are played simultaneously, so institutions must have a minimum number of PCs per player of appropriate spec in order to participate.
- ❑ VALORANT and Apex Legends are college-only tournaments, as the PEGI rating is 16+. The other tournaments are open to all students aged 12+.

### Costs

- ❑ Teams can be paid for using team credits. The entry fee must be paid to purchase credits for teams.
- ❑ Once you have paid the entry fee for the Winter season, this covers the Champs year 2024-25. If your school/college is new and entering only in the Spring season, you will still need to pay the entry fee.
- ❑ Stripe integration is available for Champs payments. Currently we can accept card payment and BACS for team payments. Invoices are available upon request.
- ❑ All core Champs titles are free to play.

### National Fees

- ❑ To enter the National Champs, the costs are £150 entry fee + £12 per team entered (including VAT).

### Open Fees

- ❑ To enter the Open Champs, the costs are £60 entry fee + £12 per team entered (including VAT).

## Fixtures

### Nationals

- ❑ To foster and encourage a team environment, students will not be allowed to play in the National league remotely. All pupils must play in a supervised classroom. Under exceptional circumstances, please let an admin know as soon as possible if this will not be possible on your game day.
- ❑ All matches take place at 4pm each Wednesday during the academic term, and must aim to be played in the 4-6pm window. Games must be played, or have started, within the window of 4pm + 20 mins as per the rules. If your team does not turn up to the game and you fail to reschedule with your opponent then opponents will be offered a BYE. Rescheduling is possible if made in advance of match time, but only through the mutual agreement of both teams. Games must be played by the Friday of each week.
- ❑ The National Champs year will culminate in a live Grand Final.

### Open

- ❑ All matches take place at 4pm each Wednesday during the academic term, and must have started at the 4pm +20 mins window.
- ❑ Playing from a supervised classroom is still our primary default position, however we are allowing students to participate from home if participating from the classroom is not possible. We still require all students to be organised and supervised by a staff member, even if remotely. If any member of your team is playing remotely, you must notify an admin of the reasoning in advance.
- ❑ Games must be played, where possible within the window of 4-6pm. Games must be played, or have started, within the window of 4pm + 20 mins as per the rules. If your team does not turn up to the game and you fail to reschedule with your opponent then opponents will be offered a BYE. Rescheduling is possible if made in advance of match time, but only through the mutual agreement of both teams. Games must be played by the Friday of each week.
- ❑ The Open Champs year will finish with online finals. The Open Champs is intended to offer competition with less higher stakes - however can still be utilised as scouting students to be promoted to their National team the following year.



## Format Changes

Student Champs has two distinct tournament - **Nationals** and **Open**. Teams will still compete in North/South Regional Divisions.

### Open

We will start with Swiss rounds, which will determine if your team competes in Division 1 or Division 2.

After the Winter break, we will return with the Swiss format to ensure teams get as many games as possible.

The top 8 teams from each division will proceed to their respective elimination stage.

### Nationals

The tournament will start with a 'Play-Off Qualifier' which features a swiss format occurring throughout the Winter period.

The top 9 performing teams during this qualifier (which will be determined by our tiebreaker rules) will qualify for the 'Play-Off Stage' later in Spring, while the remaining teams will battle it out in a 'Last Chance Qualifier' with multiple stages at the beginning of Spring.

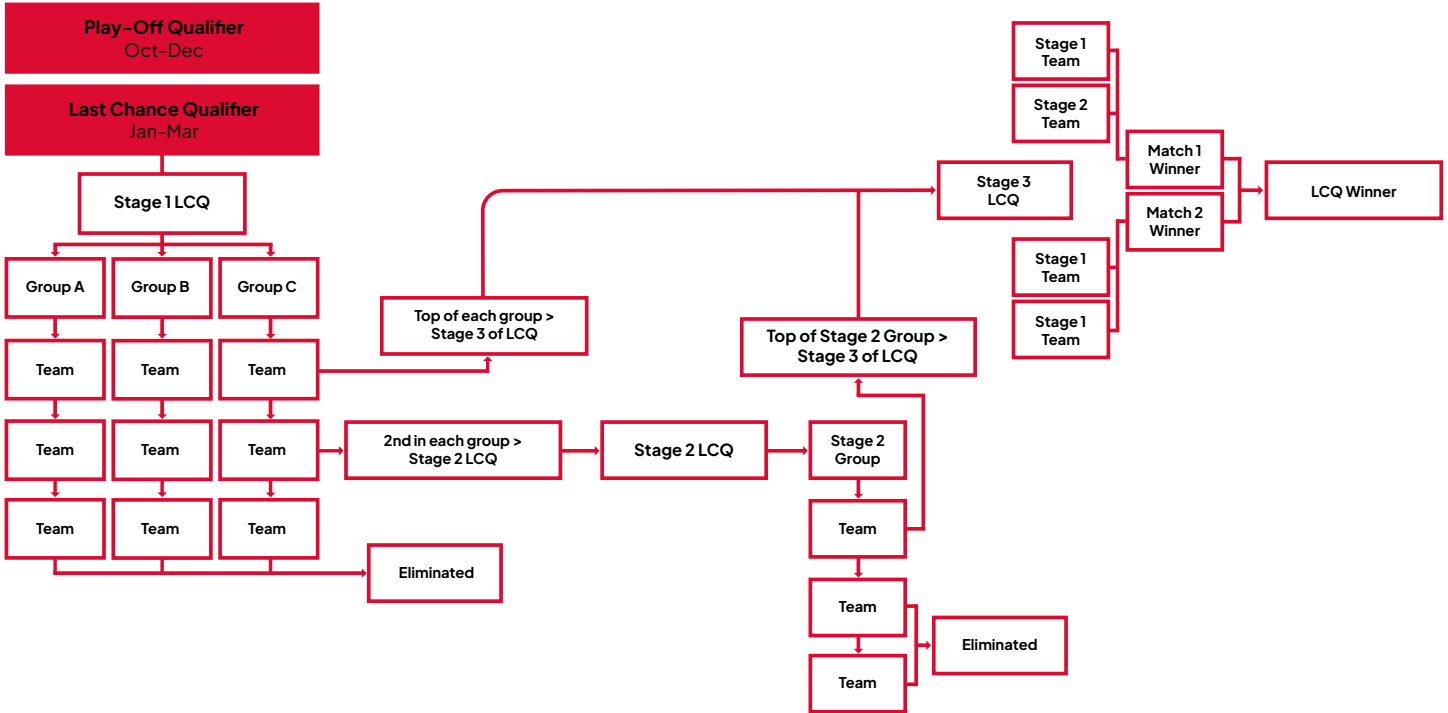
There will only be one 'Last Chance Qualifier' winner, who will then join the 9 teams who qualified in Winter as part of the 'Play-Off Stage'.

# Format

## National Champs

This is the top tournament that showcases the best teams across both regions. Institutions can only enter one team per title. Rosters should remain the same throughout Nationals, for further information please refer to the rulebook. The regional winners of each Nationals tournament will compete in the LAN Grand Final.

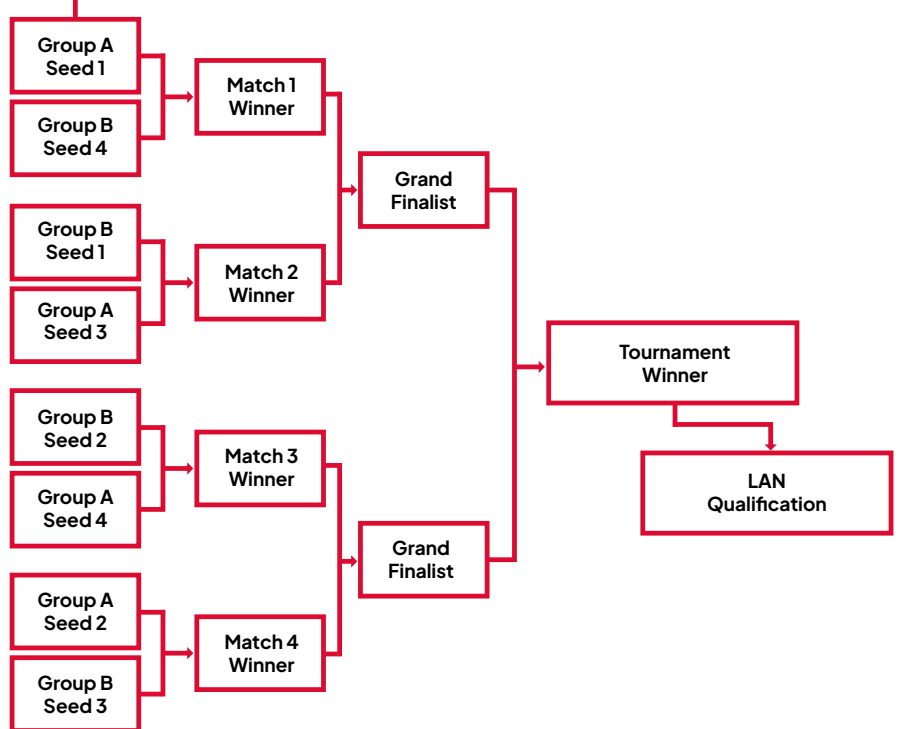
The Champs is a year-long tournament, with two stages starting from October - December and picking up again in January after the Winter Break.



## Playoff Stage (Mar-Apr)



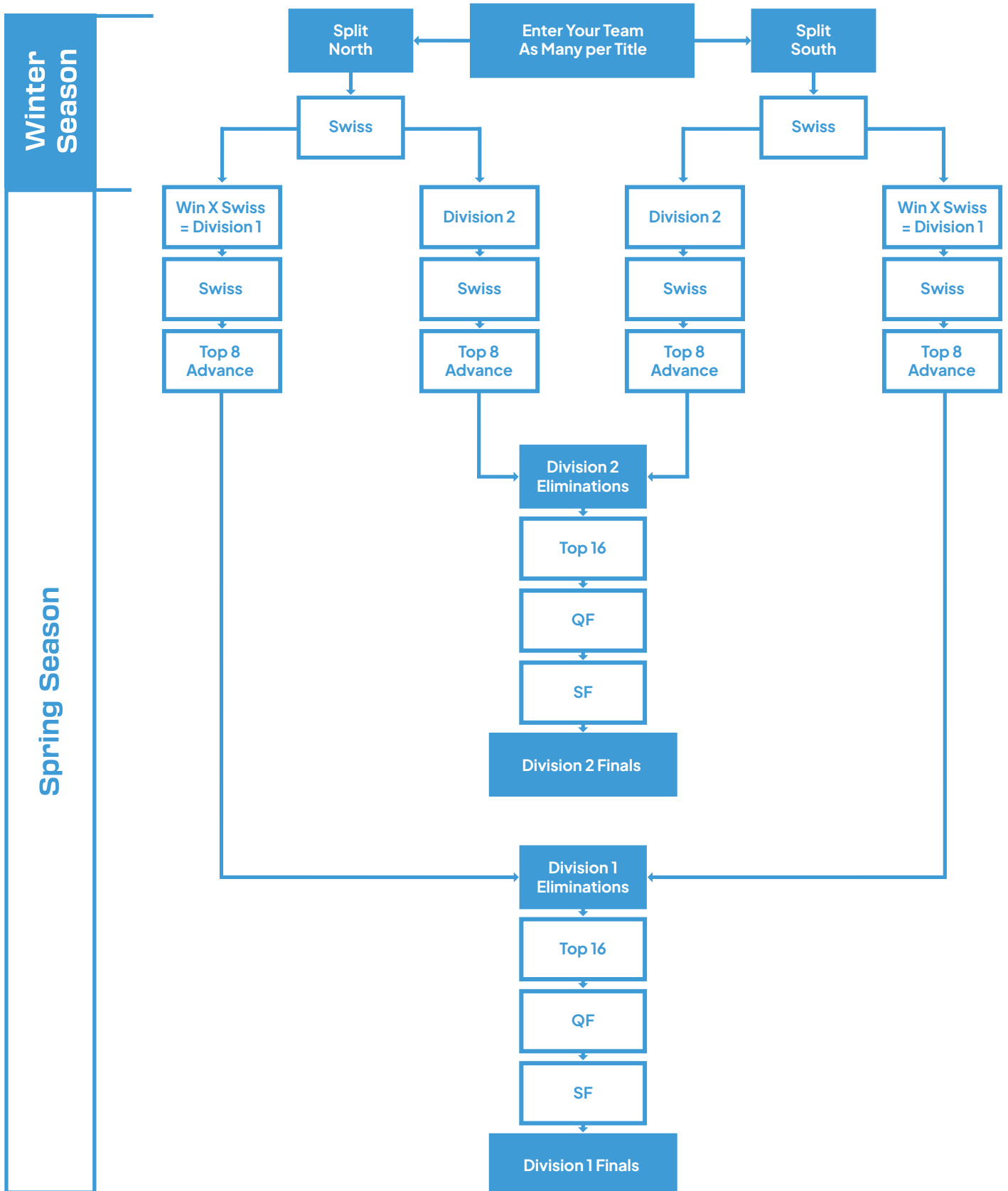
## Elimination Stage (Apr-May)



# Format

## Open Champs

The Open Champs will be similar to previous years, Institutions can enter unlimited teams per title. This tournament will be online only. The Open Champs is intended to offer competition with less pressure - however can still be used to scout students for promotion to National teams the following year.



# Champs Schedules & Key Dates

## Weekly Structure

<b>Tuesday</b>  <b>EAFC</b> Qualifiers 1 off tournaments - 1 playoff per season  <b>Street Fighter</b> 2 Qualifiers 1 off tournaments - 1 playoff per season	<b>Wednesday</b>  <b>Nationals</b> OW/LOL/RL/VAL  <b>Open</b> OW/LOL/RL/VAL  <b>Women in Esports</b> OW/VAL	<b>Thursday</b>  <b>Apex Legends</b> Both Seasons
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**EAFC TBC**

This is an overview of general timings covering all game titles.  
 Please view the website tournament pages for more specific details on these tournaments.  
 Please note that these dates are provisional.

## Key Dates

Key Dates	Registration	Stage 1	Winter Break	Stage 2	Half Term	Play-Offs
<b>Nationals</b>	Sept/Oct	Oct-Dec	Dec/Jan	Jan-March	Feb/Mar	March

Key Dates	Registration	Stage 1	Winter Break	Stage 2	Half Term	Play-Offs
<b>Open</b>	Sept/Oct	Oct-Dec	Dec/Jan	Jan-Feb	Feb/Mar	March

**We are aiming to have the Live Grand Finals late June/early July**





# 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 our team. 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.

## Team Credits

- You can purchase credits anytime during each season which account for a team’s 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 (£60 including VAT) in order to purchase credits.
- You must purchase at least 1 credit when purchasing the entry fee.
- You can choose to purchase all credits at once, or top up as you go.

## Adding Teams

- Head to the tournament page that you would like to enter a team in. Select “sign up”.
- Fill in team details (you can edit this later).
- Confirm the team sign up - and this will use up 1 team credit.
- 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!

**Gather interest** and send out a survey to find out how many students would be interested to participate.

**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 game 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**.

## 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.

- Drink water to hydrate
- Simple wrist, back and hand exercises to help prevent repetitive strain injury
- Have a comfortable gaming space
- Posture checks!
- Create a balanced routine. Practising 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](#)
- [10 ways esports players can improve their wellbeing and performance](#)
- [How often should you practise?](#)

## Wider Resources



### Duke of Edinburgh

The Duke of Edinburgh's Award, is offering esports as an official activity for its Skills section.

For more information visit [www.dofe.org](http://www.dofe.org)



### Cyber Choices Programme

The Cyber Choices Programme is a national network across the whole of the UK including Northern Ireland and Scotland.

For more information you can visit [www.cyberchoices.uk](http://www.cyberchoices.uk).

### Wider Sources of Help:

 childline

[www.childline.org.uk](http://www.childline.org.uk)



[www.Internetmatters.org](http://www.Internetmatters.org)

 Childnet

[www.childnet.com](http://www.childnet.com)

### Wider information about video gaming visit:

 ukie

[www.ukie.org.uk](http://www.ukie.org.uk)

 ASK ABOUT GAMES

[www.askaboutgames.com](http://www.askaboutgames.com)

 AnyKey

[www.anykey.org](http://www.anykey.org)

### If you have concerns your gaming is becoming unhealthy, please visit:



[www.gamequitters.com](http://www.gamequitters.com)



[www.britishesports.org/champs](http://www.britishesports.org/champs)

## Contact

Want to learn more about the Champs?

Contact one of the Champs team on [champs@britishesports.org](mailto:champs@britishesports.org) who can help answer any of your questions.

For more information about the esports BTEC click here:

[www.britishesports.org/esports-and-education](http://www.britishesports.org/esports-and-education)

If you have queries or concerns about safeguarding, contact our DSL at [safeguarding@britishesports.org](mailto:safeguarding@britishesports.org)