Match Day Rundown

You are free to copy, distribute, and otherwise share screen images of the North America Scholastic Esports Federation Toolkits for educational purposes, including training, in-person or online teaching, presentations, review, evaluation, internal Club use, and handouts for related activities. You may not use North America Scholastic Esports Federation Toolkits screen images for commercial gain, and may not alter, transform, or build upon them without written permission from the North America Scholastic Esports Federation.

Each use from the North America Scholastic Esports Federation Toolkits should be attributed as follows:

"Reprinted with permission from the North America Scholastic Esports Federation."
What is this guide for?

This is a rundown on what to expect on match day. Read through this guide carefully and your team will be ready to compete on match day!

1. Before You Begin
2. Check Tournament Emails
3. Contact Opponents
4. Prep Equipment
5. Team Reminders
6. Don’t Be Late!
7. Things to Keep Handy
8. After the Match
9. Preparing for the Next Week
Before You Begin

Before proceeding, we recommend reading or brushing up on the following resources to make sure you understand the context of this guide:

- **NASEF Code of Conduct** - We take this pretty seriously! Make sure to review this with your students before competing.
  - Need to report an incident? Use our [Misconduct Report Form](#).

- **Scholastic Tournament Ruleset** - Rules, Rules, Rules! Be sure to read the ruleset before competing! *This changes depending on which tournament you’re playing in, so make sure to check!*

- **Matchmaking - How does it work?** - This explains how your team will receive information about your weekly opponents, how to contact them, and how to reschedule matches!

- **Weekly Roster Changes** - You can change your roster week to week during the regular season! Learn how here.

- **Using Tournament Codes** - Learn what Tournament Codes are to know how to make sure your match scores are automatically reported to the tournament bracket!

- **Creating a Custom Lobby in League of Legends** - Your competing students will need to know this to set up matches! It also has information on Spectators.
Check Tournament Emails

The first week of competition is coming up! How do you get information on your opponent? Tournament emails!

This is always the first thing you do. Opponent information, point of contact and lots of other important information can be found in tournament emails.

Contact Opponents

After reading your match assignment email, contact your opponents ASAP! The email address of the opposing team’s General Manager is provided in the email. You can also have students message team members of the opposing team in-game. You can use the Match Link in the match assignment email to check the roster of the opposing team. This will show their BattleTags.

Confirm your match time ASAP and get it on record.
Prep Equipment

Make sure you update all the necessary drivers on your team’s equipment. Check for game updates every Tuesday and Wednesday, which many games use as their weekly maintenance day.

If you are using Club Site computers, make sure to check in with your IT Administrator and test the connection of the game when possible. You don’t want any issues coming up on match day!

Team Reminders

Remind your team of the upcoming tournament match. Confirm with the students on your active roster for the current week of competition that they will show up.

Everyone forgets! We recommend creating a team calendar where everyone can track team commitments easily and set up reminders.

Don’t be late!

Almost all tournaments have a rule about lateness. Make sure to check your ruleset to see how much time you have before your team is considered late to the match. This can result in a forfeit!
Things to Keep Handy

We always recommend keeping these documents open during match days:

- Tournament Ruleset
- Tournament Code for the specific match (needed to enter the correct game lobby for the tournament)
- Match Link - for checking the enemy team’s roster
- NASEF Code of Conduct
- Designated person for taking screenshots (not always needed for Score Reporting, but useful for record keeping)

These resources are all linked in your matchmaking email! (Except for the screenshotter, you’ll have to provide that one on your own.)

After the Match

After every game is over, make sure your team takes screenshots of the DEFEAT/VICTORY page for record keeping. It looks like this:
Preparing for Next Week

Your tournament match is done and you’ve reported your scores. GG! Now, it’s time to prepare for next week’s match.

Want to change your roster for next week’s match? Weekly roster changes for the following week of gameplay are due every Thursday, 4PM PT/7PM ET.

See our Weekly Roster Changes guide for a full explanation on how to submit roster changes.

Want your next game streamed? After receiving your next match assignment email, fill out the stream reservation link provided in that email!

**NOTE:** You must contact your opponent first and get their consent before requesting your match to be streamed.
You’re Done!

We recommend keeping your match assignment email open and readily available during tournament days. Important documents like rules, 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, tournament@nasef.org, info@esportsfed.org, info@nasef.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!