

ESPORTS
COLLEGIATE



COLLEGE

LEAGUE^{OF}
LEGENDS

2022 College League of Legends Season
Esports Collegiate Conference Format

1. Conference Format & Schedule

- 1.1. **Regular Season.** This phase consists of a best-of-three round robin, with each team playing each other team once. Starting side choice will be randomly predetermined such that each team has first side choice in half their games.
- 1.2. **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 that cannot be broken in this fashion will be broken by fastest average win time.
- 1.3. **Conference Playoffs.** This phase consists of a three-round single elimination best-of-five tournament between the top six teams by Regular Season win record. The winner will advance to the College Championship based on Section 2 of the College Championship Rules.
- 1.4. **Schedule**
 - 1.4.1. **Default Match Time.** All Conference Regular Season and Conference Playoff matches are scheduled for Wednesday at 7:00pm Eastern Time or Saturday at 3:00pm Eastern Time.
 - 1.4.2. **Regular Season**
 - 1.4.2.1. Round 1: Jan 24 - Jan 30
 - 1.4.2.2. Round 2-3: Jan 31 - Feb 6
 - 1.4.2.3. Round 4-5: Feb 7 - Feb 13
 - 1.4.2.4. Round 6-7: Feb 14 - Feb 20
 - 1.4.2.5. Round 8-9: Feb 21 - Feb 27
 - 1.4.2.6. Round 10-11: Feb 28 - Mar 6
 - 1.4.2.7. Round 12-13: Mar 7 - Mar 13
 - 1.4.3. **Conference Playoffs**
 - 1.4.3.1. Quarterfinals: Mar 21 - Mar 27
 - 1.4.3.2. Semifinals: Mar 28 - Apr 2
 - 1.4.3.3. Finals: Apr 3 - Apr 9
 - 1.4.4. **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.