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ESPORTS

ECAC<sup>TM</sup>

ESPORTS



MONTHLY NEWSLETTER

PRESENTED BY



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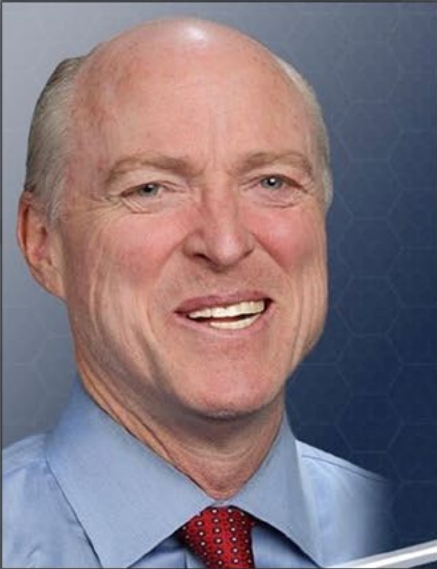
More information about ECAC and CSMG and the people who work with us.

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Links to contact ECAC partners, as well as the Quote of the Month.



# COMMISSIONER'S STATEMENT



With the ECAC now sponsoring esports competition across ten titles, we have decided to honor those ECAC member universities that have achieved the greatest across-the-board success in multiple games. We have created the ECAC Esports Commissioner's Cup, which we will award after each season of competition. It is a great way to reward schools that are developing comprehensive esports programs at a high level.

After our fall leagues and tournaments wrapped up last month, we proudly crowned Wayne State College as the inaugural recipient of its ECAC Esports Commissioner's Cup Award for the Fall.

To win the first-ever ECAC Commissioner's Cup, Wayne State had two Rocket League teams that finished top 16 and second place. The Wildcats also clinched second in the Super Smash Bros. Ultimate playoffs, had two teams place in the top 8 of VALORANT, two teams place in the top six of Fortnite, and had a sweet sixteen Hearthstone finish. Wayne State narrowly edged out The University of Albany for the overall title, which fared well in seven different titles, including a first-place finish in Hearthstone and third in Fortnite.

ECAC Esports competition begins anew in February, with ten different league titles on the line for the spring esports season. Approximately eighty ECAC Esports member schools will be fielding teams for the spring. Registration is currently open for any additional schools seeking to be part of ECAC Esports.

We cannot wait for our spring ECAC Esports competition to get underway in February. We will have more than 300 teams and 2,000 competitors participating, with another ECAC Commissioner's Cup on the line. Esports has truly been a godsend during this pandemic, continuing to thrive even as so much of the traditional athletics world has come to a halt.

Thanks for being part of it. Stay tuned . . .



# COMMISSIONER'S CUP

**ECAC ESPORTS FALL 2020  
COMMISSIONER'S CUP  
WINNER**

**WAYNE STATE COLLEGE**



The ECAC has proudly crowned Wayne State College as the inaugural recipient of its ECAC Esports Commissioner's Cup Award for the Fall 2020 season. The award goes to the ECAC Esports member university whose esports program achieved the most broad-based success across all nine games in which the ECAC sponsored competition. ECAC Esports is conducted in conjunction with CSMG and powered by LeagueSpot.

To win the first-ever ECAC Commissioner's Cup, Wayne State had two Rocket League teams that finished top 16 and second place. The Wildcats also clinched second in the Super Smash Bros. Ultimate playoffs, had two teams place in the top 8 of VALORANT, two teams place in the top six of Fortnite, and had a sweet sixteen Hearthstone finish. Wayne State narrowly edged out The University of Albany for the overall title, which fared well in seven different titles, including a first-place finish in Hearthstone and third in Fortnite.

ECAC Esports competition begins anew in February, with ten different league titles on the line for the spring esports season. Approximately eighty ECAC Esports member schools will be fielding teams for the spring. Registration is currently open for any additional schools seeking to be part of ECAC Esports spring competition.

More than 300 teams and 2000 competitors participated in fall ECAC Esports competition. The action was broadcast nightly on ESTV, and viewership now exceeds 100,000 views per week. Another ECAC Esports Commissioner's Cup Champion will be crowned following the spring competition.

The ECAC and CSMG wish to thank the following sponsors for making the fall season such a success: HyperX, iBUYPOWER, ESTV, eFuse, DreamSeat



# FARMINGDALE STATE SMASH TEAM CREATES LIFE LONG BOND FOR PLAYER PEDRO GELABERT



“Before Smash, I was really into Pokemon battles and would go to a video game shop in Long Island called AON gaming to meet the community and have fun in Pokemon Sun and Moon. One day, I found out there were Smash tournaments and in 2018 I participated in my first local and went 2-2 with my Smash 4 Mario. I already started out as a decent player because I practiced online all the time. It was at my first local that I met an extremely influential player in my life: my esports coach at Farmingdale State College.

Of course, in 2018 both of us weren't in college yet. But this very talented player, known by the community as SoulArts, has been supporting me ever since we first met. Thanks to him and a number of other competitors that frequented these locals, I went from a “2-2er” in Smash 4 to a continuously improving player in Smash Ultimate with a number of rivals and practice partners alike.

In 2019, I attended the first esports club meeting at Farmingdale and met my team, including SoulArts who was quickly appointed coach of the Smash team because of his skills. In the first year, I was part of the A team with SMT and Destro. I still consider these two to be my best rivals to this day, even though they've since graduated. Without my college team, I'm not sure I'd still be motivated to compete today.

My tag has been “Deaf” since the beginning--this is because I was born profoundly deaf and have been wearing cochlear implants for as long as I can remember. This means I was mostly streamlined and can hear decently well, but I've still made it a point to know sign language and spread awareness about the discrimination we still face. I may be socially awkward sometimes, but I don't hesitate to share my story with anyone who asks because I'm an open book. Anything to help my fellow deafies out!”



# FUTURE SCHEDULE

## ECAC ESPORTS 2020-21 SEASON

2020-21 ECAC Esports registration is open for the spring season. If your program is interested in becoming a member, contact

Esports Director, Lydia Fister at [lfister@ecac.org](mailto:lfister@ecac.org) for more information!

Registration: 12/18 - 1/31

Regular season: 2/1 - 3/25

Playoffs: 4/5 - 4/29

## SPRING 2021 COLLEGE LEAGUE OF LEGENDS

### Regular Season

Round 1: Jan 25 - Jan 31

Round 2: Feb 1 - Feb 7

Round 3: Feb 8 - Feb 14

Round 4: Feb 15 - Feb 21

Round 5: Feb 22 - Feb 28

### Conference Playoffs

Quarterfinals: Mar 8 - Mar 14

Semifinals: Mar 15 - Mar 21

Finals & 3rd Place: Mar 22 - Mar 28

eFuse Rocket League and VALORANT Pipeline event

Rocket League: Jan 30th @ 1-5PM EST

VALORANT: Jan 31st @ 1-5PM EST

REGISTER NOW FOR 2020-2021



MEMBERSHIP

## COLLEGE LEAGUE OF LEGENDS

2021 SEASON

## ECAC ESPORTS SPRING 2021 GAME SCHEDULE

SUPER  
SMASH BROS  
ULTIMATE

ROCKET  
LEAGUE

FIFA 21  
PS4 + XB1

MONDAY

VALORANT  
NBA 2K21  
PS4 + XB1

TUESDAY

OVERWATCH  
ROCKET  
LEAGUE

WEDNESDAY

MADDEN 21  
PS4 + XB1  
FORTNITE  
HEARTHSTONE

THURSDAY

COLLEGE  
LEAGUE  
OF LEGENDS  
(RIOT GAMES)

SATURDAY

\*ALL GAMES BUT CLOL START AT 8PM EST, CLOL STARTS AT 3PM EST





# ECAC ESPORTS SELECTS 24 SCHOOLS TO COMPETE IN THE 2021 COLLEGE LEAGUE OF LEGENDS SEASON

## COLLEGE LEAGUE OF LEGENDS 2021 SEASON



ECAC Esports announced its competition field that will be competing in the Riot Games College League of Legends 2021 season. Twenty-four institutions will battle it out over seven weeks in conference play with the ECAC Esports conference winner to advance to the thirty-two school College Championship bracket. Scholarship prizes will be awarded directly to players and student staff for the top sixteen Championship schools. The College League of Legends 2021 season will conclude with an eight school College Championship final event to crown the best school in North America.

### Schools that will compete under the ECAC:

Roger Williams University  
Concord University  
Long Island University  
Saint Francis University  
Ithaca College  
SUNY Canton  
College Of Saint Rose  
Stockton University  
St. Lawrence University  
Keuka College  
Bryant University  
Alfred State College

University at Albany  
ECPI University  
Rensselaer Polytechnic Institute  
Grace College  
Central Methodist University  
Johnson & Wales University (RI)  
Caldwell University  
Sacred Heart University  
Saint Joseph's University  
Arcadia University  
Bloomfield College  
SUNY Plattsburgh

Schedule can be found on the Future Schedule Page 6.

Riot Games will also host the Teemo Cup, a consolation tournament that lets teams who missed their conference playoffs keep competing with RP prizes on the line.



# KAY YOW BECOMES OFFICIAL BENEFICIARY OF CENC



The Kay Yow Cancer Fund (KYCF) is joining the team as they become the exclusive beneficiary of the Collegiate Esports National Championship (CENC) in Raleigh, North Carolina, in the Spring of 2021.

“The Kay Yow Cancer Fund is excited to be a part of the first ever Collegiate Esports National Championship,” said Stephanie Glance, CEO of the Kay Yow Cancer Fund. “Partnering with CSMG on this event gives the Fund an opportunity to unite Esports gamers and enthusiasts in the fight against all cancers affecting women.

The Kay Yow Cancer Fund, funds cancer research for all cancers that affect women and provides underserved women access to healthcare. CSMG believes in the Fund’s mission and the impact it has on our society. The CENC will serve as an entertaining and rewarding way for the Raleigh community to support this worthy cause for a local organization and a local college sports icon.

“We are excited to partner with and help build upon the tremendous charitable works of the Kay Yow Cancer Fund. CSMG is looking forward to bringing the organization’s success with their “Play4Kay” events to our esports national championship as we look to expand their audience to the vibrant gaming community,” stated Neil Malvone, EVP Partnership and Chief Esports Operator at CSMG. Malvone added, “We are honored to recognize and celebrate the life and career of Coach Kay Yow with our Collegiate Esports National Championship in the region where Coach Yow enjoyed her greatest success.”



# CSMG PARTNERS WITH WAVE.TV



**BECAUSE THERE'S ALWAYS A FAN**



Collegiate Sports Management Group (CSMG) has entered into a content distribution partnership with sports media company WAVE.tv, that will see CSMG's esports content distributed across WAVE.tv's portfolio of digital media brands.

WAVE.tv's portfolio features "Rage Quit", their esports-specific brand, along with 17 additional media brands catering to unique sports fandoms. WAVE.tv's distribution network includes Instagram, Tik Tok, Snapchat, Facebook and YouTube reaching over 200 million monthly users and generating over 3.9 billion monthly views.

"The fandom surrounding esports is rapidly growing in popularity, and CSMG's content is the perfect fit for our burgeoning & dynamic esports vertical", said Benjamin Dangoor, Director of Partnerships at WAVE.tv. "We are thrilled to be bringing esports content to our GenZ and Millennial audience, as well as highlighting the work that CSMG does for their large network of college athletic conferences and schools."

WAVE.tv's overall reach and distribution strategy will create greater awareness, viewership, and engagement for CSMG's esports properties. The CSMG-WAVE.tv relationship will also open doors for sponsorship and NIL revenue opportunities for brands and for member schools.

"Enrollment is becoming a key component towards the growth of collegiate esports and WAVE.tv can provide more targeted exposure for CSMG's total esports offering," stated Patrick Young, Director of Esports Partnerships at CSMG. "We look forward to providing exciting collegiate esports content to WAVE.tv's audience of 65 million active followers and subscribers."



# FALL 2020 PLAYER PLUGIN FOR ACADEMIC HONOR



## FALL 2020 ALL-ACADEMIC HONORS



The ECAC is proud to announce its Esports All-Academic honors presented by iBUYPOWER for the Fall 2020 Semester. To be eligible, each honoree must carry a grade point average of 3.2 or higher.

A total of 184 student-athletes from ECAC Esports member schools are being recognized for their academic achievements in the classroom.

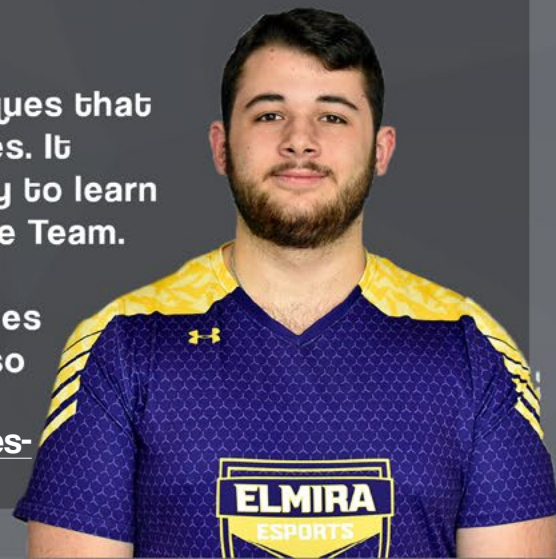
"I'm thankful and honored to be included among the ranks of those gifted not only academically, but also competitively."

- Corey Bridgeman from Bethel University's Super Smash Bros. Ultimate Team.

"I enjoy watching and learning all the other techniques that players use, both from my school and other colleges. It provides a good challenge but also the opportunity to learn as I play." - Hardy Ryan from Elmira College's Fortnite Team.

If you'd like to see the list of all 184 student-athletes who have achieved this amazing feat, you can do so by going to this link:

<http://www.ecacesports.com/2020/12/the-ecac-announces-fall-2020-all-academic-honors/>





# FRESHMAN

PLAYER OF FALL 2020 SEASON

## PAUL BROCCARDI

ARCADIA UNIVERSITY



# OVERWATCH

PLAYER OF FALL 2020 SEASON

## NOLAN BADORE

JOHNSON & WALES UNIVERSITY



# VALORANT

PLAYER OF FALL 2020 SEASON

## BRYAN ANUNSACION

SACRAMENTO STATE UNIVERSITY



# MADDEN 21 PS4

PLAYER OF FALL 2020 SEASON

## ALEX OATES

WVU POTOMAC STATE COLLEGE



# FIFA 20 PS4

PLAYER OF FALL 2020 SEASON

## LUCAS CARVALHO

SIENA HEIGHTS UNIVERSITY



# SENIOR

PLAYER OF FALL 2020 SEASON

## TRISTAN VAN WIERINGEN

CATAWBA COLLEGE



# HEARTHSTONE

PLAYER OF FALL 2020 SEASON

## BRYANNA CRIBB

CENTRAL METHODIST UNIVERSITY



# ROCKET LEAGUE

PLAYER OF FALL 2020 SEASON

## CONOR BRENNAN

RANDOLPH-MACON COLLEGE



# MADDEN 21 XBOX ONE

PLAYER OF FALL 2020 SEASON

## EVAN MORELAND

WVU POTOMAC STATE COLLEGE



# FIFA 20 XBOX ONE

PLAYER OF FALL 2020 SEASON

## NICO MIRABELLA

STOCKTON UNIVERSITY





# ESPORTS MEDIA DISTRIBUTION

WATCH  
ECAC ESPORTS  
ON **ESTV**  
HERE



on these networks



IVIZIO

When ESTV was launched last year, we had a direct goal of showing the very best in esports programming. A clear building block to accomplish that goal was to become a hub for all collegiate competition.

The esports space is growing rapidly. What comes with that is a need for a structured format which not only brings much-needed organization, but also legitimacy. The ECAC has helped make that possible. From day one of our partnership, they have provided a vast array of game coverage and content to choose from. To call their growth a success would be a tremendous understatement. They stand on a foundation of schools that range far across the map. Schools that have large campuses and also schools that have intimate ones. This is why we deeply value our relationship with the ECAC, because they are a welcome reminder that esports is truly for everyone. It is a joy to have the opportunity to display their competitions day in and day out.

Looking ahead, our goals include a global collegiate esports operation. The U.S. is proving itself in esports development, but so is Canada, India, China, Japan, and especially South Korea. When we look forward, we see global collegiate tournaments within the esports space, and we see the ECAC right along with us, leading the charge. ESTV is excited and proud about what the ECAC has been able to accomplish so far, and we are eager to continue to grow with them into the future.





# ARENA SHOWCASE CANTON KANGAROOS



## THE SPACE

The SUNY Canton esports arena is an 1800 square foot room dedicated completely to gaming. The room features soaring-high industrial ceilings backlit with fully customizable LEDs, dedicated HVAC systems, and tech all managed by a team of Dell certified professionals. The head station has access to a massive television and ceiling mounted speakers for teams to participate in group viewing events. The arena runs on a dedicated and prioritized network custom-built by Extreme Networks. With no network limiters running, the head station can easily reach download speeds in excess of 400MBPS and each student station reaching 150MBPS.

## THE GEAR

The SUNY Canton esports arena boasts 25 top of the line Alienware gaming PCs. Each PC is outfitted with an NVIDIA GeForce 1080Ti GPU with 11GB GDDR5X, 1950X "Threadripper" 16-core processor overclocked to 3.6GHz, 32GB Dual Channel HyperX DDR4 XMP at 2933MHz, 2TB Hard Drive, and a 1TB SSD (because load times are for chumps). Each PC station is also outfitted with a 240hz Alienware monitor, customizable Alienware mouse, and mappable Alienware keyboard. The arena also has 5 console stations. Each console station includes a fully decked out PS4 pro, Xbox One X, and a nintendo switch.

## THE PEOPLE

The SUNY Canton esports arena is open to students enrolled in the varsity and junior varsity esports programs. Students enrolled at SUNY Canton who are not enrolled in any esports programs can reserve available esports arena space through the esports coordinator. The esports program offers nine esports to the nearly 100 enrolled varsity and junior varsity students. The arena is also staffed with part time esports coaches. SUNY Canton's esports coordinator, Charles Murray, is the dedicated full time employee responsible for all esports operations at SUNY Canton. From network diagnostics to game day procedures, he manages it all!



# COACHES CORNER

“ECAC kindly invited us to be the first west coast school to participate in the ECAC Valorant season. The Valorant team has enjoyed playing in their first official collegiate season representing Sacramento State. Getting second in the Valorant season was not only impressive for my team but we are excited to perform even better next season. What I do to help the team succeed is be the first line of support in scheduling, looking for scrims, individual coaching and help my players succeed in both academics and esports.”

**SACRAMENTO STATE**  
**NICK PALSGAARD**  
**TEAM LEAD AND COACH**



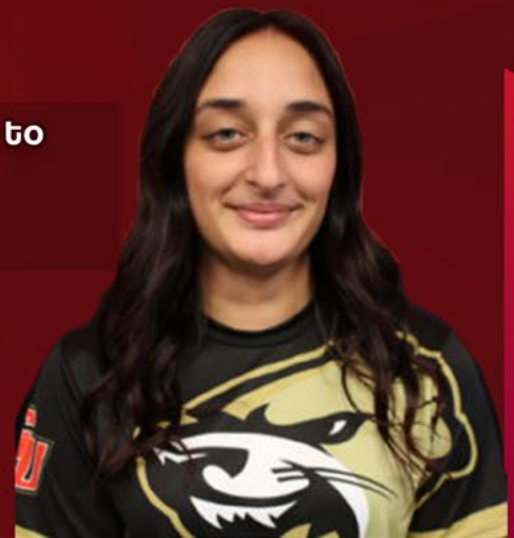
“The ECAC offers an incredible experience for my students. I know the league administrators from LeagueSpot will provide top notch service to my students during the season, taking a lot of weight off my shoulders. I am very excited to continue participating in the ECAC and look forward to next season. I wish I had this opportunity when I was in college!”

**SUNY CANTON**  
**CHARLES MURRAY**  
**ESPORTS COORDINATOR**



“The ECAC has brought Caldwell awesome opportunities to compete and grow as a team. We have met awesome competition along the way during our season. ”

**CADWELL UNIVERSITY**  
**TONIANN**  
**COACH**





# MEMBER SPOTLIGHT

## BELLARMINE UNIVERSITY

CYNTHIA LALLY  
ASSISTANT DIRECTOR



"I am excited to join this conference and afford my students the opportunity to participate in such a thriving, dynamic sport. I look forward to growing Bellarmine's presence in the eSports community and recruiting players for a wide variety of competitive gaming"



## SOUTHERN CONNECTICUT STATE UNIVERSITY

ANDREW MARULLO  
COORDINAATOR

"Joining the ECAC is a huge step for Esports at SCSU and we are excited to compete against some of the top teams in the Northeast!"

## CARROLL UNIVERSITY

JOW LOOMIS  
HEAD ESPORTS COACH



"The ECAC has demonstrated what it means to be a premier esports conference. Carroll Esports is excited for the opportunity to compete in first class league that the ECAC has built. Our students are excited knowing that every week they will be facing amazing talent from across the ECAC as they play for Carroll pride."



## UNIVERSITY OF MOUNT UNION

ADEREK SPINELL  
DIRECTOR AND HEAD COACH

"We're excited to add some more games for our students to compete in, and also an opportunity for more matches with schools we may not have played without ECAC involvement. "



# ECAC AND CSMG INFORMATION




The ECAC is an 82 year-old organization with over 200 member schools across all NCAA Divisions. The ECAC exists to enhance the experience of student-athletes participating in intercollegiate athletics and provides great value for universities and colleges by sponsoring championships, leagues, bowl games, tournaments and other competitions throughout the Northeast. ECAC Esports is growing and now totals more than sixty colleges and universities and is expanding the geographic footprint for the conference nationally. ECAC's Esports program is dedicated to providing and activating intercollegiate esports competition for colleges across the country.



**Dan Coonan**  
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**Lydia Fister**  
Director of ECAC Esports  
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Founded in 2014, College Sports Properties Group (CSMG) that drives the business performance of college athletic conferences and schools, providing them with a successful growth strategy, and generating revenue to support their athletic department and initiatives. CSMG esports rights encompass the ECAC, NJCAA, and within the 20+ conferences represented by CSMG. CSMG specializes in Marketing Rights/Revenue Generation, Content Creation & Distribution, Media Rights/Revenue Generation, Content Creation & Distribution, Media Rights Strategy & Negotiation, Sponsorship Sales, Name Image and Likeness Solutions, Licensing, Event Production & Management, Ticketing, and Esports.



**Neil Malvone**  
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**Thomas O'Keefe**  
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# APPENDIX

## THIS MONTH'S IMPORTANT LINKS

ESTV  
[Estv.co](http://Estv.co)

Kay Yow Cancer Fund  
[Kayyow.com](http://Kayyow.com)

Wave.TV  
[wave.tv](http://wave.tv)

Farmingdale State Esports  
[https://twitter.com/fscesports\\_?lang=en](https://twitter.com/fscesports_?lang=en)

ECAC Esports  
<http://www.ecacesports.com/>

ECAC Esports Fall 2020 Player Awards  
<http://www.ecacesports.com/2020/12/ecac-esports-fall-2020-season-awards/>

## QUOTE OF THE MONTH

*I dare to  
fail greatly  
so I will  
achieve greatly*

## KEEPING UP WITH ESPORTS

Make sure you stay up to date  
with all things Esports!

Follow the ECAC Esports Social  
Accounts at @ECAC\_Esports

Follow CSMG's LinkedIn and  
Twitter @collegiatesmg



## LEAGUESPOT PLATFORM

LeagueSpot is an all-inclusive platform created to provide comprehensive support at all levels of esports competition. Whether you are planning a large single tournament or plan to run year round seasonal competitions, LeagueSpot has power and all the needed management tools to accommodate the seasoned expert as well as entry-level organizers looking to add esports to their existing programs.