IAPS x Daigon Esports Competition 2025-26

Rules, Formats, and Minimum Requirements

Welcome to DAIGON!

Dear IAPS School Staff,

We are excited to have you join the IAPS x Daigon Esports Competition 2025-26 in partnership with DAIGON Esports. We're looking forward to getting the competition underway and connecting the IAPS community through esports. Below you will find an overview of the game we will be hosting for the 2025-26 competition (Minecraft "Capture the Flag") along with our Rule Book and Code of Conduct. Please make sure you carefully review the minimum requirements and formats to make sure you are up to speed ahead of the competition. Once you have read this document, we recommend reading the guide on how get your school ready to compete in DAIGON Esports (Guide to Hardware).

If you have any questions feel free to reach out by email at support@daigonesports.com or book a short support call here with our competitions manager Adam who will be happy to help.

Table of Contents

1. Roster Requirements

- Each team must have the minimum number of players required to play their respective esport title, as detailed in their respective sections of this rulebook.
- Teams may compete with fewer than the minimum number of players on game day if a player is unavailable and the game allows for such.
- All players must be registered members of their respective teams.
- Newly Enlisted Schools are only allowed to register two teams per teacher. (overseeing adult) Returning schools have this number raised to 5.

2. Coaching Staff

- Each team is required to have a coach, who must be a faculty member or individual approved by the school administrator.
- Coaches cannot be a starting player, substitute player, or active player.
- Coaches must be at least 18 years old and cannot be enrolled as a school student.
- Coaches can represent only one school.
- Multiple coaches can be assigned to multiple teams, as long as one coach is present

3. Coaching Duties

- Coaches must be present (at a strict minimum virtually) during their team's matches and be reachable via DAIGON Esports' platform's Game Day Chat & Meeting Call. Coaches requiring to be present only virtually for their students will be obliged to join the meeting call to avoid unnecessary delays in support.
- Coaches must confirm that their teams are available to play prior to a match.
- Coaches must approve all in-game names, which must adhere to the guidelines detailed in Section 5 of this rulebook.
- If a coach is absent, an interim coach must be assigned.

4. Team Names

- Team names must not exceed 15 characters, contain punctuation or special characters, or use vulgarities, obscenities, or offensive language.
- Team names must be reviewed by coaches.
- Team names cannot be changed whilst an event is ongoing. Should an event be split into seasons or terms. A team may opt to change their name in between seasons.

5. In-Game Names

- In-game names may include uppercase letters, lowercase letters, numbers 0-9, underscores, or single spaces between words only.
- In-game names must not contain vulgarities, obscenities, or offensive language.

6. Tiebreakers and Standings

- First Tiebreaker: Overall Performance (results against each school in competition)
  - Wins
  - Win/Loss/Draw Ratio
- Second Tiebreaker: Direct Encounter (Direct match encounter between tied teams)
- Third Tiebreaker: forfeits and sanctions

7. Match Day Protocols

- Teams must be ready to play at their match time.
- Forfeiture due to lateness or technical issues are subject to the conditions detailed in Section 8.

8. Forfeits and Technical Issues

- **Late Turnup Policy:** A team is considered late if it does not have the minimum number of players ready to compete at the designated start time of a game within a match, unless having previously contacted an admin about having to play at a player deficit.
- A team is considered late if they have not shown up within 15 minutes of the start time of the Match.
- If no communication has occurred within these 15 minutes by one of the teams, that team will forfeit Game 1 of that series.
  - A subsequent 15 minute more will make that team forfeit the entire match. i.e. If a team doesn't turn up for 30 minutes, they forfeit the match.
  - Any forfeited games count as losses in the match but do not automatically disqualify the team from participating in subsequent games, provided they meet minimum readiness requirements.
  - **Conditions for a Game Restart:** If both teams face an issue, the game restarts. If a team faces an issue that could've been avoided by being better prepared, or due to an issue with the school's infrastructure (IT), that team forfeits that game.
    - Exceptions apply to Minecraft, where when a server crashes due to various reasons, such as host PC sleep. The game state is saved and the match can be continued by getting everyone back on.
      - In this scenario, the host team is required to communicate clearly with the opposing team, the admin should join first and pause the match and all players are required to connect before continuing.
      - Should the host team join early and gain an advantage, this may be considered as grounds for an automatic forfeit.
      - Repeated Crashes: Should a host team keep crashing continuously, this falls under a school's IT Infrastructure, and as such that team will forfeit that game.
- **Forfeits**:
  - If a team fails to show up, can't compete, violates the code of conduct, includes ineligible players, doesn't communicate with officials, or lacks a coach during a match, the match will be forfeited.
  - A School should notify DAIGON by at least 1 week before a Game-Day when forfeiting a match due to being unable to attend a session.

○ Should a team miss 2 or more game-days without prior warning, DAIGON reserves the right to exclude the team from advancing further into the competition.

9. Competition Conduct

- A wide array of actions, including cheating, hacking, exploiting game bugs, using signaling devices or other forms of unfair assistance, are strictly forbidden. Additionally, inappropriate language, insults, disruptive behavior, unauthorized communications and other forms of disrespectful conduct are not allowed as outlined in our code of conduct.
- **Unsportsmanlike Behavior**:
  ○ Unsportsmanlike behavior of any kind, such as harassment, discrimination, engaging in criminal activity, disclosing confidential information, non-compliance with league decisions, match-fixing, and bribery, is punishable whether or not committed intentionally.
- **Coach Conduct**:
  ○ Coaches are expected to behave with respect, dignity, and professionalism. They're responsible for managing player behavior, maintaining equipment, communicating openly and frequently, being present for matches, and following and enforcing all league rules.
- **Cheating:**
  ○ If a player is caught cheating at any time during a match. The team will immediately forfeit the entire match regardless of score, and the player will be suspended until a resolution is agreed upon by DAIGON and any other organizers involved as well as the school.

10. Spirit of the Rules

- DAIGON Esports holds final decision power regarding rule interpretation, player eligibility, scheduling, and penalties for misconduct. The rules can be changed at any time to maintain the competition's integrity and ensure fair play. Furthermore, DAIGON Esports officials have the authority to act in the best interest of the league, even if specific conduct isn't outlined in the rules.

11. Rescheduling Matches

- For a team to reschedule a match, DAIGON must be informed at least 1 week in advance. Additionally a school is only allowed to reschedule at

most 10% of their matches in a league. (Should 10% be less than 1 match, then they will be allowed 1 match to be rescheduled.)

Minecraft Education Edition

Capture the Flag Mode

Overview

Description

"Minecraft Capture the Flag" is a popular game mode that involves two teams of five competing to capture the other team's flag and return it to their own base while defending their own flag from being stolen.

Team Size

5 Players

Game Price & Requirements

Free to download requires paid Minecraft for Education Licenses (provided by DAIGON Esports)

Competition Format

Game Format

- Every game is played on the provided Capture The Flag map.
- Map Duration varies on the outlined setup for that particular competition but may be one of the following:
    - 10 minutes
    - 15 minutes
    - 20 minutes
- If a Match is tied at the end of the regular time interval, an overtime will be triggered with the following specific rules to win:
    - 1st team to score a flag point.

- 1st team to be wiped out
- Tiebreakers - Should a game stay tied after overtime the following rules apply:
  - Team with higher frags takes the overall win.
  - Other game in a best of series used to tie break - eg:
    - Game 1: Flags - 5:5 / Frags - 12:12
    - Game 2: Flags - 7:5 / Frags - 13:6
    - In the above scenario of a Best of Two, Team A would win as Game 2 would give them the advantage, regardless of the Game 1 tie score.
  - If the competition is being played as Best of One series, the following applies:
    - In a League format - Draw is the final result.
    - In an elimination bracket format - A tiebreaker game at minimum time has to be played - 10 minute duration, with the golden flag rule - 1st team to capture a flag wins.

Map

Released at the start of the season - Link

Substitutions and Minimum Number of Players

- **Allowed to compete with fewer than the minimum number of players:** Yes. A team playing with less than the recommended minimum players agrees that they will be playing at a disadvantage & it is in no way their opponents' responsibility to even out the playing field.
- Teams may have more than the recommended 5 players. The Capture The Flag map has an inbuilt substitution system, allowing for players to be swapped each time a teammate is eliminated during a game.

Minimum Requirements

Operating System

For the latest information: https://education.minecraft.net/en-us/licensing

Windows

OS	Windows 11, Windows 10, Windows 8*, Windows 7*
CPU	Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent
RAM	2GB
GPU	GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4
GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4	
Disk Space	At least 1 GB for game core, maps and other files

- These are the minimum supported versions. The game should be able to run on these operating systems but Minecraft will not be fixing any current or future bugs on these versions.

Mac

OS	macOS Catalina 10.15* and up
CPU	Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent

RAM	2GB
GPU	GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4
GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4	
Disk Space	At least 1 GB for game core, maps and other files

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    These are the minimum supported versions. The game should be able to run on these operating systems but Minecraft will not be fixing any current or future bugs on these versions.

Chromebook

OS	Chrome OS 83 and up
CPU	Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent
RAM	2GB
GPU	GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4

GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4	
Disk Space	At least 1 GB for game core, maps and other files

iPhone (not ideal) / iPad

OS	**iOS 11/iPadOS 11 or higher**
RAM	2GB

Android Phone (not ideal) / Tablet

OS	**Android 8.0 or higher**
CPU	32 or 64 bit
RAM	1GB
Disk Space	At least 1 GB for game core, maps and other files

Additional Requirements

- Mouse + keyboard
- If on iPad/Tablet: Controller (not required but highly recommended)