



LEAGUE ***OF*** ***LEGENDS***

2019 College League of Legends Season
East Coast Conference Format

1. Conference Format & Schedule

1.1. School Association

All ECC League teams and players will be associated with a member school of the [East Coast Conference](#).

1.2. Regular Season. This phase consists of five rounds of best-of-three, with each team playing each other team once.

1.3. Regular Season Tiebreaker. In the event that multiple teams are tied in the standings at the conclusion of either Regular Season split (as defined as having the same winning percentage), then any teams so tied will be seeded by head-to-head record. Tiebreakers will utilize fastest average win time to determine bracket seeding and side choice where applicable. A team's win time is calculated by adding the total game times of all games won during the regular season and dividing by number of game wins.

1.3.1. Head-to-Head Advantage. If three or more teams are tied, the head-to-head record of all teams against all other teams involved in the tiebreaker will be considered. If a single team owns a winning record (as defined as winning more than 50% of the games) against every other team in the tiebreaker, they are automatically granted the highest seed available in the tiebreaker, and a new tiebreaker is declared amongst the remaining teams.

1.3.2. Tiebreaker methodology. If no team in a tiebreaker holds a winning record against all other teams, the following structures will be used:

1.3.2.1. Three-way tie: The three teams will be seeded into a single-elimination bracket where one team has a bye into the finals.

1.3.2.2. Four-way tie: The teams will be seeded into a "Korean-style" or "dual" bracket, where teams play Bo1 matches throughout the tournament. The four teams will be split into two first-round matches; the winners will then face off in Game 3 while the losers face off in Game 4. The winner of Game 3 will be declared the top seed; the loser of Game 3 will face the winner of Game 4 in a contest to determine 2nd/3rd place; and the loser of Game 4 will

be declared 4th place.

1.4. Five-way tie or greater: The teams will be seeded into a single elimination bracket, with higher-seeded teams receiving byes into the semifinals as needed.

1.5. Conference Playoffs. This phase consists of a two-round 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.

1.6. Schedule

1.6.1. Default Match Time. All Conference Regular Season and Conference Playoff matches are scheduled for the last Friday of the round at 8:00pm Eastern Time. Matches may be rescheduled to begin at any different day and time between February 1 and March 10.

1.6.2. Regular Season

1.6.2.1. Round 1: Feb 1

1.6.2.2. Round 2: Feb 8

1.6.2.3. Round 3: Feb 15

1.6.2.4. Round 4: Feb 22

1.6.2.5. Round 5: Mar 1

1.6.3. Regular Season Tiebreaker: Mar 8

1.6.4. Conference Playoffs

1.6.4.1. Semifinals: Mar 15

1.6.4.2. Finals: Mar 30

1.6.5. 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.