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

# COMMISSIONER'S STATEMENT PRESENTED BY LENOVO LEGION



Our spring league competitions are rolling in ten different games, and all that is now being beamed around the world nightly on ESTV. The photo included below to me is really powerful – it's the faces of all the amazing people who are now working relentlessly on behalf of ECAC Esports to make it the beast it has become in the world of intercollegiate esports. Our collaboration with CSMG has brought us from a "mom and pop" operation to a nationally respected well-oiled machine.

We add 23 new schools for our spring season, with nearly twenty more already in the on-deck circle waiting to join us for the 2021-2022 season. We project we will have well over 100 member schools for esports. We now have 464 teams and nearly 3,000 competitors participating in ten games. We look forward to our in-person National Championship event April 29 – May 2 in Raleigh, and many more LAN events are in the works for the next fall and spring.

The dramatic increase in the size and scope of our operation, however, has not caused us to lose what distinguished us in the first place – our personal, familial connection to our member schools, coaches and competitors, and our desire and ability to listen to them and be nimble in crafting the best possible organization of esports competition to suit their wishes.

It has been a great ride, but we are just getting started. Thanks for being part of it.

Stay tuned . .

- Dan Coonan



# SAINT ROSE MIDLANER, ICE TANG, SHARES THEIR JOURNEY INTO ECAC



Hello friends, my name is Ice "KURAI" Tang, I'm a Psych Major at The College of Saint Rose and I play midlane for the varsity team, The Golden Knights. My journey in esports started several years back when I was back in my home country, Malaysia, playing for amateur teams. I would do detailed analysis on pro-matches and theorycraft on item builds or champion meta. Eventually, I found myself joining different amateur teams and soon a national team, meeting a lot of cool people there who are like-minded. My most notable achievement was getting Diamond 2 in Korea while on 100 ping. I was determined to make something out of it, something I would be satisfied with.

Fast-forward a couple of years, I landed a coaching job at a local university. There, I would eventually get a chance to be transferred to The College of Saint Rose under an esports scholarship. After paperwork and administration was finished, I arrived in New York during Spring of 2020 and met up with my varsity teammates. Bluntly speaking, I was a great addition to the team because I was able to transfer my vast experience towards my teammates and eventually made playoffs for the first time. Sadly, we fell at the hands on UAlbany then, but we are super focused on getting them back this split. So UAlbany, if you are reading this, be prepared because a storm is approaching.

Speaking of the current split, my team is currently on a 4-0 record up to this point. So far, teams have constantly banned out Viktor against me, keeping it 100% in the ban chamber. That said, I want to shout-out to my team for putting in the work to keep us on top form. Even though with my best champion banned, my team can put in the work and carry me through the games. Shout-out to Kelly "Gun" Kameron for his constant dominant ADC performance on match days, both of us share the highest farm per game within the ECAC League. I look forward to finishing the regular season strong and after that practicing even harder for play-off games, I want to win it all.

Looking in the future, I would like to be able to join professional organizations like Team Liquid, TSM, 100 Thieves, or Cloud 9 as their analyst or coaching staff. I feel like I am almost running out of fuel, but I am sure there's still a handful of years before I'm ready to hang my gloves. Being in an esports program has changed my life, it has taught me to be determined, resilient and responsible. So, with all that said and done, I want to take these good traits and qualities with me for life and translate them into a better future for the esports community. From KURAI to the ECAC Esports Community, I hope you have an amazing day, friends.

### **FUTURE SCHEDULE**

#### ECAC ESPORTS 2020-21 SEASON

2020-21 ECAC Esports spring season has season has kicked off make sure to follow along and watch matches live
@ twitch.tv/ecac\_esports . If your program is interested in becoming a member, contact Lydia Fister at Ifister@ecac.org for more information!

Regular season: 2/1 - 3/25 Playoffs: 4/5 - 4/29

SPRING 2021 COLLEGE LEAGUE OF LEGENDS

Conference Playoffs
Quarterfinals: Mar 8 - Mar 14

Semifinals: Mar 15 - Mar 21

Finals & 3rd Place: Mar 22 - Mar 28

# COLLEGIATE NATIONAL ESPORTS CHAMPIONSHIP (CENC)

April 29 - May 2

## RITUAL MOTION ESPORTS COLLEGE FAIR

March 27 & 28th

Ritual Motion is proud to announce its first-ever Esports College Fair to be hosted on March 27th and 28th, 2021. This virtual event is being created with the goal of connecting colleges and universities that feature on-campus esports teams and clubs with prospective student player-athletes. ECAC Esports members have an exclusive exhibitor registration portal, please reach out to Lydia at Ifister@ecac.org to receive the link!



LAN EVENT
RALEIGH, NC
APRIL 29 - MAY 2

CHAMPIONSHIP

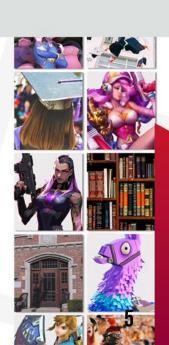
RITUAL MOTION

# EXHIBITOR REGISTRATION

MARCH 26 & 27, 2021

LEARN MORE & REGISTER AT:
RITUALMOTION.COM/COLLEGE-FAIR-EXHIBITOR-REGISTRATION-PAGE/





# COLLEGE ESPORTS EXPO NAMED OFFICIAL PARTNER OF THE CENC



Collegiate Sports Management Group (CSMG) is partnering with College Esports Expo (CEX) as the official Expo partner of the Collegiate Esports National Championship to be held on April 29 - May 2, 2021.

CSMG is excited to partner with CEX for their leadership in the collegiate space and their profound ability to put on events. Throughout the Collegiate Esports National Championship, CEX will be hosting panels about the esports industry, starting up an esports team, and more. They mentioned that esports on college campuses are redefining the shape of pop culture, entertainment, student activities, and sports.

College Esports Expo's Founder & Managing Director, Kevin Mitchell, stated, "CEX is excited to launch our first 2021 event with CSMG, ECAC and the NJCAAE at the CENC. CEX's core values are rooted in uplifting the collegiate esports community through strategic partnerships to provide engaging opportunities for all."

Topics to be covered span across the esports landscape, from Name, Image, and Likeness, and the businesses powering the industry to women in esports. CSMG and CEX are committed to education and expanding the minds of professionals and fans alike on all that is up and coming in the esports world.

Thomas O'Keefe, Manager, Brand Partnerships and Esports added, "We are thrilled to have the opportunity to continue the growth of CEX throughout the Collegiate Esports National Championship. Since 2017, Kevin Mitchell and his team at CEX have been on the forefront in the growth of collegiate esports. Through this partnership, esports executives will discuss topics found within scholastic esports throughout the event."



The Kay Yow Cancer Fund has been selected as the charity of choice for the inaugural CENC.

Since its inception in 2007, the Kay Yow Cancer Fund has awarded millions toward its mission of funding life-saving cancer research and ensuring underserved women have access to quality cancer healthcare. Through fundraising campaigns and events such as the nationally recognized Play4Kay movement, annual Celebration Run/Walk and annual Golf Classic, the Fund continues to make an impact in the fight against ALL cancers affecting women.

Communities of all types play an important role in this fight, and now the Fund is expanding Kay Yow's mission into the world of Esports by partnering with CSMG and the ECAC. "We are proud to partner with CSMG and the ECAC and are excited to be a part of the first ever Collegiate Esports National Championship" said Jenny Palmateer, VP of Program Development for the Kay Yow Cancer Fund. "Partnering with CSMG around the CENC allows us to extend Coach Yow's vision of uniting people for a common cause into the Esports community. The fact that this event is being held in Raleigh makes this even more special for us as the Fund is headquartered in North Carolina and Coach Yow spent much of her life in the Raleigh area."

"CSMG is very excited to work together with the Kay Yow Cancer Fund as our charity partner. I have grown up attending Play4Kay events, and truly see the impact the Kay Yow Cancer Fund has made in communities dealing with the hardships of cancer." Said Meg Podgorski, Director of Esports Programming and Property Acquisition at CSMG. "We are excited to share their mission with our players, schools and partners and help make a difference."

For Coach Yow it was simple, unite communities in the fight against cancer, using a scheduled game or event as a fundraiser benefitting the Kay Yow Cancer Fund.

Join the Esports community in extending the Kay Yow Cancer Fund's mission across the country. Through this partnership, the courageous cancer warriors in our lives will know that the Esports community stands beside them in their fight and most importantly, they are not alone.



eTeamSponsor is partnering with Collegiate Sports Management Group as the official fundraising partner of the Collegiate Esports National Championship. This LAN event is scheduled to be held April 29- May 2, 2021 in Raleigh, North Carolina. eTeamSponor has refined a team approach to team fundraising that aligns with the vision and mission of CENC; providing opportunities for schools, programs, and students to participate in this inaugural event.

"As the collegiate esports landscape continues to expand and develop, eTeamSponsor is thrilled to assist programs nationwide with all of their fundraising needs to ensure success in the short and long term." stated Steve Jacoby, eTeamSponsor's Co-founder and VP of Business Development and Sales. "Here at eTeamSponsor, we recognize the value of esports and the gaming community. To be at the forefront of this historic event is a proud moment for us all."

The inaugural CENC is the first fully inclusive collegiate esports championship as participants will include members of both two-year and four-year institutions within the ECAC and NJCAAE, two of the most prominent governing bodies in collegiate Esports. The CENC will feature a traditional bracket-style tournament and feature three game titles at the event.

Thomas O'Keefe, CSMG's Director of Esports Operations and Sales added, "As Esports continues to grow on campuses nationwide, a growing need exists for additional resources to ensure long term success of a program. "We are thrilled to partner with eTeamSponsor because of their years of experiences assisting programs with all of the fundraising needs."

### MEMBER SPOTLIGHT

#### FIVE TOWNS COLLEGE THOMAS O'KEEFE HEAD COACH



"We are thrilled to join the ECAC this spring semester. The ECAC allows us to compete with colleges nationwide, have direct access to recruitment events with high schools and community colleges, and provides us with a chance to compete on national television. We are focused on creating opportunities for our team members and as a result, the ECAC was a perfect fit. Best of luck to all of the ECAC members this semester and we look forward to hopefully meeting you all soon at a LAN event!"



MUSKINGUM CHRISTOPHER BILSK HEAD COACH

"Muskingum University is excited to take part in the wide variety of titles offered by the ECAC this semester. The conference came highly recommended by current members, and we are looking forward to competing!"

#### MISSOURI BAPTIST Tyler Lewis Head Coach



"ECAC is growing rapidly which is creating great competition and exposure for MBU."



MOLLOY COLLEGE STEVEN RIZZO GRADUATE ASSISTANT

"We are really looking forward to participating in the ECAC this spring! We are looking forward to the competition ahead and hope to show the ECAC how strong of a program Molloy is!"

#### PLAYER PLUG-IN



The ECAC has announced the Esports Players of the Week for week 2 and week 3 of the Spring 2021 season Presented by Lenovo Legion. Each week the ECAC selects its Player and Rookies of the week for each game title. Members can highlight their outstanding players and their in-game performance throughout the season.



Super Smash Rookie of the Week - Jeremiah Czyz, Elmira College

"I'd like to thank the ECAC for selecting me, Coach Shimmy for nominating me, and my teammates for helping me secure the win. I look forward to future matches and my continued involvement in Esports. It feels pretty stellar."

Rocket League Rookie of the Week - Edward Mitchell, Bethel University

"I'm very excited to have been given this award and thank you to ECAC for choosing me. This in no way will stop me from improving, but instead will push me to keep improving day by day for the rest of the season and for many seasons to come."





League Of Legends Player of the Week - Tenzin Namgyel, Ithaca College

"It feels nice to be selected, though I think I could've played a lot better. Overall though, ECAC has been a ton of fun and I think we're definitely getting into an overall groove as a team."

#### PLAYER PLUG-IN (CONT)





HARRIS

LEGION

JOHNSON & WALES UNIVERSITY

OVERWATCH ROOKIE OF THE WEEK



BRAYAN RABBITZ HURTADO SUNY CANTON

LEAGUE OF LEGENDS ROOKIE OF THE WEEK



JENNIFER "JENNYPENNY1014" ISLER SUNY EMPIRE

ROCKET LEAGUE ROOKIE OF THE WEEK



JOHNSON & WALES UNIVERSITY

ROCKET LEAGUE PLAYER OF THE WEEK



JOSH TWST." SCHIBLEY

UNIVERSITY OF MOUNT UNION

OVERWATCH PLAYER OF THE WEEK



SHANE WEAST OF STATEN ISLAND

LEGION

LEGION

LEAGUE OF LEGENDS PLAYER OF THE WEEK



MATTHEW "MATTRUSS224" RUSSELL LONG ISLAND UNIVERSITY

LEGION

MADDEN 21 PLAYER & ROOKIE OF THE WEEK

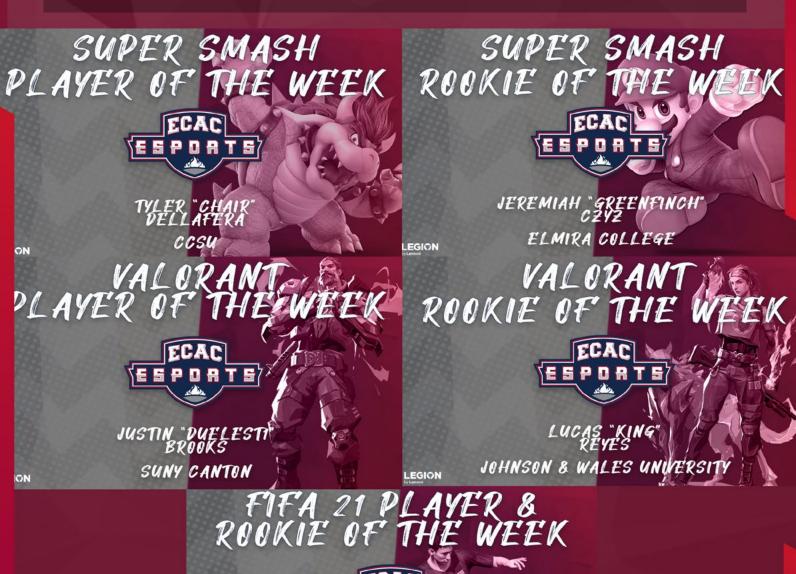


JEREMIAH "EMPHATIC CODERI" AYISAH-QUAYE JOHNSON & WALES UNIVERSITY

LEGION

#### PLAYER PLUG-IN (CONT)

Week 2 full story: <a href="http://www.ecacesports.com/2021/02/he-ecac-announces-es-ports-weekly-awards-for-period-ending-february-14-presented-by-lenovo/">http://www.ecacesports.com/2021/02/he-ecac-announces-es-ports-weekly-awards-for-period-ending-february-21-presented-by-lenovo-legion/</a>





### **COACHES CORNER**

"The ECAC has given us nothing but success and support in our short time here. Our players are proud of the championships the Smash team won in the Fall 2020 season."

#### NEW JERSEY CITY UNI JOSHUA CASE CO-HEAD COACH



ELMIRA

"It has been a pleasure to compete in the ECAC since our inaugural season just a year ago, and to see the league grow so rapidly in such a short time is very exciting! The ECAC has given our students the opportunity to make connections, friendships, have fun, and compete at a high level for the 7 titles we compete in. While I wear many hats in my role with scheduling practices, scrimmages, recruiting, and coaching our teams, one of my favorite things has been mentoring our students and seeing them become leaders through something like esports. Seeing our students push themselves and their teammates to reach new heights is very

#### ELMIRA COLLEGE ZACK CIARAMITARO HEAD COACH

exciting!"

"Being part of ECAC has allowed us to get highly competitive matches against teams of similar rank. Along with that ECAC has turned into a great conference that cares about ensuring they are doing esports right. With us being part of ECAC we have been able to expand into new games like Smash and Valorant, as well giving us help with reaching out to sponsors. As a program we have a motto of education first; game second. This balance has been achieved and we still have great teams like our CoD team."





ESP'O'ATS

# ARENA SHOWCASE CMCC MUSTANGS

The Arena at Central Maine Community College in Auburn, Maine spans 1,600 sq. ft and features 30 of the most powerful gaming computers available today along with five console stations. Out of the 30 PCs available for use in The Arena, 18 are equipped with a Ryzen 7 3700x Processor which is Overclocked to 3.6 GHz, 64GB of DDR4 RAM at 2666 MHz, and an NVIDIA GeForce RTX 2080 Graphics Card with 8GB of GDDR6 VRAM. The remaining 12 are equipped with the top-tier Ryzen 9 3900x Processor Overclocked to 4.6 GHz, 64GB of DDR4 RAM at 3000 MHz, and an NVIDIA GeForce RTX 2080 TI featuring 11GB of GDDR6 VRAM.

In The Arena, athletes have the opportunity to compete in their favorite title at 244 Frames Per Second while streaming their gameplay on their favorite streaming service, such as Twitch or YouTube thanks to CMCC's blazing fast Fiber Optic connection, one of few in Maine.



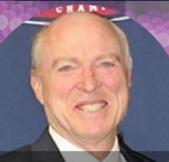
The Arena also features five console stations, each offering a PS4 Pro, a Nintendo Switch, and an Xbox One S with the upgrade to next-generation consoles soon to come in the future.

Featuring 10+ Varsity Rosters, Central Maine Community College provides ample opportunity for students to become Student-Athletes, all while maintaining the lowest tuition rates in New England. CMCC has been a member of the ECAC since it began in 2018, and is proud to continue to compete among some of the finest collegiate programs the nation has to offer.

Twitter: @cmmustangs Insta: @cmmustangs

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## **ECAC AND CSMG INFO**



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#### **APPENDIX**

### THIS MONTHS IMPORTANT LINKS

College of St Rose https://esports.strose.edu/

LeagueSpot

https://www.leaguespot.gg/

Central Maine Community College: https://www.cmmustangs.com/sports/esports/index

eTeamSponsor:

https://www.eteamsponsor.com/

**CEX:** 

https://www.collegeesportsexpo.com/

Kay Yow Cancer Fund: https://kayyow.com/

### 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







# QUOTE OF THE MONTH

If your dreams don't scare you, they are too small.

#### 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.