

BRITISH ESPORTS CHAMPIONSHIPS

2018 - 2019
Handbook for Teachers





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WELCOME TO THE CHAMPIONSHIPS

The British Esports Championships is a competitive gaming tournament for students aged 11-19 across the UK. It is open to all Secondary Schools, Further Education Colleges and Alternative Provision (AP) Schools in the UK, and includes a mix of PC-based games. There is an entry fee of £25 per institution for the 2018 - 2019 Championships, and a £5 per team fee (for each game per season).

The Championships build on the success of our pilot earlier in 2018. For more information about our pilot, please see our evaluation [report](#).

Playing esports in moderation has many benefits. You can download our '[What is esports](#)' and '[benefits of esports](#)' PDFs here.

Please note all rules outlined in this document are correct as of August 17th 2018 but the British Esports Championships has the right to amend Rules at any point during the tournament. The most up-to-date rules will be found on the tournament website at champs.epiclan.net.

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:

Promote the Championships in their school/college and ideally recruit enough students to enable them to enter teams in each of the three games. They can, however, just enter teams into one or two of the games.

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).

Provide constructive feedback as and when required or requested.

If 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 traditional sport.

Supervise all online interaction between players at that institution. This can include before, after or during games.

Ensure the appropriate facilities/hardware/software are available to use. To enter one team in each of the three games will require a minimum of 14 PCs with appropriate specifications.

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.

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

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

TECHNICAL 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 Radeo	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		1920x108
Sound	DirectX v9.0c or better	DirectX v9.0c or better		DirectX Version 9.0c	DirectX	

TIMELINE

Sign-ups for the British Esports Championships 2018 - 2019 will open on September 4th on our [website](#). Sign-ups will close on September 26th, giving schools/colleges over three weeks to run tryouts and ensure they have the facilities to take part.

Schools/colleges can sign up for both seasons at once, or just one, during this time. Sign-ups for Season 2 will close on January 9th 2019.

The first fixtures of Season 1 will take place on October 10th/11th and every following Wednesday/Thursday until December 13th/14th (except during half term).

The first fixtures of Season 2/ Super League will take place on January 16th/17th and every following Wednesday/ Thursday until March 18th/19th 2019 (except during half term).

The Grand Finals will take place at Insomnia64 at the Birmingham NEC during Easter holidays in April 2019.

Season 3 will take place during summer term, with the finals at EGX in September 2019 at the Birmingham NEC.

GETTING STARTED

SIGNING UP

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 (WINDOWS)

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. The setup files will be placed in a new League of Legends folder on your desktop by default.
6. When the setup files finish downloading, the installation process will begin automatically. If possible, install League of Legends to the default C:\ drive.
7. When the installation

process finishes, the game's launcher will open automatically. If you need to open the game manually, please do so by double clicking the League of Legends desktop shortcut, or by running lol.launcher.exe in the directory to which you installed League of Legends.

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 would 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 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](#).

LEAGUE OF LEGENDS



TOURNAMENT STRUCTURE OF SEASON 1

WEEKS 1-6

SWISS FORMAT

For the first six weeks of the tournament, we will be running a Swiss format. In Swiss, everyone plays all rounds and teams are then ranked on the number of wins. Teams with the same win record against each other in each round are matched against each other. E.g. teams with 2 wins play against other teams with 2 wins. Each match will be a best of 1.

Teams tied on number of wins at the end of Swiss will be ordered by OMWP (Opponent Match Win Percentage).

WEEKS 7 & 8

Playoffs

After the Swiss stage finishes, the top 8 teams will progress to Playoffs. Playoffs will be double-elimination.

Quarterfinals and semifinals will take place in week 7 (best of 1). Finals will take place in week 8 (best of 3).

Setting up lobbies

1. Click 'Play'.
2. "Create custom".
3. Summoner's Rift.
4. Game type: tournament draft
5. Allow spectators: lobby only
6. Team size: 5
7. Give it a memorable name e.g. Sunderland vs Carmel.
8. Choose a password.
9. Share the name and password of the custom lobby with your opponents and you're good to go!

RULES

Most of the time issues during the match can be resolved by talking to your opponent's team captain and informing a tournament admin of the situation. By communicating with each other we can try to keep everyone's experience positive without having to come down hard on enforcing rules.

When there's a clear violation of the rules, respect for the tournament and the other players taking part, then we will enforce the rules appropriately. Tournament Admins will always be present online if you would like to report an issue or require help.

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1. Institution, Player and Team Eligibility

1.1. School eligibility

1.1.1. To be eligible to enter a team into the British Esports Championships, a school must be registered with the Department for Education and be accredited to deliver Level 2 and/or Level 3 qualifications.

1.1.2. A school must be able to provide a unique reference number (URN) upon registration for entry.

1.2. College eligibility

1.2.1. To be eligible to enter a team into the British Esports Championships, a college must be a post-16 education provider registered with the Department for Education and be accredited to deliver Level 2 and Level 3 qualifications.

1.2.2. A college must be able to provide a unique reference number (URN) upon registration for entry.

1.3. Player eligibility

1.3.1. To be eligible to compete in the the British Esports Championships, each player must have satisfy all of the following conditions:

1.3.1.1. Be registered in full-time education at an Institution of Secondary or Further Education as defined in sections 1.1 and 1.2 respectively.

1.3.1.2. They must have a European West (EUW) account in League of Legends.

1.3.1.3. A Player's account name should not be offensive and if the British Esports Championships considers this to be the case, that player will be unable to compete until they change their name.

1.3.1.4. A Player must be between 12 and 19 to compete, except when a Player is over 19 years of age and in full-time education at that Institution.

1.3.2. Special cases
Players do not need to satisfy conditions 1.3.1.4 if they have written permission from a parent allowing them to compete.

1.3.3. Ineligible Students
The following students are ineligible to participate:

1.3.3.1. British Esports Championships Tournament Admins.

1.3.3.2. Students who have been expelled or suspended from their Institution.

1.4. Team eligibility

1.4.1. Each team must have a designated Leader that satisfies the following conditions:

1.4.1.1. A registered staff member at the Institution that the team represents.

1.4.1.2. Able to act as representative and point of contact for the British Esports Championships.

1.4.1.3. Able to supervise all online interaction between Players at that Institution. This can include before and after games as well as during.

1.4.2. A team may consist of between 5 and 7 players from the same Institution.

1.4.3. A player may be only on one team at once, however players may change teams throughout the season. To do this, please contact an admin.

1.4.4. If a team splits up, the majority of the team has right to ownership of the team and any seedings/qualification spots it has earned.

1.4.5. A team may request a name change at any point during a season. To change a team's name, an admin must be contacted with desired change.

1.4.6. A Teams name should not be explicitly offensive and if the British Esports Championships considers this to be the case that team will be required to change their name before being added to fixtures.

1.5. Substitutions

1.5.1. Change of Leader.

1.5.1.1. A Leader may step down at any point during the season. In order to do this, they must appoint a new captain using the team page on the tournament website.

1.5.1.2. If a the majority of a team wishes to replace current captain Tournament Admins should be contacted.

1.5.2. Roster Lock.

1.5.2.1. Rosters will be locked each week at the check-in deadline.

1.5.2.2. Players may still be removed from team during roster lock without restriction.

1.5.2.3. After the final game for week has been played rosters will be unlocked.

1.5.3. Emergency Substitutions.

1.5.3.1. After a team's roster is locked they may request one emergency substitution to be added to their roster.

1.5.3.2. Emergency substitutions must be requested at least one hour before start time of game they wish to play in.

1.5.3.3. An emergency substitution may not increase a team over the size limit of 7 players. However, Leaders can remove a player to reduce their team size to 6 before requesting a substitution.

1.5.4. The Spirit of Substitutions
Teams may replace any number of players between weeks of tournament. However, teams are expected to select teams with the intent of trying to create competitive and enjoyable games for themselves and their opposition. If we believe teams are being selected for unsporting reasons, for example swapping players between two teams to manipulate seeding, penalties will be placed upon participating players and teams (types of penalties are listed at the bottom

of this document and are applied at admin's discretion). If unsure about this rule please contact tournament Tournament Admins before making substitutions.

1.5.5. Check in
Teams are required to check in on the tournament [website](#) before each week's games or will not be able to compete in that week's games. Check in will be open from Monday 9am until Tuesday 6pm each week.

2. Match Rules

2.1. Game Setup and Champion Select

2.1.1. All games are to be played on the European West (EUW) server.

2.1.2. Players must use the League of Legends account associated to their British Esports Championships account. If this account information is not up to date it will lead to a loss or ban in the first incident with increasing penalty for repeat offence.

2.1.3. Flip a coin for choice of side in the first game. Winner of coin flip has first choice. If the second game is played, the loser of the coin flip has choice of side in that game. If a third game is played, winner of original coinflip has choice of side in that game.

2.1.4. If tournament codes are provided they should be used by all players. If, for some reason tournament codes are not available, either team may host the game and the game name and password should then be given to opposing team. Alternatively, add the captain of opposing team and invite them to the lobby.

The lobby should be set up as follows:

2.1.4.1. The game mode tournament draft should be used for all games.

2.1.4.2. The map Summoners Rift should be used for all games.

2.1.4.3. Spectators are in general allowed, however either team may request that spectating is turned off or lobby only.

2.1.4.4. Team size should be 5.

2.1.5. Once both teams have joined the lobby and stated they are ready, the lobby leader (denoted by gold medal symbol) may begin Champion Select.

2.1.6. New champions may not be used until they have been available in Ranked and for purchase for at least one week.

2.1.7. Champions which have been reworked may not be used until a week has passed since patch date.

2.1.8. If a player does not own a specific champion then they can pick a placeholder champion. In the event a team wishes to use a placeholder champion they must:

2.1.8.1. Inform the opposing team captain and the casters must be told **17**

before the champion is locked in that you are using a placeholder and who the placeholder represents. This may be done by messaging opposing captain or returning to the lobby.

2.1.8.2. Once champion select finishes, the game will be remade, still as Tournament Draft, with the same champions selected apart from the "placeholder".

2.2. Pauses and Rematches

2.2.1. If a player fails to connect to game, the game should be paused immediately. If this player fails to connect, the game may be restarted. The new game must follow rules for a rematch found in section 2.2.3.

2.2.2. Teams may use the pause command as follows:

2.2.2.1. It is forbidden to use the pause without an obvious reason like a player disconnect.

2.2.2.2. If a player unintentionally disconnects or is having connectivity issues, it is allowed to use the pause.

2.2.2.3. In the case of hardware or software issues it is allowed to use the pause.

2.2.2.4. In the event of a pause, the other team should be informed

immediately why the pause has occurred and should be informed of any progress towards fixing the issue causing pause.

2.2.2.5. Before resuming games, both teams should state they are ready to continue.

2.2.2.6. Teams may only pause the game for up to 15 minutes. If after 15 minutes technical issues can not be solved, the game should not be resumed. If the game cannot be resumed then Tournament Admins should be contacted and an automatic win will be awarded to the opposing team.

2.2.3. Teams can agree to a rematch, if they think it's needed to play a fair and balanced match or to solve technical problems.

2.2.3.1. A rematch has to be played with the same picks and bans i.e. the same Champions.

2.2.3.2. A rematch has to be played with the same Summoner Spells and runes.

2.3. No show

2.3.1. Teams are expected to arrive promptly to all games.

2.3.2. If a team hasn't joined the custom game 20 minutes after the stated start time, a default win will be given to the team that has all of their players in the custom game.

2.3.3. If neither team has created or joined a custom game within 20 minutes, both teams will receive a loss. For calculating fixtures, the higher team will be considered the winner but the game will still count as a loss for calculating final standings.

2.4. Submitting results

2.4.1. After each game, both team Leaders should report results before joining lobby for next game.

2.4.2. Results should be submitted using the tournament companion. If players have any issues in doing this, then a tournament admin should be contacted.

2.4.3. If both team Leaders do not enter the same score, an admin will be alerted automatically. Please have match scoreboard screenshots ready to upload on request.

2.5. Casting of Games

2.5.1. Tournament Admins and people that are explicitly permitted to spectate by a tournament admin (e.g. shoutcasters or streamers) may

ask to spectate. You cannot refuse to invite a tournament admin.

2.5.2. If you have casters spectating your game they should be made aware of any placeholder champions being used.

2.5.3. Players must wait for casters to declare they are ready before starting champion select.

3. Spirit of the Game

3.1. Sportsmanship

3.1.1. Teams are expected to play at their best at all times within any British Esports Championships game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

3.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the Tournament Admins:

3.1.2.1. Hacking. Hacking is defined as any modification of the League of Legends programme by any player, team or person acting on behalf of a player or a team.

3.1.2.2. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

3.1.2.3. Cheating Device. The use of any kind of cheating device and/or cheat programme.

3.1.2.4. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

3.1.2.5. British Esports Championships discretion. Any other further act, failure to act, or behavior which, in the sole judgment of British Esports Championships officials, violates these Rules and/or the standards of integrity established by British Esports Championships for competitive game play.

3.1.3. The following actions will be considered poor sportsmanship play and will be subject to penalties at the discretion of the British Esports Championships:

3.1.3.1. Flaming/toxicity. This shall be considered any comments in all chat or game lobby that may be considered negative or hurtful.

3.1.3.2. Use of discriminatory language including, but not limited to, comments about a person's sex, race, sexual orientation, age.

3.1.3.3. Intentional disconnects. This does not include restarting client in order to bug fix.

3.2. Penalties

3.2.1. Any person found to have engaged in or attempted to engage in any act that British Esports Championships believes, in its sole and absolute discretion, constitutes unfair play, will be subject to

penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the British Esports Championships.

3.2.2. If any team or player is suspected of breaking any rules, Tournament Admins should be informed by the Leader in private. At this point they may ask for screenshots or other evidence of misconduct.

3.2.3. Upon discovery of any team member committing any violations of the rules listed above, the British Esports Championships may, without limitation issue the following penalties:

3.2.3.1. Loss of a ban in Champion Select

3.2.3.2. Issue of a warning

3.2.3.3. Forfeit of a match

3.2.3.4. Temporary suspension of a player

3.2.3.5. Permanent ban of a player

3.2.3.6. Deduction of points or seeding for the current or next tournament.

3.2.3.7. Disqualification of team from a tournament.

3.2.3.8. Disqualification of team from the British Esports Championships

4. Spirit of the rules

4.1. These Rules may be amended, modified or supplemented by the British Esports Championships, from time to time, in order to ensure fair play and the integrity of the British Esports Championships.

4.2. All decisions regarding the interpretation of these rules lie solely with the British Esports Championships, the decisions of which are final.

5. Glossary

5.1. Institution.

A school or college as defined in sections 1.1 And 1.2.

5.2. Player

A student who plays esports in the British Esports Championships.

5.3. Tournament Admins

Also known as Admins, referees, umpires. Admins will create fixtures, calculate results, hand out penalties and make sure that players adhere to the Rules and Code of Conduct.

5.4. Leader

A Leader is an adult member of staff that represents an Institution. A Leader is responsible for supervising online interactions between players, checking-in an Institution's teams, and reporting match results to the tournament system. One Leader can be responsible for multiple teams.

5.5. Team

A team is a group of players. A team represents its Institution in the British Esports Championships.

5.6. Check-in

The process of reporting a team's arrival and commitment to play in that week's matches. Check-in takes place the day before fixtures on the tournament website. Only a Leader

can check a team in.

5.5. Champion Select

The process of banning and selecting champions for the upcoming match. Banned champions cannot be played by either team.

5.7. Champions

Champions are player-controlled characters. Each champion possesses unique abilities and attributes. Players select what champion to play during Champion Select at the start of the match.

5.8. Summoner Spells

Summoner spells are abilities that are chosen in Champion Select before the start of the match. Each player is allowed two summoner spells chosen from a list. Summoner spells can be used in-game to aid a player's champion in various ways as each spell has a unique effect.

5.8. Runes

The Rune system (named Runes Reforged) allows players to customize their champion before the start of the game by choosing from a number of Runes, which add or enhance champion abilities and statistics. It is not possible to enter a match without an active, valid rune page. The game will provide a pre-constructed page for the player if the selected rune page is not valid.

5.9. Lobby

Lobbies are menu screens where players can set up the upcoming game session, change their settings, and talk to each other. In many games, players return to the lobby at the end of each session. In some, players joining a session that has already started are placed in the lobby until the start of the next. As lobbies consume very few resources they are sometimes additionally used as a 'holding pen' for players while waiting for the next match. Opposing teams must be invited to the lobby for the match to proceed.

5.10. Disconnect

Also known as DC. Disconnect can refer to an Internet shortage that removes a player from a game or a player intentionally leaving a game.

5.11. Casting

Commentating an esports match. Commentators are known as casters. This is short for shoutcasters, the original term used to refer to esports commentators which has been shortened over time. Each institution can select their own casters for their broadcasts.

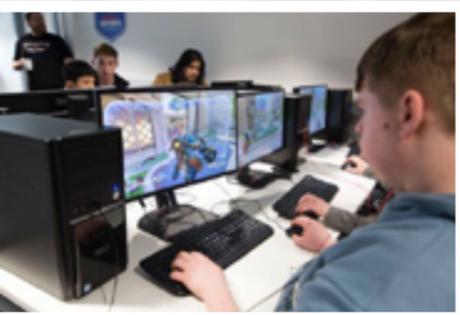
5.12. Seeding

The process of preliminarily ranking

teams in a tournament bracket to ensure the most fair outcome. Each team is a seed.

5.13. Game

The application, programme, or exe file, of a game. For example, Overwatch.exe is the game Overwatch.



GETTING STARTED

Overwatch uses Blizzard's Battle.net client.

IF YOU DON'T ALREADY OWN A COPY OF OVERWATCH

1. Create an account.
2. Purchase the game from the Blizzard website.

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 in Overwatch, click "Training".
3. Play the Tutorial, then some Practice VS AI.
4. Once you've got a hang of it, navigate to the main menu and click "Play".
5. Start practicing in Quick Play!

OVERWATCH

TOURNAMENT STRUCTURE

WEEKS 1-6

All matches will be a "4-game set", where 4 maps will be played regardless of the outcome of the first three maps. The winner of each match will be the team that has won more maps than the other. The map pool will be released one week before season start.

In the event of a tiebreaker, a fifth "Control" map will be played. This map will be chosen by Admins and may change each week.

SWISS FORMAT

For the first six weeks of the tournament, we will be running a Swiss format. In Swiss, everyone plays all rounds and teams are then ranked on number of wins. Teams with same win record against each other in each round are matched against each other. E.g. teams with 2 wins play against other teams with 2 wins.

Teams tied on number of wins at the end of Swiss will be ordered by map win/loss differential.

WEEKS 7 & 8

Playoffs

Playoffs

After the Swiss stage finishes, the top 8 teams will progress to Playoffs. Playoffs will be double-elimination.

Quarterfinals and semifinals will take place in week 7. Finals will take place in week 8.

All matches will be best-of-5, where a minimum of 4 complete maps will be played - one of each type. The map pool will be released one week before season start. In the event of a tiebreaker, a fifth "Control" map will be played. This map will be chosen by admins and may change each week.

SETTING UP A LOBBY

1. Click "Play".
2. "Game Browser".
3. "+Create".
4. "Invite" your teammates and opponents.
5. "Settings".
 - a. Set up according to instructions in Rule 2.1.4.
6. Hit "Start" when everyone says they're ready.

RULES

Most of the time issues on the night can be resolved by talking to your opponent's team captain and informing a tournament admin of the situation. By communicating with each other we can try to keep everyone's experience positive without having to come down hard on enforcing rules.

When there's a clear violation of the rules, respect for the tournament and the other players taking part, then we will enforce the rules appropriately. Tournament Admins will always be present on the night if you would like to report an issue or require help.

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1. Institution, Player and Team Eligibility

1.1. School eligibility

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1.1.2. A school must be able to provide a unique reference number (URN) upon registration for entry.

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1.2.1. To be eligible to enter a team into the British Esports Championships, a college must be registered with the Department for Education and be accredited to deliver Level 2 and/or Level 3 qualifications.

1.2.2. A college must be able to provide a unique reference number (URN) upon registration for entry.

1.3. Player eligibility

1.3.1. To be eligible to compete in the the British Esports Championships, each player must have satisfied all of the following conditions:

1.3.1.1. Be registered in full-time education at an Institution of Secondary or Further Education as defined in sections 1.1 and 1.2 respectively.

1.3.1.2. They must have a EU account on Overwatch.

1.3.1.3. A Player's account name should not be offensive and if the British Esports Championships considers this to be the case, that player will be unable to compete until they change their name.

1.3.1.4. A Player must be between age 12 and 19 to compete except when a Player is over 19 years of age and in full-time education at that Institution.

1.3.2. Special cases
Players do not need to satisfy conditions 1.3.1.4 if they have written permission from a parent allowing them to compete.

1.3.3. Ineligible Students
The following students are ineligible to participate:

1.3.3.1. British Esports Championships Tournament Admins.

1.3.3.2. Students who have been expelled or suspended from their Institution.

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1.4.1. Each team must have a designated Leader that satisfies the following conditions:

1.4.1.1. A registered staff member at the Institution that the team represents.

1.4.1.2. Able to act as representative and point of contact for the British Esports Championships.

1.4.1.3. Able to supervise all online interaction between Players at that Institution. This can include before and after games as well as during.

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1.4.4. If a team splits up, the majority of the team has right to ownership of the team and any seedings/qualification spots it has earned.

1.4.5. A team may request a name change at any point during a season. To change a team's name, an admin must be contacted with desired change.

1.4.6. A team's name should not be explicitly offensive and if the British Esports Championships considers this to be the case, that team will be required to change their name.

1.5. Substitutions

1.5.1. Change of Leader.

1.5.1.1. A Leader may step down at any point during the season. In order to do this, they must appoint a new Leader using the team page on the tournament website.

1.5.1.2. If the majority of a team wishes to replace current Leader, Admins should be contacted.

1.5.2. Roster Lock.

1.5.2.1. Rosters will be locked each week at the check-in deadline.

1.5.2.2. Players may still be removed from team during roster lock without restriction.

1.5.2.3. After the final game for week has been played, rosters will be unlocked.

1.5.3. Emergency Substitutions.

1.5.3.1. After a team's roster is locked, they may request one emergency substitution to be added to their roster.

1.5.3.2. Emergency substitutions must be requested at least one hour before start time of the game they wish to play in.

1.5.3.3. An emergency substitution may not increase a team over the size limit of 8 players. However Leaders can remove a player to reduce their team size to 7 before requesting a substitution.

1.5.4. The Spirit of Substitutions Teams may replace any number of players between weeks of tournament. However teams are expected to select teams with the intent of trying to create competitive and enjoyable games for themselves and their opposition. If we believe teams are being selected for unsporting reasons ,for example swapping players between two teams to manipulate seeding, penalties will be placed upon participating players and teams. If unsure about this rule please contact Tournament Admins before making substitutions.

1.5.5. Check-in Team Leaders are required to check in their team on the tournament website before each week's games or they will not be able to compete in that week's games. Check in will be open from Monday 9am until Tuesday 6pm each week.

2. Match Rules

2.1. Game Setup and Champion Select

2.1.1. All games are to be played on the European server.

2.1.2. Players must use the Battle.net account associated to their British Esports Championships profile. If this account information is not up to date it will lead to a loss of map pick in the first incident, with increasing penalty for repeat offence.

2.1.3. Map choice. Flip a coin for "home" or "away" team. "Home" team get first choice of map, "away" team get second pick, "home" team get third, and "away" team get fourth choice.

2.1.3.1. Maps will be chosen from a pool of 8 containing: 2 "Control", 2 "Hybrid", 2 "Escort", 2 "Assault". Map pool will be announced one week prior to the start of the season.

2.1.3.2. One map of each type will be played - a minimum of 4 total.

2.1.3.3. In the event of a tiebreaker (a score of 2-2), one "Control" map will be played to determine the overall winner. This map will be chosen by Admins and announced one week prior to the start of the season.

2.1.4. Either team may create the lobby and the captain of opposing team should be contacted and invited to the lobby. The lobby should be set up as follows:

2.1.4.1 Rule set: Competitive.

2.1.4.2. Map options.

- Map rotation: after a game.
- Map order: single map.
- Return to lobby: after a game.
- Disable all maps except for the map that is to be played.

2.1.4.3. Hero Options.

- Hero selection limit: 1 per team.
- All heroes are currently allowed.
- Role selection limit: None.
- Allow Hero Switching: On.
- Respawn as random hero: Off.
- All heroes are to be set as "on" unless otherwise instructed by an admin.

2.1.4.4. Gameplay Options

- High bandwidth: On
- Control game mode format: Best of 5
- Health modifier: 100%
- Damage modifier: 100%
- Healing modifier: 100%
- Ultimate charge rate modifier: 100%
- Respawn time modifier: 100%
- Ability cooldown modifier: 100%
- Disable skins: Off
- Disable health bars: Off

- Disable kill cam: On
- Disable kill feed: Off
- Headshots only: Off

2.1.4.5. Team Options

- Team balancing: Off
- When balancing occurs: After a mirror match

2.1.5. Once both teams have joined the lobby and stated they are ready, the lobby leader may click Start.

2.1.6. New heroes may not be used until they have been available in Competitive for at least one week.

2.1.7. Heroes which have been reworked may not be used until a week has passed since patch date.

2.2. Pauses and Rematches

2.2.1. If a player fails to connect to game, the game should be paused immediately. If this player fails to connect the game may be restarted. The new game must follow rules for a rematch found in section 2.2.3.1.

2.2.2. Teams may use the pause command as follows:

2.2.2.1. It is forbidden to use the pause without an obvious reason like a player disconnect.

2.2.2.2. If a player disconnects or is having connectivity issues, it is allowed to use the pause.

2.2.2.3. In the case of hardware or software issues it is allowed to use the pause.

2.2.2.4. In the event of a pause, the other team should be informed immediately why the pause has occurred and should be informed of any progress towards fixing the issue causing pause.

2.2.2.5. Before resuming games, both teams should state they are ready to continue.

2.2.2.6. Teams may only pause the game for up to 15 minutes. If after 15 minutes technical issues can not be solved, the game should not be resumed. If the game cannot be resumed then Admins should be contacted and an automatic win will be awarded to the opposing team.

2.2.3. Teams can agree to a rematch, if they think it's needed to play a fair and balanced match or to solve technical problems.

2.2.3.1. A rematch has to be played with the same maps.

2.3. No show

2.3.1. Teams are expected to arrive promptly to all games.

2.3.2. If a team hasn't joined the lobby 20 minutes after the stated start time, the team that did show should report a win on the tournament website and alert an admin on Discord.

2.3.3. If neither team has created or joined a custom game within 20 minutes, both teams will receive a loss. For calculating pairing, the higher team will be considered the winner but the game will still count as a loss for calculating final standings.

2.4. Submitting results

2.4.1. After each game, both team Leaders should report results before joining the lobby for the next game.

2.4.2. Results should be submitted using the tournament companion. If players have any issues in doing this, then a tournament admin should be contacted.

2.4.3. If both team Leaders do not enter the same score, an admin will be alerted automatically. Please have match scoreboard screenshots ready to upload on request.

2.5. Casting of Games

2.5.1. Tournament Admins and people that are explicitly permitted to spectate by British Esports Championships (e.g. shoutcasters or streamers) may ask to spectate. You cannot refuse to invite a tournament admin.

2.5.2. Players must wait for casters to declare they are ready before starting champion select.

2.5.3. Coaches, managers or anyone not explicitly permitted to spectate can spectate with permission from both teams. These spectators must be locked to the side of their affiliation e.g. a coach for the blue team must be "locked to blue side".

3. Spirit of the Game

3.1. Sportsmanship

3.1.1. Teams are expected to play at their best at all times within any British Esports Championships game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

3.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the Admins:

3.1.2.1. Hacking. Hacking is defined as any modification of the Overwatch game client by any player, team or person acting on behalf of a player or a team.

3.1.2.2. Ringing. Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

3.1.2.3. Cheating Device. The use of any kind of cheating device and/or cheat program.

3.1.2.4. Intentional Disconnection. An intentional disconnection without a proper and explicitly-stated reason.

3.1.2.5. British Esports Championships Discretion. Any other further act, failure to act, or behavior which, in the sole judgment of British Esports Championships officials, violates these Rules and/or the standards of integrity established by British Esports Championships for competitive game play.

3.1.3. The following actions will be considered poor sportsmanship play and will be subject to penalties at the discretion of the British Esports Championships:

3.1.3.1. Flaming/toxicity. This shall be considered any comments in all chat or game lobby that may be considered negative or hurtful.

3.1.3.2. Use of discriminatory language including, but not limited to, comments about a person's sex, race, sexual orientation, age.

3.1.3.3. Intentional disconnects. This does not include restarting client in order to bug fix.

3.2. Penalties

3.2.1. Any person found to have engaged in or attempted to engage in any act that British Esports Championships believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the British Esports Championships.

3.2.2. If any team or player is suspected of breaking any rules, Admins should be informed by the Leader in private. At this point Admins may ask for screenshots or other evidence of misconduct.

3.2.3. Upon discovery of any team member committing any violations of the rules listed above, the British

Esports Championships may, without limitation issue the following penalties:

3.2.3.1. Loss of a map pick

3.2.3.2. Issue of a warning

3.2.3.3. Forfeit of a match

3.2.3.4. Temporary suspension of a player

3.2.3.5. Permanent ban of a player

3.2.3.6. Deduction of points or seeding for the current or next tournament

3.2.3.7. Disqualification of team from a tournament

3.2.3.8. Disqualification of team from the British Esports Championships

5. Glossary

5.1. Institution.

A school or college as defined in sections 1.1 And 1.2.

5.2. Player

A student who plays esports in the British Esports Championships.

5.3. Admins

Also known as Tournament Admins, referees, umpires. Admins will create fixtures, calculate results, hand out penalties and make sure that players adhere to the Rules and Code of Conduct.

5.4. Leader

A Leader is an adult member of staff that represents an Institution. A Leader is responsible for supervising online interactions between players, checking-in an Institution's teams, and reporting match results to the tournament system. One Leader can be responsible for multiple teams.

5.5. Team

A team is a group of players. A team represents its Institution in the British Esports Championships.

5.6. Check-in

The process of reporting a team's arrival and commitment to play in that week's matches. Check-in takes

place the day before fixtures on the tournament website. Only a Leader can check a team in.

5.7. Map

A map is the main area where the game takes place. There are 4 different types of map - Control, Hybrid, Escort, Assault. The map pool is the wider group of maps, selected by Admins, that a team can choose from.

5.8. Hero

A playable character in the game Overwatch. Players have choice of heroes at the start of the match and can change hero as many times as they want during the match.

5.9. Lobby

Lobbies are menu screens where players can set up the upcoming game session, change their settings, and talk to each other. In many games, players return to the lobby at the end of each session. In some, players joining a session that has already started are placed in the lobby until the start of the next. As lobbies consume very few resources they are sometimes additionally used as a 'holding pen' for players while waiting for the next match. Opposing teams must be invited to the lobby for the match to proceed.

5.10. Disconnect

Also known as DC. Disconnect can refer to an Internet shortage that removes a player from a game or a player intentionally leaving a game.

5.11. Casting

Commentating an esports match. Commentators are known as casters. This is short for shoutcasters, the original term used to refer to esports commentators which has been shortened over time.

5.12. Seeding

The process of preliminarily ranking teams in a tournament bracket to ensure the most fair outcome. Each team is a seed.

5.13. Game

The application, programme, or .exe file, of a game. For example, Overwatch.exe is the game Overwatch.

GETTING STARTED

Rocket League uses the Steam Client to operate.

IF YOU DON'T ALREADY OWN A COPY OF THE GAME

1. [Install](#) the Steam Client.
2. Create a Steam account, or log into 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.

IF YOU OWN A GAME CODE

1. Click "Add a game" at the bottom of the Steam Client.
2. "Activate a product on steam".
3. "Next", "I Agree".
4. Enter the serial number, key or code of the game.
5. Next.

INSTALLING THE GAME

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

ROCKET LEAGUE

TOURNAMENT STRUCTURE

WEEKS 1-6

SWISS FORMAT

For the first six weeks of the tournament, we will be running a Swiss format. In Swiss, everyone plays all rounds and teams are then ranked on the number of wins. Teams with the same win record against each other in each round are matched against each other. E.g. teams with 2 wins play against other teams with 2 wins. Each match will be a best of 1.

Teams tied on number of wins at the end of Swiss will be ordered by OMWP (Opponent Match Win Percentage).

WEEKS 7&8

Playoffs

After the Swiss stage finishes, the top 8 teams will progress to Playoffs. Playoffs will be double-elimination, best of 5 matches.

Quarterfinals and semifinals will take place in week 7. Finals will take place in week 8.

SETTING UP A LOBBY

The tournament companion will determine which is the "Home Team". Home team is host of the lobby.

1. Host selects "Play Online".
2. Select "Create Private Match".
3. Make sure "Joinable By" option is set to "Name/Password".
4. Host creates a Name & Password for players to enter.
5. Host's teammates and opposing team select "Play Online" select "Join Private Match".
6. Players enter the Name & Password communicated by the host through Discord.
7. All players must be in the private match lobby before selecting teams.
8. The 'Away team' can choose the starting side.
9. The match will then begin.

RULES

Most of the time issues on the night can be resolved by talking to your opponent's team captain and informing a tournament admin of the situation. By communicating with each other we can try to keep everyone's experience positive without having to come down hard on enforcing rules.

When there's a clear violation of the rules, respect for the tournament and the other players taking part, then we will enforce the rules appropriately. Tournament Admins will always be present on the night if you would like to report an issue or require help.

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1. Player and Team Eligibility
 - 1.1. School Eligibility
 - 1.2. College Eligibility
 - 1.3. Player Eligibility
 - 1.4. Team Eligibility
 - 1.5. Substitutions
2. Match Rules
 - 2.1. Game Setup and Champion Select
 - 2.2. Pauses and Rematches
 - 2.3. No show
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 - 2.5. Casting of Games
3. Spirit of the Game
 - 3.1. Sportsmanship
 - 3.2. Penalties
4. Spirit of the Rules
5. Glossary

1. Institution, Player and Team Eligibility

1.1. School eligibility

1.1.1. To be eligible to enter a team into the British Esports Championships, a school must be registered with the Department for Education and be accredited to deliver Level 2 and/or Level 3 qualifications.

1.1.2. A school must be able to provide a unique reference number (URN) upon registration for entry.

1.2. College eligibility

1.2.1. To be eligible to enter a team into the British Esports Championships, a college must be registered with the Department for Education and be accredited to deliver Level 2 and/or Level 3 qualifications.

1.2.2. A college must be able to provide a unique reference number (URN) upon registration for entry.

1.3. Player eligibility

1.3.1. To be eligible to compete in the the British Esports Championships, each player must have satisfied all of the following conditions:

1.3.1.1. Be registered in full-time education at an Institution of Secondary or Further Education as defined in sections 1.1 and 1.2 respectively.

1.3.1.2. They must have an EU Rocket League account.

1.3.1.3. A Player's account name should not be offensive and if the British Esports Championships considers this to be the case, that player will be unable to compete until they change their name.

1.3.1.4 A player must be between 11 and 19 to compete except when a player is over 19 years of age and in full-time education at that Institution.

1.3.2. Ineligible Students
The following students are ineligible to participate:

1.3.2.1. British Esports Championships Tournament Admins.

1.3.2.2. Students who have been expelled or suspended from their Institution.

1.4. Team eligibility

1.4.1. Each team must have a designated Leader that satisfies the following conditions:

1.4.1.1. A registered, adult staff member at the Institution that the team represents.

1.4.1.2. Able to act as representative and point of contact for the British Esports Championships.

1.4.1.3. Able to supervise all online interaction between Players at that Institution. This can include before and after games as well as during.

1.4.2. A team may consist of between 3 and 5 players from the same Institution.

1.4.3. A player may be only on one team at once, however players may change teams throughout the season.

1.4.4. If a team splits up the majority of the team has right to ownership of the team and any seedings/ qualification spots it has earned.

1.4.5. A team may request a name change at any point during a season. To change a team's name an admin must be contacted with desired change.

1.4.6. A Team's name should not be explicitly offensive and if the British Esports Championships considers this to be the case that team will be required to change their name.

1.5. Substitutions

1.5.1. Change of Leader

1.5.1.1. A Leader may step down at any point during the season. In order to do this, they must appoint a new Leader using the team page on the tournament website.

1.5.1.2. If the majority of a team wishes to replace current Leader, Admins should be contacted.

1.5.2. Roster Lock.

1.5.2.1. Rosters will be locked each week at the check-in deadline.

1.5.2.2. Players may still be removed from team during roster lock without restriction.

1.5.2.3. After the final game for the week has been played, rosters will be unlocked.

1.5.3. Emergency Substitutions.

1.5.3.1. After a team's roster is locked they may request one emergency substitution to be added to their roster.

1.5.3.2. Emergency substitutions must be requested at least one hour before start time of game they wish to play in.

1.5.3.3. An emergency sub may not increase a team over the size limit of 5 players. However Leaders can remove a player to reduce their team size to 4 before requesting a substitution.

1.5.4. The Spirit of Substitutions Teams may replace any number of players between weeks of tournament. However teams are expected to select teams with the intent of trying to create competitive and enjoyable games for themselves and their opposition. If we believe teams are being selected for unsporting reasons for example swapping players between two teams to manipulate seeding, penalties will be placed upon participating players and teams. If unsure about this rule please contact Tournament Admins before making substitutions.

1.5.5. Check-in Team Leaders are required to check in their team on the tournament website before each week's games or they will not be able to compete in that week's games. Check-in will be open from Monday 9am until Tuesday 6pm each week.

2. Match Rules

2.1. Game Setup

2.1.1. All games are to be played on the European server.

2.1.2. Players must use the Steam/ Rocket League account associated to their British Esports Championships profile. If this account information is not up to date it will lead to a loss of map pick in the first incident with increasing penalty for repeat offence.

2.1.3. "DFH Stadium" will be the default arena for every round. Teams can choose to play a different arena as long as both teams mutually agree.

2.1.4. The "home" team is expected to create the lobby and share name/ password of lobby with opponents via Discord.

The lobby should be set up as follows:

Server: Europe

- Game Mode: Private match
- Size: 3on3
- Format: Best of 5 in Swiss, best-of-7 in Playoffs
- Match Time: 5 Minutes

2.1.5. The "away" team get choice of starting side.

2.1.6. Once both teams have joined the lobby and stated they are ready, the lobby leader may click Start.

2.2. Pauses and Rematches

2.2.1. If a player fails to connect to game the game should be paused immediately. If this player fails to connect the game may be restarted. The new game must follow rules for a rematch found in section 2.2.3.

2.2.2. Teams may use the pause command as follows:

2.2.2.1. It is forbidden to use the pause without an obvious reason like a player disconnect.

2.2.2.2. In the case a player disconnects or is having connectivity issues, it is allowed to use the pause.

2.2.2.3. In the case of hardware or software issues it is allowed to use the pause.

2.2.2.4. In the event of a pause, the other team should be informed immediately why the pause has occurred and should be informed of any progress towards fixing the issue causing pause.

2.2.2.5. Before resuming games both teams should state they are ready to

2.2.2.6. Teams may only pause the game for up to 15 minutes. If after 15 minutes technical issues can not be solved the game should not be resumed. If the game cannot be resumed then Admins should be contacted and an automatic win will be awarded to the opposing team.

2.2.3. Teams can agree to a rematch, if they think it's needed to play a fair and balanced match or to solve technical problems.

2.2.3.1. A rematch has to be played with the same vehicles.

2.3. No show

2.3.1. Teams are expected to arrive promptly to all games.

2.3.2. If a team hasn't joined the lobby 20 minutes after the stated start time, the team that did show should report a win on the tournament website and alert an admin on Discord.

2.3.3. If neither team has created or joined a custom game within 20 minutes, both teams will receive a loss. For calculating pairing, the higher team will be considered the winner but the game will still count as a loss for calculating final standings.

2.4. Submitting results

2.4.1. After each game, both team Leaders should report results before joining lobby for next game.

2.4.2. Results should be submitted using the tournament companion. If players have any issues in doing this, then a tournament admin should be contacted.

2.4.3. If both team Leaders do not enter the same score, an admin will be alerted automatically. Please have match scoreboard screenshots ready to upload on request.

2.5. Casting of Games

2.5.1. Tournament Admins and people that are explicitly permitted to spectate by British Esports Championships (e.g. shoutcasters or streamers) may ask to spectate. You cannot refuse to invite a tournament admin if they ask. If you refuse to invite an admin when asked, the match result will not count.

2.5.2. Players must wait for casters to declare they are ready before starting champion select.

2.5.3. Coaches, managers or anyone not explicitly permitted to spectate can spectate with permission from both teams. These spectators

must be locked to the side of their affiliation e.g. a coach for the blue team must be 'locked to blue side'.

3. Spirit of the Game

3.1. Sportsmanship

3.1.1. Teams are expected to play at their best at all times within any British Esports Championships game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

3.1.2. The following actions will be considered unfair play and will be subject to penalties at the discretion of the Admins:

3.1.2.1. Hacking. Hacking is defined as any modification of the Rocket League programme by any player, team or person acting on behalf of a player or a team.

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3.1.3.1. Flaming/toxicity. This shall be defined as any comments in all chat or game lobby that may be considered negative or hurtful.

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3.1.3.3. Intentional disconnects. This does not include restarting client in order to bug fix.

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3.2.1. Any person found to have engaged in or attempted to engage in any act that British Esports Championships believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion of the British Esports Championships.

3.2.2. If any team or player is suspected of breaking any rules, Admins should be informed by the Leader in private. At this point Admins may ask for screenshots or other evidence of misconduct.

3.2.3. Upon discovery of any team member committing any violations of the rules listed above, the British Esports Championships may, without limitation issue the following penalties:

3.2.3.1. Loss of choice of starting side

3.2.3.2. Issue of a warning

3.2.3.3. Forfeit of a match

3.2.3.4. Temporary suspension of a player

3.2.3.5. Permanent ban of a player

3.2.3.6. Deduction of points or seeding for the current or next tournament.

3.2.3.7. Disqualification of team from a tournament.

3.2.3.8. Disqualification of team from the British Esports Championships.

4. Spirit of the rules

4.1. These Rules may be amended, modified or supplemented by the British Esports Championships, from time to time, in order to ensure fair play and the integrity of the British Esports Championships.

4.2. All decisions regarding the interpretation of these rules lie solely with the British Esports Championships, the decisions of which are final.

5. Glossary

5.1. Institution.
A school or college as defined in sections 1.1 And 1.2.

5.2. Player
A student who plays esports in the British Esports Championships.

5.3. Admins
Also known as Tournament Admins, referees, umpires. Admins will create fixtures, calculate results, hand out penalties and make sure that players adhere to the Rules and Code of Conduct.

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A Leader is an adult member of staff that represents an Institution. A Leader is responsible for supervising online interactions between players, checking-in an Institutions teams, reporting match results to the tournament system. One Leader can be responsible for multiple teams.

5.5. Team
A team is a group of players. A team represents its Institution in the British Esports Championships.

5.6. Check-in
The process of reporting a team's arrival and commitment to play in that week's matches. Check-in takes place the day before fixtures on the tournament website. Only a Leader can check a team in.

5.7. Arena
Arenas are the main areas where the game takes place. They feature boost pads dotted around the field.

5.8. Lobby

Lobbies are menu screens where players can set up the upcoming game session, change their settings, and talk to each other. In many games, players return to the lobby at the end of each session. In some, players joining a session that has already started are placed in the lobby until the start of the next. As lobbies consume very few resources they are sometimes additionally used as a 'holding pen' for players while waiting for the next match. Opposing teams must be invited to the lobby for the match to proceed.

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Also known as DC. Disconnect can refer to an Internet shortage that removes a player from a game or a player intentionally leaving a game.

5.10. Casting

Commentating an esports match. Commentators are known as casters. This is short for shoutcasters, the original term used to refer to esports commentators which has been shortened over time.

5.11. Seeding

The process of preliminarily ranking teams in a tournament bracket to ensure the most fair outcome. Each team is a seed.

5.12. Game

The application, programme, or .exe file, of a game. For example, RocketLeague.exe is the game Rocket League.

REFEREEING AND REPORTING RULE-BREAKING BEHAVIOUR

The member of staff responsible for Champs teams will be referred to as Leaders.

Leaders are expected to:

- Ensure their team adheres to the Rules and the Code of Conduct.
- Supervise students during their matches.
- Check in for each week's matches
- Enter results on the tournament companion.
- Act as front-facing representatives of that school/college, as a point of contact for Admins.
- Report any issues to Admins e.g. if a player on the team accuses an opponent of 'hacking', the Leader must collect evidence and send it to an admin.
- Players can contact Admins, but they themselves cannot submit reports to Admins. Only the Leader is able to submit reports.

Reporting process

If a player on your team thinks someone is breaking the rules or code of conduct, in the first instance you should collect evidence e.g. screenshots of conversations, video clips of cheating, recordings of verbal abuse. Wait until after the game to evaluate the situation. The school/college Leader should then contact an admin in private via Discord or by raising a support ticket on the tournament website with the following information:

- In-game name
- Team name
- Game - LoL, Overwatch or Rocket League
- Description
- Evidence

CODE OF CONDUCT

Playing of matches

Only those rostered can play - emergency subs can be added according to rule 1.5.3. 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 maintained 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.

For further information please email champs@britishesports.org