

### JCAAE WEEKLY EWSLETTER





#### **REGISTRATION COUNTDOWN**

Division 1 and Division 2 regular season activity is quickly approaching. You have 4 more days to register!

#### **HAVE YOU QUALIFIED?**

NJCAAE member institution teams must play their specified number of matches to qualify for Division 1 and Division 2 levels of play.

Read More...

#### **TEAM NAMING CONVENTIONS**

As the NJCAAE National Office works through registration data we would like to remind members that they MUST follow the naming convention outlined in the Institution Platform Profiles document.

Read More...

#### **REGISTRATION COUNTDOWN**

Membership Registration is open!

**Competition registration is OPEN!** 

DIVISION 1

4 days
until registration
ends!

**DIVISION 2** 

4 days until registration ends!

**DIVISION 3** 

**OPEN** 

Rolling Enrollment

#### **Division 2 Information**

Below are the current lists of Division closures and potential closures.

Note that there will most likely be changes as registrations close.

#### **D2**

# Tournaments that are combining with D1 counterparts

- D2 Hearthstone
- D2 League of Legends
- D2 Rainbow Six Siege
- D2 EA FC
- D2 Madden

While the National Office will strive to not change this information, last-minute adjustments may have to be made, making this a non-exhaustive list.

#### **D2**

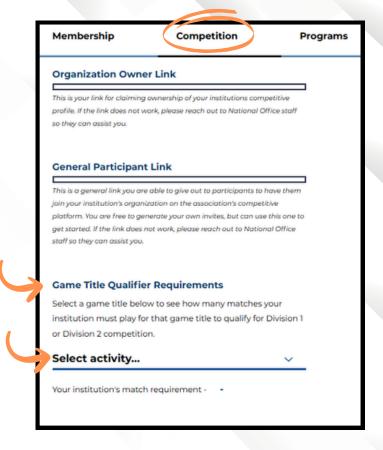
Tournaments
that might
combine with
D1 counterparts

- D2 CoD: GF
- D2 CoD: WZ
- D2 FN NB

While the National Office will strive to not change this information, last-minute adjustments may have to be made, making this a non-exhaustive list.

## HAVE YOU QUALIFIED?

NJCAAE member institution teams must play their specified number of matches to qualify for Division 1 and Division 2 levels of play.



You can find the number of matches each of your teams are required to play by going to the official NJCAAE website, logging in, clicking institution in the right side of the header menu, clicking on the 'Competition' tab, and then selecting an activity under the Game Title Qualifier Requirements section.

**VIEW THE QUALIFIER SCHEDULE** 





#### The NJCAAE has launched the alpha version of the "Program Toolkit" for paid members!

The "Program Toolkit" is just one of many benefits you receive as a full member of the NJCAAE. This toolkit offers useful outlines, suggestions, and materials to help programs start or move to the next level! This, in addition to the Media Kit and the <a href="mailto:online NJCAAE">online NJCAAE</a>
<a href="mailto:Programs">Programs</a> can help up your game!

#### **TEAM NAMING CONVENTIONS**

As the NJCAAE National Office works through registration data we would like to remind members that they MUST follow the naming convention outlined in the <a href="Institution Platform Profiles document">Institution Platform Profiles document</a>.

If you do not follow this naming process, there is a strong possibility that your team WILL NOT be put into a round robin group for the season. This happens because names that do not follow the outlined process are not recognized in our system. Each of your teams must have a unique name!

#### **Match Preparation Process**

#### 1.12. Match Preparation Process

For matches to start by the listed match time, teams must start all pre-match preparations, selections, bans, lobby set-up, network tests, patching, and hardware tests, at least thirty (30) minutes before the listed match time. All pre-match preparations must be complete with all participants being present in the match lobby ten (10) minutes, defined as the Scheduled Lobby Load-in Time, before the listed match time. The 1.13. Delay of Game Process will begin for any team that is not fully present in the match lobby and ready to start the match by this time. If the 1.13. Delay of Game Process is not continued four (4) minutes before the listed match time, it can not be used for the start of the match, but can be used for other delays.

- Teams applying the <u>1.13. Delay of Game Process</u> at any time must have verifiable proof, any form of timestamps pertinent to this match, as to the delay.
- If a team chooses not to progress the <u>1.13. Delay of Game</u>
   <u>Process</u> for the start of the match, but their opponent is still not in the lobby ready to play thirty (30) minutes past the match start time, the violating team will receive a match loss.
- The <u>1.13. Delay of Game Process</u> can not be used for a bracketed match that is not considered round robin if the previous rounds match is going long. Teams just follow the guidelines for <u>5.7 Round Progression</u> instead.





Its time to start recruiting for your future teams! As many of you know, recruiting new students to your institution will help your program continue to grow to new heights!

#### Be creative when recruiting!

- Advertise beyond campus.
- Hold specialty events.
- Visit High School campuses.
- Seasonal training camps.
- Connect with your local community.
- Be consistent with your messaging.
- · Utilize social media.
- Engage them in NJCAAE Division 3 activity!



# SEND US YOUR COMMERCIAL

Does your esports program and/or institution have a commercial?

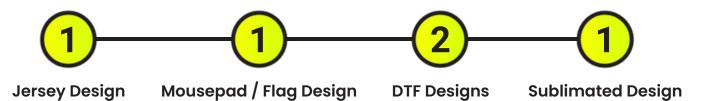
Send it to esports@njcaa.org

The NJCAAE is looking to put your commercials and media into the NJCAAE media pipeline for broadcasts, postings, and more to drive eyes on you and your students!

08/12



#### **MEMBERSHIP INCLUDES:**



With Crit Apparel setting up a high quality merch store is easy! No minimum order quantity, Free year-round store hosting, Fundraising opportunities, and 20% OFF your first 5 jerseys!

#### Contact us to get started!

admin@critapparel.com / critapparel.com



## The New Administrator Onboarding Program (NAOP) is available!

Members who are new to the association, or have a new program lead in place are required to complete the NAOP before being eligible for Division 1 and/or Division 2 activity.

## The Association Update Program is available!

Complete both programs by going to <a href="mailto:njcaaesports.org/join">njcaaesports.org/join</a> then click on Stage 2 - Program Education Requirements.

Be sure to complete both programs before September 20th!



Did you know NJCAAE is a member institution driven association? This is primarily accomplished through subcommittees.

NJCAAE subcommittees are manned by coaches, leads, administrators, and directors from member institutions. Learn more about the subcommittees below!

Looking to send a proposal for the NJCAAE and subcommittees to review?

Send in a proposal form today!

#### **Game Title Subcommittees**

Game Title Subcommittees advise on rules, expectations, and schedules for games the NJCAAE hosts activity for. Chairs of each subcommittee make up the NJCAAE Competition Committee.

#### Submit interest today!

#### **Subcommittees**

The NJCAAE subcommittees advise the NJCAAE National Office on proposals, rules, operations, and much more! We're currently looking for Athletic Directors, Deans, Administrators, and Decision Makers from institution's to join the Advisory Committee.

#### **Submit interest today!**



#### **NJCAA ESPORTS**

In 2019 the National Junior College Athletic Association formed NJCAA Esports to better serve their existing community of member institutions who wanted a competitive association focused on their unique needs and the groups they serve. To date, NJCAA Esports serves over 6,000 students and is working with over 230 institutions.

With a focus on breaking down barriers to entry for member colleges and their students, we have created the only association capable of thoroughly meeting the needs of 2-year and community colleges. The NJCAA Esports offers many program solutions through the association and our partners. These offerings range from program development, competition, media, broadcasting, gearing solutions, and much more!

View us online at

njcaaesports.org!

#### **Follow NJCAAE**







