



HIGH SCHOOL ESPORTS LEAGUE HANDBOOK

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QUICK OVERVIEW

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



2 GETTING STARTED

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.



View the Presentation

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



Why Esports?

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

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!"



2 GETTING STARTED

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?](#)

[View HSEL Deck](#)



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.

[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>). Plan out some topics for the first meetings to keep things on track. Your teacher advisor can help with this.

2 GETTING STARTED

2.5 Host your first team meeting

- ▶ Create a set time and intervals for team 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.

VARSIITY ESPORTS INTRO

4.1 Initial Checklist

- ▶ Follow steps 3-7 on this document:

[**Getting started with a Club**](#)

Pay by invoice or students can pay individually:

[**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



6. Register roster for upcoming tournaments



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

4 VARSITY ESPORTS INTRO

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!

3 YEAR PROGRAM

Choose your path!

LEAGUE PRO



(CLASS) **HUNTER**

ACTIVE PERK



Unlimited Slots for EVERY HSEL Season

NO price increase Year over year

Already have your esports equipment?
Pick this option and be rewarded with a massive discount that is immune to future price increases.

PASSIVE PERK



60% OFF ANNUAL LEAGUE FEES

~~\$5360/yr~~
~~or \$447/month~~

\$2144/yr
or \$178/month

HSEL ESPORTS EQUIPMENT BUNDLE



(CLASS) **ENGINEER**

ACTIVE PERK



6 Sets of Premium Razer Peripherals
BlackWidow Ultimate keyboard
DeathAdder Essential mouse
Elettra V2 headset & pic

6 High End, Hand Built Maingear PC's
Processor: AMD Ryzen 5 2600 6-core / 12-thread 3.4GHz (3.9 GHz Boost)
Memory: 16GB HyperX FURY DDR4-2666 (2x8GB)
Graphics Card: NVIDIA GeForce GTX 1660 Ti 6GB GDDR6
Drive: 1TB mechanical HDD

Unlimited Slots for EVERY HSEL Season

NO price increase Year over year

To help you level up your esports efforts, we'll send 6 high end PCs, complete with peripherals and monitors to your school.

\$4000/yr
or \$333/month

6

FUNDING

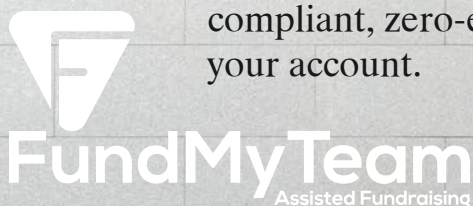
6.1 STEM Grants

- ▶ One relatively quick way to implement esports is by writing for STEM grants to fund curriculum and equipment. These grant and other resources may be of interest to your campus.
 - Byte Speed
 - Video Game Grants and Scholarships
 - Scholarships for Women
 - STEM Grants
 - Frey Scientific
 - ITEST
 - After School STEM
 - Esports Course



6.2 Fundraising

- ▶ High School Esports League has partnered with **FundMyTeam** to provide an easy, hands-off fundraising service for esports programs.
 - Fast: 25-day all-online campaigns, net funds go directly and immediately to your account—no waiting until your campaign ends.
 - Easy: FundMyTeam Captains run your online campaign for donors and local sponsors—texts, emails, social media, thank-you notes and tax-deductible donor receipts.
 - Low Cost: \$0 up-front, 12.1% fee on funds raised.
 - Safe: 90% of campaigns succeed, all data is 100% COPPA Law compliant, zero-email retention, all net funds are 100% secure in your account.



RULEBOOK

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 play in 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.

PARTNER PERKS



VARSITY ESPORTS

- ▶ Our club management, competition, and stat hub for student athletes.
- ▶ Streamlines club management and tournament entry
- ▶ Earn EXP and Varsity Points for completing tasks, all while building an esports resumé

KONTROLFREEK

- ▶ Provides discounts and prizing for our competitors
- ▶ Supplied \$300 of scholarship money or a Nintendo Switch, Xbox One, or PS4 for the winners of our Summer Open 2019.



msi

- ▶ Supplied esports computer labs for the winners of our Summer Invitational 2019.
- ▶ Supplied peripherals for the winners of our 2019 Fall and Spring Majors
- ▶ Gave out peripherals for our social media giveaway



Microsoft

- ▶ Helped create and distribute the esports curriculum for all student gamers and schools



R A Z E R

- ▶ Our peripherals partners supplying high end peripherals for our competitors
- ▶ Supplies peripherals for the 3 year program deals

MAINGEAR

- ▶ Our hardware partners supplying high end computers for our competitors
- ▶ Supplies computers for the 3 year program deals

RESPAWN

LIVE TO PLAY ANOTHER DAY

- ▶ Discounts on gaming desks and chairs for our competitors
- ▶ Supplied prizing for social media giveaways



STEM.ORG
ACCREDITED
EDUCATIONAL EXPERIENCE

PLANNING LAN/FUNDRAISING EVENTS

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.

FREQUENTLY ASKED QUESTIONS

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@highschoolsportsleague.com

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

payments@highschoolsportsleague.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!