



NJCAA WEEKLY NEWSLETTER

THE LEADER IN 2-YEAR COLLEGIATE ESPORTS



DIVISION 1 & DIVISION 2 ACTIVITY ADJUSTMENTS

The competitive platform currently lists the following games as the incorrect best of series lengths.

www.njcaaesports.org

DIVISION 1 & DIVISION 2 GAME REMOVALS

Hearthstone 1v1 is in danger of moving to Division 3 only. We need to see team numbers increase for this activity during spring to continue supporting it at a Division 1 and Division 2 level.

[Read More...](#)

EMPOWER YOUR COACHING

The NJCAA is offering two (2) members access to ten (10) free licenses to the FantasticWE platform. This platform is a coaching tool meant to allow you to use more of your time building your esports program and recruiting future students to your institution by taking...

[Read More...](#)



DIVISION 1 & DIVISION 2 ACTIVITY ADJUSTMENTS

The competitive platform currently lists the following games as the incorrect best of series lengths.

D1 & D2 Fortnite NB regular season games listed as Bo5, but they are supposed to be a Bo3 series. To fix this issues, teams must do the following:

- Home team will take Game 1 with the score line Home-1 Away-0.
- Away team will take Game 2 with the score line Away-1 Home-0.
- Teams will then play out the Best of 3 series with the remaining 3 matches.

D1 & D2 CoD: Warzone regular season games listed as Bo5, but they are supposed to be a Bo3 series. To fix this issues, teams must do the following:

- Home team will take Game 1 with the score line Home-1 Away-0.
- Away team will take Game 2 with the score line Away-1 Home-0.
- Teams will then play out the Best of 3 series with the remaining 3 matches.

D1 & D2 Street Fighter regular season games listed as Bo7, but they are supposed to be a Bo5 series. To fix this issues, teams must do the following:

- Home team will take Game 1 with the score line Home-1 Away-0.
- Away team will take Game 2 with the score line Away-1 Home-0.
- Teams will then play out the Best of 5 series with the remaining 5 matches.

D1 & D2 Tekken regular season games listed as Bo7, but they are supposed to be a Bo5 series. To fix this issues, teams must do the following:

- Home team will take Game 1 with the score line Home-1 Away-0.
- Away team will take Game 2 with the score line Away-1 Home-0.
- Teams will then play out the Best of 5 series with the remaining 5 matches.

D1 & D2 Madden regular season games listed as Bo5, but they are supposed to be a Bo3 series. To fix this issues, teams must do the following:

- Home team will take Game 1 with the score line Home-1 Away-0.
- Away team will take Game 2 with the score line Away-1 Home-0.
- Teams will then play out the Best of 3 series with the remaining 3 matches.

VIEW YOUR FULL SEASONS
SCHEDULE HERE

DIVISION 1 & DIVISION 2 GAME REMOVALS

Hearthstone 1v1 is in danger of moving to Division 3 only. We need to see team numbers increase for this activity during spring to continue supporting it at a Division 1 and Division 2 level.

- **Hearthstone** is still seen as the most popular online card game to date.
- **Hearthstone** can be played iOS (Phone), Android (Phone), macOS, Microsoft Windows, GeForce Now, meaning it has a low bar for entry!

Now is the perfect time to recruit students into this game title and make sure they are ready for Division 1 and Division 2 spring activity!

EMPOWER YOUR COACHING

The NJCAAE is offering two (2) members access to ten (10) free licenses to the FantasticWE platform. This platform is a coaching tool meant to allow you to use more of your time building your esports program and recruiting future students to your institution by taking some of the responsibilities of coaching off your shoulders.

What you get:

The first two (2) institutions who are granted entry into the focus-group will receive 10 free licenses to use for the platform for the duration of the focus group.

Submission Requirements:

Programs who are taking part in the focus-group must send in a form bi-weekly over the period of the granted licenses; while, assuring the students they grant the licenses to meet a weekly usage goal.

[SUBMIT YOUR INTEREST TODAY](#)

NJCAA SPRING MEDIA WEEK

[#njcaaemediadays](#); [#njcaaemediaweek](#)

Were your teams a part of the **major success** of the fall Media Week?

Now is the time to start preparing for the Spring 26 media week! Just like with fall, the National Office will support participating members by reposting, creating additional materials, and helping members create more recognition!

We will coordinate with institutions to post the following and more on both the National Office socials and your institution's socials:

- Team Player Cards (Template provided by NJCAA, but feel free to make your own!)
- Team & student pictures, videos, interviews
- Student stories (Returning students, new students, graduated students)
- Coach statements, predictions, interviews, articles
- Clips & Hype reels
- Facility videos
- President statements
- "How we Practice" - video, or article of how your teams practice
- Closing Hype Reels / statements
- Recruitment Calls
- Etc....

SPRING 26 MEDIA WEEK

February 8th 2026 - February 14th 2026

SEND
INTEREST TO
PARTICIPATE

NJCAA
MEDIA WEEK
OUTLINES

PLAYER CARD EXAMPLE



All posts must contain the following hashtags:
[#njcaaemediadays](#); [#njcaaemediaweek](#)

RECRUITING BEGINS NOW

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!

WEEK 1 COMPETITION REPORT



SEASON REMOVALS

[CLICK HERE TO VIEW
THE FULL LIST](#)



WEEK 1 FORFEITS

- **PENDING - We're reviewing open forfeit cases at this time.**



UPDATES

**Its time to begin 26-27
recruiting!**

[Division 1 & Division 2
Activity Adjustments](#)

No other updates.

REGULAR SEASON ROUND & DATE ADJUSTMENTS

FALL 2025

[VIEW THE
FULL
SCHEDULE
HERE](#)

To create a healthier season experience, the National Office has avoided creating small season groups. The result is the creation of extra rounds for select Division 1 and Division 2 activities. The National Office has preset competition days for these activities, but [expects for teams to coordinate with each other to find the best day to play the extra rounds.](#)

ADJUSTMENTS

D1 EA FC

- All groups start 9/29/25 - The schedule is being adjust as of 9/22/25
- Central Group 1 has 1 extra round on 11/5/25

D1 FN No-build

- East Group 1 has 2 extra rounds on 10/29/25 & 11/5/25

D1 Tekken

- West Group 1 has 4 extra rounds with 2 on 10/29/25 and 2 on 11/5/25

D1 CoD: 4v4

- Central Group 1 has 2 extra rounds on 10/30/25 and 11/6/25

D1 SSBU

- East Group 1 has 1 extra round on 11/6/25
- East Group 2 has 1 extra round on 11/6/25

D1 Overwatch 2

- East Group 1 has 2 extra rounds on 10/31/25 and 11/7/25

D1 Mario Kart 1v1

- Central Group 1 has 1 extra round on 11/4/25
- Central Group 2 has 1 extra round on 11/4/25
- Central Group 3 has 1 extra round on 11/4/25

D1 RL

- Central Group 1 has 4 extra rounds with 2 on 10/30/25 & 2 on 11/6/25
- East Group 1 has 4 extra rounds with 2 on 10/30/25 & 2 on 11/6/25

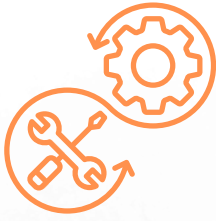
Match Preparation Process

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 [1.13. Delay of Game Process](#) 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 [1.13. Delay of Game Process](#) 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 [1.13. Delay of Game Process](#) 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 [5.7 Round Progression](#) instead.

VIEW THE RULE



NEW TOOLS

The NJCAAE has launched the alpha version of the “Program Toolkit” for members!

The “Program Toolkit” is just one of many benefits you receive from 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 [online NJCAAE Programs](#) 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 [Institution Platform Profiles document](#).

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!

~~\$149/yr~~ **FREE**
PRO MEMBERSHIP



(limits on certain licensed items may apply)

MEMBERSHIP INCLUDES:

1

Jersey Design

1

Mousepad / Flag Design

2

DTF Designs

1

Sublimated Design

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





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!



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!

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