



2019 College League of Legends Season  
Big East Conference Format

# 1. Conference Format & Schedule

## 1.1. School Association

All Big East League teams and players will be associated with one of the following member schools of the [Big East Conference](#):

- 1.1.1. Butler
- 1.1.2. DePaul
- 1.1.3. Marquette
- 1.1.4. Providence
- 1.1.5. Seton Hall
- 1.1.6. St.. John's
- 1.1.7. Villanova

**1.2. Regular Season.** This phase consists of a best-of-two round robin, with each team playing each other teams once.

**1.3. Regular Season Tiebreaker.** In the event that multiple teams are tied in the standings at the conclusion of the Regular Season (as defined as having the same number of matches won), then any teams so tied will have their ties broken by head-to-head record. Any ties than cannot be broken in the fashion will be broken by fastest total win time.

**1.4. Conference Playoffs.** This phase consists of a two-round, best-of-three single elimination tournament among the top four teams based on Regular Season win record and tiebreaker (if applicable). The top two teams will advance to the College Championship Play-In.

## 1.5. Schedule

**1.5.1. Default Match Time.** All Conference Regular Season and Conference Playoff matches are scheduled for Thursday at 7:00pm Eastern Time.

**1.5.2. Regular Season:** Jan 21 - Mar 24

### 1.5.3. Conference Playoffs

1.5.3.1. Semifinals: Mar 30

1.5.3.2. Finals: Mar 31

- 1.5.4. Changes to Schedule.** College Season officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a College Season match to a different date or otherwise modify the schedule of matches. In the event that the match schedule is modified, officials will notify all teams at the earliest convenience.

## **2. Season Rule Amendments**

The rules listed below are amendments to rules listed in the College LoL Season Official Rules that are unique to the Big East Conference.

- 2.1. Broadcast Matches.** Certain matches will be selected to be shown as part of a live broadcast. Teams will be notified in advance that their match will be broadcast, and cannot opt-out of broadcasting. On broadcast matches may not start until an official broadcast spectator has joined the lobby and given permission to start the match.
- 2.2. Broadcast Exclusivity.** Teams may not stream or rebroadcast any match without express written consent from ESL administration.
- 2.3. Mid-Match Coaching.** Players may not receive assistance of any kind from anyone that is not playing during a single game. This includes coaches, substitute players, or any other source, by any means of communication. For the avoidance of doubt, players can receive any kind of coaching or assistance from any source in between games.