

DECEMBER 2020



FIFA 20

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ESPORTS

ECACTM

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MONTHLY NEWSLETTER

PRESENTED BY

DREAMSEAT

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Let's take a moment to show you some of our best athletes who have been rookie or player of the week.

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We have some amazing coaches in our league, let's take a minute to hear what they are doing with their program.

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This month we are hearing from three different universities, Averett, Roger Williams and Bryant.

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Our member's have some stunning state of the art arenas. Here's one of our favorites.

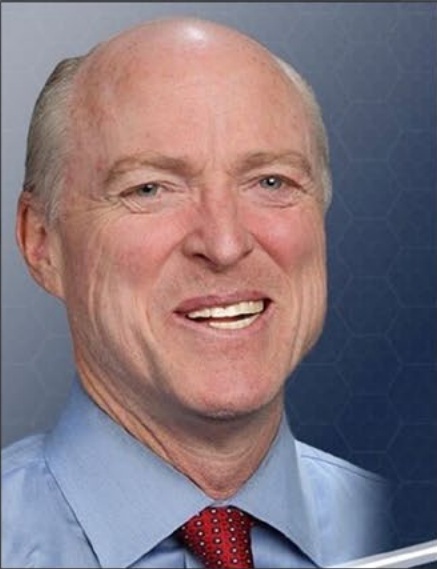
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More information about ECAC and CSMG and the people who work with us.

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

COMMISSIONER'S STATEMENT



I think it is appropriate on the heels of a shelter-in-place Thanksgiving for me to take a moment to thank everyone in our entire ECAC Esports community. This unique organization we all created together is quite remarkable. In the middle of this worldwide pandemic that brought traditional athletics to a standstill, ECAC Esports forged ahead undaunted – clearly a sign of things to come for us in this new and exhilarating industry.

Rather than retreat during this time, our esports program and footprint is growing by leaps and bounds. And we are so excited about what that growth and our partnership with Collegiate Sports Management Group portends for 2021.

With your assistance, we have now reached the following milestones, many of which we may have felt were years away:

- Over 2,000 student athletes, 354 teams, 70 institutions with 19 being new ECAC esports members
- Over 100,000 views per week of ECAC Esports competition on our linear broadcast partner, ESTV, courtesy of our partner, CSMG. ESTV is the first ever live linear video channel dedicated to esports. They also placed us with EsportsU Network, the first ever OTT channel dedicated to collegiate esports
- Hosted first ever collegiate VALORANT Tournament, ECAC Championship with HV GamerCon
- RIOT's extension allowing 24 ECAC Esports teams into League of Legends tournament
- Addition of New Media Outlets fostered by our partner, CSMG including ESTV, the first ever live linear video channel dedicated to esports and EsportsU Network, the first ever OTT channel dedicated to collegiate esports
- New Partnerships developed including Monster Energy, eFuse, HyperX, iBUYPOWER, DreamSeat and Hyperice
- Creation of a Coaches Poll in Partnership with eFuse
- Our evolving Monthly Newsletter
- Our weekly spotlight show ECAC Esports Unveiled

Expect that same exponential growth and innovation to continue in 2021. We have already secured the first ever Collegiate National Esports Championship (CENC) hosted at the Raleigh Convention Center April 29 – May 2. 2021 will be a year of continued growth with new offerings, new members and new events.

Thank for your continuing role in our success. We are just getting started. Stay tuned . . .



SAINT FRANCIS

Saint Francis University is located in Loretto, PA and launched their varsity esports program in June 2019. Since that time, SFU has been a member of the National Association of Collegiate Esports (NACE) and the Eastern College Athletic Conference (ECAC). SFU competes in FIFA, Fortnite, Hearthstone, League of Legends, Madden, Overwatch, Rocket League, and Super Smash Bros. Ultimate. Offering esports scholarships in all 8 game titles, SFU is also home to the only dedicated esports facility in their region on a college campus. The Red flash Arena features 18 PCs, 2 Nintendo Switches, RGB lighting, LED viewing monitors, and 1 dedicated GB of cat-6 shielded ethernet. SFU aims to be a best practice institution by offering co-curricular opportunities to students through esports.



L o r e t t o , P A

Co-Curricular Opportunities

SFU Esports is creating opportunities for students to gain professional experience through website development, social media management, graphic design, and journalism. "We currently have three students leading our content creation and our digital presence", said Program Director Luke Trotz. He continued, "Faythe built and launched our new website in just two weeks at the start of this semester, Jolee publishes news stories to the site, and Sam creates all of our program graphics. We welcome everyone to engage with us on social media or visit our new redflash.gg website." "Being able to create the website



was a great experience, I am an OT major but I love CS too!", said Faythe Miller. Sam Warner, "I feel that we show our hard work in the arena through a lot of our posts and I enjoy illustrating that success for all our teams. "I'm not a competitive gamer but writing for the program allows me to strengthen my communication & professional writing skills", said Jolee Smith.



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 for more information!

Click below for the Official ECAC Esports Fall 2020 Rulebook.

[Rulebook](#)

STOCKTON UNIVERSITY LEAGUE OF LEGENDS TOURNAMENT DECEMBER 18-20

Up to two teams per college/university can register to participate if interested. Check out their website for additional details!

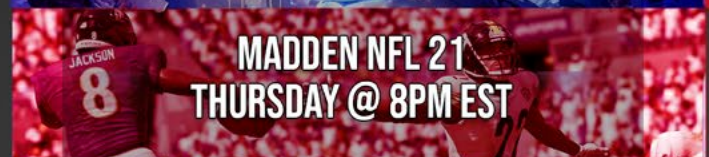
<https://sites.google.com/stockton.edu/stockton-esports/winter-invitational>

REGISTER NOW FOR 2020-2021



MEMBERSHIP

GAME DAY!



ECAC FALL 2020 PLAYOFF RECAP (CONT.)

The ECAC has wrapped its Fall 2020 season crowning champions across 8 games powered by LeagueSpot: Overwatch, Hearthstone, Rocket League, Valorant, Super Smash Bros. Ultimate, FIFA 20, Madden 21, Fortnite. 239 teams fought through playoffs to come out on top.



VALORANT CHAMPION – CATAWBA COLLEGE

"In a year of unpredictability, it feels all the sweeter knowing we are bringing a Championship trophy home to Catawba. Sacramento State are one hell of a team. Nothing but the utmost respect for them. I could not be prouder of the guys, and of their growth and perseverance over the season. We are forever grateful for the support and for the opportunity to compete in collegiate esports." – Gidd Sasser



OVERWATCH CHAMPION – RPI (3RD ECAC OVERWATCH TITLE)

"SUNY Canton put on a great show, and their players have been nothing but courteous and sportsmanlike throughout the season. A great, challenging team, can't wait to see them v c next semester!" -Arjay Mirchandani



HEARTHSTONE CHAMPION – UNIVERSITY AT ALBANY

As a player and a competitor, I have had a great time with the UAlbany eSports team this semester, even with the extra difficulties we have had to face due to COVID. I'm glad I could finish the season this time around because I have always been a competitive person, so winning this tournament frankly felt amazing. I hope to come back next semester and take first place again. Go UAlbany! - Brendan Moon



MADDEN 21 PS4 CHAMPION – WVU POTOMAC STATE COLLEGE

"It feels great because I have been working for years to get into a position like this and obviously last year I went undefeated and then our season got cut short due to Corona, then to come back this year and finish the job." -Alex Oates



ECAC FALL 2020 PLAYOFF RECAP (CONT.)

MADDEN 21 XBOX ONE CHAMPION- WVU POTOMAC STATE COLLEGE

"It feels really good, grinding with my teammates and josh and putting in those extra hours. Learning the game and learning new skill makes it feel like all the hard work paid off." -Jacob Biser



FIFA 20 PS4 CHAMPION - SIENA HEIGHTS UNIVERSITY

"I always wanted to be part of a FIFA esports team and compete on this game. With this first opportunity I was able to prove I can keep moving forward. I am very grateful for that!" -Lucas Carvalho



FIFA 20 XBOX ONE CHAMPION - STOCKTON UNIVERSITY

"It's been a great season! Stockton picked up right where we left off and adjusted so well to the new format for FIFA this semester. I couldn't have succeeded without the support of my teammates Tim and Kyle, as well as Stockton Esports Leadership! I'm looking forward to next semester" - Nico Mirabella



SUPER SMASH BROS. ULTIMATE CHAMPION: NJCU

We had no doubts we would win but weren't sure what it would take. WSC is the only team that ever took a round from us the whole regular season, so we anticipated they would make it to the final with us and spent a lot of time preparing beforehand. Hydra did an excellent job preparing himself and his team for this match - Josh Case



ROCKET LEAGUE CHAMPION- ILLINOIS WESLEYAN UNIVERSITY

"This is the first year that we've competed as a University in Rocket League, so we're really excited with our performance so far. The growth we've seen from this roster over just one semester is fantastic. We've added coaching staff, moved players around, and worked hard and it showed. I'm looking forward to seeing where this team can go." - Callum Fletcher



COLLEGIATE ESPORTS NATIONAL CHAMPIONSHIP



Collegiate Sports Management Group (CSMG) announced it will be hosting the first Collegiate Esports National Championship (CENC) on April 29 through May 2, 2021 at the Raleigh Convention Center in Raleigh, North Carolina. The championship tournament will feature schools from CSMG partners including the ECAC Esports, the National Junior College Athletic Association Esports (NJCAA) and the High School Esports League (HSEL). After competing all semester, the qualifying teams will compete in Raleigh for a chance to be crowned national champions.

CSMG chose Raleigh as the perfect location for the first national championships as the city has experience in hosting large scale esports events, including the Rainbow Six event in 2019 and the East Coast Game Conference (ECGC) for the past 11 years. The gaming community is strong and vibrant in Raleigh and CSMG is excited to add their championships to the city's esports portfolio.

"We are delighted to be hosting the Collegiate Esports National Championship here in Raleigh, N.C.," said Tori Collins, Director of the Greater Raleigh Sports Alliance and Co-Chair of the new esports committee Greater Raleigh Esports Local Organizing Committee (GRELOC). "Our area has a long tradition of hosting successful collegiate championships in traditional sports. To be able to celebrate and showcase our globally recognized esports ecosystem supported by local companies such as Epic Games, Ubisoft, Lenovo, Red Hat and others is a win-win for us. Our commitment to esports player's health and wellness remains paramount, and we along with our local partners are confident we can deliver a world-class event for everyone involved."

CENC will include other exciting gaming events highlighted by an NFLA competition featuring former NFL stars and a two-day HBCU Technology Career Fair. The first-of-its kind HBCU Career Fair will bring a brighter focus on the HBCU community and the brilliant students attending HBCU schools within the Raleigh region. This recruiting event will bring companies face-to-face with students seeking career opportunities in the technology industry. The GRELOC in partnership with Subnation, a gaming lifestyle media platform, will look to develop and produce a Fan Festival that celebrates the culture of gaming and lifestyle of esports.

"The Collegiate Esports National Championship will provide schools and colleges along the CSMG pipeline from high to school to junior college to 4-year colleges to compete under one roof for the first true esports national championships. This gathering of gamers of all ages will be the highlight of the 2020-2021 collegiate esports season. Brands will be able to connect with the gaming community at our LAN event, through our linear partner, ESTV, and across multiple digital channels," stated Neil Malvone EVP at CSMG, Director of Esports at CSMG and Vice Chairman of NJCAA.

THE OFFICIAL GAMING CHAIR OF ECAC ESPORTS



XPRESSION GAMING CHAIR

The Xpression Gaming Chair cradles your body with our adjustable, contouring, durable and fully-reclining seat. Combining the most sought after gaming chair features, the Xpression Gaming Chair is perfect for the Twitch streamer looking for comfort and flash with a team or custom logo that will grab the viewers' attention, as well as those gamers looking for a more subtle look with all-day ergonomics. The Xpression delivers commercial-grade quality for a chair that is made to last.

COMPETITION GAMING TABLE

Evolve your Lan Center or Esports facility with our state of art Competitive Gaming Table! Bring DreamSeat's quality build, wire management, height adjustability, and years of branded furniture design and development to the arena, with the Competitive Gaming Table! Engineered to enhance the gaming experience, the Competitive Gaming Table provides a quality build with a minimalistic design creating an ample field of play, superior ergonomics and branded with your logo. Don't settle for an "at home" gaming table for your Lan Center. Your customers deserve a state of the art gaming experience.



For More Information, Please Contact:

David Shickler • Sales Director
DShickler@Dreamseat.com • 631.387.4866



PHANTOM GAMING CHAIR

PHANTOM X GAMING CHAIR
WITH XZIPIT BACK JACKET



**EXCLUSIVE PRICING FOR
ECAC MEMBER SCHOOLS**

ESPORTS MEDIA DISTRIBUTION



ESTV, is the first ever dedicated 24/7 live linear esports channel in the U.S., launched in May 2019 to meet the demand for round-the-clock coverage from an insider perspective. ESTV is currently available on The Roku Channel, Amazon FireTV, Samsung TV Plus, Sling TV, VIZIO, Select TV, TikiLIVE, Simul TV and AVOD service to Sling TV, Twitch, YouTube and Facebook LIVE apps. ESTV has partnered with world's top programmers for the most robust programming lineup available on terrestrial, cable, linear, online, and mobile. ESTV is also an exclusive media broadcast partner of the Department of Defense Joint Base Lewis McChord, NFL Alumni esports events, Collegiate Sports Management Group, New England Collegiate Conference and Kungarna, an esports organization which has the top Fortnite players. For more information, please visit www.estv.co

"This was a tremendous opportunity for the gaming community to unite at Wayne State College. The amount of friendships that were made and the fun that we had during our first year of WSC Esports was insane. With all the work that was put into this organization was truly remarkable and they couldn't have done it any better. We were fortunate enough for the ECAC to let us in their family and props to them as well for putting on a great semester of gaming and positivity. As a whole, the WSC Esports teams did absolutely amazing during our first season of Esports and I couldn't have been more proud of them. I'm really looking forward to playing again next semester and much more competition to come in the near future!" #GoCats -Dion Coffey "Cap Insano"



ECAC FALL COLLEGIATE OVERWATCH CHAMPIONSHIP IN MANDARIN

ECAC Esports enters the global market with the broadcast of their 2020 Overwatch Fall Championship in Mandarin via a strategic alliance with Kiswe Mobile. In recent years, esports has continued to increase its prominence across the globe and ECAC Esports extending its audience internationally, by allowing esports enthusiasts and participants to watch these championship matches in their native language.

The Mandarin-language stream of the SUNY Canton vs. RPI matchup aired on CSMG's Twitch channel, twitch.tv/esportsUnetwork, the first dedicated 24/7, college esports streaming outlet. Herry Huang, a graduate of University of Virginia and avid Overwatch player, ranked as Master level (3500) healer and tank, shoutcasted this event.

PLAYER PLUGIN

"ECAC has allowed me to play Smash Bros competitively at a time where in-person competition isn't available due to Covid." - Theo Cannamela

"I was suprised to be honored Player of the Week but also very happy that the practice I've put in has paid off. My first semester at Canton I played for the League of Legends team but quit 2 semesters after. I missed the competition and was glad to come back and play in the ECAC once more." Michael Tubbs

"I was surprised because I was just doing what I love, gaming is my passion and I always give it my all and ECAC noticed that. " - Rebecca Archambo

"It's an honor to be nominated as a freshman. Through my involvement with ECAC and esports at randolph macon, I have found comfort in my transition to college in these unprecedented times by being able to share my love of the game." -Thomas Dixon

THEO CANNAMELA
SUNY CANTON

MICHAEL TUBBS
SUNY CANTON

THOMAS DIXON
RANDOLPH-MACON

REBECCA ARCHAMBO
POST UNIVERSITY



COACHES CORNER

"I've experienced my fair share of collegiate esports conferences and tournaments over the years. ECAC is miles ahead of all the others in terms of support, structure, and opportunities for membership schools. As a program coordinator, I feel comfortable as a member school knowing that myself, my staff, and athletes will always be treated with respect."

CATAWBA COLLEGE

GIDD SASSER
COORDINATOR & HEAD COACH OF
ESPORTS



"ECAC Esports is Stockton's premier league for inclusive intercollegiate competition."

STOCKTON UNIVERSITY

DEMETRIOS ROUBOS
ESPORTS PROGRAM MANAGER



"Overall, it has been a great experience. The Sharks have really responded well to competing in the ECAC. There has been a large swell of support both from the student body and the administration. Our student athletes have responded great to the structure of competition, and excel in displaying the mentality that the Sharks represent. To have so much early success in winning the fall 2019 Rocket League title has really fueled the program as a whole continue to strive for greatness."

LONG ISLAND UNIVERSITY

JOHN MCSERMOTT
HEAD ESPORTS COACH



MEMBER SPOTLIGHT

AVERETT UNIVERSITY

TODD BLANTON
HEAD MANAGER

"I like being part of Conference that understands small universities. We look forward to being able to compete in a wide array of games."



ROGER WILLIAMS
UNIVERSITY
JOHN HARRON
ESPORTS MANAGER

"I am really excited to have our teams compete in a conference setting! We have been building our teamwork and competitive skills over the past 2+ years and are ready to showcase what RWU has to offer."

BRYANT UNIVERSITY

MARK HOYE

"This is the first year that Bryant University has participated in ECAC, and it has been a very positive experience. Many of the students love the competitive nature of the league and being able to play in a competitive environment. The ECAC community is a great way to connect with other colleges' Esport programs and make new connections. Everyone at Bryant is very excited to see what the future holds for Esports and ECAC!"



ARENA SHOWCASE BLUE HENS

In the Blue Hens Arena there are 33 computers in the space and that includes 6 on the elevated stage. There is also a single Nintendo Switch station. The non-stage computers are linked into GG Leap for day to day management and the space is open to the campus population at no charge. Total square footage for the space is 1800sq. ft. which includes a shoutcast location and a strategy room. Just down the stairs from the arena is another game room (The Hen Zone) which has more consoles (Switch, XBOX, PS4)



The University of Delaware esports program has 4 varsity teams: Rocket League, Overwatch, Hearthstone, and League of Legends. The teams have no shortage of action as they compete in multiple leagues including the ECAC. There are roughly 35 players affiliated with the program. The university also has a large student club population in both our Casual Gaming Club and the Video Game Tournament Club.

*These are pre-covid photos

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.



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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.



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APPENDIX

THIS MONTHS IMPORTANT LINKS

ESTV Twitter

https://twitter.com/co_estv?lang=en

DreamSeat

<https://www.dreamseat.com/>

LeagueSpot

<https://www.leaguespot.gg/>

SFU Esports

<https://www.francis.edu/esports/>

**This Months Graphic Designer:
Samantha Moore**

<https://www.instagram.com/smd.esigns/>

QUOTE OF THE MONTH

*Let your smile change
the world. But don't
let the world change
your smile*

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**



LEAGUE SPOT 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.