

COLLEGE

LEAGUE^{OF}

LEGENDS

2022 College League of Legends Season
Regional Conference Format

1. Conference Format & Schedule

1.1. Conference Designation

All teams will be placed into one of four conferences based on the geographical location of the school's primary campus, as designated by the school. The four conferences will be split accordingly:

- 1.1.1. **North:** Illinois, Indiana, Iowa, Kansas, Kentucky, Michigan, Minnesota, Missouri, Nebraska, North Dakota, Ohio, South Dakota, Wisconsin, Manitoba, Northwest Territories, Nunavut, Yukon
- 1.1.2. **South:** Alabama, Arkansas, Florida, Georgia, Louisiana, Mississippi, North Carolina, Oklahoma, South Carolina, Tennessee, Texas, Virginia, West Virginia
- 1.1.3. **East:** Connecticut, Delaware, Maine, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Pennsylvania, Rhode Island, Vermont, Washington D.C., New Brunswick, Newfoundland and Labrador, Nova Scotia, Ontario, Prince Edward Island, Quebec
- 1.1.4. **West:** Alaska, Arizona, California, Colorado, Hawaii, Idaho, Montana, Nevada, New Mexico, Oregon, Utah, Washington, Wyoming, Alberta, British Columbia, Saskatchewan

- 1.2. **Regular Season.** Teams will compete in a six-round, best-of-three, Swiss-style tournament within their conference, in which teams are matched against other teams with the same number of regular season wins (their "Win Group") each round.

- 1.2.1. **Preseason Seeding.** Teams will be seeded based on the Ranked Solo tier and division of the five highest-ranked members of the current Active Roster at the time of registration closing. Players removed from the roster before the seeding deadline or added after will not be included. Ties will be broken by the highest player division and tier, then 2nd highest player, through 5th player. If multiple teams have the exact same distribution of player ranks, the tie will be broken by highest individual player ranking, including LP.

Rank	Points	Rank	Points
Challenger	15	Diamond	5 - 8
Grandmaster	12	Platinum	1 - 4
Master	10	Unranked-Gold	0

1.2.2. Match Seeding. Within each Win Group, teams are matched such that the team with the highest preseason seed plays against the team with the lowest preseason seed. For example, if there are 10 teams with 2 wins, then the 1st seed will play the 10th seed, the 2nd seed will play the 9th seed, and so on. If teams would be matched against a team they have already played, one of the teams will be randomly chosen to move ± 1 seed to separate them.

1.2.3. Byes & Cross-Group Play. If there is an odd number of teams in a Win Group with less than 2 losses, the team with the highest preseason seed receives a bye and an automatic win. If the win group has 2 or more losses, a team may instead be matched with a team from a Win Group with 1 more or less win to avoid a bye.

1.2.3.1. Multiple Bye Restriction. Teams that have already received a bye during the regular season cannot receive a second bye unless every team in their win group has also already received a bye. If a bye cannot be given to a team, the bye moves to the next highest-seeded team.

1.2.3.2. Bye Deferral. Teams can choose to opt-out of receiving a bye for the current round by notifying College Season officials by 2:00pm PT / 5:00pm ET. If a bye is deferred, it falls to the next-highest-seeded team that has not deferred. If all teams in a win group defer, the bye is awarded to the lowest-seeded team.

1.3. Conference Playoffs. This phase consists of a best-of-five single elimination tournament among all teams in the Conference finishing with a 5-1 or 6-0 record in the Regular Season. Additional matches will be played to determine 3rd place, 5th place, and 7th place finishes. A number of top teams will advance to the College Championship based on the ranking of their conference (see Championship Rules for full information).

1.3.1. Seeding. Teams will be seeded based on the following criteria, in order:

- 1.3.1.1. Match record.** A 6-0 team is seeded above a 5-1 team.
- 1.3.1.2. Game record.** A team with 0 individual game losses is seeded above a team with 1.
- 1.3.1.3. Fastest average win time.** A team with an average game time in winning games of 20:00 is seeded above a team with an average of 23:00.
- 1.3.1.4. Preseason seed.** If teams are tied through all other metrics, any teams so tied will be seeded by their preseason seed.

1.3.2. Round Scheduling. Playoffs are scheduled to take place over four weeks. If a Conference only needs three rounds to complete their playoffs, then Round 1 will last two weeks.

1.4. Schedule

1.4.1. Default Match Time. All Conference Regular Season and Conference Playoff matches are scheduled for the last Saturday of the round at 3:00pm Conference Time (see below). Matches may be rescheduled to begin at any other day within the round (see Section 5.6).

1.4.2. Conference Time. Unless otherwise specified, each Conference will use the following time zones: Western will use Pacific Time, Northern and Southern will use Central Time, and Eastern will use Eastern Time.

1.4.3. Regular Season

- 1.4.3.1.** Round 1: Jan 18 - Jan 23
- 1.4.3.2.** Round 2: Jan 25 - Jan 30
- 1.4.3.3.** Round 3: Feb 1 - Feb 6
- 1.4.3.4.** Round 4: Feb 8 - Feb 13
- 1.4.3.5.** Round 5: Feb 15 - Feb 20
- 1.4.3.6.** Round 6: Feb 22 - Feb 27

1.4.4. Conference Playoffs

- 1.4.4.1.** Round 1: Mar 1 - Mar 6
- 1.4.4.2.** Round 2: Mar 8 - Mar 13
- 1.4.4.3.** Round 3: Mar 15 - Mar 20
- 1.4.4.4.** Round 4: Mar 22 - Mar 27

1.4.5. Changes to Schedule. College Season officials may, at their sole discretion, re-order the schedule of matches within a given day and/or change the date of a College Season match to a different date or

otherwise modify the schedule of matches. In the event that the match schedule is modified, officials will notify all teams at the earliest convenience.