

THE CLASH.

Unified Collegiate Championship

A guide for program directors and head coaches

EVENT DATES April – May 2027

VENUE Indianapolis, IN — venue announced by October 2026

A Note from Leadership

To program directors and head coaches,

The 2026–2027 season marks the most significant operational change for our league since launch. We're consolidating our regional conferences (MEC and MAEC) under a unified umbrella, moving to a single premier LAN event, and restructuring our pricing around real per-team economics.

New in this edition of the brief: the online season and the LAN are now one connected road. Programs can purchase one of six dedicated LAN slots per title, online-season champions qualify into The Clash — on-site or through a remote bid option — and every national bid is decided at the event itself.

These decisions come from what our programs told us last year. Twelve universities attended our championship. Our per-university fee range spanned \$500 to \$4,000. Coaches told us that scattered regional events, unpredictable budgets, and vague commitment structures were barriers to participation — not a lack of interest.

This brief is your guide to what's new, what to budget for, and how to participate. Please review with your athletic department and return your participation declaration by June 1, 2026.

We're here to support your program's success. If anything in this brief raises questions, reach out directly — contact information is on the final page.

On behalf of the leadership team,

Ramsey Jamoul

01 What's New in 2026–2027

1	1	3	6	12+
UNIFIED LEAGUE	PREMIER LAN	REGIONS	TITLES	MONTHS NOTICE

AREA	LAST SEASON	2026–2027
League structure	MEC and MAEC conferences operated separately	Unified Collegiate with regional tags for marketing and storylines
LAN events	Multiple regional finals	Single premier LAN — The Clash, April or May 2027
Venue	Variable	Indianapolis, IN — venue announced by October 2026; professional production
Schedule notice	Rolling	Full season calendar published now, 12+ months before The Clash
Pricing	\$500–\$4,000 per university, negotiated	Tiered membership + per-team LAN fee, published and transparent
Travel	Self-booked, no coordination	Optional coordinated hotel block and meal plan, or book your own
Commitment	Honor system	Refundable deposit protects the event and your spot
Format scaling	Fixed	Adapts to actual participation — 8/12/16 team brackets per title
LAN entry	LAN and online were separate conversations; bids lived with the online season	Six dedicated LAN slots per title (a seventh may open) purchased directly; online-season champions qualify in — on-site or via the remote bid option
National bids	Tied to the online season, separate from LAN	Every national bid — including the Riot Games College Championship pipeline — is decided at The Clash

02 The Unified Collegiate Structure

We're replacing the MEC/MAEC conference split with a single unified league. Regional tags — Midwest, Mid-Atlantic, and the new Southern region — are for marketing, storylines, and rivalry content. Seeding, brackets, and championship play are unified across the full field.

WHY THE CHANGE

- **Fewer barriers.** Schools that didn't fit neatly into MEC or MAEC geography now have a home.
- **Stronger competition.** Cross-regional matchups across the full online season and The Clash.
- **Cleaner operations.** One calendar, one registration, one seeding system — no regional red tape.
- **Growth ready.** The Southern Region opens the door for schools currently underserved.

YOUR PROGRAM KEEPS ITS IDENTITY

Regional identity lives on in storylines, rivalry content, and brackets where it matters. But you're no longer boxed into a conference scheduled by geography — you're part of a unified collegiate championship.

03 The 2026–2027 Season

ONLINE REGULAR SEASON · SEPTEMBER 2026 – MARCH 2027

A structured two-phase pipeline where every match matters:

PHASE	DURATION	FORMAT
Phase 1	7 weeks	Round robin or Swiss, depending on field size. Every team plays through the full season.
Phase 2	3–4 weeks	Double elimination playoff bracket. Online champions crowned, LAN seeding set.

Final bracket placement determines seed at The Clash for dedicated-slot (LAN Track) teams. Online Track teams crown their champions in Phase 2 — league-wide per title, or per region when fields allow — and those champions qualify for The Clash, traveling to Indianapolis or competing virtually through the remote bid option.

THE CLASH · APRIL OR MAY 2027

Three days. Six titles. Championship + Challenger brackets. Indianapolis.

04 The Clash — Championship Weekend

VENUE

Indianapolis, IN — venue announced by October 2026. A purpose-selected competition venue with professional broadcast production, staged for concurrent title play.

TITLES

VALORANT	LEAGUE OF LEGENDS	OVERWATCH 2	MARVEL RIVALS	ROCKET LEAGUE
SUPER SMASH BROS. ULTIMATE				

THREE-DAY FORMAT

DAY	PLAY
Friday · Group Stage	GSL-style groups of 4 teams per title. Top seeds advance to Championship, bottom seeds to Challenger — every team gets multiple days of competitive play.
Saturday · Semifinals	Championship and Challenger semifinal brackets across all titles. Saturday evening: community event, sponsor mixer, coach fireside.
Sunday · Grand Finals	All Grand Finals (Championship + Challenger) and 3rd-place matches. Awards ceremony on the main stage.

WHY TWO BRACKETS

The Challenger bracket ensures every team that travels to Indianapolis plays meaningful matches through Sunday — not just Friday group games. Every program gets a real competitive path, a chance to win hardware, and content-worthy moments for their community.

HOW TEAMS GET IN

ROAD	HOW IT WORKS
Dedicated LAN Slot	Purchased directly with your LAN Track entry. Six dedicated slots per title — a seventh may open. Your place at The Clash is guaranteed; online standings seed your bracket.
Online Qualification	Win your online season on the Online Track — the league bracket per title, or your region's when enough teams compete — and you have earned your place at The Clash alongside the dedicated-slot teams.
Remote Bid Option	Online champions who don't travel — by choice or circumstance — compete virtually, live during The Clash, for the same bids, at the reduced Online Track price.

EVERY NATIONAL BID IS DECIDED AT THE CLASH

Bids to the Riot Games College Championship and the CECC (Collegiate Esports Commissioners Cup) are awarded through Clash results. On stage or online, every program earns its bid at the same event. That also means our commitment to you: The Clash finishes on schedule, because the bids depend on it.

05 What Your Program Pays

Three components. No hidden fees. Travel and meals are optional — take our coordinated block or use your athletic department's vendors.

ANNUAL UNIVERSITY MEMBERSHIP

TIER	PROGRAM PROFILE	PRICE
Tier 1 · Entry	1–2 titles, Online Track eligible	\$750 / year
Tier 2 · Standard	3–5 titles	\$1,750 / year
Tier 3 · Premier	6+ titles, full varsity calendar	\$3,500 / year

PER-TEAM FEES

FEE	WHAT IT COVERS	PRICE
LAN Track (Dedicated Slot)	A dedicated LAN slot at The Clash (six per title) plus competition entry, production, merch, prize pool, awards — per team, per title	\$1,500 / team
Online Track	Online season + playoffs — per team, per title. Champions qualify for The Clash, on-site or via the remote bid option	\$350 / team
Refundable Deposit	Held per team — every team, either track — from signup through roster lock; refunded unless withdrawn late	\$500 / team

OPTIONAL TRAVEL & MEAL ADD-ONS

If your athletic department doesn't handle travel, we offer a coordinated block at cost:

ADD-ON	WHAT IT COVERS	PRICE
Travel Bundle	2 nights in our hotel block (3 rooms per team)	~\$900 / team
Meal Plan	Saturday lunch + dinner, 7-person allocation	~\$420 / team

Add-ons are pass-through to our partners. No markup. Schools that book their own travel through their athletic department should skip the Travel Bundle — LAN Track entry is unchanged at \$1,500/team.

06 Sample Program Costs

Small Program — 1 LAN team · 1 title

Tier 1 Membership	\$750
LAN Track (1 team)	\$1,500
Refundable Deposit	\$500
Upfront	\$2,750
Net season cost (deposit returned)	\$2,250
Optional Travel + Meal Bundle	+\$1,320

Mid Program — 2 LAN teams · 2 titles

Tier 1 Membership	\$750
LAN Track (2 teams)	\$3,000
Refundable Deposit	\$1,000
Upfront	\$4,750
Net season cost	\$3,750
Optional Travel + Meal Bundle	+\$2,640

Large Program — 4 LAN teams · 4 titles

Tier 2 Membership	\$1,750
LAN Track (4 teams)	\$6,000
Refundable Deposit	\$2,000
Upfront	\$9,750
Net season cost	\$7,750
Optional Travel + Meal Bundle	+\$5,280

Full-Scale Program — 6 LAN teams • 6 titles

Tier 3 Membership	\$3,500
LAN Track (6 teams)	\$9,000
Refundable Deposit	\$3,000
Upfront	\$15,500
Net season cost	\$12,500
Optional Travel + Meal Bundle	+\$7,920

ONLINE TRACK ALTERNATIVE

Programs that can't commit to a dedicated LAN slot still compete in the unified online season via the Online Track at \$350/team/title. A small program at 2 online teams plus Tier 1 membership = \$1,450 for the full season. And the road stays open: win your online season and you qualify for The Clash outright — travel to Indianapolis, or compete for your bid virtually through the remote bid option.

07 Commitment Timeline

- **JUNE 1, 2026** **Signup opens.** Membership registration and LAN Track reservation begin.
- **JULY 15, 2026** **Early commit deadline.** Deposit required to hold your LAN Track slot. 50% forfeit begins for late withdrawals.
- **AUGUST 30, 2026** **Roster lock.** Final rosters submitted. Full deposit forfeit thereafter. Schedule published.
- **SEPTEMBER 1, 2026** **Online season begins.** Phase 1 round-robin / Swiss across all titles.
- **MARCH 2027** **Online season concludes.** Playoff brackets seed final Clash invitations.
- **APRIL OR MAY 2027** **The Clash.** Three days, six titles, Indianapolis. Exact dates and venue announced by October 2026.

08 Deposit & Commitment Policy

\$500 per team at signup — every team, LAN Track or Online Track. The deposit is a shared commitment — your program holds its spot and we hold a budget base to deliver a professional event.

SITUATION	WHAT HAPPENS
We cancel the event or your title	Full refund of deposit and any paid LAN Track fees.
Your team withdraws before July 15, 2026	Full refund of deposit. LAN Track fees refunded.
Your team withdraws between July 15 – August 30	50% forfeit of deposit. LAN Track fees refunded.
Your team withdraws after roster lock (Aug 30)	Full forfeit of deposit. LAN Track fees non-refundable.

Forfeited deposits subsidize the event's fixed costs when a program withdraws late, protecting the remaining teams from last-minute budget shocks.

09 Frequently Asked Questions

Q. What if we can't field 8 teams in every title?

A. We run each title at LAN only if 8+ teams commit by roster lock — teams on either track count toward the minimum. Titles that fall short run as online-only for 2026–2027, and teams registered for that title at LAN receive a LAN Track refund or credit toward another title. No surprise cancellations.

Q. What if my athletic department won't approve travel?

A. Our long advance notice and early date windows are specifically designed to fit travel-approval cycles. If your AD still won't approve, the Online Track at \$350/team keeps you in the competition — and if you win your online season, the remote bid option lets you compete for your bid virtually, live during The Clash, without travel.

Q. What if we already book travel through our athletic department?

A. Perfect — skip the optional Travel Bundle. LAN Track entry is \$1,500/team, unchanged. You'll still get the per-team player packet, merch allocation, and competition entry. You handle hotel and meals through your existing systems.

Q. Can we field an A-team and a B-team?

A. A and B teams are welcome in the online regular season — each roster registers independently and competes with its own record. For The Clash (LAN), each university is limited to one team per title. We'll run a separate JV (Tier 2) division at LAN only if 8+ JV teams commit for that title across all schools.

Q. How is seeding determined?

A. Online season final bracket placement determines your seed at The Clash. Regional tags (Midwest / Mid-Atlantic / Southern) are for storylines and marketing only — they don't affect bracket structure or seeding.

Q. What titles are supported for 2026–2027?

A. Valorant, League of Legends, Overwatch 2, Marvel Rivals, Rocket League, and Super Smash Bros. Ultimate. Title support may adjust for 2027–2028 based on publisher partnership changes.

Q. What's included with LAN Track at the event?

A. Competition entry across the 3-day format, professional broadcast production, team merchandise (jerseys, lanyards, swag), prize pool eligibility for Championship and Challenger brackets, 3rd-place and Grand Final awards, and access to all sponsor mixer and coach events.

Q. Where are national bids decided?

A. At The Clash. Bids to the Riot Games College Championship and the CECC (Collegiate Esports Commissioners Cup) are awarded through Clash results. The online season is the road in: secure a dedicated LAN slot, or win your online season to qualify, then compete for your bid on-site or virtually through the remote bid option. Because every bid runs through the event, The Clash finishes on schedule — that's a commitment we make to every program.

Q. What if we have more questions?

A. Reach out directly — contacts on the next page. We're happy to jump on a call with you and your athletic department.

10 Next Steps

- 1 Review this brief with your athletic department.** Share it with leadership, budget, and compliance stakeholders.
- 2 Identify your participation profile.** How many titles? How many teams per title? Dedicated LAN slot or Online Track?
- 3 Submit your declaration of interest by June 1, 2026.** A simple email confirming intent to participate and your expected tier — no commitment yet, just a planning signal.
- 4 Complete registration when signup opens June 1, 2026.** Membership payment and per-team LAN Track reservation at that time.
- 5 Submit deposit by July 15, 2026** to lock in your LAN spots.

QUESTIONS BEFORE DECLARING?

We're scheduling office hours and open Q&A sessions for program directors and coaches in May 2026. If you want to discuss your program's fit before declaring, please email us directly to set up a time.

11 Contacts

NAME	ROLE	EMAIL	BEST FOR
Ramsey Jamoul	Founder & CEO	ramsey@uea.gg	Program strategy, pricing, membership tiers, competition format, The Clash logistics, AD liaison