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COMMISSIONER'S STATEMENT PRESENTED BY LENOVO LEGION



Thank you so much to all our member schools, competitors, coaches, and administrators for being a part of ECAC Esports. Your loyalty and support has enabled us to design this very unique, ambitious esports conference that now serves 100 schools, 350 teams and 3,300 competitors and provides a first-rate competitive experience.

Stay tuned for our announcement of the ECAC Esports Commissioner's Cup, awarded to the program that fares the best across all the games that we sponsor.

Additionally, we are planning a summer event for graduating seniors who will not be participating with their schools next year, as we take the next step towards having alumni leagues, which we hope to unveil in the next academic year. Additionally, just like last year, we will keep rolling with events through the summer. We will plan some summer tournaments and give people plenty of notice about them.

We are excited to resume in-person events again next year, beginning with our HV Gamer Con, which is scheduled for September 18 & 19, so long as health protocols permit it. Please stay tuned.

Next year for ECAC Esports, of course, promises to be bigger and better than ever. We're still just getting started. Stay tuned . . .

Congratulations to our newly crowned ECAC Esports Spring 2021 Champions:

League of Legends: Rensselaer Polytechnic Institute

Overwatch: Rensselaer Polytechnic Institute

Hearthstone: Randolph-Macon College VALORANT: Sacramento State Hornets

Rocket League: WVU at Potomac State College Super Smash Bros. Ultimate: Wayne State College

Fortnite: Muskingum University
NBA 2K21 PS4: Stockton University
NBA 2K21 XB1: College of Staten Island

FIFA 21 PS4: Scarlet Tempest Esports at St. John's University

FIFA 21 XB1: University of Hartford Madden 21 PS4: Muskingum University

Madden 21 XB1: WVU at Potomac State College





CONGRATULATIONS TO THE SPRING 2021 ECAC ESPORTS CHAMPIONS & MVP'S





SPRING 2021 ECAC ESPORTS CHAMPIONS & MVP'S (CONT.)



SPRING 2021 ECAC ESPORTS CHAMPIONS & MVP'S (CONT.)







COLLEGIATE ESPORTS EXPO



Collegiate Sports Management Group was proud to showcase its partners in the first-of-its-kind event, hosting in-person and virtual discussion panels with the focus on the Esports industry, featuring key stakeholders from across the collegiate Esports landscape. Our CENC partners include College Esports Expo (CEX), the official Esports Expo partner; eTeamSponsor, the official fundraising partner; and ESTV, the official linear distribution partner.

Industry-respected event specialist, Kevin Mitchell, has been hosting esports events and panel discussions, both domestically and abroad since founding CEX. As the expo partner, CEX hosted discussion panels covering an array of topics including: Inside Elite Collegiate Esports Coaching, Player's Mental Health and Wellness, and Name, Image, and Likeness in Esports. Featured as an industry leading panelist covering the topic of College and High School Organizations in Esports, was ECAC Commissioner, Dan Coonan. Joining Coonan on this panel was Neil Malvone, EVP of Partnerships and Chief Esports Officer at CSMG, Jeff White, Executive Director of NJCAA Esports, and Connor Alne, Commissioner of High School Esports League. Collectively they shared their years of experience in the Esports space, while covering the growth and trends of the Esports pipeline, allowing e-thletes the opportunity to compete in high school, 2-year institutions, finally competing on the 4-year institution level.

eTeamSponsor founder Sean Connors has developed a team approach to fundraising that aligns with the vision of CENC which will help offer real opportunities for schools, programs, and students to participate in the national esports championship. The eTeam platform enables programs to successfully raise funds for scholarship grants, equipment purchases and upgrades, and merchandise orders. Their unique and proprietary fundraising methods fits perfectly in the digital esports marketing space.

ESTV is proud to add CENC to its list of partners and programmers who have been featured on their channel making ESTV the place for the most robust esports programming lineup available on terrestrial, cable, linear, online, and mobile. ESTV will broadcast the CENC to their 60M+ viewers across their distribution network.

CENC SKINS SATURDAY

3 NATIONAL TITLES

OVERWATCH

ROCKET LEAGUE

SUPER SMASH BROS ULTIMATE

seedings for the teams competing in CENC.



Barbasol has been named the Official Shaving Cream and Razor of the Skins Saturday Selection Show and the Collegiate Esports National Championship.

The Skins Saturday Selection Show, hosted by Paul "Pauly Hype" Santoro (@PaulyHype), revealed the fate and positioning of the 40+ schools participating in the first true collegiate esports national championships from April 29-May 2. The Rocket League, Overwatch and Super Smash Bros Ultimate brackets consist of two, 8-team single-elimination brackets, that culminate for one Grand Final. An inside look of the competition through team interviews as well as from the coaches are also a key element of the Skins Saturday Selection Show.

Pauly Hype is a professional multi-genre gamer with over 15 years of experience in the gaming industry. Esports is his passion and life! Joining PaulyHype on Selection Saturday Show was CSMG's very own, Neil Malvone, EVP Partnerships and Chief Esports Officer, and Megan Podgorski, Director Esports Programming and Property Acquisition.

"We were extremely excited to announce our CENC brackets this weekend, and we also proudly welcomed Barbasol into our family of partners. This is the first true national championship event in college esports, and just a start of what's to come from CSMG and the CENC brand" says Meg Podgorski, Director of Esports Programming and Property Acquisition at CSMG.

COACHES CORNER



"The ECAC has been such a critical piece to our program here at Wayne State College. Over this past year, they have provided us with well organized seasons and an active esports community that has helped foster our students into collegiate competitors. In addition to this, the administration works nonstop throughout each season to ensure a smooth experience for all attending schools, teams, and players. It has been an enjoyable experience all around. I am looking forward to the future seasons and expansion of ECAC Esports."

WAYNE STATE COLLEGE NICK SUTTON ESPORTS COORDINATOR

"During the pandemic, the ECAC gave us something to look forward to - THE GAME DAY. It engaged our students, especially in our current distance-learning environment and reminded us that we're all Bloodhounds and we get to do this together."



JOHN JAY COLLEGE LESZEK STANKIEWICZ HEAD M & W VB COACH/ REC & INTRAM. MANG.



"The ECAC has provided our students at Dallas Baptist University with excellent competition from around the country. It has been a pivotal addition to our newly started program. Above all, it is an honor as a coach to lead my players in competition alongside so many other great programs and talented players that the ECAC houses."

DALLAS BAPTIST UNIVERSITY MATT MARTIN ESPORTS HEAD COACH

NEW MEMBER SPOTLIGHT

UNIVERSITY OF CENTRAL MISSOURI ESPORTS

"The University of Central Missouri (UCM) Esports Varsity Program is excited to be joining the ranks of the ECAC for the upcoming Fall 2021 season! The biggest thing that got us interested in joining the ECAC is the ability to compete in all of our titles in BOTH semesters and, if the way CENC is ran is anything to go off of, ran at a professional level. We are just excited to have structured play for all of our titles for two semesters instead of just one. The Admins are very quick in response and have worked with us to meet our needs as an org. We are excited to join the ECAC Esports family!"

- Varsity Director Kordell Ballard



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ECAC AND CSMG INFO



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APPENDIX

QUOTE OF THE MONTH

Strength does not come from what you can do, it comes from overcoing what you thought you couldn't do.

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.