



COLLEGE
COMMISSIONERS
CUP

COLLEGIATE ESPORTS COMMISSIONERS CUP
The Biggest Stage in College Esports
May Madness

2024-2025
Season Guidelines

OWNED AND OPERATED BY



Article 1 - Overview

The Collegiate Esports Commissioners Cup (CECC) May Madness stands as the premier collegiate esports event, owned and operated by EsportsU, a subsidiary of Collegiate Sports Management Group (CSMG). CSMG, a leader in sports and entertainment, excels in the management and representation of intellectual property rights, with a strategic focus on commercialization across events, media, sponsorship, licensing, ticketing, and analytics. As a trusted partner, CSMG empowers clients to achieve unparalleled success through its unique expertise.

The CECC represents North America's highest level of scholastic esports competition, fostering inclusivity and participation from various conferences. This multi-conference event integrates regional tournaments alongside select partner events, spotlighting the exceptional talents of top-performing collegiate esports athletes. Victorious teams secure automatic bids to compete in the CECC National Championship, affectionately termed "May Madness." The CECC aims to fulfill the following key objectives:

1. Crown a CECC national champion across all levels of North American collegiate esports.
2. Provide an integrated platform for multiple game titles within a unified collegiate event series.
3. Host a prestigious LAN event to honor student-athletes for their achievements and provide an opportunity to compete on a main stage.
4. Recognize and reward exceptional talent through a proprietary points system across various game titles and sanctioned CECC events.
5. Facilitate recruitment and career opportunities for students through career and college fair events at CECC events.
6. Educate the public through expert panels and educational content focused on gaming and esports.
7. Foster executive networking opportunities within the esports industry.
8. Offer a unique platform for brand exposure and engagement through strategic media and content creator collaborations.
9. Promote unity among diverse communities through the shared passion for video games.
10. Support the growth and professionalization 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 participating institutions from diverse regions and conferences across North America. This prestigious event includes the following game titles and seed allocations:

- Rocket League, Overwatch 2, and VALORANT: 20 seeds each
- Super Smash Bros. Ultimate: 24 seeds
- Street Fighter 6: 12 seeds

When seeding into CECC, regional champions in Rocket League, Overwatch 2, and VALORANT will be placed in a separate group to determine the top 4 seeds at CECC. These top-seeded teams automatically advance to the Round of 12, earning a first-round bye. Regional champions in Super Smash Bros. Ultimate will be awarded the top 4 seeds in a double-elimination bracket. This structure ensures that the best teams from each region have a clear pathway to showcase their skills on the national stage, enhancing the competitive integrity and excitement of the CECC championship

Section B - CECC Finals Tournament Format

Rocket League, Overwatch 2, and VALORANT:

- The tournament will feature 4 double elimination groups (Groups A-D).
- An additional group, Group E, will consist of regional winners. This group will only play Rounds 1 and 2 of their double elimination bracket to determine the 1-4 seeds.
- The top 2 teams from Groups A-D will advance to the Round of 12 playoff bracket.
- Teams in Group E will automatically advance to the Round of 12, earning byes for the initial rounds.

Super Smash Bros. Ultimate:

- The tournament will be a 24-team double elimination bracket.

Street Fighter 6:

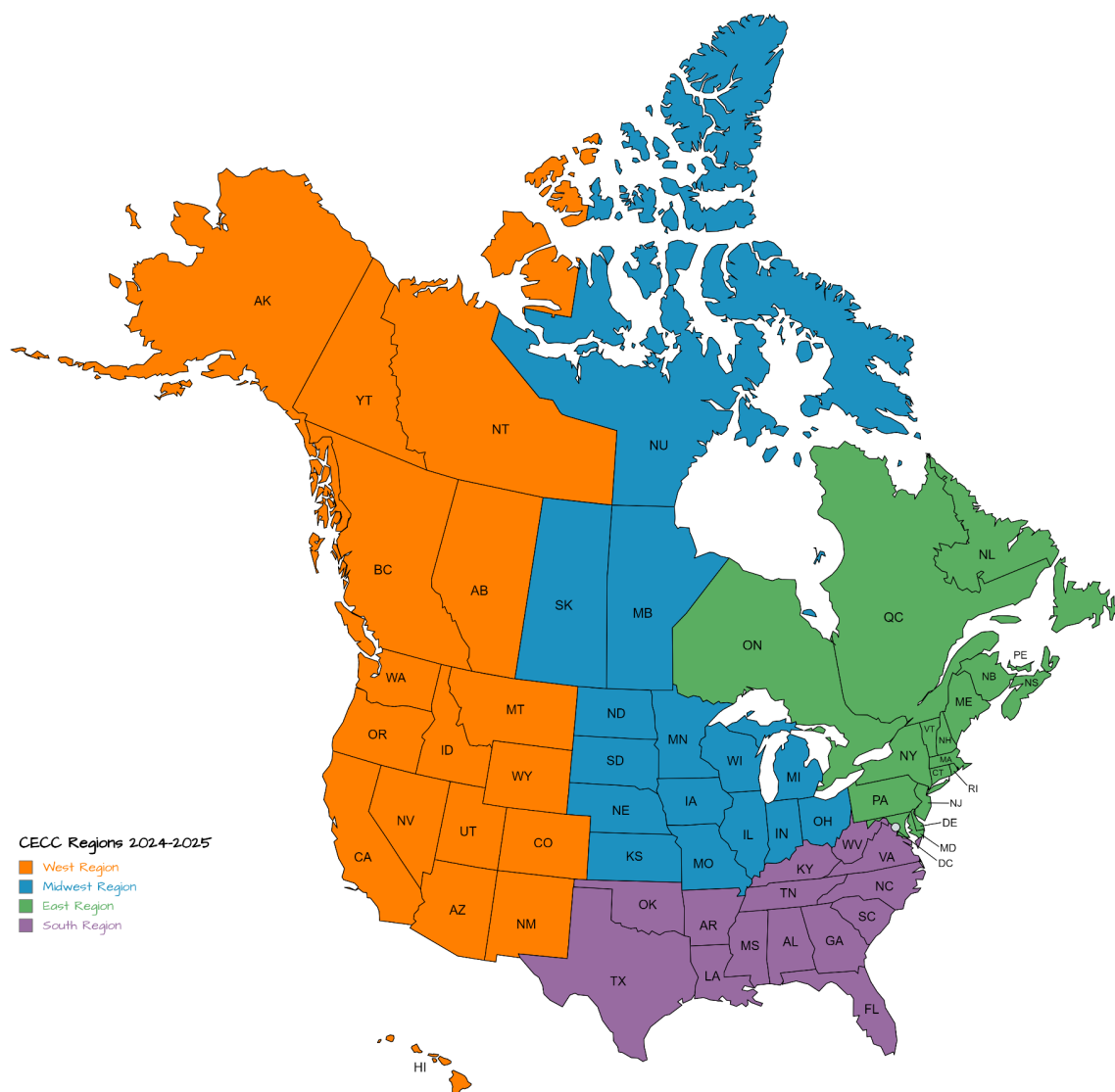
- The tournament will consist of two pools of 6 competitors each (round robin), feeding into an 12-team double elimination bracket.

This format ensures a rigorous and fair competition, allowing top teams from each group and region to progress and compete for the championship title.

Section C- Qualification Process

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

1. CECC Regional Events:



Throughout the academic year, CSMG/EsportsU will organize four 'Regional 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:**
 - **Eligibility:** All teams in good standing with their respective institutions can participate in a Regional Open Qualifier, held over a single weekend.
 - **Tournament Format:** Each game title is capped at 64 teams per region. Rocket League, Overwatch 2, and VALORANT teams will be placed in a double elimination group stage and advance into a 32-team single elimination bracket for playoffs. Teams will not play matches after the quarterfinals, as they automatically qualify for the regional qualifying tournament. Super Smash Bros. Ultimate and Street Fighter 6 will compete in a double elimination bracket until the top 8 is determined.
 - **Participants:** The top 8 winners from the Open Qualifiers and potential 'wild card' seeds. If a regional event is held in-person on a campus, the 'wild card' seed automatically goes to the host school if not already qualified.
 - **Regional Championship:**
 - **Tournament Format:** Up to the Top 8 from the open online qualifier are placed into this tournament. For Rocket League, Overwatch 2, and VALORANT, teams are placed into a group stage and then reseeded into an 8-team single elimination playoff bracket. Super Smash Bros. Ultimate will compete in a double elimination bracket. Street Fighter 6 will consist of round robin groups into a reseeded double elimination bracket. Victorious teams 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 Rocket League, Overwatch 2, VALORANT, and Super Smash Bros. Ultimate. This tournament will run over 2 weeks, with 2-3 days dedicated to each game title.
 - **Tournament Format:** Each game title will be split into 2 brackets, and each bracket champion will qualify for the CECC Finals, placing them in Groups A-D. The specific format will be determined based on the number of participants.
3. **Winning/Receiving a 'Partner Conference' Bid:**
- Throughout the academic year, teams may receive bids through 'Partner Conferences' such as the ECAC, NECC, 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 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. Special Community Qualifiers:

- CSMG/EsportsU may conduct additional qualifiers for select communities. The 2025 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.

Note: All bids are not finalized and are 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. Proof of enrollment will be verified throughout the season by each institution's registrar's office, confirmed with a signature.

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) and/or a partnered or associated conference, 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. Once the player is stated on one roster, they are tied to that roster for the entire year unless otherwise confirmed by CECC Admin.

- For Overwatch 2, Rocket League, VALORANT and Super Smash Bros. Ultimate the maximum number of represented teams from a given institution/school will not exceed 3 (three) teams for any CECC Open Online Qualifiers. For Street Fighter 6, in any CECC Open Online Qualifier, the maximum number of represented students from a given institution/school will not exceed 8 (eight).
- Retention rate of submitted rosters from a qualifying event or conference:
 - Note: Subs are not considered for the below numbers in the example, but subs are counted towards the entire roster.
 - VAL - 3/5
 - OW - 3/5
 - RL - 2/3
 - SSBU - 2/4

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

FALL SCHEDULE		
Event	Type	Date
CECC West Open Qualifier	Online	September 21-22 2024
CECC Midwest Open Qualifier	Online	September 28-29, 2024
CECC South Open Qualifier (SF6 Only)	Online	September 28-29, 2024
CECC East Open Qualifier	Online	October 12-13, 2024
CECC Midwest Regional Championship	Online	October 26-27, 2024
CECC South Regional Championship (SF6 Only)	Online	October 26-27, 2024
CECC East Regional Championship (SF6 Only)	Online	November 9, 2024
CECC West Regional Championship	LAN	November 16-17, 2024

SPRING SCHEDULE		
Event	Type	Date
CECC South Open Qualifiers	Online	February 1-2, 2025
CECC EsportsUn/I	Online	February 15-16, 2025
CECC East Regional Championship	Online	February 22-23, 2025
CECC South Regional Championship (OW, SSBU)	Online	March 1-2, 2025
CECC South Regional Championship (RL, VAL)	Online	March 8-9, 2025
CECC LCQ Week 1 (RL, SSBU)	Online	March 24-28, 2025
CECC LCQ Week 2 (OW, VAL, SF6)	Online	March 31-April 4, 2025
Texas Qualifiers	Online	April 5-6, 2025
CECC Nationals	LAN	May 1-4

** 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 2024-2025, 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 2024-2025 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
9. Age
10. Hometown
11. Ethnicity

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 2024 - Spring 2025

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, sanctioned events 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
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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
Senior Manager, Business Operations	ToniAnn Convertino	@neonstar	tconvertino@collegiatesmg.com

The CECC's larger Operations Team are:

Head of Events / Tournament Lead	Chris Postell	@wbb	cpostell@esportsfoundry.com
Tournament Operator	Loren Sturos	@Lorence	lsturos@esportsfoundry.com
Tournament Operator	Spencer Kirksey	@pablo_el_diablo	skirksey@esportsfoundry.com

Discord: www.discord.gg/esportsu

Website: www.collegiatesmg.com/esportsu

Press and Inquiries: csmginfo@collegiatesmg.com