

Washington eSports

UNIVERSITY *of* WASHINGTON

Player's Manual

AN OVERVIEW OF PLAYER EXPECTATIONS & RESOURCES



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INTRODUCTION

"To maintain competitive dominance, break stereotypes, & legitimize collegiate eSports."

The University of Washington has long been a powerhouse in collegiate eSports. In the 2013 – 2014 school year, the University of Washington won the League of Legends North American Collegiate Championship. Additionally, UW has won several other titles and has been highly ranked in various other eSports as well. In order to maintain this dominance the UW needs to actively cultivate and develop its top-tier players into cohesive team structures and provide the resources for their continued success. While traditional sports have access to the resources available to the athletics department, support for eSports is limited.

Washington eSports serves as a direct response to the lack of University support. Washington eSports strives to become the structure and support our players need to not only thrive as a team but as college students. Additionally, Washington eSports hopes to be the primary advocate for eSports on campus and to gain recognition from the University administration. These values and goals can be summarized by our mission statement:

"To maintain competitive dominance, break stereotypes, & legitimize collegiate eSports."

This manual serves as an initial attempt to answer these goals. Within this manual you will discover the expectations required of collegiate athletes, these types of requirements were constructed to emulate an environment similar to those within the Athletics department. Additionally, we have gathered the many resources that you will find useful in your college endeavors and to meet the expectations set out for you. The path of a collegiate athlete is a time-consuming and requires commitment, determination, and perseverance however together we firmly believe we can not only develop the best collegiate eSports team in the world but bonds and friendships that last a lifetime.

QUALIFYING FOR THE NACC

There are four chances to qualify for the NACC; two leagues and two tournaments. In order to qualify you must place 1st in one of these four opportunities.

The North American Collegiate Championship (NACC) is a continent wide collegiate tournament hosted by Riot Games. 540 teams from over 300 universities in North America competed for the opportunity to win \$30,000 in tuition for each player and a trophy for their school. Schools are divided up by regions: West, North, South, East. The University of Washington is in the West region, this region is arguably the most difficult and many of the top teams in North America reside in this region. Within a season there are four chances to qualify for the NACC; two leagues & two tournaments.

COLLEGIATE STAR LEAGUE (CSL)

CSL has two divisions, a premier and open league. Only teams in the premier league can qualify for the NACC. Teams must place in the top three respectively in their division in order to qualify for playoffs. Teams that qualify for playoffs then play, tournament style with seeding decided by league results. The team that wins the final for their region qualifies for the NACC.

IVYLOL

IvyLoL has two divisions, a premier and open league. To qualify for the premier league, teams must compete in two qualification tournaments. The top 5 in each tournament are then entered into the premier league. These teams then compete in league play and the top 4 teams at the end of the season play for the NACC seed for their respective region.

NACC QUALIFICATION TOURNAMENTS

These tournaments are open entry and are generally fairly large. Teams play in a single elimination format up to certain point where it then transitions to a best-of-three format. The winner of each respective region's tournament will qualify for the NACC.

EVENTS & FUNCTIONS

A description of events and functions that will occur throughout the season.

TEAM PRACTICE

Team practices will occur two times a week and will approximately be around three hours. These practices will be either scrimmages or Ranked 5's, generally we will attempt to play at least three games. During each practice we will try and focus on a certain element of our play and focus primarily on improving in that aspect. Whether it's a strategy, communication, or gaining team synergy every practice will have a purpose. Players should come into practice with a positive and coachable mindset.

ORGANIZATION MEETINGS

Organization Meetings will be scheduled, at minimum, monthly. It is during this time that we can set goals for Washington eSports and evaluate our progress toward goals already set. These meetings are important as they are the time that we can set the vision for our organization and generally get everyone on the same page. Players should come to organization meetings with a collaborative mindset.

PRE-MATCH ANALYSIS MEETINGS

The day before important matches the team will have come together to discuss strategy and other aspects that are vital to success against a team. It is during these meetings that we will figure out picks and bans, at least for the first match, and try and prepare ourselves to the best of our abilities. Players should come to these meetings having done some research, at least on a preliminary level, on enemy teams and be prepared to listen to what the analyst and other players have observed.

TOURNAMENTS (OFF-SEASON)

Tournaments will primarily be played during the off-season and are a chance for the team to win some prizes/RP/Cash. Tournaments can take a large amount of time to complete. As a result, players will be notified at least two weeks in advance if we are going to play in a tournament in order to adjust their schedules accordingly.

MATCHES (IN-SEASON)

Matches will be best of threes and are played on Saturday and Sunday at noon. It is imperative that you be available at these times as many teams are unwilling to reschedule matches.

BONDING EVENTS

Playing as a team means more than just playing League together, we will have bonding activities such as hikes, game nights, and social events. These events will serve as a way for the team to simply have fun together, not everything has to be about competition.



PLAYER EXPECTATIONS



An overview of what is expected of players throughout the season.

CODE OF CONDUCT

Players will follow the “Code of Conduct.” In general, players will be asked to portray both their university and organization in a positive light at all times and comply with all University policies and regulations. Violations of the code of conduct will be dealt with on a case by case basis and on the severity of one’s actions.

MINIMUM GPA

Players will be required to have at least a 2.75 every quarter. Players who fail to meet this GPA requirement will be put on academic probation. While on academic probation, players will be required to study 8 hours with another player or staff member in a public place such as a library or café. Players who fail to meet the minimum GPA requirement for two consecutive quarters will be dismissed from the team.

FITNESS PLAN

Players will be required to choose a fitness plan, submit this fitness program to their manager, and follow it throughout the quarter. General program requirements include working out or being active at least 3 times a week. One of Washington eSports core goals is to break the gamer stereotype, we believe that fitness is an important aspect of being a well-balanced person and will have a positive impact on confidence, gameplay, and health.

SOLO QUEUE

In order to improve mechanically and as an individual, Players will be required to play 15 games of solo queue every week. These can be played at a player’s discretion however each game needs to be tracked and some sort of reflection on each game should be implemented. For example, taking notes each game on what you did well or what you did poorly.

CODE OF CONDUCT

The Code of Conduct. Every player must abide by these rules and encourage their teammates to adhere to them as well.

Washington eSports expects its student-athletes to conduct themselves at all times in a manner that embodies and reflects the values and traditions associated with the University of Washington. This is "The Washington Way."

Participation in intercollegiate athletics is not a right. It is a privilege and opportunity accompanied by important responsibilities. Student-athletes are high-profile representatives of the University of Washington, and their behavior is closely scrutinized by their peers, the campus community, the citizens of Seattle and the State of Washington, and the media. The actions of a single student-athlete can reflect positively or negatively on the individual student-athlete and his or her team and coaches, Washington eSports, and the entire University. Student athletes should represent themselves and the University with honesty and integrity at all times and in all of their pursuits – in the classroom, in competition and in the community. Student-athletes shall abide by this Student-Athlete Code of Conduct and the University Of Washington Student Code Of Conduct, and they should support and encourage each other in their efforts to do the same. Student-athletes are encouraged to ask questions of the coaches and University staff before engaging in any activity that might jeopardize eligibility or violate this Student-Athlete Code of Conduct. A student-athlete who violates this Student-Athlete Code of Conduct may be subject to disciplinary action from both the University and Washington eSports.

ACADEMIC INTEGRITY

Academic integrity is the foundation of education. University of Washington student-athletes commit to conducting all academic pursuits with honesty, fairness, respect and responsibility. Student-athletes shall maintain the highest standards of academic conduct and abide by the letter and the spirit of all academic honesty policies of the University. Student-athletes shall neither participate in nor condone any form of cheating/academic dishonesty. Academic violations include:

- **Plagiarism.** This includes using another writer's words, ideas, structures without proper citation; failure to use quotation marks to credit the work of others; using a paper written by another individual or writing service; writing a paper for someone else; or presenting another individual's computer code as your own.
- **Cheating on exams/course assignments.** This includes copying from someone else's paper; unauthorized use of notes during exams; altering an exam for re-grading; obtaining an advance copy of an exam; using or serving as a surrogate test-taker; falsifying data; or unauthorized collaboration.
- Assisting others in any form of cheating/academic dishonesty.
- Falsifying reasons for taking a make-up exam or submitting assignments late.
- **Submitting the same paper or other coursework for credit in two different classes.** It is each student-athlete's responsibility to know and follow the University of Washington Student Code of Conduct and its academic honesty policies. Ignorance of the rules is not a defense to a charge of academic dishonesty

SPORTSMANSHIP

All student-athletes are obligated to represent themselves, their team, Washington eSports, the University and their communities with the highest level of sportsmanship. Members of the community, and especially young boys and girls, admire student-athletes and look up to them as examples. Student-athletes must conduct themselves according to the following ideas and principles:

- Treat teammates, opponents, coaches, officials, media and fans with respect, fairness, civility and courtesy.
- Accept victory humbly and without boasting;
- Accept defeat graciously and without complaint;
- Take advantage of opportunities to develop oneself as a skilled competitor; train hard and strive for the highest degree of athletic achievement;
- Exert maximum effort within the rules of the game;
- Maintain self-control in both language and action;
- Admire earnest effort made fairly in pursuit of victory;
- Never use the prospect of defeat as an excuse for unethical or unsportsmanlike behavior; and
- Accept the role of a public figure and embrace that role to set a positive example for others.

PLAYER RESOURCES

A collection of campus and other resources that players can utilize to succeed in college and team settings.

TIME MANAGEMENT

Time management is vital to success in college. Due to the large amount of time that needs to be committed to improve at the top levels of play, having mastery over your time is important in order to meet academic, team, and personal obligations.

A TYPICAL WEEK OFF SEASON

Monday:
7pm - 10pm Team Practice
Wednesday:
7pm - 10pm Team Practice
Friday:
7pm - 10pm Team Practice
Saturday:
12pm - 3:30pm Tournament/ Bonding Event

IN SEASON

Monday:
7pm - 10pm Team Practice
Wednesday:
7pm - 10pm Team Practice
Friday:
7pm - 9pm Pre-Game Analysis
Saturday:
12pm - 3:30pm CSL Match
Sunday:
12pm - 3:30pm IvyLoL Match

You will spend around 15 hours a week on team events excluding time spent practicing as an individual. You will not have time to mess around, that doesn't mean you can't plan for social events it just means that you have to optimize your time and studying during those 20 minute breaks between classes instead of messing around.

TECHNIQUES & RESOURCES

Schedule Time in Advance: Planning your week in advance will assist you in managing your time. Primarily, it will allow you to see how much time you have for all aspects of your life and how you will fight it all in. Using a calendar or planner is important as it will relieve the stress of having to remember exactly what you need to do each day.

Use a Task List: Using a task list will help you become more effective in completing tasks important to your life. By using a task list you allow yourself the ability to prioritize which tasks are the most important and motivate yourself to get them done, it also helps your remember exactly what you need to do.

Eliminate Distractions: Multi-Tasking while effective for some things is generally not the most effective way to complete tasks in college. Find a place where you can focus and finish each task you need to complete one by one.

ACADEMICS

Your academic pursuits should always be your highest priority. It is the reason you have come to college and it is what will help you gain employment when you graduate from college.

TECHNIQUES & RESOURCES

CLUE: CLUE meets Sunday – Thursday 7:00pm – Midnight in Mary Gates Hall. It is a great resource to get homework and study help. Tables are set up to allow students to work collaboratively and seek help from both students and tutors.

Office Hours: Office hours are the single most underutilized resource and yet are the most powerful. Get help from the person that is teaching your class, they will tell you almost exactly what you need to do to succeed. Go to them at least once a week.

Study Files: Washington eSports has a vast array of study files that you can use to see how people have worked through a class previously. These files include past midterms, homework assignments, and notes.

Teammates: We all are at different parts of our collegiate journey and some of us have more experience than others. Many of us have taken classes that you are going to take. Utilize the knowledge of other people on the team. Additionally, take classes together. Classes are more fun when you take them with friends.

Go To Class & Pay Attention: This may be shocking but actually going to and paying attention in lecture has a strong correlation to positive academic results. Do it.

Set Aside Study Time: Setting aside distraction-free time to get your work done is absolutely vital to academic success. You should be spending around 20 - 25 hours in total on homework and lectures.

Practice Midterms: Before going into a midterm, you should take at least three practice midterms beforehand. Taking practice midterms will allow you to familiarize yourself with the test format while getting an idea of the type of questions that will be on the test.

FITNESS

TECHNIQUES & RESOURCES

IMA: Included with your tuition is a quarterly membership to the IMA. They have all the equipment you need and are conveniently located by campus.

BodyBuilding.com: If you have never lifted weights or are unsure where to start, this website is a great resource to find workout plans. Some of their more renowned workout plans include Jim Stoppani's Shortcut to Shred & Shortcut to Size.

Teammates: Working out together is a great way to stay fit while having fun. Keeping each other accountable to your fitness plans will help you guys stick with them and make it more enjoyable for everyone involved.

Strava.com: If you are into cardio, particularly running and cycling, this application will help you track your runs and keep record of your results.

MENTALITY & EMOTIONAL SUPPORT

TECHNIQUES & RESOURCES

UW Counseling Center: UW offers free counseling to UW students who are struggling. If you feel something is wrong but aren't sure what it is, going to a counselor and talking to them about how you feel can help you figure out why you are feeling the way you are.

Teammates: We are here for each other in good times and in bad, you should feel like you can have an open dialogue with everyone if you really need it. Additionally, the coach and manager are also good options to talk to, we are here to support you and make sure that you are prepared to be your best self.

BRANDING

TECHNIQUES & RESOURCES

If you would like to develop an online presence within the League of Legends community, our staff will work with you to come up with a strategy to best take on this endeavor.

YouTube Creator Hub: The creator hub has many resources and techniques to help you learn how to best share your content, watching some of the videos and learning how to implement them into your online presence will help increase results. <https://goo.gl/26wgWS>

COACH

The Coach is responsible for ensuring that the team is practicing properly and that every practice is being used to improve the team. The Coach will set the tone of the team and will be responsible for teaching and implementing team strategies.

RESPONSIBILITIES

- Evaluate performance and provide suitable feedback, balancing criticism with positive and motivating comments.
- Assess strengths and weaknesses in a participant's performance and identify areas for further development.
- Demonstrate an activity by breaking the task down into a sequence.
- Encourage participants to gain and develop skills, knowledge and techniques.
- Inspire confidence and self-belief.
- Act as a role model, gaining the respect and trust of the people you work with
- Create personalized training programmes.
- Maintain records of participant performance.
- Decide the strategies and methods employed in each match.

MANAGER

The Manager is responsible for ensuring that players are aware of when practices, matches, and events occur. Additionally, the manager will be responsible for any team branding presence and will assist the coach in ensuring that team chemistry and mentality is in a positive state.

RESPONSIBILITIES

- Gather player's schedules and sets the practice and event schedule for the team.
- Register team for tournament and league play and ensures that team is properly qualified and ready to play.
- Promote and assist in the creation of team chemistry and a positive team environment.
- Ensure that players are being academically successful and monitors that players are putting adequate time towards academic endeavors.
- Ensure that players are following the fitness regiments they have decided to implement.
- Maintain the Washington eSports brand and broadcasts official matches and scrimmages
- Ensures that players are conducting themselves in a manner that reflects positively upon the university and Washington eSports.
- Help players acquire the knowledge and skills necessary for players to better their online presence, should they choose to.
- Ensure that team requirements are met and that players are regularly meeting both team and individual goals.