

COLLEGE LEAGUE *OF* LEGENDS

2019 College League of Legends Season
Regional Conference Format

1. Conference Format & Schedule

1.1. Conference Designation

All teams will be placed into one of four conferences based on the geographical location of the school's primary campus, as designated by the school. The four conferences will be split accordingly:

- 1.1.1. **North:** Illinois, Indiana, Iowa, Kansas, Kentucky, Michigan, Minnesota, Missouri, Nebraska, North Dakota, Ohio, South Dakota, Wisconsin, Manitoba, Northwest Territories, Nunavut, Yukon
- 1.1.2. **South:** Alabama, Arkansas, Florida, Georgia, Louisiana, Mississippi, North Carolina, Oklahoma, South Carolina, Tennessee, Texas, Virginia, West Virginia
- 1.1.3. **East:** Connecticut, Delaware, Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Rhode Island, Vermont, Washington D.C., New Brunswick, Newfoundland and Labrador, Nova Scotia, Ontario, Prince Edward Island, Quebec
- 1.1.4. **West:** Alaska, Arizona, California, Colorado, Hawaii, Idaho, Montana, Nevada, New Mexico, Oregon, Utah, Washington, Wyoming, Alberta, British Columbia, Saskatchewan

1.2. **Regular Season.** Teams will compete in a six-round, best-of-three, Swiss-style tournament within their conference, in which teams are matched against other teams with the same number of regular season wins (their "Win Group") each round.

- 1.2.1. **Preseason Seeding.** On December 1, 2018 at 12:00pm Pacific Time, teams will be seeded by the average of Ranked Solo Queue MMR of the five highest-ranked members of the current Active Roster. Players removed from the roster before the seeding deadline or added after will not be included.
- 1.2.2. **Match Seeding.** Within each Win Group, teams are matched such that the team with the highest preseason seed plays against the team with the lowest preseason seed and so on. For example, if there are 10 teams with 2 wins, then the 1st seed will play the 10th seed, the 2nd seed will play the 9th seed, and so on. If teams would be matched against a team they have already played, one of the teams will be randomly chosen to move ± 1 seed to separate them.

1.2.3. Byes & Cross-Group Play. If there is an odd number of teams in a Win Group with less than 2 losses, the team with the highest preseason seed receives a bye and an automatic win. If the win group has 2 or more losses, a team may instead be matched with a team from a Win Group with 1 more or less win to avoid a bye.

1.2.3.1. Multiple Bye Restriction. Teams that have already received a bye during the regular season cannot receive a second bye unless every team in their win group has also already received a bye. If a bye cannot be given to a team, the bye moves to the next highest-seeded team.

1.3. Conference Playoffs. This phase consists of a three-round, best-of-five single elimination tournament among all teams in the Conference finishing with a 5-1 or 6-0 record in the Regular Season. Teams will be seeded by regular season record, and then by strength of schedule by losses, then strength of schedule by wins. Wins from byes are not considered. The top two teams will advance to the College Championship or Play-In based on conference seeding (Season Rule 3.2).

1.3.1. Strength of Schedule. A playoff team's strength of schedule is calculated by the average final win count of the that team's opponents that they either won or lost against. For the purposes of this calculation, byes are not counted as an opponent. In the event that two teams have equal strengths of schedule, their total game score will be considered (e.g. Team A finished 5-1 and lost to a 4-2 team with a score of 2-1. Team finished 5-1 and lost to a 4-2 team with a score of 2-0. Team A has a higher strength of schedule than Team B.)

1.3.2. Round Scheduling. Playoffs are scheduled to take place over four week. If a Conference only needs three rounds to complete their playoffs, then Round 1 will last two weeks.

1.4. Schedule

1.4.1. Default Match Time. All Conference Regular Season and Conference Playoff matches are scheduled for the last Saturday of the round at 3:00pm Regional Time (see below). Matches may be rescheduled to begin at any other day within the round (see Section 5.6).

1.4.2. Regional Time. Unless otherwise specified, each Conference will use the following time zones: Western will use Pacific Time, Northern and

Southern will use Central Time, and Eastern will use Eastern Time.

1.4.3. Regular Season

1.4.3.1. Round 1: Jan 14 - Jan 27

1.4.3.2. Round 2: Jan 28 - Feb 3

1.4.3.3. Round 3: Feb 4 - Feb 10

1.4.3.4. Round 4: Feb 11 - Feb 17

1.4.3.5. Round 5: Feb 18 - Feb 24

1.4.3.6. Round 6: Feb 25 - Mar 3

1.4.4. Conference Playoffs

1.4.4.1. Round 1: Mar 4 - Mar 10

1.4.4.2. Round 2: Mar 11 - Mar 17

1.4.4.3. Round 3: Mar 18 - Mar 24

1.4.4.4. Round 4: Mar 25 - Apr 3

1.4.5. 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.

2. Scholarships

2.1. Playoff Scholarship Breakdown

Scholarship Prizes will be distributed to teams based on their finishing position in their Conference Playoffs. Teams that do not qualify for Conference Playoffs do not earn scholarships. There are no additional scholarships beyond the Conference Playoffs.

Finishing Position	Scholarship Per Player	Scholarship Per Staff
1st	\$8,000	\$4,000
2nd	\$4,000	\$2,000
3rd-4th	\$2,000	\$1,000
5th or lower	\$1,000	\$500

All scholarships are distributed per conference and in USD.

2.2. Eligible Recipients

Scholarships will be distributed to the 6 players on the Active Roster (see 3.1), and up to two additional team staff members. In the event of roster changes of any kind, total scholarships will be prorated based on number of games spent on the Active Roster. All individuals must be fully eligible per Season Rule 1.2 (excluding 1.2.4) to receive scholarship money of any kind.

2.3. Staff Scholarship Assignment

The Team Manager will be in charge of declaring which staff members are entitled to the team's scholarship. Staff members must be registered as part of a team's roster to be assigned a scholarship

2.4. Multiple Team Positions

For the purposes of calculating scholarship share, individuals may only receive one scholarship at a time. For example, if an individual is both Team Manager and a player, they will only receive the scholarship as a player, and the team manager scholarship is forfeit. Likewise, if an individual is both Team Manager and analyst, they will only receive a scholarship for one staff member.

2.5. Claims Process

Team Members who earn a scholarship must provide additional contact information to College Season officials before they are able to receive any scholarship funds. College Season officials will inform team managers of the claims process after their team becomes eligible to receive scholarships.

2.6. Statute of Limitations

If a student does not submit an official request to claim any earned scholarships by the end of the calendar year in which it is awarded, they lose the right to claim that scholarship. For the avoidance of doubt, if a scholarship was earned in the 2019 Season, students have until December 31st, 2019 at 11:59pm Pacific Time to submit.