

## Port Forwarding for Scholastic Esports

Best practices to meet security concerns for Canadian schools:

1. Keep the ports open on a timer so that they only open for specific hours (after school and/or lunch hour for practices and games).
2. Set up a separate, password protected network specifically for gaming. This allows you to control and pinpoint any security breaches while keeping school and district data on a separate network.

### Twitch

To stream matches

UDP: 1935, 80, 443

### League of Legends

*League of Legends Game Client* UDP: 5000 - 5500

*Patcher and Maestro* TCP: 8393 - 8400

*PVP.Net* TCP: 2099, 5223, 5222

*HTTP Connections* TCP: 80, 443

*Spectator Mode* UDP and TCP: 8088

### Super Smash Bros. Ultimate

*Switch*

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

## **Rocket League**

*PC – Epic Games (suggested client)*

TCP: 27015-27030, 27036-27037

UDP: 4380, 7000-9000, 27000-27031, 27036

*Switch*

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

*PlayStation 4*

TCP: 1935, 3478-3480

UDP: 3074, 3478-3479, 7000-9000

*Xbox One*

TCP: 3074

UDP: 88, 500, 3074, 3544, 4500, 7000-9000

## **Pokemon Unite**

*Switch*

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

*Mobile*

Information coming soon

UDP: 88, 500, 3074, 3544, 4500

## **Brawlhalla**

### *PC - Steam*

TCP: 27015-27030, 27036-27037

UDP: 4380, 27000-27031, 27036

### *Switch*

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

### *Playstation 4*

TCP: 1935, 3478-3480

UDP: 3074, 3478-3479

### *Xbox One*

TCP: 3074

UDP: 88, 500, 3074, 3544, 4500

## **Knockout City**

*PC – Epic Games (suggested client)*

UDP: 443

TCP 80, 443, 8080

*PC - Steam*

TCP: 27015-27030, 27036-27037

UDP: 4380, 27000-27031, 27036

*Switch*

TCP: 6667, 12400, 28910, 29900, 29901, 29920

UDP: 1-65535

*Playstation 4*

TCP: 1935, 3478-3480

UDP: 3074, 3478-3479

*Xbox One*

TCP: 3074