



NASEFxCIF Esports Initiative

Game Titles & Whitelist Information

This guide should cover what ports and pages should be whitelisted by your IT department to provide full access during the NASEF Fall Open and the NASEFxCIF Esports Initiative.

This guide may be periodically updated, with the most recent version linked on our website.

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NASEF and UGC Domains to Whitelist:

Please whitelist the following for access to the NASEF and UGC infrastructure & communications:

Email from @nasef.org domains.

Email from noreply@ugcesports.gg

Websites:

www.nasef.org

<https://nasef.ugcesports.gg/>

We will be utilizing Discord for communication between our coaches. We expect coaches or team captains to be available and use Discord during game-day communications.

Rocket League

About: Rocket League is an online game that is rated E for Everyone by the ESRB. It does however contain online interactions that are not rated, though in many cases those are limited to pre-formed quick chat functions. Online voice chat is available but can be disabled on a console.

Rocket League can be easily described as “Soccer with remote control cars”, with the caveat that those cars have boosting and flying capabilities. The online page “[Common Sense Media](#)” rates this game as appropriate for children 8+ years of age. Here is a clip of [gameplay from the RLCS Championships](#). “[What is Rocket League](#)” Video overview.

Platform: Fully cross platform, it is available on PC, Nintendo Switch, PS4/5, and Xbox. 3 needed for a team.

Cost: Free.

Where to install: Epic Games Store (PC), individual game stores on each console.

Rocket League IT Guide:

[Epic Games Connection Guide](#):

Firewall exceptions:

- C:\Program Files (x86)\Epic Games\Launcher\Engine\Binaries\Win64\EpicGamesLauncher.exe
- C:\Program Files (x86)\Epic Games\Launcher\Engine\Binaries\Win32\EpicGamesLauncher.exe

Epic Games Launcher PC Port Forwarding: Set up port forwarding for the following ports: 80 (TCP/UDP), 433 (TCP), 443 (TCP), 3478 (TCP/UDP), 3479 (TCP/UDP), 5060 (TCP/UDP), 5062 (TCP/UDP), 5222 (TCP), 6250 (TCP/UDP), and 12000-65000 (TCP/UDP)

Port Forward [list of Rocket League Ports by specific console](#):

PS4 & PS5	<ul style="list-style-type: none">• TCP: 3478-3480• UDP: 3074, 3478-3479, 7000-9000
Switch	<ul style="list-style-type: none">• TCP: 6667, 12400, 28910, 29900, 29901, 29920• UDP: 1-65535

Xbox One & Series X	<ul style="list-style-type: none"> • TCP: 3074 • UDP: 88, 500, 3074, 3544, 4500, 7000-9000

Fill List of Epic Games **Domains to Whitelist:**

<https://account-public-service-prod03.ol.epicgames.com>
<https://launcherwaitingroom-public-service-prod06.ol.epicgames.com>
<https://launcher-public-service-prod06.ol.epicgames.com>
<https://www.epicgames.com>
<https://launcher-website-prod07.ol.epicgames.com>
<https://tracking.epicgames.com>
<https://accounts.launcher-website-prod07.ol.epicgames.com>
<https://accounts.epicgames.com>
<https://cdn1.unrealengine.com>
<https://cdn2.unrealengine.com>
<https://datarouter.ol.epicgames.com>
<https://entitlement-public-service-prod08.ol.epicgames.com>
<https://orderprocessor-public-service-ecomprod01.ol.epicgames.com>
<https://catalog-public-service-prod06.ol.epicgames.com>
<https://friends-public-service-prod06.ol.epicgames.com>
<https://lightswitch-public-service-prod06.ol.epicgames.com>
<https://accountportal-website-prod07.ol.epicgames.com>
<https://ut-public-service-prod10.ol.epicgames.com>
<https://epicgames-download1.akamaized.net>

<https://download.epicgames.com>
<https://download2.epicgames.com>
<https://download3.epicgames.com>
<https://download4.epicgames.com>
<https://static-assets-prod.epicgames.com/static/>
<https://store-site-backend-static.ak.epicgames.com>
<https://store-content.ak.epicgames.com/api>
<https://library-service.live.use1a.on.epicgames.com>
<https://datastorage-public-service-liveegs.live.use1a.on.epicgames.com>
<https://fastly-download.epicgames.com/>
store.epicgames.com
launcher.store.epicgames.com

League of Legends

About: League of Legends is an online, 5v5 “MOBA” Or Multiplayer Online Battle Arena. A MOBA is a team based game that requires a lot of strategy and teamwork to accomplish objectives. Each player controls a character, or “champion” with their own skill set and abilities. Players purchase items and level up their champions to win against the opposing team. League of Legends has at times been described as, “10 player team chess where there are over 100 different chess pieces with their own moves.”

League of Legends is rated T for Teen by the ESRB, and rated 14+ on the page “[Common Sense Media](#)”. Online interactions are not rated by the ESRB for these titles.

Platform: PC Only, 5 needed for a team.

Cost: Free

Where to install: [Riot Games Launcher](#).

Riot Connection Guide: [Riot Games Advanced Connections Troubleshooting](#):

Firewall Exceptions:

- C:\Riot Games\League of Legends\LeagueClient.exe
- C:\Riot Games\League of Legends\LeagueClientUx.exe
- C:\Riot Games\League of Legends\LeagueClientUxRenderer.exe
- C:\Riot Games\League of Legends\Game\League of Legends.exe
- C:\Riot Games\Riot Client\RiotClientServices.exe

Riot Games Launcher PC Port Forwarding:

League of Legends Game Client	5000 - 5500 UDP
Patcher and Maestro	8393 - 8400 TCP
PVP.Net	2099 TCP
PVP.Net	5223 TCP
PVP.Net	5222 TCP
HTTP Connections	80 TCP
HTTPS Connections	443 TCP

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Spectator Mode	8088 UDP and TCP
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Super Smash Bros. Ultimate

About: Super Smash Bros. Ultimate, or SSBU, is a fighting action game with cartoon characters from a variety of game franchises. Games are often played 1v1 or 2v2, or in larger groups with no teams. It is an action packed and cartoon fighting game played on the Nintendo Switch game console. Players battle to know their opponents off of platforms to score knockouts.

SSBU is rated E-10+ by the ESRB, which is “Everyone 10 and older” according to their rating system. SSBU is rated 12+ on the website “[Common Sense Media](#)”, and 10+ by Parents on the same site.

Platform: Nintendo Switch Only.

Cost: \$59.99 MSRP, Nintendo Switch Online Subscription required (\$19.99/year)

How to get it: The game can be purchased from the Nintendo Switch store or a physical copy at a retail store.

[Nintendo Switch Port Forwarding Guide](#)

[Setting up DNS Settings on the Nintendo Switch](#)

[How to configure a DMZ for the Nintendo Switch](#)

The nintendo switch requires a network environment of NAT A or NAT B to enable peer-to-peer communication.

Nintendo Switch Port Forwarding

Nintendo Switch	UDP Ports 1 through 65535 Inclusive Assigned to a Static IP address for the console.
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The Nintendo switch online is one of the most difficult to properly configure. Other IT departments have successfully got it online by.

Creating a Public Subnet and assigning a Public IP address to the console. With a public Subnet they can bypass the need for a DMZ or any port forwarding.

Additional Nintendo Switch Help:

The Oklahoma Scholastic Esports organization has offered this excellent resource for helping schools get online with the restrictions on the Nintendo Switch. This is copied here (with their permission), and linked [here](#) in case anything updates.

Nintendo requires an Open Nat Type due to their games using a peer-to-peer network to connect consoles. School systems are likely to have a strict Nat Type, which would limit the connections available to the Nintendo Switch. To resolve this, port forwarding will need to be set up using the following range: 45000 and 65535 UDP (ports can be TCP or UDP). An alternative is to set up a DMZ on the school network, and only allow Nintendo Switch consoles to connect.

Additional connectivity troubleshooting:

Set Up a Router's Port Forwarding for a Nintendo Switch Console

For step 4 under "On a PC or smart device", instead of entering a value in between 1 and 65535, enter a value between 45000 and 65535 UDP. Ports can be TCP or UDP.

Place a Nintendo Switch Console into a Router's DMZ

- You can also use the router's DMZ. The DMZ of your network is able to open to the whole internet separately from your internal network.
- As long as schools use the Nintendo Switch in the DMZ and not any actual computers, it won't open vulnerabilities to the network.

Enabling Peer to Peer

- For further support or information on Switch connectivity, the peer-to-peer feature allows you to directly communicate with other players.
- Enabling peer-to-peer connectivity within the Firewall will allow access for your team's Nintendo switch.

Nintendo Domains to whitelist:

- veer.hac.lp1.d4c.nintendo.net
- e0d67c509fb203858ebcb2fe3f88c2aa.baas.nintendo.com
- dragons.hac.lp1.dragons.nintendo.net

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- sun.hac.lp1.d4c.nintendo.net
- accounts.nintendo.com
- cdn.accounts.nintendo.com
- receive-lp1.dg.srv.nintendo.net
- ctest.cdn.nintendo.net
- capi.lp1.op2.nintendo.net
- broker.lp1.npns.srv.nintendo.net
- atom.hac.lp1.d4c.nintendo.net
- dauth-lp1.ndas.srv.nintendo.net
- bcat-list-lp1.cdn.nintendo.net
- bcat-data-lp1.cdn.nintendo.net
- beach.hac.lp1.eshop.nintendo.net
- app-a05.lp1.npns.srv.nintendo.net
- bcat-topics-lp1.cdn.nintendo.net
- lp1.npns.srv.nintendo.net
- consumer.lp1.npns.srv.nintendo.net
- tagaya.hac.lp1.eshop.nintendo.net
- veer.hac.lp1.d4c.nintendo.net