ECIS x Daigon
Esports Competition 2024-25
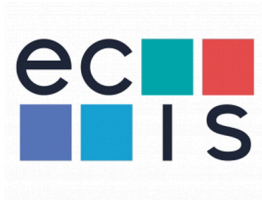## Rules, Formats, and Minimum Requirements

Welcome to DAIGON!

Dear ECIS School Staff,

We are excited to have you join the ECIS x Daigon Esports Competition 2024-25 in partnership with DAIGON Esports. We're looking forward to getting the competition underway and connecting the ECIS community through esports. Below you will find an overview of the two games we will be hosting for the 2024-25 competition (Minecraft "Capture the Flag" and Rocket League) along with our Rule Book and Code of Conduct. Please make sure you carefully review the minimum requirements and formats to make sure you are up to speed ahead of the competition. Once you have read this document, we recommend reading the guide on how to get your school ready to compete in DAIGON Esports (Guide to Hardware).
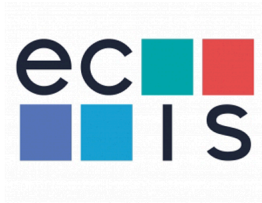
If you have any questions feel free to reach out by email at support@daigonesports.com or book a short support call here with our CEO Elliot who will be happy to help.
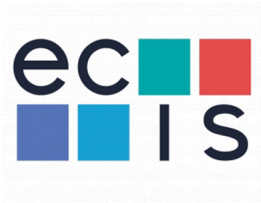
Table of Contents

Rocket League

Overview

Description

Rocket League is best described as "soccer with rocket-powered cars". Players control a vehicle in an enclosed arena, with the objective of using their car to hit a larger-sized ball into the opponent's goal to score points, similar to soccer. The game is known for its physics-based gameplay, which allows players to perform complex manoeuvres with their cars, including flips, spins, and aerial boosts.

Team Size

3 Players

Game Price & Requirements

No charge for software; requires a free Epic Account.

Competition Format

Game Format

Each match-up will be in a Best-of-Seven (BO7) format, with each game lasting 5 minutes (around 35 minutes max). The home team coach will designate a captain who will be in charge of creating the lobby and setting up the match.

Game Settings

Game Mode: Soccar

Arena: DFH Stadium

Team Size: 3v3

Bot Difficulty: No Bots

Region: Recommended

Joinable By: Name/Password

Team Settings: (No Change)

Mutator Settings: (No Change)

Substitutions and Minimum Number of Players

Allowed to compete with fewer than the minimum number of players: Yes

Substitutions: Only allowed between games if they don't disrupt the flow of the game (subs must switch out within the in-game time limit between games). The captain can't be subbed.

Minimum Requirements

Operating System

For the latest information: https://store.epicgames.com/en-US/p/rocket-league

Windows (Minimum)

OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS + Direct X 11
CPU	2.5 GHz Dual core
RAM	4GB
GPU	NVIDIA GeForce 760, AMD Radeon R7 270X, or better
Disk Space	20GB

Windows (Recommended)

OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS + Direct X 11
CPU	3.0+ GHz Quad core
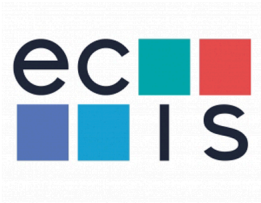
RAM	8GB
GPU	NVIDIA GeForce GTX 1060, AMD Radeon RX 470, or better
Disk Space	20GB

Console
- Playstation 4, Playstation 5
- Xbox One, Xbox S, Xbox S
- Nintendo Switch

Additional Requirements

- Controller (recommended)
- Mouse + Keyboard (minimum)

Minecraft Education Edition

Capture the Flag Mode

Overview

Description

"Minecraft Capture the Flag" is a popular game mode that involves two teams of five players competing to capture the other team's flag and return it to their own base while defending their own flag from being stolen.

Team Size

5 Players

Game Price & Requirements

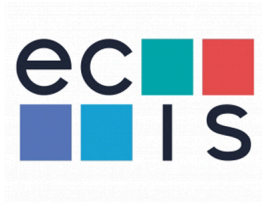Free to download, requires paid Minecraft for Education Licences (these will be provided by DAIGON Esports for the ECIS Esports Competition).

Competition Format

Game Format

Every match-up is composed of two 20-minute games (c. 40 min total). Each game will be hosted by one of the teams' captain or coach using DAIGON Esports Minecraft accounts. The winner will be decided in the following order: First, the team who wins the most games; if tied, the team who has the most points across both games; if tied, the team with the most "Away" points (Away being the game not hosted by the school). If no winner can be determined after that, the match-up will be a draw.

Map

Released at the start of the season ([download practice map](#))
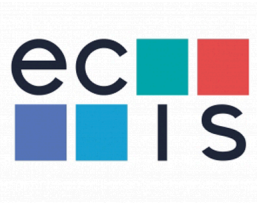
Substitutions and Minimum Number of Players

Allowed to compete with fewer than the minimum number of players: No

Substitutions: At any time during the game upon "player death" in-game. All subs must join in the subs area before the match starts (limited to 5 players).

Minimum Requirements

Operating System

For the latest information: https://education.minecraft.net/en-us/licensing

Windows

OS	Windows 11, Windows 10, Windows 8*, Windows 7*
CPU	Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent
RAM	2GB
GPU	GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4 GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4
Disk Space	At least 1 GB for game core, maps and other files

*These are the minimum supported versions. The game should be able to run on these operating systems but Minecraft will not be fixing any current or future bugs on these versions.

Mac

OS	macOS Catalina 10.15* and up

CPU	Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent
RAM	2GB
GPU	GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4

GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4 |
| Disk Space | At least 1 GB for game core, maps and other files |

*These are the minimum supported versions. The game should be able to run on these operating systems but Minecraft will not be fixing any current or future bugs on these versions.

Chromebook

OS	Chrome OS 83 and up
CPU	Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent
RAM	2GB
GPU	GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4

GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4 |
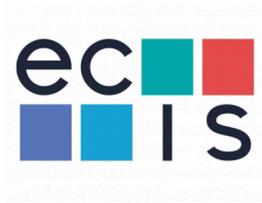| Disk Space | At least 1 GB for game core, maps and other files |

iPhone (not ideal) / iPad

OS	iOS 11/iPadOS 11 or higher

RAM	2GB

Android Phone (not ideal) / Tablet

OS	Android 8.0 or higher
CPU	32 or 64 bit
RAM	1GB
Disk Space	At least 1 GB for game core, maps and other files

Additional Requirements

- Mouse + keyboard
- If on iPad/Tablet: Controller (not required but highly recommended)

Rule Book

1. Roster Requirements

- Each team must have the minimum number of players required to play their respective esport title, as detailed in their respective sections of this rulebook.
- Teams may compete with fewer than the minimum number of players on game day if a player is unavailable and the game allows for such (only in Rocket League for the ECIS competition).
- All players must be registered members of their respective teams.

2. Coaching Staff

- Each team is required to have a coach, who must be a faculty member or individual approved by the school administrator.
- Coaches cannot be a starting player, substitute player, or active player.
- Coaches must be at least 18 years old and cannot be enrolled as a school student.
- Coaches can represent only one school.
- If a coach leaves their position, an interim coach may be designated until a full-time coach is found.
- Multiple coaches can be assigned to multiple teams, as long as one coach is present.

3. Coaching Duties

- Coaches must be present (at a strict minimum virtually) during their team's matches and be reachable via DAIGON Esports' platform's Game Day Chat.
- Coaches must confirm their starting players before each game day.
- Coaches must approve all in-game names, which must adhere to the guidelines detailed in Section 5 of this rulebook.
- If a coach is absent, an interim coach must be assigned by the principal/head, athletic director, or coach to supervise the game.

4. Team Names

- Team names must not exceed 15 characters, contain punctuation or special characters, or use vulgarities, obscenities, or offensive language.
- Team names must be reviewed by coaches.
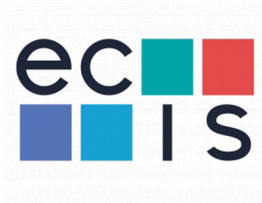
- Team names cannot be changed during the season.

5. In-Game Names

- In-game names may include uppercase letters, lowercase letters, numbers 0-9, underscores, or single spaces between words only.
- In-game names must not contain vulgarities, obscenities, or offensive language.
- In-game names must match the information on the DAIGON Esports platform and in the game client/lobby at match time.

6. Tiebreakers and Standings

- First Tiebreaker: Match Performance (results against each school in competition)
- Second Tiebreaker: Game Performance (game wins across matches)
- Third Tiebreaker: forfeits and sanctions
- Fourth Tiebreaker: Coin Flip/Lotto

7. Match Day Protocols

- Teams must be ready to play at their match time.
- Forfeiture due to lateness or technical issues are subject to the conditions detailed in Section 8.

8. Forfeits and Technical Issues

- A team that is late for the first game of the match may compete in the second game, time permitting.
- Additional time requests may be granted for technical issues, subject to approval by the opposing team or DAIGON Esports staff.
- Technical issues resulting in a failure to play will result in a forfeit unless a reschedule is agreed upon with the opposing team and communicated to DAIGON by the final week of the competition's current stage.
- **Conditions for a Game Restart:**
    - If both teams face an issue, the game restarts. If only one team, they lose that game or can reconnect and keep playing if possible.
    - Exceptions apply to Minecraft, where a server crash is considered the host team's fault and they will be penalised with a forfeit for that game.
- **Forfeits**:
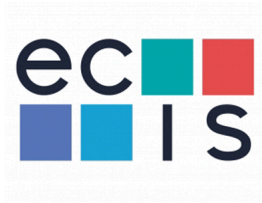
- If a team fails to show up, can't compete, violates the code of conduct, includes ineligible players, doesn't communicate with officials, or lacks a coach during a match, the match will be forfeited.

9. Competition Conduct

- A wide array of actions, including cheating, hacking, exploiting game bugs, using signalling devices or other forms of unfair assistance, are strictly forbidden. Additionally, inappropriate language, insults, disruptive behaviour, unauthorised communications and other forms of disrespectful conduct are not allowed as outlined in both the Daigon and ECIS Codes of Conduct.
- **Unsportsmanlike Behavior**:
  - Unsportsmanlike behaviour of any kind, such as harassment, discrimination, engaging in criminal activity, disclosing confidential information, non-compliance with league decisions, match-fixing, and bribery, is punishable whether committed intentionally or not.
- **Coach Conduct**:
  - Coaches are expected to behave with respect, dignity, and professionalism. They're responsible for managing player behaviour, maintaining equipment, communicating openly and frequently, being present for matches, and following and enforcing all league rules.

10. Spirit of the Rules

- DAIGON Esports holds final decision power regarding rule interpretation, player eligibility, scheduling, and penalties for misconduct. The rules can be changed at any time to maintain the competition's integrity and ensure fair play. Furthermore, DAIGON Esports officials have the authority to act in the best interest of the league, even if specific conduct isn't outlined in the rules.
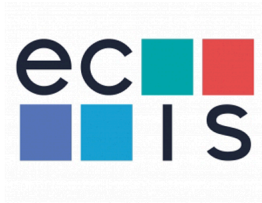
DAIGON Code of Conduct

Introduction

DAIGON is dedicated to providing a safe, inclusive, and competitive platform for international schools to participate in esports. Our goal is to promote positive gaming habits, teamwork, integrity, and digital well-being among young gamers. The following Code of Conduct outlines the expectations and responsibilities of all players, coaches, parents, and organisers involved in DAIGON esports events.

Core Values

Respect

All participants must show respect for their opponents, the rules of the competition, and the values of DAIGON at all times. This includes avoiding negative self-talk, acknowledging and wishing each other "Good Luck" and "Good Game," and refraining from any forms of violence, racism, sexism, homophobia, or religious discrimination.

Integrity

Integrity is at the core of DAIGON and is expected from all participants. This includes conducting oneself with honesty and self-respect, and not using any cheating or exploiting tactics during game play.

Inclusion

Gaming is for everybody, and DAIGON is committed to promoting inclusivity and diversity in all its events. This means that all players must be open to and include others, regardless of their background, skills, or beliefs.

Teamwork

DAIGON encourages players to support and encourage their teammates, as well as to show team spirit and pride. Being part of a team and learning how to contribute to a common goal is a valuable life skill that DAIGON aims to promote.
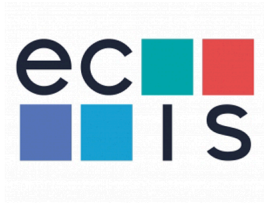
Behaviour Management

To ensure that all participants adhere to the DAIGON Code of Conduct, the following Behaviour Management process will be applied:

Warning

In the first instance, any player who displays behaviour that is not in line with the expectations outlined in the Code of Conduct or the values of DAIGON will receive a warning.

Yellow Card

The next step in the Behaviour Management process is a Yellow Card, which may be issued for repeated negative behaviour after a verbal warning. A player may also be issued a Yellow Card immediately for serious and offensive behaviour. A Yellow Card may also result in a temporary suspension from competitive play.

Red Card

The final step in the Behaviour Management process is a Red Card, which signifies an instant disqualification for the offending player. A Red Card may also be issued immediately for extreme behaviour, such as violence, racism, sexism, homophobia, or religious discrimination. In the case of a Red Card, DAIGON will forward an incident report to the representative school within 48 hours.

Conclusion

By adhering to the DAIGON Code of Conduct, all participants can help ensure that DAIGON esports events are safe, competitive, and enjoyable for everyone involved. We encourage all players, coaches, parents, and organisers to familiarise themselves with the Code of Conduct and to promote its values in their own communities.

Please view the ECIS x Daigon Esports Competition Terms and Conditions here.