Matchmaking

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What is this guide for?

This guide explains how matches are set up in our main season tournaments.

It will cover:

1. Seeding Teams
2. Weekly Tournament Emails
3. Setting Up your Match
4. Rescheduling
5. Match Links

Read the full guide to make sure your team is ready for their first week of Competition!
Seeding Teams

Matchmaking is done randomly for the first week of play. This is because we use a Swiss Format for our regular season. This format allows teams to play for a set number of matches, without getting knocked out of the tournament.

After the first week of play, matchmaking is determined by how well a team performed. To explain this better, here’s an example:

- **Team A** wins their Week 1 tournament match. Their score is now 1 - 0 in the regular season.

- **Team B** also wins their Week 1 tournament match. Their score is also 1 - 0 in the regular season.

- **Team A** and **Team B** now have the same standing. They will be matched in Week 2 of the regular season.

Keep in mind, this will change for Playoffs. Playoffs will take the top 16 (or top 8, depending on the bracket size) teams in the regular season and place them in a single-elimination bracket. They will be seeded according to their final standings in the Regular Season.
Weekly Tournament Emails

Assigned Coaches and General Managers of each participating Club will receive weekly tournament emails. Here are the 3 kinds of emails you’ll receive:

**Matchmaking emails** - This will contain information on your opponent for that specific week of competition. Their team name, point of contact, and a match link that shows your opponent’s roster will be included in these emails.

**Roster Submission Reminders** - Did you know you can submit roster changes every week during regular season? Yep! The weekly roster submission deadline is every Thursday, 4PM PT/7PM ET. Roster submission for every following week of gameplay will open every Friday morning. Here’s an example:

It’s currently **Week 1** (Sept 30 - Oct 5). This means roster submission for **Week 2** is due on Thursday, October 3, 4PM PT/7PM ET. This also means that roster submission for **Week 3** opens on Friday, October 4, and will close on Thursday, October 10, 4PM PT/7PM ET.

Need more help? Check out our [Weekly Roster Changes guide here!](#)

**Tournament news and updates** - Games are constantly patched and updated. In fact, Blizzard typically patches their games every Tuesday, and Riot Games typically patches League of Legends every other Wednesday.

Sometimes, these patches and updates can affect the competitive integrity of the tournament, resulting in certain heroes, maps, items, and other parts of the games to be banned for use in tournament play.
Setting Up your Match

Your team will typically receive matchmaking emails on Saturday nights or Sunday mornings, depending on when the last match of the current round ends and has its score reported. Since our regular season uses Swiss Format, all teams must report their match scores to determine matchmaking for the following round.

This means that the next round cannot be generated unless all teams report their scores! We recommend reporting scores right after the match ends.

Here’s an example of what a match assignment email looks like:

Scholastic Tournament - Week 1 Match Assignment

Hello <<Team Name>>,

Here is your match assignment. Please keep in mind that you can reschedule your match as long as the opposing team agrees to the new time, and that the new time takes place before the round ends.

Match Information

Default Match Time: Wednesday, October 2, 3:30PM.
Match Link: <<match link>>
Use the match link to check the enemy team’s roster.

School name: <<school or org>>
Team name: <<enemy team name>>
GM Contact info: <<enemy gm email>>

Map 1: Lijiang Tower
Map 2: Loser of previous map may choose from map pool
Map 3: Loser of previous map may choose from map pool
Tiebreaker map: Loser of previous map may choose from map pool
Setting Up your Match

After receiving your match assignment email, we recommend immediately reaching out to your opponent to confirm your match time for that week of competition.

You can contact your opponent in several ways:

1. You can email the opposing team’s general manager, using their email address provided in your match assignment email
2. You can click the match link in the email in order to see your opponent’s roster. This roster will show the names of the opposing team members, along with their in-game names. Students can log onto the game and contact students from the opposing team this way.
3. You can make a post in the NASEF Community Discord to let the opposing team know you are looking for a point of contact
4. If all else fails, message our League Operations coordinator for assistance!

You may also use the methods above to contact the opposing team if you need to reschedule your match to a different time other than the default match time noted in your match assignment email.

The new, rescheduled time must be agreed upon by both teams, and must take place before the current round ends!
Rescheduling

What do the rules say?

“All non-championship Tournament matches are scheduled for Wednesdays at 3:30 PM. **Teams may only reschedule matches with their opponent’s permission in writing.** Teams may agree to reschedule their matches to a different time, such that the match begins before the round ends. Rescheduling will occur via communication between Teams. **If teams agree on a reschedule, the agreed-upon time is considered the official match time for the purpose of lateness or forfeits.** If teams cannot agree on a different time, the match must be played at the default scheduled time. If neither team can meet the default match time, or agree upon a new match time, both teams will have to forfeit for that week of tournament play. NASEF officials reserve the right to uphold or reject reschedule requests at their sole discretion. **Rescheduled times must be communicated through the General Manager of each team.**

To avoid misuse of the reschedule process, any reschedule requests that are accepted with less than 24 hours before the proposed reschedule time must be confirmed a second time by NASEF before becoming official, or NASEF officials may invalidate the reschedule request.”
Match link

A match link is a URL to your match on the tournament bracket. On Battlefy, one of the tournament platforms we use, it looks like this:

The “View Roster” link leads to a page that lists out the team members of that team. This is where you can find in-game names (Battletags, Summoner Names, etc.), making it easy to contact opponents in-game.

**Note:** If match scores have not yet been reported, the match link page will reflect this.
You’re Done!

We recommend keeping your match assignment email open and readily available during tournament days. Important documents like rules, map pools, instructions on how to create the match lobby, and other critical info is provided in these emails.

If you are not receiving emails from us, make sure the following addresses are whitelisted and/or marked as “NOT SPAM” in your inbox: tournament@esportsfed.org and info@esportsfed.org

Need help using our Active Roster?

Check out our Tournament Readiness Webinar here! This is a step-by-step video guide on how to use our Tournament Management system. The slide deck used in the webinar is available here.

Running into errors on the Club Dashboard?

Send an email to info@esportsfed.org with your Club Name and screenshots of the error, OR

Join our NASEF Community Discord server and post your question/issue in the #support channel!