



COLLEGE  
ESPORTS

# COLLEGIATE ESPORTS COMMISSIONERS CUP

**2023-2024  
Season Guidelines**

**PRESENTED BY**



## **Article 1 - Overview**

The Collegiate Esports Commissioners Cup (CECC) serves as the premier college esports event organized by EsportsU, an intellectual property owned by Collegiate Sports Management Group (CSMG), a leading sports and entertainment company. CSMG specializes in the management and representation of intellectual property rights, with a focus on commercialization in areas such as events, media, sponsorship, licensing, ticketing, and analytics. CSMG is a trusted partner that empowers clients to achieve success through unique areas of expertise.

The CECC represents North America's highest level of scholastic esports competition, fostering inclusivity and participation from various conferences. This multi-conference event encompasses regional tournaments plus select partner events, showcasing the exceptional talents of top-performing esports athletes. Successful teams earn automatic bids to compete in the CECC National Championship, widely known as "May Madness." The CECC aims to achieve the following key objectives:

1. Crown a national champion in scholastic esports across all collegiate traditional athletic divisions.
2. Provide a platform for multiple game titles within a single scholastic event.
3. Host a highly anticipated LAN event to honor student-athletes for their achievements.
4. Recognize and reward exceptional talent through a proprietary points system.
5. Facilitate recruitment and career opportunities for students of all ages.
6. Educate the public through expert panels and educational content.
7. Foster networking opportunities within the industry.
8. Provide a platform for brand exposure and engagement.
9. Promote unity among diverse communities through the medium of video games.
10. Support the growth and commercialization of the collegiate esports industry.

By fulfilling these objectives, the CECC contributes to the advancement and commercial viability of collegiate esports while providing an immersive and captivating experience for participants, spectators, and stakeholders alike.

## **Article 2 - Framework**

### *Section A - Championship Field Size*

The CECC championship is designed to facilitate national-level competitions among premier institutions representing diverse regions and conferences across the nation. For the upcoming CECC 2024, each game title bracket will accommodate up to 20 seeds. To ensure appropriate categorization of teams, a 'Pool' system will be implemented. Eight teams receiving a 'Pool 1' Bid will earn automatic qualification for the in-person

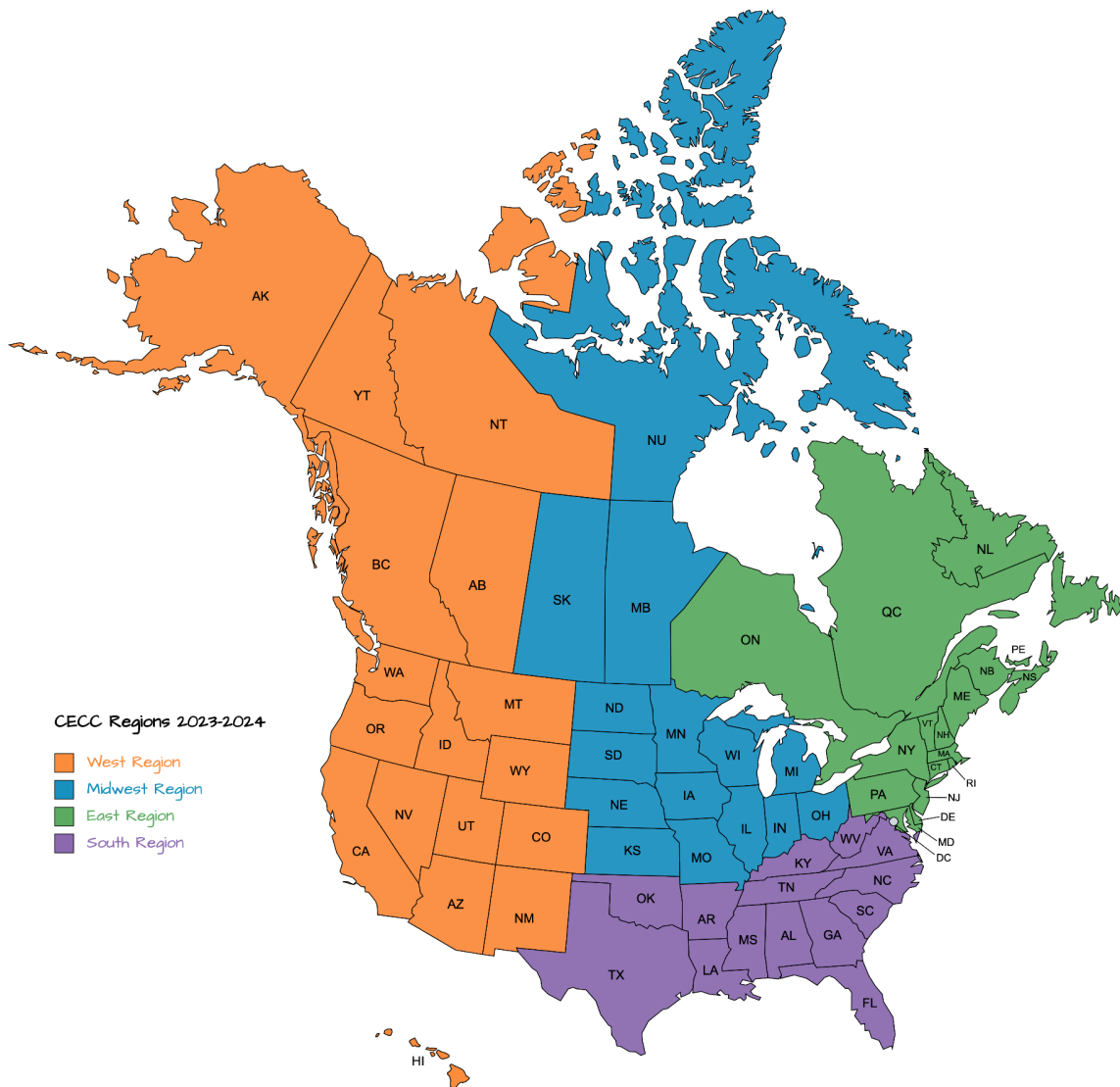


stage of the CECC Finals. Twelve teams receiving a 'Pool 2' Bid will be required to participate in an additional competition stage, either virtually or in a live setting, prior to the CECC Nationals. For the CECC 2024 Season, four game titles will be featured including Valorant, Overwatch 2, Super Smash Brothers Ultimate and Rocket League.

### Section B - Qualification Process

Teams can secure qualification to the CECC Finals through various methods, including:

#### 1. CECC Regional Events:



Qualifiers' open to teams from different regions across the United States. The



regions are West, Midwest, South and East. These qualifiers consist of an Open Qualifier phase and a subsequent Qualifying Tournament.

- Open Qualifier: All teams in good standing with their respective institutions are eligible to participate in a Regional Open Qualifier, held over a single weekend.

- Qualifying Tournament: Following the completion of the Open Qualifiers, a Qualifying Tournament will be conducted, featuring winners from the Open Qualifiers and potential 'wild card' seeds. Victorious teams from these qualifying tournaments will earn a bid to the CECC Finals, determining their placement in either Pool 1 or Pool 2.

## 2. Last Chance Qualifier:

Towards the end of the Spring Semester (March-April), CSMG/EsportsU will host a 'Last Chance Qualifier' event for the four featured game titles. The format of this event will be determined based on the number of participants. The Last Chance Qualifier will grant a final group of teams their bid to the CECC Finals, placing them in either Pool 1 or Pool 2.

## 3. Winning/Receiving a 'Partner Conference' Bid:

Throughout the academic year, teams may receive bids through 'Partner Conferences' such as the NECC, ECAC, ECC, and PBC. These bids may be awarded based on winning a 'qualifying event' or at the discretion of conference leadership.

## 4. Associate Conferences:

The CECC extends invitations to additional conferences to participate in the annual event. Past participating conferences have included the Mountain West, MEAC, NJCAA, West Coast Conference, Big Sky, Midwest Esports Conference, MAAC, GLEC, Big East, and PAC-U, MAC.

## 5. Special Invites/Wild Cards:

CSMG/EsportsU reserves the right to extend special invites or wild card bids to teams of competitive, regional, or strategic relevance. These invitations may be issued even after all other qualifiers have concluded.

## 6. Selection via CECC Competitive Committee:

For the Academic Year 2023-2024, EsportsU has established a Competitive Committee (outlined in Article 5) responsible for advising on CECC events and tournaments. One of the committee's roles is to select competitive schools that will receive bids to the CECC Finals. These selections will be made after the Fall Semester, and re-evaluation may occur if any selected teams are unable to attend the main event.

## 7. Special Community Qualifiers:



CSMG/EsportsU may conduct additional qualifiers for select communities. The 2024 CECC Nationals will include a Service Academy, Canada Qualifier, Women's and non-binary Qualifier, and Gamers of Color Qualifier. Other qualifiers may be added throughout the season.

All Bids are not finalized and subject to change. Prizing TBD

### **Article 3 - Eligibility**

#### *Section A - Academic Standing*

Every team member participating in CECC events must be enrolled in their respective institution for the given semester and maintain good academic standing. Players are required to meet the minimum full-time credit requirement of 12 credits per semester, or what is declared by their institution. The determination of satisfactory academic standing will be made by each institution or organization. If players meet the eligibility criteria set by their institution/organization and fulfill the credit requirement, they will be deemed eligible to participate in CECC events. Proof of enrollment will be verified by CECC Administration staff prior to Regional, Last Chance Qualifier, or Finals Events. CECC will utilize a third-party service provider to validate enrollment status.

#### *Section B - Roster Eligibility*

Teams will designate a captain for communication purposes with other teams and CECC administration. Although not mandatory, coaches are recommended for teams (if applicable). Substitutions will be allowed for all game titles featured in the CECC, but only between games within a match and not during ongoing games. If a team has qualified with a roster during a specific phase of a CECC event cycle (e.g., Open Qualifiers to Regional Qualifiers, Regional Qualifiers to CECC Finals), that roster must maintain a retention rate of at least 50% to retain their bid. Player substitutions can only be made from the team's final roster submitted to CECC administration before any CECC event. Once the final roster has been submitted, no players may be added or removed from the roster without written permission from CECC administration. Players are not permitted to participate on multiple teams within the same game title if their program has multiple teams competing in the respective CECC event.

- For any given game title, the maximum number of represented teams from a given institution/school will not exceed 2 (two) teams.

#### *Section C - Team Eligibility*

For the CECC Season, teams interested in participating must meet one of the following criteria to represent their institution:



- Varsity Teams: Written consent from the program head/director to compete under the program's banner. The program head/director must be a staff member at the University/College.
- Club Teams: Proof of registration and verification that the club is recognized on campus and maintains good standing with student activities boards or equivalent authorities.
- Non-Club Community Teams: Written authorization to use Institution Intellectual Property (e.g., School Name and Institution Logo) from the Campus Administration, Varsity Program Head/Director, or Club President/Leadership.

**Section D - Content Release**

Every student participant must complete and sign the content release form, granting consent to share media and in-game data with EsportsU and the CECC administration team. The signature on this document is mandatory for players to participate in CECC events. Players under the age of 18 must obtain a signature from their legal guardian. Please refer to the provided link to access the content release form.

[Competitive Player Form](#)

**Article 4 - Dates**

**Section A - Schedule**

<b>FALL SCHEDULE</b>		
Event	Type	Date
CECC Midwest Open Qualifier	Online	September 23-24 2023
CECC East Open Qualifier	Online	September 30-Oct 1, 2023
CECC Midwest Regional Qualifier	TBD	October 21-22, 2023
CECC South Open Qualifier	Online	November 4-5, 2023
CECC East Regional Qualifier	LAN	October 28 - 29, 2023

<b>SPRING SCHEDULE</b>		
Event	Type	Date
CECC West Open Qualifiers	Online	February 3-4, 2024
CECC South Regional Qualifier	TBD	February 17-18, 2024
CECC West Regional Qualifier	TBD	March 2-3, 2024
CECC Canada Qualifier	Online	March 9-10, 2024
CECC Market Bid Qualifier	Online	March 16-17, 2024
CECC LCQ Week 1	Online	March 18-22, 2024
CECC Service Academy Qualifier	Online	March 23-24, 2024



CECC LCQ Week 2	Online	March 25-29, 2024
CECC Gauntlet	Online	TBD (If Necessary)
CECC Nationals	LAN	May 3-5

\*\* All dates are subject to change, locations are TBD. Additional events may be added or omitted at the discretion of the CECC. \*\*

## **Article 5 - Commission on the Competitive Framework of CECC**

### *Section A - Overview*

For the Academic Year 2023-2024, EsportsU will establish a Competitive Commission to serve as an advisory and decision-making panel for the CECC. The Competitive Commission's primary objective is to ensure competitive integrity and fairness across all CECC events, undertaking various roles and responsibilities.

### *Section B – Competitive Commission Makeup and Selection*

The Competitive Commission will consist of the following seats, although it is not limited to these positions:

- EsportsU Competitive Selectees
- Varsity Coaches/Directors
- Student Club Representatives
- Special Interest/Informed Representatives (such as Commissioners, Shoutcasters, Analysts, etc.)
- The Competitive Commission Chairman

In the event of a tie in votes among the committee members, the final decision will be made by the Competitive Commission Chairman.

### *Section C - Competitive Commission Responsibilities*

The Competitive Commission will have the following responsibilities:

- Discussion and voting on CECC event seeding, where applicable.
- Selection of 'Committee Bids' for the CECC Finals.
- Reviewing and ruling on competitive discrepancies.

### *Section D - Nominations*

- Nominations for Competitive Commission members will commence prior to season start for the 2023-2024 Academic year.



## **Article 6 - Rulesets**

The CECC rules will be standardized by following publisher guidelines for official collegiate competition. The CECC will run on the EsportsU tournament platform. EsportsU will investigate all rule violations and will send them to the respective institutions to relay to programs/players involved.

***Rulesets for each title can be found here:***

[OVERWATCH 2](#)

[ROCKET LEAGUE](#)

[SUPER SMASH BROS. ULTIMATE](#)

[VALORANT](#)

## **Article 7 - Broadcasting**

The CECC maintains exclusive broadcasting rights for all featured games of the CECC season, including the National finals matches. Participating teams have the option to request permission to stream their matches, but approval is not guaranteed. Scheduled broadcasted games cannot be rescheduled and must be played at their designated time. The CECC reserves the right to adjust game times or delay match starts as necessary to accommodate broadcast requirements.

Schools have the opportunity to be included on a 'Production Whitelist' which grants them permission to stream their CECC matches without requiring approval from their opponents. Access to the Production Whitelist will be authorized by EsportsU Studio personnel.

## **Article 8 - Data Collection and Sharing**

### *Section A - Usage of Personal Information*

CSMG/EsportsU reserves the right to collect and store data for legitimate tournament interests. The CECC will only share personal data within the following limited scope:

1. First and last name
2. In-game Name
3. School Email
4. Discord ID
5. Name of school





6. Graduation Year and Area of Study
7. Social Handles
8. Pronouns

### *Section B - Usage of Game/Match Data*

The CECC may collect in-game and match data for internal use and potential external distribution.

### *Section C - General Releases and Information*

All data collected will be gathered and stored securely to ensure data privacy and protection.

## **Article 9 - Institution IP**

The purpose of the following naming protocol is to ensure clear distinction between teams, conferences, broadcasters, and fans while fostering a professional atmosphere in relation to all names presented and affiliated with participating institutions.

### *Section A - Institution Names*

All participating schools are required to adhere to a standardized naming format that accurately reflects their affiliated institution and effectively distinguishes between multiple rosters, if applicable. The following example illustrates the recommended naming format:

Institution Name: Caldwell University

Mascot: Cougars

Examples of accepted forms:

- Caldwell University Varsity
- Caldwell University: Cougars Esports
- Caldwell University
- Caldwell - Red/Gold (institution must specify which is the main roster)

Unacceptable forms:

- CU Varsity (use of abbreviations)
- CU: Cougars Esports (use of abbreviations)
- Cougars Esports (does not include full institution name)



## Section B - Player Naming Policies

All player names or profiles are strictly prohibited from including any of the following:

- Names that target or offend any specific group of individuals based on race, gender, or age
- References to gang affiliation
- Mentions of drugs (including alcohol and tobacco)
- Explicit sexual material
- Offensive content
- Politically charged symbols or images

Players found to be in violation for any of the above reasons may be required to change their in-game username upon request. Failure to comply may result in inability to compete in CECC sanctioned events and competitions.

## Article 10 – Media/Content Usage at CECC Events

### 1. *Term and Termination*

- a. The term of this Waiver shall begin on the Effective Date (of event) and continue until termination of this Agreement as provided herein. Notwithstanding the foregoing, this Agreement may be terminated by the Company at any time.

### 2. *Intellectual Property and Data Rights*

- a. **Company Data.** Company and each Affiliate, as applicable, shall be, for all purposes hereof and as between Parties, the sole and exclusive owner of any information or data supplied by Company or created in connection with Vendor's performance hereunder including, but not limited to, all photo, video, audio, and edited content containing featured products from an event produced and paid by Company. Except as expressly provided herein and as necessary to performance hereunder, Vendor and its employees, agents and sub Vendors shall not have any rights in or to the Company Data in any form or any information derived from or in connection with the Company Data.
- b. **Work Product.** Performance of the Services may include inventing in areas directly or indirectly related to the business of the Company and/or Affiliates or to a line of business that the Company may reasonably be interested in pursuing. Vendor hereby assigns to Company and Company shall retain all right, title, and interest in and to all works of authorship, inventions, and data produced as part of or in connection with the Services provided hereunder, including, but not limited to, all United States and foreign copyright, patent, trademark, trade secret and any other



intellectual property or other proprietary rights pertaining to such works (“Work Product”). All Work Product shall be considered “work made for hire” (as such term is used in 17 U.S.C. §201), to the extent permissible by law. Company shall have the right, at its own expense, to obtain and hold all United States and foreign registrations for copyrights, trademarks, patents and any other intellectual property or other proprietary rights in or to such Work Product. At the Company’s request, without further consideration and free from any claims, liens or retention of rights, As used herein, “Work Product” means any recorded and/ or captured photo or video at a location in which the Company is considered at Work.

- c. **Embedded Materials.** Vendor shall not embed any Vendor property or any third party’s property (collectively, “Embedded Material”) in the Work Product without the prior consent of Company, such consent to be given in Company’s sole discretion. To the extent that any Embedded Material is (a) embedded or incorporated in or (b) necessary in connection with the use of any Work Product, then Vendor hereby grants to Company, without any additional consideration, a worldwide, perpetual, irrevocable, royalty free, fully paid up, non-exclusive license to make, have made, use, provide services using, sell, offer for sale, import, export, reproduce, display, perform, digitally perform, distribute, modify, maintain, enhance and create derivative works of, and to sublicense and transfer and to permit third parties to make, have made, use, provide services using, sell, offer for sale, import, export, reproduce, display, perform, digitally perform, distribute, modify, maintain, enhance and create derivative works of, such Embedded Material; provided, however, such license shall not permit the commercial exploitation of such Embedded Material on a stand-alone basis.
  - d. **Vendor License.** During the term of this Agreement, Vendor may not use the Work Product for the benefit of any person or entity other than Company without the prior consent of Company, to be given in Company’s sole discretion. Company does give consent for work product to be utilized across various social media platforms with the explicit requirement that the Vendor credit/acknowledge and tag the Company in their description of the posts (Ex: @EsportsUGaming, #CECCTexas2023 @Collegiatesmg). Any violation/infraction against this license is to be reviewed to be determined if it will be a case of copyright infringement.
3. **Copyright Rules and Procedures for Media/Content Usage at CECC**
    - a. Collegiate Sports Management Group welcomes outside media coverage for the Collegiate Esports Commissioners Cup
    - b. Media credentials may be issued to individuals and organizations that provide regular editorial coverage of the esports/sports business through digital, print, audio, or video platforms. Credentials are issued at the sole discretion of CSMG for CECC



- c. CSMG may issue credentials for either in-person or virtual attendance. There is extremely limited availability for in-person credentials
- d. CSMG permits photography and video/audio recording during CECC events, but reserves the right to revoke this permission at its sole discretion
- e. All credentialed media will be asked to provide links to coverage of CECC, including content generated both from on-stage speakers and from off-stage interviews of speakers, as well as over the air, broadcast content.
- f. All such coverage should include a reference to Collegiate Esports Commissioners Cup and the official name of the event and promote the correct social media handles including but not limited to @EsportsU Gaming
- g. CSMG reserves the right to modify these policies at any time, either as a whole or for a particular event
- h. Specific allowable usage of any content captured is as follows:
  - i. CECC-Produced Programs: CSMG, CECC, and EsportsU will be the sole owner of all CECC-Produced Programs and all of their constituent elements (and any other material shot by CECC or pertaining to such Programs, whether or not such material was incorporated into such Program(s)), including exclusive ownership of all copyrights in and to the CECC-Produced Programs.
  - ii. Content Creator or Media Entity-Produced Programs. CSMG, CECC, and EsportsU and pre-approved Content Creator or Media Entity shall jointly own all right, title, and interest in and to the Content Creator or Media Entity-Produced Programs
  - iii. Both parties may use this content for editorial purposes. If Content Creator or a Media Entity monetizes this content, CSMG is owed a 25% royalty based on gross proceeds of the content creator which CSMG may waive at its sole discretion
  - iv. Media Entity represents that all work and services in connection with the Media Entity-Produced Programs has been performed by its employees or by independent contractors pursuant to a “work made for hire” agreement with Media Entity.
  - v. Media entities will include in the Programs a copyright notice in conformity with the laws of the United States of America and the Universal Copyright Convention designating CSMG, CECC and EsportsU as the co-owners of the copyright of the Media Entity-Produced Programs
  - vi. Notwithstanding anything to the contrary herein, CSMG and its parent, affiliates, successors, and assigns own all subscriber, analytics and usage data and footage derived from the distribution of content on CECC’s platforms.



## **Article 11 – Code of Conduct: CECC**

### *1. Language and Conduct*

1.1 Respect: All participants, including players, coaches, staff, and spectators, are expected to treat each other with respect, regardless of their background, gender, race, or any other personal attributes.

1.2 Sportsmanship: Good sportsmanship is fundamental. Participants shall refrain from engaging in toxic behavior, including but not limited to harassment, hate speech, threats, or personal attacks, both in-game and in any related communications or platforms.

1.3 Language Usage: Profanity, offensive language, and inappropriate gestures are strictly prohibited during matches, events, interviews, and official CECC channels.

1.4 Discrimination: Any form of discrimination, including racism, sexism, or homophobia, will not be tolerated. CECC promotes inclusivity and a safe environment for all participants.

### *2. Competitive Integrity*

2.1 Fair Play: All players must adhere to the rules and regulations of CECC and any specific game regulations. Cheating, hacking, or exploiting game mechanics is strictly prohibited and will result in immediate disqualification and potential further consequences.

2.2 Match Fixing: Any attempt to manipulate or influence match outcomes through collusion, bribery, or any other means of match fixing is strictly forbidden. Such actions undermine the integrity of the league and will result in severe penalties, including potential legal actions.

2.3 Performance Enhancing Substances: The use of any performance-enhancing drugs or substances that may provide an unfair advantage is strictly prohibited. Participants must compete on equal footing, showcasing their skills and talent.

### *3. Communication and Privacy*

3.1 Respectful Communication: All communications, both in-game and outside of it, should be conducted in a respectful manner. Participants must refrain from sharing personal information without consent and from engaging in unsolicited or inappropriate contact.

3.2 Confidentiality: Confidential information shared by CECC, its partners, or other participants must be treated as such. Participants must not disclose sensitive information or use it for personal gain or advantage.

### *4. Spirit of Competition*

4.1 Match Decorum: Participants are expected to follow the rules and regulations set by CECC regarding match decorum, including punctuality, equipment requirements, and any other specified guidelines.



4.2 Compliance: Participants must cooperate with CECC officials, adhere to their instructions, and provide accurate and truthful information when required.

4.3 Disputes and Resolutions: Any disputes or concerns related to matches, rulings, or other league matters should be communicated to CECC officials promptly and professionally.

CECC prioritizes the creation of a fair, inclusive, and respectful environment for all participants. Violation of the Code of Conduct may result in penalties, including warnings, suspensions, fines, disqualifications, or even permanent bans from CECC competitions and events. The Code of Conduct is subject to regular review and updates to ensure its effectiveness in maintaining the integrity and positive atmosphere of the league.

## **Article 12: The Commissioners Cup (Points System)**

Introducing "The Commissioners Cup"

Collegiate Sports Management Group (CSMG) and EsportsU introduce the addition of "The Commissioners Cup" to our competition series, representing the highest level of achievement in college esports. This prestigious recognition will be awarded during the annual "May Madness" national tournament, the CECC. It symbolizes excellence and competitive accomplishment, transcending individual game titles, fostering team camaraderie, and building campuswide fandom across all genres.

*Format*

Fall 2023 - Spring 2024

For the current Academic Year, The Commissioners Cup will encompass CECC Regional Events, the Last Chance Qualifier, Conferences with bids into CECC, and the CECC Finals. Points will be awarded based on performance in the four featured games: VALORANT, Overwatch, Rocket League, and Super Smash Brothers Ultimate. At the end of the competition, points earned by each school/organization will be tallied, and the school with the highest score will be awarded "The Commissioners Cup." In future years, CSMG/EsportsU reserves the right to add or remove game titles and conferences, allowing schools to compete and accumulate points across individual conferences and events.



Notes:

- Teams can only earn points from their highest Regional Qualifier Event performance per game (Open Qualifier, Regional Qualifier, or Last Chance Qualifier).
- Schools/institutions with multiple teams in the CECC Finals for a single game title can only claim points for their highest-placed team in that game title.
- For Partner and Associate Conferences, teams that win a "Conference Championship" within the Fall and/or Spring Semesters will be eligible to earn points from the Conference Championship Points column.

Points Eligibility Breakdown:

Place	Conference Championship	Regional Open Qualifier	Regional Qualifier	Last Chance Qualifier	CECC Finals
1st	10	15	25	25	50
2nd	5	10	15	15	35
3rd	2	8	10	10	25
4th	1	6	8	8	20
5th/6th	N/a	4	4	4	15
7th/8th	N/a	4	2	4	10
9th-12th	N/a	1	N/a	2	8
13th-16th	N/a	1	N/a	2	6

Prize Pool

For The Commissioners Cup, we will be releasing the official prizing numbers later in the season. The breakdown of the prize pool will be as follows:

Place	Prize
1st	(50%)
2nd	(20%)
3rd	(10%)
4th	(6%)
5th	(5%)
6th	(4%)
7th	(3%)
8th	(2%)



## Article 13 - Points of Contact

The CECC's Members with Operational Authority are:

Title	Name	Discord	Email
Chief Esports Officer, CSMG/EsportsU, Commissioner CECC	Angela Bernhard Thomas	Angela#3634	abthomas@collegiatesmg.com
Director of Production/EsportsU Studio	Kyler Tandal	@ktad	ktandal@collegiatesmg.com

The CECC's larger Operations Team are:

Esports Operations Manager	ToniAnn Convertino	@neonstar	tconvertino@collegiatesmg.com
Head of Events / Tournament Lead	Chris Postell	@wbb	cpostell@esportsfoundry.com
Tournament Operator	Dale Mathews	@senapse	dmathews@esportsfoundry.com
Tournament Operator	Matthew Speidel	@sunshineonair	sunshine@esportsfoundry.com

Discord: [www.discord.gg/esportsu](http://www.discord.gg/esportsu)

Website: [www.collegiatesmg.com/esportsu](http://www.collegiatesmg.com/esportsu)

Press and Inquiries: [abthomas@collegiatesmg.com](mailto:abthomas@collegiatesmg.com)

