Using Tournament Codes and Battlefy for the League of Legends Tournament

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WHAT IS A TOURNAMENT CODE?

Tournament Codes are used for score reporting, statistics tracking, and ensuring that you are in the correct Game Lobby for your official Tournament Match.

With Tournament Codes, General Managers no longer have to manually report a match score after the match is finished. The score is automatically retrieved when the match is done, as long as the correct Tournament Code is used.

Tournament Codes are provided by Battlefy, the tournament platform we are utilizing for our League of Legends Winter tournament.

NOTE: You must use Tournament Codes for this Tournament. The only way score reporting will be done in this Tournament is by use of Tournament Codes.

HOW DO I GET ONE?

Every Sunday before the week of Gameplay begins, every General Manager will receive an email from tournament@esportsfed.org that includes the following information:

- Opposing Team Information - General Manager contact info, team name, and team roster info
- Match Information - Match start times, side selection, Tournament Codes, and other details
- Roster Information - Deadline reminders for the next Roster Lock
- Streaming Information - Info on how to get your match streamed and shoutcasted on the official NASEF Twitch Channel

NOTE: Your email address will most likely mark Tournament emails as spam. To avoid this, please ensure your email settings marks correspondences from tournament@esportsfed.org as “Not Spam”.

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HOW DO I USE MY TOURNAMENT CODE?

After receiving your weekly Tournament email with your unique Tournament Code, open the League of Legends client and click “PLAY” on the top left-hand corner of the client window.

On the next page, look for the small TROPHY icon located just left of the “SOCIAL” column on the client.
Clicking the TROPHY will bring up this window. Copy+paste the code you received in your Tournament email and click “JOIN”.

After clicking “JOIN”, you will be brought into a Game Lobby with the correct competitive settings for this Tournament.

From here, you can invite members of your team to join the lobby. They can also use the Tournament Code to join. **Make sure you communicate the use of the Tournament Codes to your students!**
**AFTER THE FIRST GAME**

During the Regular Season of this Tournament, matches will be played in a Best-of-three format. After the first game, it will automatically close out the Game Lobby.

This means that teams and spectators have to join the Game Lobby again, via the same Tournament Code. To do this, follow the steps in the first few pages of this toolkit again.

Do this until the Best-of-three match is over.

**NOTE:** We highly advise you to take screenshots of the result of each game in case a discrepancy issue arises any time throughout the tournament. Without screenshots, it becomes very difficult to resolve any issues regarding score reporting, misconduct, and other tournament related situations.

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**AFTER THE MATCH**

After the Best-of-three match is over, the score of the match is automatically retrieved (given that you used the correct Tournament Code) and uploaded to the Tournament Platform’s website.

You can view the match results and statistics of each player on the Tournament Platform website, Battlefy. [Here is a link to NASEF’s Tournament Page](#), where you can check the roster of each team, along with their rankings and performance for every official tournament match.

**NOTE:** Results may take a few minutes to load after the end of the match.
This is the main page of NASEF’s 2019 Winter League of Legends tournament. On this page, you will find basic information about the event.

You can find rules, prizing info, the tournament schedule, and contact info on this page.
BATTLEFY RUNDOWN

The Participants tab shows all the teams and their rosters. Clicking a team shows the competitive rank of each individual on the team.

Clicking a team brings this window up. You can see the rank of each team member under their name. This example is taken from the roster page of the UCI Esports team for the 2018 College League of Legends Battlefy page. You can view the page [here](#).
**BATTLEFY RUNDOWN**

The **Brackets** tab shows the matches for each specific Round of Gameplay. (This bracket is just an example and does not reflect the true bracket for Round 1.)

<table>
<thead>
<tr>
<th>#</th>
<th>TEAM</th>
<th>RESULT</th>
<th>TEAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>CVHS - Conestoga ...</td>
<td>- :: -</td>
<td>BYE</td>
</tr>
<tr>
<td>2</td>
<td>MCHS - LMAOKAI</td>
<td>- :: -</td>
<td>EHDS - Hawks</td>
</tr>
<tr>
<td>3</td>
<td>CHS - The Bessemer ...</td>
<td>- :: -</td>
<td>[FVHS] Barons 4 ...</td>
</tr>
<tr>
<td>4</td>
<td>Louisville Lions</td>
<td>- :: -</td>
<td>[FVHS] STEAM</td>
</tr>
<tr>
<td>5</td>
<td>Cypress High School</td>
<td>- :: -</td>
<td>VHS Gold</td>
</tr>
</tbody>
</table>
BATTLEFY RUNDOWN

After the match is over, Battlefy retrieves statistics about the match (given that you used the correct Tournament Code) and the score report. This example is from the 2018 College League of Legends tournament. You can view the page [here](#).
BATTLEFY RUNDOWN

The Statistics tab shows a compilation of data that has been uploaded in the tournament so far. This feature is possible because of the use of Tournament Codes. You can view the full page of this example here.

We encourage you to explore all features of NASEF’s Battlefy page! Students can use the data collected to strategize and make better decisions during their tournament matches.
1. **HELP! My score still isn’t showing up after a whole day. What do I do?**

Remember when we told you to take screenshots just in case something happened? This is where the screenshots save the day! Just let a NASEF Tournament Official know via discord ([NASEF Community Discord](https://discord.com)) or email ([tournament@esportsfed.org](mailto:tournament@esportsfed.org)) and attach those screenshots from the match.

Make sure the screenshots clearly shows who won which game to ensure accuracy on the Tournament Bracket.

2. **Do I (a General Manager) have to create a Battlefy account?**

Nope! This is why Tournament Codes are so useful. There is no need for you to create an account to view rosters or report scores.

3. **What is Battlefy?**

Battlefy is a popular tournament platform utilized by many esports organizations. Riot Games uses Battlefy for their official College League of Legends tournament. By checking out [NASEF’s Battlefy Tournament Page](https://nasef.com/), you can...

- Check the rosters of all participating teams
- Check the ranks of all team members
- See the statistics of each player participating in the Tournament for each Tournament Match they play
- See the picks and bans for each Tournament Match
- See who has the highest KDA in the Tournament so far