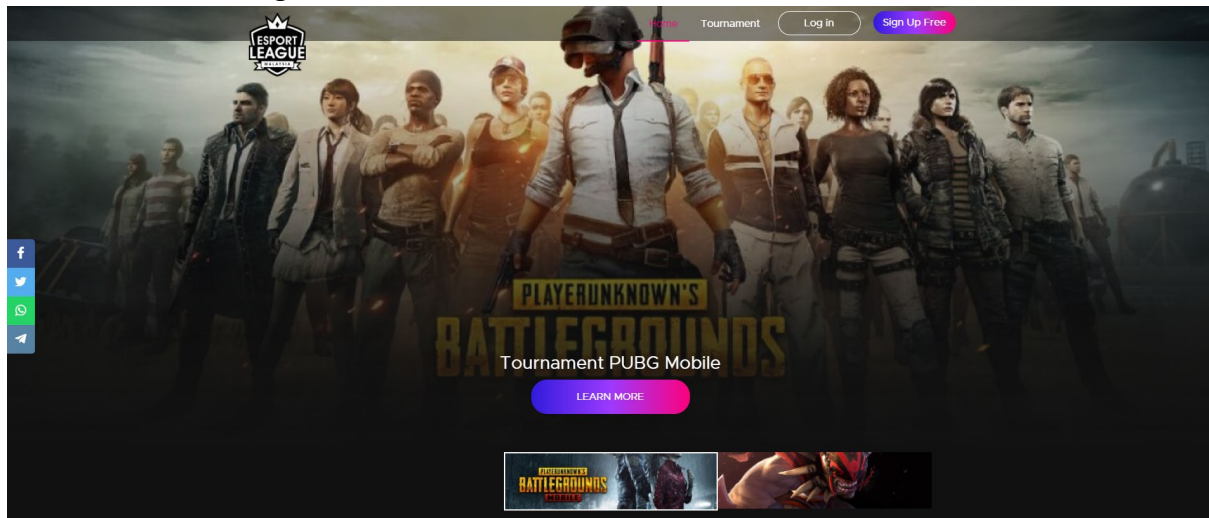


Sign Up as organizer

- At www.esukan.gg, as a new organiser you need to sign-up by clicking “Sign Up” and select “Event Organiser”.




- After clicking, you need to enter all the required information in the "Player" Tab. Click "Sign up Now" when complete filling in the details.

Note:

- Player is a user who is eligible to join tournaments that are listed inside www.esukan.gg.
- Event Organiser is a company who is either a games publisher, games developer or sponsorship company who would like to create tournaments within www.esukan.gg.
- The password must have at least one lower case, one upper case, one number and a special character.

The screenshot displays the 'Sign Up' form on the Esport League website. The form has two tabs: 'Player' and 'Event Organizer', with 'Event Organizer' currently selected. The form fields are as follows: 'Name' (text input with 'John' entered), 'Email' (text input with 'Email' entered), 'State' (dropdown menu with 'Select State' selected), 'Company Name' (text input with 'Company Name' entered), 'Company Registered Number' (text input with 'Company Registered Number' entered), 'Company Contact' (text input with 'Phone' entered), and 'Email' (text input with 'Email' entered). At the bottom of the form, there is a small label 'CEO Name'.

- You need to verify your email. Please check your email for the verification notice.



Home Tournament Log In Sign Up Free

Please check your email to activate your account. x

Log In

Email

Password

[Forgot password?](#)

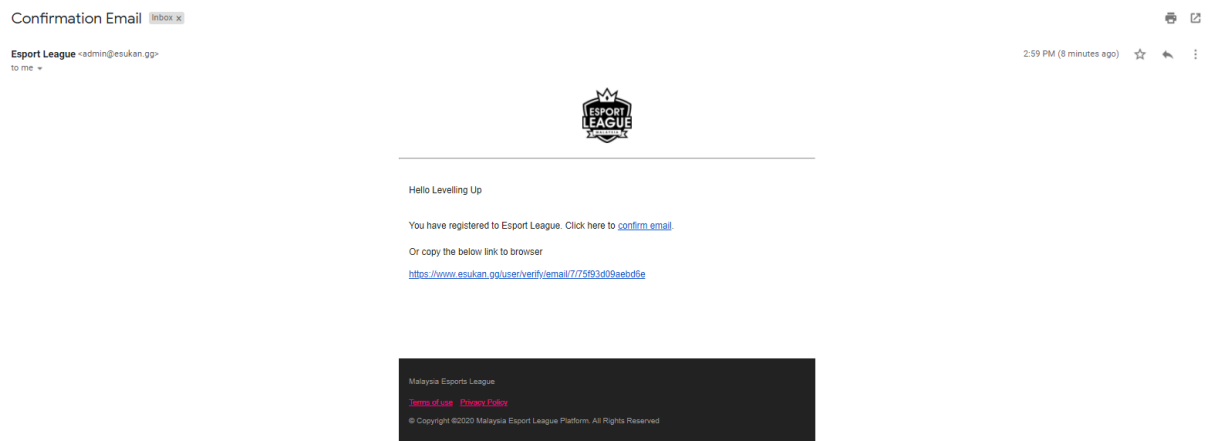
Login

or

Log in with Facebook

Not yet a member? [Sign Up Now](#)

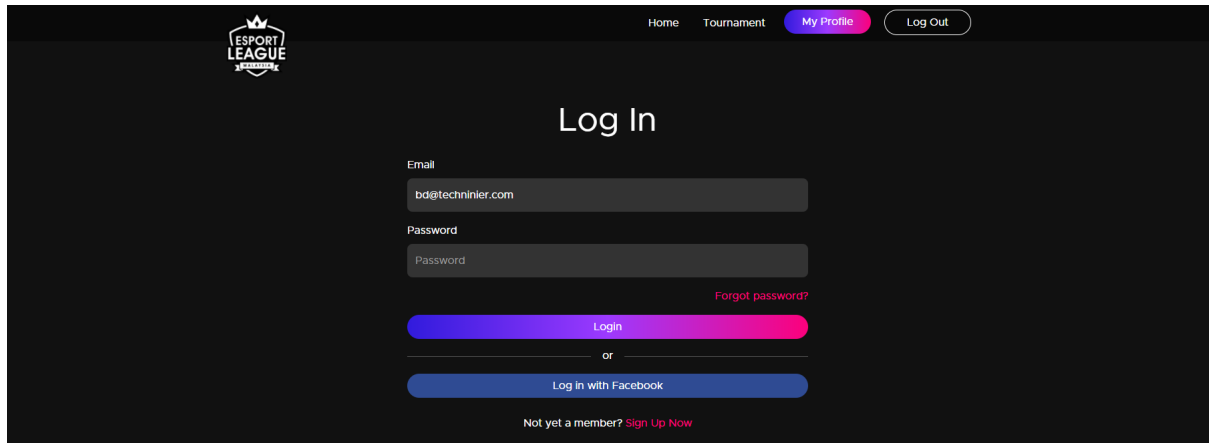
- Please login to your email inbox, locate the verification email and click "Confirm". If the confirmation is unresponsive, you click on the email's URL.



- Once verified, you may login to www.esukan.gg.

Login

- The login page for “Event Organiser” and “Player” are the same.

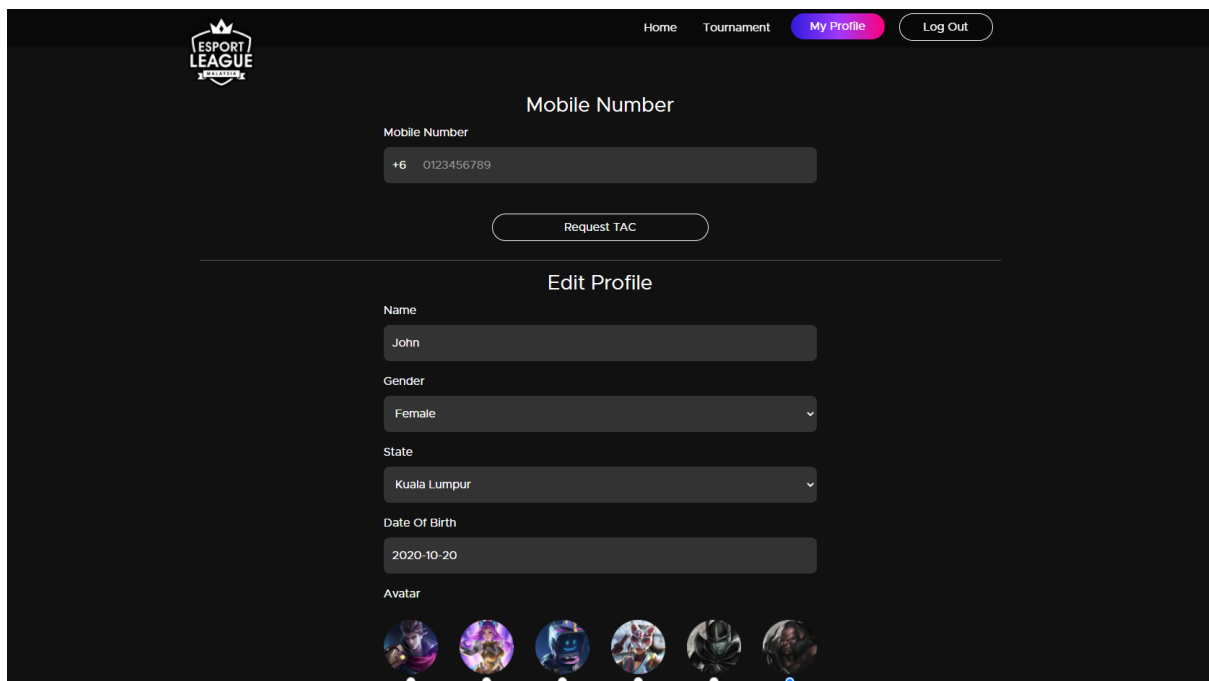


The screenshot shows the login interface for the Esport League. At the top, there is a navigation bar with links for Home, Tournament, My Profile (highlighted in blue), and Log Out. The Esport League logo is in the top left. The main heading is "Log In". Below it, there are input fields for Email (containing "bd@technier.com") and Password (containing "Password"). A "Forgot password?" link is next to the password field. A large blue button labeled "Login" is below the fields. Below the login button is a horizontal line with the word "or" in the center. Underneath is a blue button labeled "Log in with Facebook". At the bottom, there is a link "Not yet a member? Sign Up Now".

- After login, you will see your event organiser’s profile and you need to complete your verification.

Note:

- Enter your active mobile number and click “request for TAC”. Your mobile phone will receive the TAC number via SMS. We require a verified number for announcement and matches coordination.
- Your NRIC photo required for organiser recognition purposes.
- www.esukan.gg need to verify your NRIC. Once verified your NRIC will show as “Verified” status.



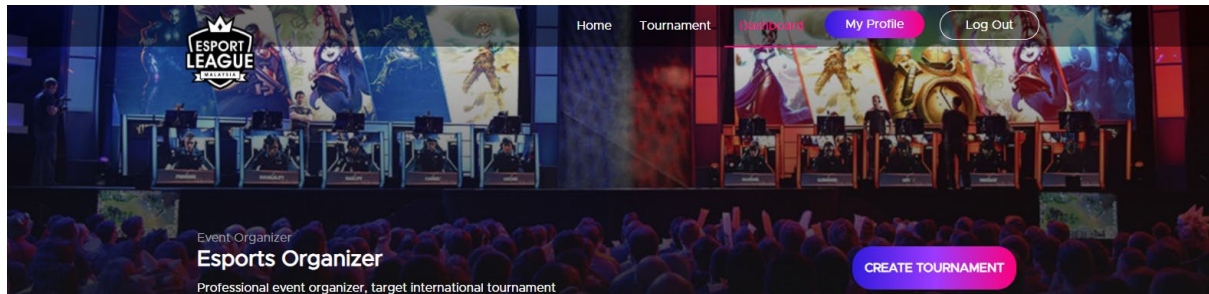
The screenshot shows the user profile page after login. The navigation bar is the same as the login page. The main heading is "Mobile Number". Below it, there is a field for Mobile Number (containing "+6 0123456789") and a blue button labeled "Request TAC". Below this is a section titled "Edit Profile". It contains several fields: Name (containing "John"), Gender (a dropdown menu with "Female" selected), State (a dropdown menu with "Kuala Lumpur" selected), Date Of Birth (containing "2020-10-20"), and Avatar (a row of six circular profile picture options, with the last one selected).

Note:


- On your login, the organizer profile will look same as “Player” profile. Administrator of www.esukan.gg will check and approved your request. Once approve, you as the organiser can view the additional “Dashboard” in page header.

Create Tournament

- Once the organiser is verified, organiser can proceed to create tournament by selecting “Dashboard” and click on “Create Tournament”.



- Organiser to fill in all the required information:



[Home](#)
[Tournament](#)
[Dashboard](#)
[My Profile](#)
[Log Out](#)

Create Tournament

Game Detail

Game Title

FIFA 21

Images

Cover Image (Size: 1280 x 600px)

Choose File No file chosen

Promo Banner (Size: 1280 x 600px)

Choose File No file chosen

Small Banner (Size: 720 x 190px)

Choose File No file chosen

Tournament Format

Tournament Title

Game Name

Tournament Start Date

Tournament Start Time

Tournament End Date

Tournament End Time

Note:

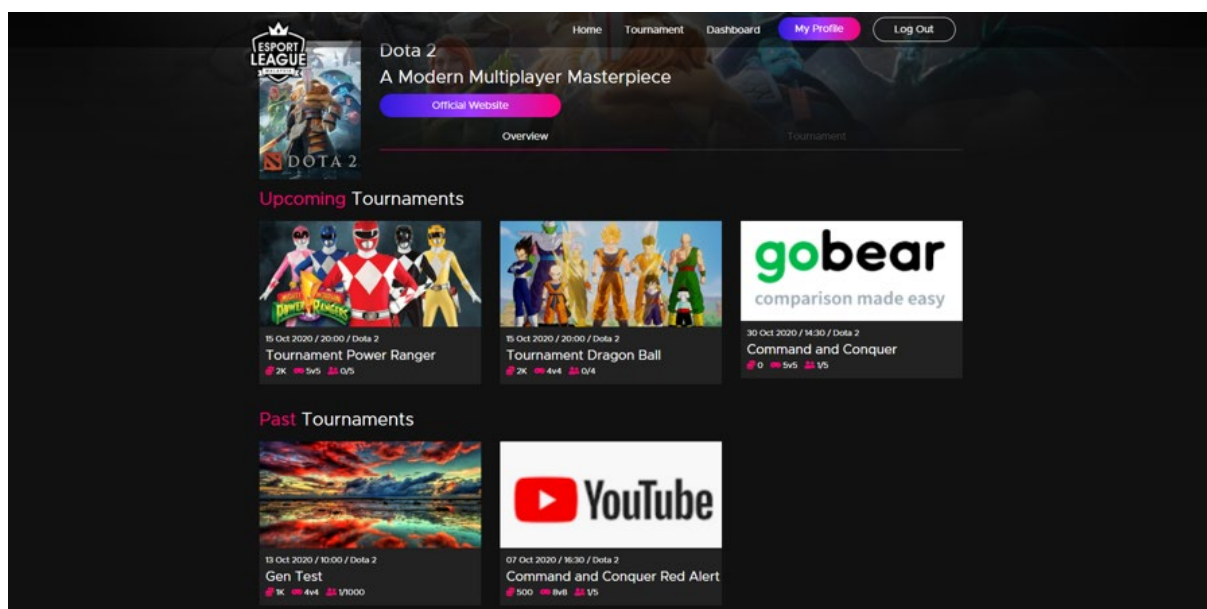
- Registration is a crucial part of your tournament. Please follow the guide below:

Item	Details	Description
Game Title	FIFA 21	Organizer able to select available games
	PUBG Mobile	
	Mobile Legend:Bang Bang	
	Dota 2	
Images	Cover Image	This image will represent your tournament in Homepage and in List of tournament
	Promo Banner	
	Small Banner	
	Tournament Title	Organizer given title. Example: ESI League

	Tournament Start Date	The date when the tournament happen
	Tournament End Date	The tournament might take few days so organizer able to set it accordingly
	Tournament Start Time	Tournament start time where participant able to check In before the start of the tournament
	Tournament End Time	Participant who not check in before end time will be crossover
	Registration Start Date	The duration that organizer allowed participant to register to organizer's tournament
	Registration End Date	Tournament's registration end date
	Registration Start Time	Organizer able to select tournament start time on registration's start date
	Registration End Time	Organizer able to select tournament end time on registration's end date
	Entry Fees	If fees applicable
	State	The location where the tournament taking place
	Time Size	Tournament Participant
	Team Player	No of players Team
	Game Format	Organizer able to set double elimination or single Elimination for game based on bracket system
	Number of Matches	Organizer need to set number of rounds that participant will play during the tournament
Tournament Description		Simple description for the tournament
Tournament Livestream		Channel where user able to view the livestream
Discord Link		Communication channels between organizer and participant As a tournament organizer, you ought to make sure your participants are able to contact

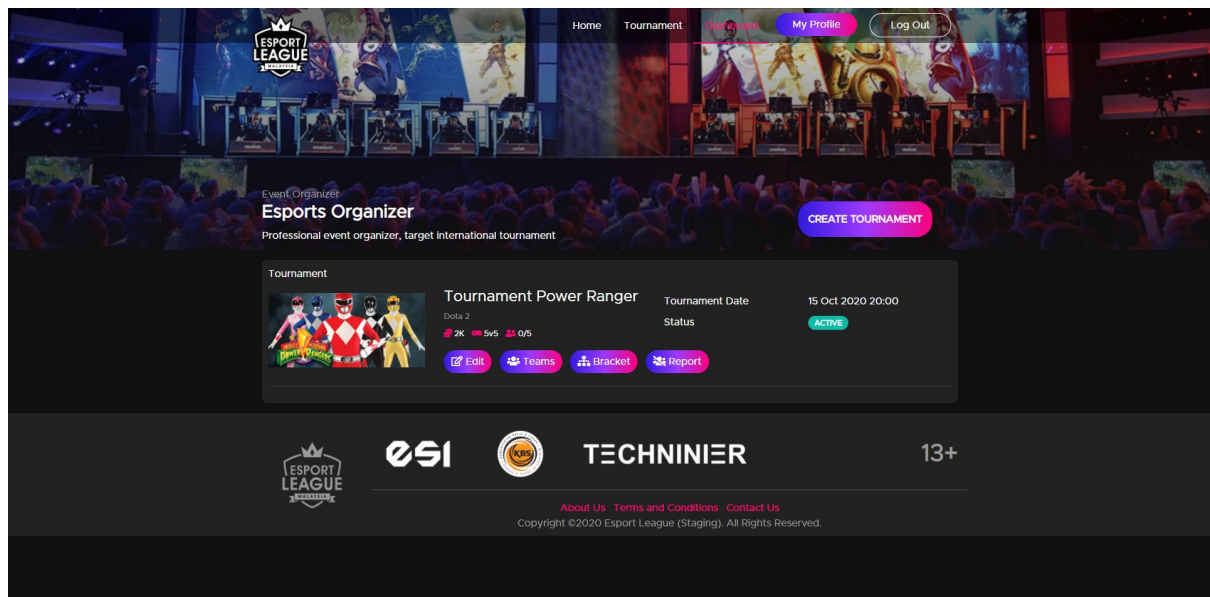
		you in case they have questions or information for you.
Prizes		List of prizes that organizer agreed to giveaway
Rules		Tournament's Rules and Regulation
Approval Letter		Approval letter from Game developer or Game organizer on using their games for tournament. Example: If user running Free Fire campaign therefore they need provide consent letter from Garena

- Once you have submitted the form, www.esukan.gg administrators will review and approve the tournament. The www.esukan.gg portal will feature all approved tournaments.

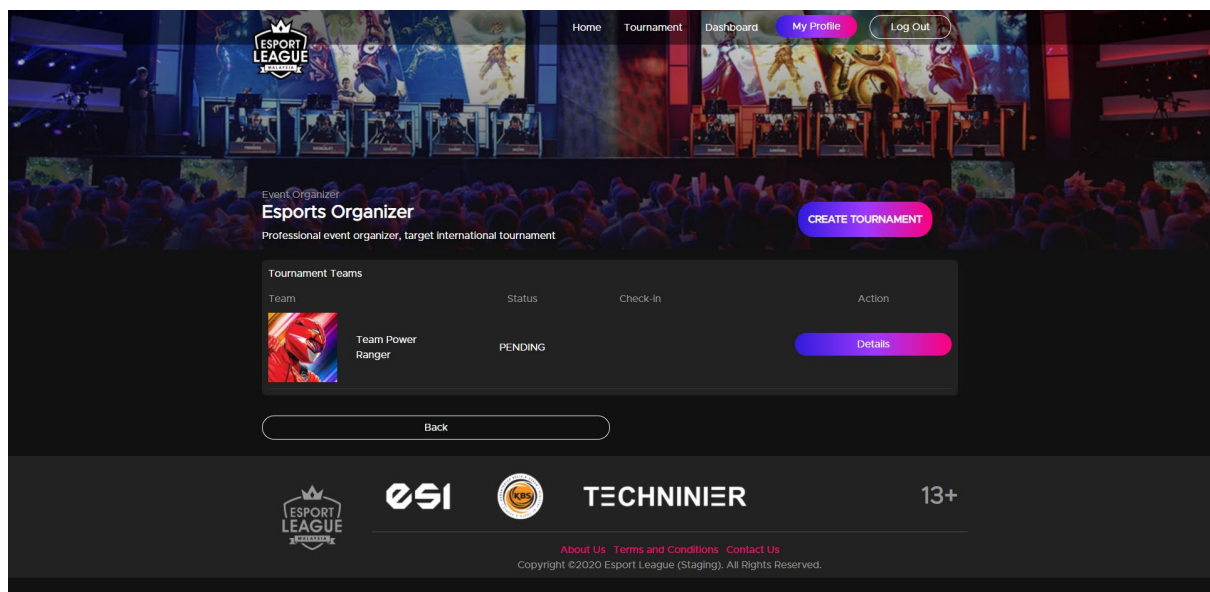


Team registration approval for the tournament

- As the organiser you can see the applications. You can either accept or reject the application.



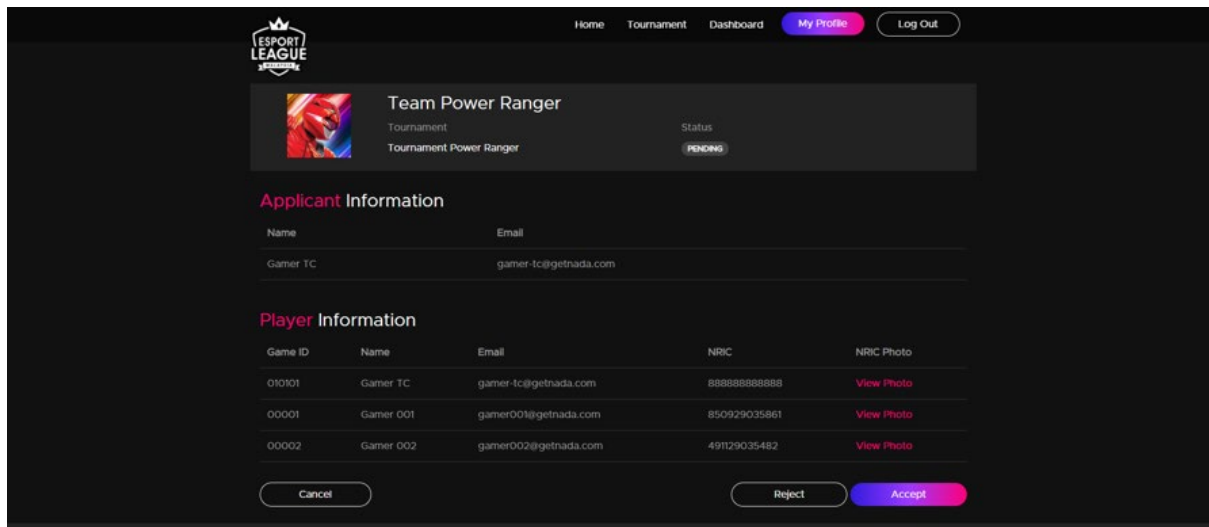
- You can view all the participant submission by clicking “Team” button.



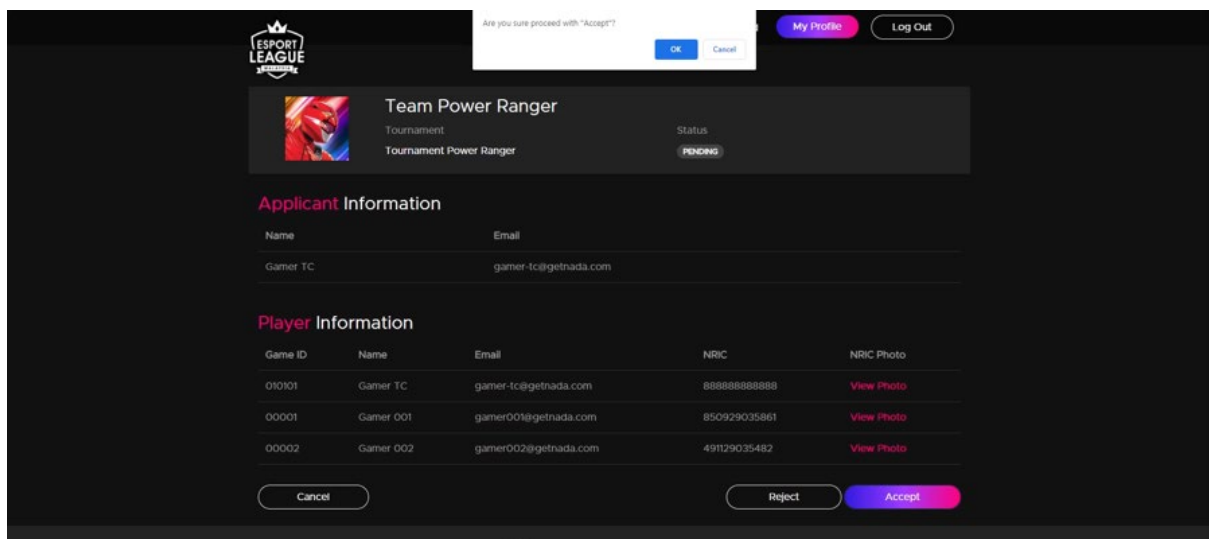
- You can see each team’s details by clicking the “Details” button.

Note:

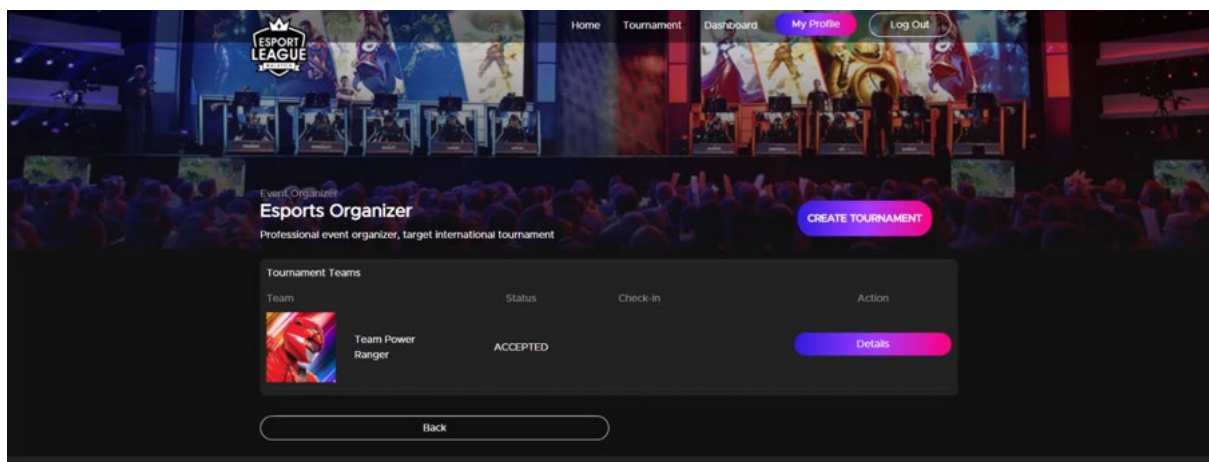
- Applicant refers to the team lead who registered for the tournament.
- Player information is the team member’s information.



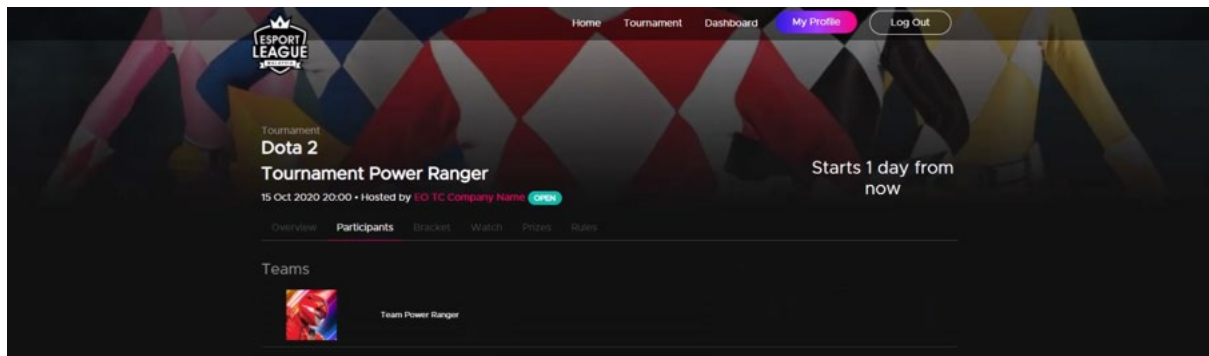
- If you are happy with the team's application, you may click on "Accept" button.



- The team status will change from "Pending" to "Accepted".



- The tournament page will show the team as approved.

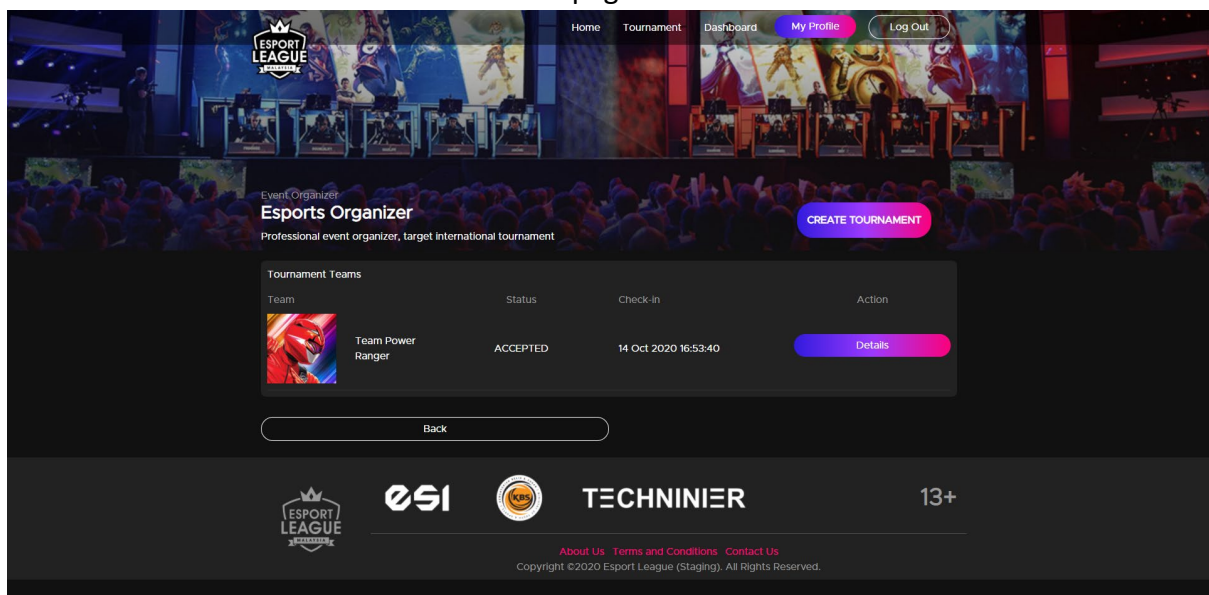


Manage check-in

- The Check-in feature allows organiser to keep track on the number of teams who are actually going to take part in the tournament. The organiser can now arrange their participants, by only selecting those who have checked-in.

Note:

- Once the team has checked-in, organiser can see Check-in status by clicking on the “Team” button of the tournament page.



Tournament Result

- www.esukan.gg allows organiser to announce the results either in point or bracket system.

Note:

Organiser has to manually key in the results.

