



Contact your school's IT Department to get specific ports opened on your network firewall so you're your computers can access game servers. We have compiled a list of all ports which need to be opened to allow for play in school:

### Ports/Services to open to play games from a school

Currently supported platforms per game:

- Counter-Strike: Global Offensive - PC
- League of Legends - PC
- Overwatch - PC
- Hearthstone - PC, Mobile
- Rocket League - PC, PS4
- Smite - PC
- Call of Duty: Black Ops 4 - PS4
- Injustice 2 - PS4
- Tom Clancy's Rainbow Six: Siege - PC, PS4, XB1
- Paladins - PC
- Super Smash Bros. 4 Wii U - Wii U
- DotA 2 - PC
- Heroes of the Storm - PC
- Fortnite - PC, PS4, XB1, Nintendo Switch, Mobile
- Dragon Ball FighterZ - PS4

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### Consoles (Services)

- PC
  - Steam Client: [https://support.steampowered.com/kb\\_article.php?ref=8571-GLVN-8711](https://support.steampowered.com/kb_article.php?ref=8571-GLVN-8711)
  - Uplay Client: See "TCP" under "Games\Tom Clancy's Rainbow Six: Siege\PC"
  - League of Legends Client: See "Games\League of Legends"
  - Battle.net: <https://us.battle.net/support/en/article/7842>
  - Hi-Rez Clients: [http://hirezstudios.force.com/support/articles/en\\_US/Knowledge/Hi-Rez-Network-Ports](http://hirezstudios.force.com/support/articles/en_US/Knowledge/Hi-Rez-Network-Ports)
  - Epic Games Client: See "Games\Fortnite\PC"
- Xbox One (Xbox Live)
  - TCP: 53, 80, 3074
  - UDP: 53, 88, 500, 3074, 3544, 4500
- Playstation 4 (Playstation Online Services)
  - TCP: 80, 443, 1935, 3478-3480 (inclusive)
  - UDP: 3478, 3479
- Wii U (Online Services)
  - TCP: 80, 443, 6667, 12400, 28910, 29900, 29901, 29920
  - UDP: 1-65535 (game dependent)
- Nintendo Switch (Online Services)
  - UDP: 1-65535 (inclusive)



## Games

- Counter-Strike: Global Offensive
  - See “Steam Client” under “Consoles\PC”
- League of Legends
  - TCP: 80, 443, 2099, 5222, 5223, 8088, 8393-8400 (inclusive)
  - UDP: 5000-5500 (inclusive), 8088
- Overwatch
  - See “Battle.net” under “Consoles\PC”
- Hearthstone
  - See “Battle.net” under “Consoles\PC”
- Rocket League
  - PC
    - TCP: 27015-27030 (inclusive), 27036-27037 (inclusive)
    - UDP: 4380, 27000-27031 (inclusive), 27036
  - PS4
    - TCP: 1935, 3478-3480 (inclusive)
    - UDP: 3074, 3478-3479 (inclusive)
- Smite
  - See “Hi-Rez Clients” under “Consoles\PC”
- Call of Duty: Black Ops 4
  - TCP: 1935, 3478-3480 (inclusive)
  - UDP: 3074, 3478-3479 (inclusive)
- Injustice 2
  - TCP: 80, 443, 3478-3480 (inclusive)
  - UDP: 3478, 3479
- Tom Clancy’s Rainbow Six: Siege
  - PC
    - TCP: 80, 443, 13000, 13005, 13200, 14000, 14001, 14008, 14020, 14021, 14022, 14023, 14024
    - UDP: 6015
  - PS4
    - TCP: 80, 443
    - UDP: 10000-10099 (inclusive), 3658, 6115
  - XB1
    - TCP: 80, 443
    - UDP: 10000-10099 (inclusive), 3074, 6150
- Paladins
  - See “Hi-Rez Clients” under “Consoles\PC”
- Super Smash Bros. 4 Wii U
  - See “Wii U” under “Consoles”
- DotA 2
  - See “Steam Client” under “Consoles\PC”
- Heroes of the Storm
  - See “Battle.net” under “Consoles\PC”



- Fortnite
  - PC
    - TCP: 5222, 5795-5847 (inclusive)
    - UDP: 5222, 5795-5847 (inclusive)
  - PS4
    - TCP: 1935, 3478-3480 (inclusive)
    - UDP: 3074, 3478-3479 (inclusive)
  - XB1
    - TCP: 3074
    - UDP: 88, 500, 3074, 3544, 4500
  - Switch
    - TCP: 6667, 12400, 28910, 29900, 29901, 29920
    - UDP: 1-65535 (inclusive)
- Dragon Ball FighterZ
  - TCP: 1935, 3478-3480 (inclusive)
  - UDP: 3074, 3478-3479 (inclusive)

**For more help you can also join our Discord server (<https://discord.gg/HSEL>), or schedule a call with us (<https://calendly.com/hsel>)!**