



Independent
Association of
Prep Schools

ONLINE MINECRAFT CAPTURE THE FLAG

Bookings open – Wednesday 24th September 2026, 08:00

Bookings close – Friday 5th December 2026, 23:55

Cost of entry – £80 per team

About the competition

An online esports competition for IAPS member schools, run in partnership with DAIGON. Pupils will compete in Minecraft Capture the Flag matches against other IAPS schools across the UK and internationally.

- Matches take place on Minecraft Education Edition via DAIGON's secure competition platform
- An expert from DAIGON will lead the competition and provide online and offline support
- Winners will earn the title IAPS Online Minecraft Capture the Flag Champion
- The top-performing teams will also have the exciting opportunity to qualify for an international competition in Malta

Who can take part?

- Pupils in Years 4–8 of any ability level (maps are designed for both beginners and advanced players)
- All competitors must attend an IAPS school
- Prep School pupils only – Year 7 and Year 8 pupils in Senior Schools are not eligible for U12 and U13 events

Key dates * All events: 15:30–16:30

Date	Event
23 Sept 2025	Entries open
Sept–Dec 2025	Set up accounts & teams
5 Dec 2025	Entries close
22 Jan 2026	Practice Week
29 Jan 2026	Team Qualifier 1



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5 Feb 2026	Team Qualifier 2
12 Feb 2026	Team Qualifier 3
26 Feb 2026	Team Qualifier 4
5 Mar 2026	Team Final

Booking process

- Book online via the IAPS website.
- Only school staff with a school email address can book.
- If fully booked, join the waiting list – spaces not guaranteed.
- Cost: £80 per team.
- Read the IAPS [Booking Terms & Conditions](#) before booking

Competition format

- Played on Minecraft Education Edition
- Teams are made up of 5 students
- Each match = 2 games (15 mins each + setup time)
- Possible results: 1–1 or 2–0
- League draws remain; elimination draws use tie-breaker rules
- Pupils must play from school under a teacher's supervision

Expectations

Pupils must:

- Take part in at least one practice session
- Follow the [Code of Conduct](#) and [rules](#)
- Use provided accounts without altering settings (except key bindings)

Teachers must:

- Complete booking by 5 Dec 2025
- Set up your school page on DAIGON's platform
- Review game and platform guides to support pupils
- Assist with setup on match days
- Join live support calls on competition days
- Supervise pupils throughout all matches



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Online safety

- Chat is disabled in all maps
- Cheat mode is not allowed
- Games are run in a secure environment with teacher oversight

Getting started

Before you begin

- Check your hardware meets minimum requirements
- Run the IT checklist past your IT department
- Submit your expression of interest form

Setting up Minecraft Education Edition

- Download Minecraft Education Edition from the provided [link](#)
- Download the CTF Map
- Import the map following our CTF Guide
- Test on your devices for performance issues
- Book a network test call with organisers

FAQs

Q: Is there an upper age limit?

A: U13: Under 13 on 31 Aug 2025 (born after 1 Sep 2012)

Q: Is there a lower age limit?

A: Expected Year 3+; younger players allowed at the school's discretion if experienced

Q: Where are matches played?

A: At school, supervised by a teacher

Q: How will the tournament be conducted?

A: Students use provided Microsoft accounts, and matches are coordinated through



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our platform

Q: Team size?

A: Min: 5 players (4 allowed if illness). Max: 7 players

Q: Match length?

A: 60 mins total, 2 x 15-min games plus setup time

Q: Logging in late?

A: Late logins may forfeit the first game

Q: How are points scored?

A: 1 point per flag capture returned to base. Most points wins

Q: Cheating?

A: Penalties issued according to incident regulations

Q: Do teachers rank players or assign maps?

A: No – all can participate regardless of experience level