

## BSME Esports Competition

BSME and DAIGON are delighted to announce and invite you to the first BSME Esports Competition for the 2025/26 academic year. Details are found below and in the attachments and links provided.



**Games:** Minecraft Capture the Flag (5 players per team) & Rocket League (3 players per team)

**Minecraft** Capture the Flag, teams compete to steal the opposing team's flag and return it to their own base while defending their own flag from being captured. Players use strategy, teamwork, and in-game tools to build defenses, plan attacks, and navigate the map.

**Rocket League** is a fast-paced game that combines football with rocket-powered cars. Players work in teams to hit a large ball into the opposing team's goal while defending their own. Matches are usually 3v3, and teamwork, timing, and quick reflexes are key to scoring and winning.

### D A T E S

WED	↘		WEEK 1
<b>22</b>		APRIL	
WED	↘		WEEK 2
<b>29</b>		APRIL	
WED	↘		WEEK 3
<b>06</b>		MAY	

WED	↘		WEEK 4
<b>13</b>		MAY	
WED	↘		WEEK 5
<b>20</b>		MAY	
WED	↘		WEEK 6
<b>03</b>		JUNE	

### F I N A L S

WED	↘		FINALS DAY
<b>10</b>		JUNE	

### D E T A I L S

- **Time:** 3pm or 4pm UAE time for matches. Please confirm your preferred time when entering
- Age groups: Key stage 2 and key stage 3
- Cost: 100 AED per student (500 AED per team Minecraft, 300 AED per team Rocket League).

# Minecraft

## ► Equipment required:

Minecraft – can be played on any device including an iPad but a laptop/computer with a mouse is the preferred option as it is easier to use and compete. If using an iPad, we strongly recommend using it alongside a controller. Full details are on the 'Inclusion List' (details below)

## ► Student Squads

A squad consists of the students registered for the competition; a team will be nominated ahead of each game. In a game of Minecraft 'Capture the Flag', 5 players will take part.

Minecraft 'Capture the Flag' squad: minimum 5 players, maximum 7 players.

Schools can enter up to x2 squads per game, per age bracket. Additional squads may be allowed, depending on capacity.

Students can only be a part of one squad per age group, per game.

## Prizes



**1st Prize (Winner)**  
**\$300 Amazon vouchers**  
**(or equivalent)**



**2nd Prize (Runner-up)**  
**\$150 Amazon vouchers**  
**(or equivalent)**

**WINNERS WILL QUALIFY FOR THE SCHOOL ESPORTS WORLD CHAMPIONSHIPS: IN PERSON, IN MALTA IN Q4 2026.**

## IMPORTANT LINKS AND MORE INFORMATION

- [Guide to Hardware](#)
- [Inclusion List](#)
- [Detailed rules and formats](#)

REGISTRATION CLOSING ON **FRIDAY 5TH DECEMBER 2025, 12PM GST.**

**Please register [here](#) to participate in this competition.**

IF YOU REQUIRE ANY FURTHER INFORMATION PLEASE CONTACT DAIGON ESPORTS:  
**SUPPORT@DAIGONESPORTS.COM**

# Rocket League

## ► Equipment required:

To participate in Rocket League, players will need access to a Console or PC with the Rocket League game installed and updated to the latest version. Players can choose to use either a controller or a keyboard and mouse, depending on their preference. While not mandatory, a headset or microphone is highly recommended to facilitate communication with teammates during matches. Additionally, each player must have a Rocket League account linked to their Epic Games account to participate.

## ► Student Squads

Each Rocket League squad consists of three starting players, with the option to include one substitute, making a total of up to four players per team. To encourage broader participation and competitive opportunities, each school is allowed to enter up to two separate teams into the competition.

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**(or equivalent)**



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