



ECIS x Daigon Esports Competition 2025-26

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 2025-26 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 2025-26 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

Welcome to DAIGON!.....	1
Table of Content.....	1
Rocket League.....	4
Overview.....	4
Description.....	4
Team Size.....	4
Game Price & Requirements.....	4
Competition Format.....	4
Game Format.....	4
Game Settings.....	4
Substitutions and Minimum Number of Players.....	5
Minimum Requirements.....	5
Operating System.....	5
Windows (Minimum).....	5
Windows (Recommended).....	5
Console.....	6



Additional Requirements.....	6
Minecraft Education Edition.....	7
Overview.....	7
Description.....	7
Team Size.....	7
Game Price & Requirements.....	7
Competition Format.....	7
Game Format.....	7
Map.....	7
Substitutions and Minimum Number of Players.....	8
Minimum Requirements.....	8
Operating System.....	8
Windows.....	8
Mac.....	9
Chromebook.....	9
iPhone (not ideal) / iPad.....	10
Android Phone (not ideal) / Tablet.....	10
Additional Requirements.....	10
Brawl Stars.....	11
Overview.....	11
Description.....	11
Team Size.....	11
Game Price & Requirements.....	11
Competition Format.....	11
Game Format.....	11
Game Settings.....	11
Substitutions and Minimum Number of Players.....	12
Minimum Requirements.....	12
Operating System.....	12
Mobile (Minimum).....	12
Mobile (Recommended).....	12
Additional Requirements.....	12
Rule Book.....	13
1. Roster Requirements.....	13
2. Coaching Staff.....	13
3. Coaching Duties.....	13



5. In-Game Names.....	14
6. Tiebreakers and Standings.....	14
7. Match Day Protocols.....	14
8. Forfeits and Technical Issues.....	14
9. Competition Conduct.....	15
10. Spirit of the Rules.....	16
11. Rescheduling Matches.....	16
DAIGON Code of Conduct.....	17
Introduction.....	17
Core Values.....	17
Respect.....	17
Integrity.....	17
Inclusion.....	17
Teamwork.....	17
Behaviour Management.....	18
Warning.....	18
Penalty.....	18
Conclusion.....	18
ECIS Student Events Code of Conduct.....	18



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: Soccer

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
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RAM	2GB
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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)



Brawl Stars

Overview

Description

Brawl Stars is a fast-paced, multiplayer battle game developed by Supercell. Players control unique characters called *Brawlers*, each with their own attacks, abilities, and a powerful special move (*Super*). Matches take place in small, themed maps with various objectives depending on the game mode. Game types include collecting and holding gems, scoring goals, protecting or attacking objectives, and last-player-standing battle royales. The game emphasizes quick reflexes, strategy, and teamwork.

Team Size

3 Players (in standard 3v3 modes; other modes vary)

Game Price & Requirements

Free to play, requires a free Supercell ID or linked account.

Competition Format

Game Format

- Amount of games is determined by the specific competition structure.
- Game duration varies by mode (most standard matches last around 2–3 minutes).
- Team with the most wins over a best-of series is the overall match winner.

Game Settings

- **Game Mode:** Competition Organizer Defined (e.g., Gem Grab, Brawl Ball, Bounty)
- **Map:** Knockout 3v3
- **TieBreaker Map:** Goldarm Clutch
- **Team Size:** 3
- **Region:** Recommended (lowest latency)
- **Room Type:** Friendly Match (private room code)
- **Power Level:** Organizer Defined (can be equalized or maxed)



Substitutions and Minimum Number of Players

- Allowed to compete with fewer than the minimum number of players: Yes (AI will not replace missing players; the team plays at a disadvantage).
- Substitutions: Only allowed between games if they don't disrupt the flow of the competition (subs must join during the lobby setup before the next game starts).

Minimum Requirements

Operating System

For the latest information click [here](#).

Mobile (Minimum)

- **OS:** iOS 11.0 or later / Android 5.0 (Lollipop) or later
- **CPU:** Quad-core 1.4 GHz or better
- **RAM:** 2 GB
- **Storage:** 512 MB free space
- **Internet:** Stable broadband or mobile data connection

Mobile (Recommended)

- **OS:** Latest iOS / Android version
- **CPU:** Octa-core 2.0 GHz or better
- **RAM:** 4 GB or more
- **Storage:** 1 GB free space
- **Internet:** High-speed, low-latency connection

Additional Requirements

- Touchscreen device (required)
- Stable internet connection (Wi-Fi recommended for competitive play)
- Headphones and microphone (recommended for team communication)



Rule Book

1. Roster Requirements

- Each team must have the minimum number of players required to play their respective esports 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.
- All players must be registered members of their respective teams.
- Newly Enlisted Schools are only allowed to register two teams per teacher. (overseeing adult) Returning schools have this number raised to 5.

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.
- 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 & Meeting Call. Coaches requiring to be present only virtually for their students will be obliged to join the meeting call to avoid unnecessary delays in support.
- Coaches must confirm that their teams are available to play prior to a match.
- 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.

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 whilst an event is ongoing. Should an event be split into seasons or terms. A team may opt to change their name in between seasons.



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.

6. Tiebreakers and Standings

- First Tiebreaker: Overall Performance (results against each school in competition)
 - Wins
 - Win/Loss/Draw Ratio
- Second Tiebreaker: Direct Encounter (Direct match encounter between tied teams)
- Third Tiebreaker: forfeits and sanctions

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

- **Late Turnup Policy:** A team is considered late if it does not have the minimum number of players ready to compete at the designated start time of a game within a match, unless having previously contacted an admin about having to play at a player deficit.
- A team is considered late if they have not shown up within 15 minutes of the start time of the Match.
- If no communication has occurred within these 15 minutes by one of the teams, that team will forfeit Game 1 of that series.
 - A subsequent 15 minute more will make that team forfeit the entire match. i.e. If a team doesn't turn up for 30 minutes, they forfeit the match.
 - Any forfeited games count as losses in the match but do not automatically disqualify the team from participating in subsequent games, provided they meet minimum readiness requirements.
 - **Conditions for a Game Restart:** If both teams face an issue, the game restarts. If a team faces an issue that could've been avoided by being better prepared, or due to an issue with the school's infrastructure (IT), that team forfeits that game.



- Exceptions apply to Minecraft, where when a server crashes due to various reasons, such as host PC sleep. The game state is saved and the match can be continued by getting everyone back on.
 - In this scenario, the host team is required to communicate clearly with the opposing team, the admin should join first and pause the match and all players are required to connect before continuing.
 - Should the host team join early and gain an advantage, this may be considered as grounds for an automatic forfeit.
 - Repeated Crashes: Should a host team keep crashing continuously, this falls under a school's IT Infrastructure, and as such that team will forfeit 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.
 - A School should notify DAIGON by at least 1 week before a Game-Day when forfeiting a match due to being unable to attend a session.
 - Should a team miss 2 or more game-days without prior warning, DAIGON reserves the right to exclude the team from advancing further into the competition.

9. Competition Conduct

- A wide array of actions, including cheating, hacking, exploiting game bugs, using signaling devices or other forms of unfair assistance, are strictly forbidden. Additionally, inappropriate language, insults, disruptive behavior, unauthorized communications and other forms of disrespectful conduct are not allowed as outlined in our code of conduct.
- **Unsportsmanlike Behavior:**
 - Unsportsmanlike behavior 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 or not committed intentionally.
- **Coach Conduct:**
 - Coaches are expected to behave with respect, dignity, and professionalism. They're responsible for managing player behavior, maintaining equipment, communicating openly and frequently, being present for matches, and following and enforcing all league rules.



- **Cheating:**

- If a player is caught cheating at any time during a match. The team will immediately forfeit the entire match regardless of score, and the player
- will be suspended until a resolution is agreed upon by DAIGON and any other organizers involved as well as the school.

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.

11. Rescheduling Matches

- For a team to reschedule a match, DAIGON must be informed at least 1 week in advance. Additionally a school is only allowed to reschedule at most 10% of their matches in a league. (Should 10% be less than 1 match, then they will be allowed 1 match to be rescheduled.)

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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 organizers 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, religious, or any 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 behavior that is not in line with the expectations outlined in the Code of Conduct or the values of DAIGON will receive a warning.

Penalty

If a player fails to adhere to the Code of Conduct after a warning, or commits an offence deemed serious enough to bypass a warning, the overseeing admin may issue a penalty at their discretion. Depending on the severity of the offence, penalties can include:

- Point penalties applied to the team's score
- Individual player suspension from one or more matches
- Individual player disqualification from the event
- Complete team suspension or disqualification from the event

The overseeing admin's decision will be final, and penalties will be communicated to the relevant school representative accordingly.

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.](#)