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Thank you for your interest in HSEL, please read through this handbook completely. It will be a great resource while setting up your club and participating in the HSEL.

This handbook will outline everything you need to know from:

- Finding a Teacher Sponsor
- Getting approval from administrators
- Building a community
- Familiarizing with League structure / rules
- Getting setup on Varsity Esports platform
- Creating rosters and registering them for tournaments / seasons
- Discovering perks available to your school through HSEL
- Things you can do above and beyond

Got extra Qs? Check out the FAQ on page 16
2.1 Find a teacher who will be able to help you with the team and has time available to host team meetings

Many teachers already mentor clubs (such as robotics, anime, etc.) and they can be great resources to reach out to for starting your club. Ask around, try first with teachers you know might have an interest in esports or gaming in general (technology teachers may be a good place to start). If you can’t find a teacher to help with the club, try talking to your school’s activities staff member for direction.

You can use this presentation to present HSEL to your school for approval.

View the Presentation

Click the link for a handout that may also be useful in helping gain your school’s approval.

View the Handout

2.2 Find interested students to join the team

Get the word out about your club with posters or flyers or talk to students about the club during club day at your school.

Here are what some teachers have said about morning announcements:

This announcement is submitted the day after each competition. Something aimed at BARE BONES so as not to overdo or monopolize.

“(M/T/W/R/F) night, (game/team name) (W/L) (score) vs. (opponent). [Repeat for each team]. Watch the replays on the KRHS Cougar Esports YouTube Channel!”
We have two Rocket League teams, so they each get an announcement. But, for our Smash and Hearthstone teams I just put:

"(Game name) won (matches won) and lost (matches lost) matches."

I typically model my announcements after the sports announcements.

"Your (esports game) team was in action last night. After a (slow/fast/rough) start, they (overcame/succumbed to) the competition. If you see (student names) in the hallway, please congratulate them on a match well played! Our next match will be streaming on the LNHS Twitch channel at 5 PM on (day). We hope you'll tune in!"

With 17 different results every week, I don't flood the announcements with daily updates. I use the announcements for a once a week update "Last Week in Esports" to reports results and current standings for my top performers. I also use my announcements to communicate event information that members need to know (along with that communication on discord.)

### 2.3 Work with your teacher advisor

**Why Esports?**

Work with your teacher advisor to plan out meeting days and times and to finalize any paperwork your school might need to make your club official.

**View HSEL Deck**

**Start the HSEL Partnership Application**

### 2.4 Reach out to interested students about the finalized team meeting days

We suggest creating an email list with emails from each student to keep in touch. Make a Discord server, Facebook group, or Twitter account to streamline communication. For example see the Twitter of Bay Shore High School’s esports team ([https://twitter.com/bshsesports](https://twitter.com/bshsesports)). Plan out some topics for the first meetings to keep things on track. Your teacher advisor can help with this.
2.5 Host your first team meeting

- Create a set time and interval for meetings
  - Could be once a week, twice a week, or once every two weeks
  - Illustrate important announcements to the club
    - Tournament sign up dates, payment deadlines, playoff dates, game dates, assigning roles, joining Discord, results of school’s matches

- Practice and review
- Prepare for upcoming matches
- Coordinate fundraising efforts

2.6 Partner with HSEL

1. Fill out the form below.
   A teacher or school official must complete this application.

2. After HSEL has processed your application (48 hours), you will receive your login to your club page and begin inviting students to your club.
   (We will send you a link with instructions for login and roster formation. We will also include a handbook that all teacher sponsors and student leaders should read.)

3. Once you can field a full team, you may enter payment and register your roster(s) for the tournaments.

---

SCHOOL PARTNERSHIP APPLICATION

Once you have applied, a HSEL representative will assist you in verifying your club.
BUILD YOUR COMMUNITY

► Utilize Flyers - Flyer Download Link
► Morning announcements - Use the morning announcement formats in section 2.2, or write up your own and submit them to your administration.
► Club rush week - This is a great time to get the word out and grow your gaming community at your school.

VARITY ESPORTS INTRO

4.1 Initial Checklist

► Follow steps 3-7 on this document: Pay by invoice or students can pay individually:

Getting started with a Club

Link to the Pricing

1. Invite Students
   ■ By email
   ■ Students can request to join

4. Add students that will be participating to a slot
   You will need enough slots for players that are playing

2. Make sure students have game connections
   In your profile settings

3. Add “seats” in the Club Pay Center
   Seats are interchangeable for subs and benching players

5. Create Rosters
   Make rosters for each team on your dashboard

6. Register roster for upcoming tournaments
4.2 Other useful tools on VES

► Manage all of your payments in one place! The Club Pay Center allows you to pay for a package of slots all at once, instead of having each student pay individually.

be-recruited

► The High School Esports League has partnered with BeRecruited to let students use their Varsity Esports profiles as esports resumes! BeRecruited will match students up with colleges and universities around the country that are actively recruiting.

OPEN

► No partnered club? No problem! Introducing Free Agent teams! Now students that do not belong to a partnered school (yet) can get a taste of what it’s like to play in HSEL by participating in Weekend Rivals or Open tournaments. Students may get themselves verified on Varsity Esports and create teams either with other students that do not belong to a partnered club or those that do. They have the freedom to create teams with their friends from all around the country!
5.1 Calendar

**Fall**
- Registration Opens: 8/10/18
- Preseason Registration Closes: 9/21/18
- Regular Season Registration Closes: 9/28/18
- Preseason: 9/24/18 - 9/28/18
- Regular Season: 10/1/18 - 12/2/18
- Playoff Dates:
  - Round of 16: 12/8/18
  - Quarterfinals: 12/9/18
  - Semifinals: 12/15/18
  - Grand finals: 12/16/18

**Spring**
- Regular Season: 3/18/19 - 5/10/19
- Playoff Dates:
  - Round of 16: 5/18/19
  - Quarterfinals: 5/19/19
  - Semifinals: 5/25/19
  - Grand finals: 5/26/19
Season Overview

5.1 Calendar

Winter Open

► Regular Season: 1/14/19 - 2/24/19
► Playoff Dates:
  ● Window 1: 2/25/19 - 2/27/19
  ● Window 2: 2/28/19 - 3/3/19
  ● Window 3: 3/4/19 - 3/6/19
  ● Window 4: 3/7/19 - 3/10/19

Summer Invitational

► TBA
6.1 Majors

**REGULAR SEASON**

**Fall & Spring Major Structure**
Teams divided by Timezone
Swiss System

- PST/MST
  - TEAM A
  - TEAM B
  - TEAM C
  - TEAM D

- CST
  - TEAM A
  - TEAM B
  - TEAM C
  - TEAM D

- EST
  - TEAM A
  - TEAM B
  - TEAM C
  - TEAM D

**Playoffs**
Top 5 from each bracket advance to playoffs
Single Elimination - 16 Teams

- TEAM 1
- TEAM 4
- TEAM 2
- TEAM 3
- TEAM 1
- TEAM 2

**NATIONAL FINALS**

**Summer Invitational**
Top 8 from the Spring & Fall Majors qualify for the Summer Invitational

**Group Stage**
3 rounds of Round Robin

- GROUP 1
  - TEAM A
  - TEAM B
  - TEAM C
  - TEAM D

- GROUP 2
  - TEAM A
  - TEAM B
  - TEAM C
  - TEAM D

- GROUP 3
  - TEAM A
  - TEAM B
  - TEAM C
  - TEAM D

- GROUP 4
  - TEAM A
  - TEAM B
  - TEAM C
  - TEAM D

**Finals**
Top 2 from each group advance to
Single Elimination bracket

- TEAM 1
- TEAM 4
- TEAM 2
- TEAM 3

**Perks & Prizing**
We’ve split our offerings between perks and prizing. Perks are available to all registered players for each Major. Prizes are earned based on each team’s performance at the Majors and the Summer Invitational.

**Fall & Spring Prizing**

- **1st Place**
  - Championship Trophy
  - $5,000 in Total Scholarships

- **Finalist**

- **Runner-Up Trophy**

- **Top 2**

- **HSEL Swag Bag**

**Summer Invitational**

- **1st Place**
  - Championship Trophy for your school
  - Championship Jackets provided by Sector 6
  - Free Gaming Chair provided by Respawn
  - Meet and play with professional players

- **Top 16**
  - Access to Collegiate Esports Recruiters
  - Chance to win scholarship pricing**

*Only for games with at least 32 participating teams
**See 2018 - 2019 Pricing for more Information
6.2 Opens

Prizing determined by current sponsors. Please check website for up to date info.

REGULAR SEASON

Open Tournaments

Swiss System

Grand Finals
16 advance to Grand Finals
Single Elimination bracket

Prizing determined by current sponsors. Please check website for up to date info.

Got extra Qs? Check out the FAQ on page 16
The High School Esports League tournament rulebook contains the rules for all High School Esports League tournaments, from general tournament rules to game specific rule sets. The rulebook is available for view and download here:

**View the Rulebook**

To download the rulebook, select “File” > “Download as” and select your preferred document format.

**WAYS YOU CAN PLAY**

Schools have the option to have their students play their matches at home or in-school. Both options have perks when compared to the other:

- **At home:** Students will get to play as they are accustomed, with their own setups and configurations that make them most comfortable.
- **At school:** A teacher is able to supervise the students while they play their matches to ensure that the match is played and all rules are followed.

To set up your school as the location for which your students play their matches, you will need to take the following steps:

1. Receive approval from your school to use the school as the location for which your students play their matches.
2. Obtain computers and/or consoles on which your students will play their matches. Ensure that your computers meet the minimum requirements for each game. We have compiled a list of minimum and recommended hardware specifications for playing the games which are offered by HSEL:

**View the Requirements**

3. Contact your IT department to get specific ports opened on your network firewall so that your computers can access game servers. We have compiled a list of all ports which need to be opened to allow for play in-school:

**View the Ports**

4. Download any game clients and the games themselves onto the computers. Some games may require that the account which is logged into the client/console already own the game to download it, so students may have to login with their accounts to download the game at this step.
Don’t Forget Your Partner Perks

**Twitch**
Twitch.tv is a website where people stream video games. Through this platform, you can get paid subscribers, and earn money off of advertisement. Twitch expedites the process partnering a channel to a month instead of a year for some streamers.

**Respawn**
Respawn makes ergonomic gaming chairs that are some of the best in the gaming world! They provide a special 15% discount when purchasing furniture from Respawn.

**Be Recruited**
BeRecruited is a platform that allows for quick and easy scouting and has coaches from many teams who want to recruit the best of the best. BeRecruited provides schools the opportunity to put their students on the website and have the chance to be recruited by these teams.

**NACE Sports**
NACE Recruiters are college recruiters who help run their college Esports program either as a coach or management position in the program. NACE Recruiters scout out your students and may offer them spots on their teams. Some of these spots on teams come with scholarships or full rides!

**Varsity Esports**
Varsity Esports is where all of the partnered clubs reside. Players register, tournament information can be found, and where clubs sign up into the tournaments.

**Sponsored LANS**
Sponsored LANS are LANS hosted by the school for which HSEL provides goodie bags to give away. We also have staff members who can consult with the school to help with planning. LANS are a great way to build publicity and funds for a school’s club so that they can get better equipment or more players.

More coming soon...
When your club is officially partnered with us, you can get free swag to give out at LAN parties! Giveaways are a great way to get people into the door.

Below you will find a set of suggestions on how to setup a LAN party if you need it.

1. **Register your LAN with us**

2. Now that you have submitted your form you will need to lock a date and time, and check your school calendar to make sure there aren’t any conflicts.

3. **Advertise!** Flyers and posters that outline key info like date, time, location, and games played is a great start. Have fun and be creative!

4. **Run the event.** Enlist the help of volunteers under teacher supervision. The student volunteers can do things such as setup the equipment or in general help the students with the different games that will be played.

5. **Optional** - Theme your event. This depends on the time of year, games played, or anything else you’d like. Get creative and have fun with it!

6. **Get Feedback** - Reach out after the event and ask your attendees what they wanted more of, less of, and what they would’ve done differently. Talk to your volunteers with the same questions to ensure they’ll be excited to help out for your club’s next event.

7. **Integrate Feedback** - As you plan your next event, reference the feedback given to start the process over and make the next experience even better!

8. **Share** - HSEL wants to help you improve based upon this feedback.

---

**Register your LAN with us**
Feel free to check out the FAQ if you are seeking for any additional information. If you still don't have your question answered or got feedback, reach out to us directly! You may use the FAQ on this page:

**View the FAQ**

**ABOVE AND BEYOND**

Do you have any questions, comments or suggestions that were not addressed in this handbook? The High School Esports League would love to hear from you!

You can reach out to us at any time by sending an email to:

**partner@highschoolesportsleague.com**

If you would like to pay via invoice you can send an email to:

**payments@highschoolesportsleague.com**

You can also join our Discord server (**https://discord.gg/hsel**), or schedule a call with us (**https://calendly.com/hsel**)!

*Thank you very much for partnering with HSEL!*

*With your partnership, you will help us to achieve our mission of offering Esports in high schools across the nation. We look forward to seeing you participate in our tournaments!*