



GETTING READY FOR COMPETITION

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KEY DATES

Recommended Club Activation Period: October 30, 2018 - January 1, 2019

Tournament Opt-in and Roster Submission Open: December 1, 2018

Encouraged tournament opt-in deadline for coaching: January 9, 2019

Tournament Opt-in and Roster Deadline: January 16, 2019 by 4:00PM PT

Regular Season: January 28 - March 17

Playoffs: April 1 - April 14

Championship: April 27

CLUB ROSTER

For the Winter Term 2019 League of Legends Scholastic Tournament, it is imperative that General Managers add all Club members, particularly those that will compete in the Tournament, to the Club Roster in the GM Portal.

As a reminder, each Club Member and Competing Team Member and their parent/guardian must complete their respective acknowledgement and general liability/media release forms. In addition, the GM must verify the student's eligibility on the Club Roster.

The Active Roster will be populated from the Club Roster, so it is critical that you provide your students and their parent/guardian enough time to review and complete the forms.

Only those students who have met the following criteria are eligible to compete in the Winter Term 2019 League of Legends Scholastic Tournament:

1. Completed their acknowledgement form
2. A signed/submitted general liability/media release form
3. Been verified by the GM

ACTIVE ROSTER

We anticipate that the Active Roster will go live on Saturday, December 1, 2018. All GM's who have successfully activated their Club and have opted into the Winter Term 2019 League of Legends Scholastic Tournament will see the Tournament Management box in the GM Portal. We will email you when it goes live.

In the meantime, we want to make sure that you are able to build your Team and identify those players on your Active Roster. To help you prepare for entering information into the Active Roster, we are providing you a sample of the Active Roster:

Player First Name	Player Last Initial	Summoner Name	Discord Username (i.e. 'Username#1234')	Role (Manager, Player, Alternate)
Bob	S.	GamingTeacher	leethacker#4301	Manager
J.T.	V.	RiotPizza	KDA_stan#2567	Player
Michael	S.	RiotShermster	Sherminator#9043	Alternate
Jim	R.	JimboJohn	Jimguy#1999	Not Playing

Things to Keep in Mind

- All Players must have an active Summoner Name to be identified as a Player or Alternate on the Active Roster. Please review the Winter Term 2019 League of Legends Scholastic Tournament Ruleset for more information about the sportsmanship requirements.
- General Managers are not required to have their own League of Legends Account. However, if General Managers do have their own Summoner Name, they are free to submit this Summoner Name on the Active Roster. General Managers that have their own League of Legends account are able to spectate the games of their teams.

Weekly Roster Deadlines and Other Important Stuff

- General Managers can remove and add players to their rosters on a weekly basis.
- Roster submission for each week will open on Saturdays and close on Thursdays at 4:00PM PT for the following week of gameplay.
- Students can only be added to your Active Roster if they have the "ACTIVE" status on the Club Roster

Need help using the Active Roster? Click [here!](#)

TEAM NAME

All Clubs participating in the Winter Term 2019 League of Legends Scholastic Tournament are required to indicate their Team name. For some Clubs, this will be your High School or Community-Based Organization name (i.e., Pleasant View High School). For those Clubs that opt to have two Teams, they will have to indicate two Team names.

All naming must follow the Code of Conduct and the Winter Term 2019 League of Legends Scholastic Tournament Ruleset. The GM will provide their Team name(s) in the GM Portal. The name(s) will be used on the Tournament Website.

TEAM ACRONYM

All Clubs participating in the Winter Term 2019 League of Legends Scholastic Tournament are required to indicate a Team acronym. The acronym must be three to four letters (i.e., PVHS). For Clubs with two Teams, they will have to indicate two Team acronyms. All naming must follow the Code of Conduct and the Winter Term 2019 League of Legends Scholastic Tournament Ruleset. The GM will provide their Team acronym(s) in the GM Portal. The name(s) will be used on the Tournament Website.

STREAMING

While we encourage all Clubs to stream their tournament matches, NASEF would also like feature tournament matches on the official NASEF Twitch Channel! If you would like to see your Club showcased on our channel, please be on the lookout for a link to reserve streaming slots. Each week, Tournament Operations will send out weekly match assignment emails that will include a link to a page where your team can reserve weekly streaming slots.

While we cannot guarantee every Club will be showcased during the Tournament, we will work closely with teams and their GM's to be as accommodating to their schedules. In addition, please know that we will try to feature as many matches as we can. Visit the NASEF twitch page [here](#).

TECHNOLOGY REQUIREMENTS

Minimum Specs LoL (Riot)	Recommended Specs LoL (Riot)
2 GHz processor <i>supporting SSE2 instruction set or higher</i>	3 GHz processor
2 GB RAM	2 GB of RAM <i>4 GB of RAM for Windows Vista and newer</i>
8 GB <i>available hard disk space</i>	12 GB <i>available hard disk space</i>
Shader version 2.0 capable video card <i>Support for DirectX v9.0c or better</i>	Dedicated GPU with 512MB or higher Video Memory (VRAM) <i>Nvidia GeForce 8800/AMD Radeon HD 5670 or equivalent video card</i> <i>Support for DirectX v9.0c or better</i>
Screen resolutions up to 1920x1200	Screen resolutions up to 1920x1200
Windows XP® (Service Pack 3) Windows Vista® Windows 7® Windows 8® Windows 10®	Windows XP® (Service Pack 3) Windows Vista® Windows 7® Windows 8.1® Windows 10®*

	<i>*With the latest service pack installed</i>
We no longer support Windows XP Service Pack 1 or 2. Since Windows XP 64-bit doesn't have a Service Pack 3, you will need to upgrade to a more recent version of Windows to play League of Legends.	The latest update to .NET Framework from Microsoft. The latest version of Adobe AIR is required to connect to PVP.net. Adobe AIR is included with all League of Legends setup files, but can also be downloaded from Adobe's website.

Bandwidth Recommendations

Number of Computers	Recommended Mbit/s
10	10Mbit/s
20	15Mbit/s
30	20Mbit/s
50	30Mbit/s
100	50Mbit/s
200	100Mbit/s

List of Ports to Forward

- 5000 - 5500 UDP (League of Legends Game Client)
- 8393 - 8400 TCP (Patcher and Maestro)
- 2099 TCP (PVP.Net)
- 5223 TCP (PVP.Net)
- 5222 TCP (PVP.Net)
- 80 TCP (HTTP Connections)
- 443 TCP (HTTPS Connections)
- 8088 UDP and TCP (Spectator Mode)

Sites to Whitelist

Whitelisting these sites on your club site's network will allow the game to function properly.

- lq.na2.lol.riotgames.com
- auth.riotgames.com
- store.na2.lol.riotgames.com
- signup-api.leagueoflegends.com
- po-service.usw2.leagueoflegends.com
- lqak.na2.lol.riotgames.com
- us.edge.rms.si.riotgames.com
- leagueoflegends.com
- playerpreferences.riotgames.com
- api.lolesports.com/api/v2/streamgroups
- pbe1.cap.riotgames.com
- na1.cap.riotgames.com
- chat.na2.lol.riotgames.com
- ekg.riotgames.com
- L3cdn.riotgames.com

Is your game still lagging?

If your game is still lagging, download Riot's MinConfig Settings file [here](#).

What is the MinConfig Settings file? Following these steps will just take your game settings down to the bare minimum configuration. This is helpful when your current game settings are too high for your computer to currently load into a game.

1. Download the MinConfig.zip file. [Click Here to download the file.](#)
2. Unzip the file.
3. Log into your League of Legends account.
4. Go to your "Config" folder (default location: C:\Riot Games\League of Legends\Config)
5. Highlight, drag, and drop the following files into your "Config" folder: game.cfg and PersistedSettings.json
6. If a "Copy File" window pops up, click "Copy and Replace" for both conflicts. If not, skip to the next step.
7. Start a Custom Game by yourself. You should have the minimum configuration settings.

USING TOURNAMENT CODES

This tournament will be played using Tournament Codes. Need help understanding what they are? See our guide [here](#)!

CREATING A TOURNAMENT DRAFT

This tournament will be played in Tournament Draft Mode only. If you need help creating a Tournament Draft Lobby, see our guide [here](#).