

**TABLE OF CONTENTS**

The NAC ESPORTS Official Policy Handbook is compiled, edited and published by the NAC ESPORTS National Office under the oversight of the NAC ESPORTS Constitution and Bylaws Committee.

**PURPOSE**

The purpose of the NAC ESPORTS is to promote the education and development of students through intercollegiate eSports participation. Member institutions, although varied and diverse, share a common commitment to high standards and to the principle that participation in organized eSports competition serves as an integral part of the total educational process.

**CONSTITUTION**

Article I Name .....2  
 Article II Organization .....2  
 Article III Aims and Objectives .....2  
 Article IV Institutional Membership, Eligibility, Voting, Dues, Termination .....3  
 Article V The NAC ESPORTS Board of Directors: Qualifications, Composition, Nomination, Election, Continuing Eligibility .....4  
 Article VI Execution of Responsibility by the Board of Directors .....4  
 Article VII The NAC ESPORTS Competition Council: Composition, Nomination, Election, Continuing Eligibility, Responsibilities .....5  
 Article VIII The NAC ESPORTS Student Council: Composition, Nomination, Election, Continuing Eligibility, Responsibilities .....5  
 Article IX Vacancies: Board of Directors, Competition Council, Student Council .....6  
 Article X Annual Meeting and Voting Procedures .....7  
 Article XI Amendments .....7  
 Article XII Dissolution Clause .....7  
 Article XIII Parliamentary Authority .....7

**BYLAWS**

Article I Declaration of Intent to Participate in CESPAs Postseason Competition ..... 8  
 Article II Eligibility..... 9  
 Article III Financial Assistance .....13  
 Article IV Game Title Selection ..... 14  
 Article V Duties: Board of Directors ..... 16  
 Article VI Duties: Competition Council ..... 17  
 Article VII Duties: Student Council ..... 17

## CONSTITUTION

### ARTICLE I NAME

The name of this organization shall be THE NATIONAL ASSOCIATION OF COLLEGIATE ESPORTS (NAC eSports).

### ARTICLE II ORGANIZATION

NAC eSports is created by representatives of colleges and universities acting in an effort to develop and perpetuate intercollegiate eSports through a national organization. NAC eSports is a subsidiary of and supported by the National Association of Intercollegiate Athletics (NAIA).

### ARTICLE III AIMS AND OBJECTIVES

#### SECTION A

The aim of the NAC ESPORTS is to promote the development of eSports as an integral part of the educational offerings of member institutions by means of democratic participation at conference, independent, and national levels. This aim shall be accomplished by means of the functioning of committees composed of representatives of those institutions which subscribe to and support eSports programs that shall culminate in truly democratic national championship competitions. The NAC ESPORTS seeks membership only from accredited institutions. In addition, the NAC ESPORTS is dedicated to aid in the solution of problems in intercollegiate eSports common to NAC ESPORTS institutions. The primary criterion for the selection and encouragement of membership shall be educational emphasis.

#### SECTION B

The purpose of the NAC ESPORTS is to promote the education and development of students through intercollegiate eSports participation. Member institutions, although varied and diverse, share a common commitment to high standards and to the principle that participation in organized eSports competition serves as an integral part of the total educational process.

The NAC ESPORTS embraces the concept of the student, recognizes the importance of the individuality of each member institution, and the benefits of membership in a national association. The NAC ESPORTS supports gender equity. Gender equity is an atmosphere and a reality where fair distribution of overall competition opportunity and resources, proportionate to enrollment, are available to women and men, and where no competitor, coach or athletics administrator is discriminated against in any way in the eSports program. That is to say, an eSports program is gender-equitable when the men's program would be pleased to accept as its own the overall participation opportunities and resources currently allocated to the women's program and vice versa.

To achieve its purpose, the NAC ESPORTS pursues the following goals for students, member institutions and the Association.

1. The student, as the central focus of intercollegiate eSports, shall:
  - a. Accept the responsibility to become an effective, contributing member of society;
  - b. Perform as a positive role model on the campus and in the wider community;
  - c. Fulfill academic responsibilities while progressing steadily toward meeting the requirements for a degree; and
  - d. Maintain eligibility for participation in every eSport contest.
2. The member institution shall:
  - a. Ensure that intercollegiate eSports is an integral part of the total educational offering;
  - b. Encourage the broadest possible student involvement in the eSports program;

- c. Maintain high ethical standards through commitment to the principle of self-reporting;
  - d. Subscribe to the democratic principles of one institution, one vote, and the privilege of any member to initiate legislation through an appropriate committee, association or council;
  - e. Evaluate the eSports program in terms of the educational purpose of the institution;
  - f. Engage in competition with other institutions having similar eSports philosophies and policies; and
  - g. Promote gender equity.
3. The Association shall:
- a. Assist the membership in the development of programs of intercollegiate eSports consistent with the purpose of the Association;
  - b. Establish, through the membership, rules and standards for the conduct of intercollegiate eSports;
  - c. Respect institutional diversity and individuality as strengths;
  - d. Opportunities for postseason intercollegiate competition;
  - e. Provide national recognition for the membership and the Association;
  - f. Provide opportunities for the development of leadership for both men and women, especially people of color, at all levels of the Association;
  - g. Ensure fiscal accountability and responsibility; and
  - h. Conduct an advancement program, to include marketing, fund raising and membership development.

## **ARTICLE IV      INSTITUTIONAL MEMBERSHIP, ELIGIBILITY, VOTING, DUES, TERMINATION**

### **SECTION A**

Active member institutions must be fully accredited by authorized higher educational accrediting agencies relative to their region and/or national affiliations:

### **SECTION B**

For purposes of voting by members, each active member institution in good standing is entitled to one vote.

### **SECTION C**

Annual membership dues will be determined by the NAC ESPORTS Board of Directors. Dues are payable immediately after July 1, the beginning of the fiscal year. Membership dues become delinquent after September 1.

### **SECTION D**

All institutions delinquent in the payment of dues shall not be eligible to participate in NAC ESPORTS postseason competition for the school year pending review by the Board of Directors.

### **SECTION E**

The eSports Ethics Committee may recommend institutional termination. Formal action of institutional termination rests solely with the Board of Directors.

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**ARTICLE V THE NAC ESPORTS BOARD OF DIRECTORS: QUALIFICATIONS, COMPOSITION, NOMINATION, ELECTION, CONTINUING ELIGIBILITY**

**SECTION A**

The Board of Directors shall be elected from representation from institutional membership and Independent Representatives.

**SECTION B**

The Board of Directors is composed of representatives elected by member institutions.

**SECTION C**

Board of Directors members shall serve terms of three years with no more than two consecutive terms.

**SECTION D**

Each representative to the Board of Directors is elected by the NAC eSports members. The election will be conducted by the NAC ESPORTS National Office under the supervision of the NAC ESPORTS President/Chief Executive Officer. Representatives to the NAC ESPORTS Board of Directors includes 10 members and must be approved and can be removed by the NAIA Council of Presidents (COP). Additional ex-officio members may be appointed by partnered game publishers or broadcasting partners.

**SECTION E**

The officers of the Board of Directors shall be composed of the chair and the chair-elect. These officers shall be elected at the annual meeting of the Association by the Board of Directors and shall serve a term of two years.

**SECTION F**

The Executive Committee of the Board of Directors shall consist of the chair, the chair-elect and three members of the council who shall be appointed by the chair. The three appointed members, together with the officers, shall compose the five-member Executive Committee of the Board of Directors.

**SECTION G**

The Executive Committee of the Board of Directors shall be authorized to transact the necessary business of the Association in the interim between meetings of the Board of Directors.

**SECTION H**

The Board of Directors shall meet at least once a year at the annual meeting of the Association. Other meetings may be called by the chair of the Board of Directors.

**ARTICLE VI EXECUTION OF RESPONSIBILITY BY THE BOARD OF DIRECTORS**

The responsibilities of the Board of Directors are outlined in the NAC ESPORTS Bylaws. Robert's Rules of Order Revised shall be followed in carrying out these responsibilities unless otherwise specified in NAC ESPORTS Bylaws.

## **ARTICLE VII THE NAC ESPORTS COMPETITION COUNCIL: COMPOSITION, NOMINATION, ELECTION, CONTINUING ELIGIBILITY, RESPONSIBILITIES**

### **SECTION A**

The members of the NAC ESPORTS Competition Council must be qualified by experience or title in holding a position in which they have or have had administrative responsibilities and have or have had direct knowledge of budget and personnel matters. At least two eSports students will be included on the Constitution.

### **SECTION B**

The Competition Council must develop a nomination/election process that ensures adequate representation from different sized institutions and geographically, as based on membership locations. Whenever possible, at least three council members must be women and at least three council members must be men. When the gender requirement is not met, gender shall take preference in the selection of at-large members.

### **SECTION C**

The Competition Council shall be elected by its constituency and include no more than 10 members. The term of office shall be for three years unless otherwise noted. The Competition Council shall have a chair and chair-elect.

### **SECTION D**

1. Duly elected members of the above councils shall be eligible for continuing membership until such time as they:
  - a. Choose to resign; or
  - b. No longer meet the qualification conditions.
2. In the event a council member is elected or appointed to serve as an officer on a NAC ESPORTS council, that member shall be exempt from existing term limitations, until completion of the term of office or officer rotation (if applicable).

The outgoing chair of either of the above councils shall remain on the council for one calendar year from the date of ineligibility as an advisory, non-voting member.

### **SECTION E**

The duties of each council are outlined in the NAC ESPORTS Bylaws.

## **ARTICLE VIII THE NAC ESPORTS STUDENT COUNCIL: COMPOSITION, NOMINATION, ELECTION, CONTINUING ELIGIBILITY, RESPONSIBILITIES**

### **SECTION A**

As the association progresses we will continue to involve eSports students within the governance structure, including involvement in the NAC ESPORTS Student Council once it is ready to be formed as decided by the Board of Directors.

The members of the NAC ESPORTS Student Council must be qualified by experience or title and be committed to engaging in ongoing research, education and collaboration that will benefit the health, safety and development of the student participant.

#### SECTION B

The NAC ESPORTS Student Council must develop a nomination/election process that ensures adequate representation from conferences and independent institutions. Whenever possible, at least three council members must be women and at least three council members must be men. When the gender requirement is not met, gender shall take preference in the selection of at-large members. Each council shall consist of proportionate representation from affiliated conference and independent membership.

#### SECTION C

The NAC ESPORTS Student Council shall be elected by its constituency. The term of the office shall be for three years unless otherwise noted. Individuals may not serve more than two consecutive terms. Each council shall have a chair and chair-elect.

The NAC ESPORTS Student Council shall consist of one representative from the Board of Directors and one representative from the Competition Council, four elected officers representing collegiate eSports participants and six at-large representatives of collegiate eSports participants. At-large representatives of collegiate eSports participants shall serve one-year terms, and individuals may serve a maximum of two consecutive terms. The initial council selection shall be staggered in order to ensure adequate council retention each year.

#### SECTION D

1. Duly elected members of the above councils shall be eligible for continuing membership until such time as they:
  - a. Have completed their normal period of service;
  - b. Choose to resign; or
  - c. No longer meet the qualification conditions.
2. In the event a council member is elected or appointed to serve as an officer on a NAC ESPORTS council, that member shall be exempt from existing term limitations, until completion of the term of officer or officer rotation (if applicable).

The outgoing chair of the above council, who is no longer eligible for continuing membership shall remain on the council for one calendar year from the date of ineligibility as an advisory, non-voting member.

#### SECTION E

The duties of the student council are outlined in the NAC ESPORTS Bylaws.

### **ARTICLE IX VACANCIES: BOARD OF DIRECTORS, COMPETITION COUNCIL, STUDENT COUNCIL**

#### SECTION A

Vacancies on the Board of Directors, its officers and its Executive Committee shall be filled in the same manner as the initial selection. Should a vacancy occur with less than a year to serve, the replacement may be appointed by the chair.

#### SECTION B

Vacancies on the Competition Council or Student Council shall be filled by holding a regular election or by appointment by the appropriate council. Should the vacancy be filled by appointment, the appointee(s) shall serve for the remainder of the term, at which time the nomination/election process outlined in Article VII or Article VIII of the Constitution shall apply.

## **ARTICLE X ANNUAL MEETING AND VOTING PROCEDURES**

### **SECTION A**

The Association shall meet in convention at a time and place designated by the Board of Directors.

### **SECTION B**

Each active member institution in good standing shall have one vote at the annual meeting. The institutional vote shall be cast by the chief executive officer of the institution or by a faculty or staff member from that institution as designated by the chief executive officer of the member institution.

All voting delegates shall be authorized to the NAC ESPORTS President/Chief Executive Officer one week prior to the annual meeting.

### **SECTION C**

The NAC ESPORTS shall recognize a quorum to be one third of NAC ESPORTS active members. Such number must be authorized as voting delegates at the annual meeting in order to conduct the official business of the Association.

## **ARTICLE XI AMENDMENTS**

Proposed amendments, which must be sponsored by an authorized NAC ESPORTS Council, a NAC ESPORTS standing committee, a NAC ESPORTS Association, or affiliated conference, shall be submitted in writing to the NAC ESPORTS President/Chief Executive Officer. All proposed amendments must be postmarked no later than 90 days prior to the annual meeting of the Association. The proposed amendments shall be mailed by the NAC ESPORTS National Office to each active member institution in good standing no later than 30 days before the start of the national convention.

A proposed amendment sponsored by a NAC ESPORTS association must have a minimum of one additional co-sponsor. Co-sponsorship by a NAC ESPORTS coaches' association will not satisfy this requirement when the primary sponsor is another NAC ESPORTS coaches association.

The proposed amendment with the opinion of the Board of Directors, shall be read to the voting delegates at the annual meeting. After discussion of the proposed amendment on the floor of the annual meeting, the voting delegates shall vote. Upon receiving a two-thirds approval votes by the delegates, the proposed amendment shall become effective August 1 follow approval of the proposal unless otherwise stated.

## **ARTICLE XII DISSOLUTION CLAUSE**

Should the membership take legal action to dissolve this organization will be divided on a prorated basis within the membership. The formula to be used in such a proration shall be on the basis of the total years each institution shall be a member of the organization.

## **ARTICLE XIII PARLIAMENTARY AUTHORITY**

Robert's Rules of Order Revised shall serve at the final authority in parliamentary procedure.



## SECTION B ELIGIBILITY REQUIREMENTS

For a student to be eligible for any NAC ESPORTS recognized intercollegiate competition, a member institution must ensure that the student conforms to the following regulations.

1. An entering freshman student must be a graduate of an accredited high school or be accepted as a regular student in good standing as defined by the enrolling institution.
2. An entering freshman student must meet two of the three entry-level requirements below. Students not meeting at least two of the three standards shall be denied eSports participation at a member institution for the first full year of attendance (two semesters, three quarters, or the equivalent) that such a student is identified with any institution(s). The three entry-level requirements are as follows:

- a. A minimum score of 18 on the ACT or 860 on the SAT (for tests taken on or after April 1, 1995);

NOTE: In order to meet the requirement of Article II, Section B, Item 2, paragraph (a) above, an entering freshman must achieve a score of 18 or higher on the ACT or a score of 860 or higher, achieved on the Critical Reading and Math sections of the SAT. The test score must be achieved at a single test sitting administered by a certified tester on a National, International or official state assessment testing date to apply to this requirement. A test taken under any conditions other than those listed is considered by both testing agencies to be a residual test and cannot be used for certification purposes. The ACT/SAT must be taken prior to the beginning of the term in which the student initially participates.

- b. An overall high school grade point average of 2.000 or higher on a 4.000 scale;
- c. Graduate in the upper half of the student's high school graduating class. The class rank must appear on the student's transcript, leaving certificate or other academic document. If the student's class rank does not appear on the abovementioned documents, a letter from the student's principal or headmaster, written on the school's letterhead and with the school's official seal, stating that the student meets the class rank requirement can be accepted.

### NOTE 1: GED Students

The GED will be recognized as satisfying the grade point average equivalent. The GED student must achieve a score of 18 on the Enhanced ACT or 860 on the SAT to meet the freshman requirements.

### NOTE 2: Home-schooled Students

Home-schooled students who complete a home schooling program conducted in accordance with the laws of the student's state of residence and achieve a minimum score of 20 on the ACT or 950 (Critical Reading and Math) on the SAT will meet entering freshmen requirements.

Any student who completes a home schooling program, conducted in accordance with the laws of the student's state of residence, may request a home school waiver from the NAC ESPORTS Home School Committee if the student fails to achieve the required test scores. A

student receiving a home school waiver will be recognized as meeting entering freshman requirements. The Competition Council shall establish policy governing the issuance of a home school waiver by the NAC ESPORTS Home School Committee

NOTE 3: International Students

An incoming freshman who graduated from a high school outside of the United States or one of the U.S. territories shall meet the same eligibility criteria required of a regular freshman student listed in Article V, Section C, Item 1 and Article V, Section B, Item 2. High school graduation and cumulative grade point averages shall be determined based on current published NAC ESPORTS initial-eligibility academic guidelines for international students.

3. The student must be identified and enrolled in a minimum of 12 institutional credit hours at the time of participation while being a student on campus.
4. The student must be making normal progress toward a recognized baccalaureate degree and maintain the minimum grade point average as defined by the institution and the NAC ESPORTS (when applicable).
5. The student must be eligible according to the institution's standards for intercollegiate competition.
6. The student must be eligible according to affiliated conference standards when such standards are more stringent than NAC ESPORTS rules and standards.

SECTION C RETENTION: REESTABLISHMENT OF ELIGIBILITY

1. A student may participate five seasons in eSports in 10 semesters, 15 trimesters or 20 quarters of attendance if otherwise eligible. The 10 semesters need not be consecutive.
2. With reference to establishing or reestablishing eligibility in the same institution, a student is eligible for eSports participation on the day following the close of a term, provided the student meets all eligibility requirements for the upcoming term and is properly certified as eligible.
3. A student who has completed all academic requirements for graduation from a four-year institution as defined by that institution shall no longer be eligible to compete in intercollegiate eSports.

EXCEPTION: A student who has completed all academic requirements for graduation and who is enrolled in the graduate or professional school of the institution where he/she earned an undergraduate degree, who is enrolled and seeking a second baccalaureate or equivalent degree at the same institution, who is enrolled in a fifth-year, post-baccalaureate degree teacher education program at the same institution, or who is enrolled and pursuing a second major area of study at the same institution may participate in intercollegiate eSports provided the student has eligibility remaining.

SECTION D TERMINATION OF ELIGIBILITY

1. A student who loses eligibility at the end of a term because of graduation becomes ineligible at the end of the week (11:59 p.m., Saturday) in which the term ends.

EXCEPTION: Students who graduate at the close of the fall/winter term and who have qualified for NAC ESPORTS national competition for the immediately following spring/summer through the conference event held in the fall/winter shall not be required to have been in attendance the immediately preceding term prior to postseason competition to be eligible. The student is subject, however, to any contrary ruling which may be made by the local institution or conference.

2. No student shall be permitted to participate in intercollegiate eSports for more than five seasons in any singular eSport.
3. Any student who has completed eligibility or who has been permanently banned in a given eSport at any four-year institution, either NAC ESPORTS-affiliated or other, shall have no eligibility remaining in that eSport within the NAC ESPORTS. Such a student cannot regain eligibility in that eSport at a NAC ESPORTS institution.

EXCEPTION: For eligibility purposes the NAC ESPORTS does not recognize the NCAA “five-year rule” or age-limitation regulations.

#### SECTION E      TRANSFER REQUIREMENTS: GENERAL

1. A student previously identified with an institution of higher learning (two- or four-year), who wishes to transfer to a member college or university must complete the Official NAC ESPORTS Transfer Player Eligibility Statement, and must provide the document to the exiting and incoming institutions.
2. A student becomes identified with an institution upon representing an institution in an intercollegiate contest or enrolling in 12 or more institutional credit hours as reported by the institution’s registrar on an official transcript based on the institution’s official census date (summer session not included). Anyone transferring after identification becomes a transfer student.
3. If a student identified with an institution officially withdraws from that institution within 21 calendar days following the official opening date of classes as stated in the institutional catalog and returns and becomes identified with the same institution (without becoming identified at another institution), the student shall not be charged with a term of attendance for the term in which the student withdrew.
4. If a student identified with an institution officially withdraws from that institution after the institution’s official census date then transfers and becomes identified with another institution, the student shall be charged with a term of attendance (and zero hours credit) for withdrawing after the institution’s official census date.
5. A transfer student who has been suspended (or its equivalent) for any reason, including eSport department policy, from any institution of higher learning must establish residency of two full semesters, two full trimesters, or three full quarters of attendance at the NAC ESPORTS institution or until the institutional suspension period at the suspending institution has been terminated, whichever is shorter, before intercollegiate participation at an NAC ESPORTS institution shall be permitted.

6. A transfer student who was suspended or was declared otherwise ineligible due to misconduct while representing an institution in competition, must serve the period of suspension at the institution to which the student transfers before intercollegiate participation shall be permitted.
7. A student charged with a season of competition in one eSport by different institutions in the same academic year shall be charged with two seasons of competition. A student could amass two seasons of competition within one academic year.
8. Any eSport student that is part of an institution that is a member of NAC ESPORTS must complete a permission to contact form and have it signed by their universities eSports representative (eSports coach or director) and submit to the NAC ESPORTS national office prior to contacting another member institution.

#### SECTION F TRANSFER: PREVIOUS IDENTIFICATION AT A FOUR-YEAR INSTITUTION

1. A student who has participated in an intercollegiate contest at the immediately previous four-year institution and then transfers to an NAC ESPORTS member institution shall be required to be in residence for a period of 16 calendar weeks before being eligible for the eSport(s) previously participated in at the four-year institution.

A student shall have the 16 calendar weeks residency requirement waived for participation in that same eSport provided the student has a cumulative minimum overall GPA of 2.000 (on a 4.000 scale) from all previously attended institutions of higher learning and receives a written release from the eSports director, assistant or associate eSports director, or compliance officer at the immediately previous four-year institution.

A student who has not participated in an intercollegiate contest at the immediately previous four-year institution is not subject to the residency period in that eSport.

The term "16 weeks" refers to 16 consecutive calendar weeks (112 calendar days), including vacations and inter-terms (except summer terms). The 16 weeks does not refer to school weeks.

2. This period shall be counted from the opening date of classes as stated in the official college catalog or from the date on which the student enrolls, whichever is later. No part of the 16 weeks shall fall between the end of the term immediately preceding the regular summer term and/or summer vacations and the beginning of the fall term.
3. The residency requirement shall be satisfied at the beginning of the day following the end of the 16 calendar weeks (at the beginning of the 113th calendar day) from the first day of class. Should the 16-week period be satisfied after the institution's regular season has been completed, the student has established eligibility for the following season in that eSport but is not eligible for postseason competition in that eSport which is held during an extended period of the term just completed.

#### SECTION G TRANSFER: PREVIOUS IDENTIFICATION AT A JUNIOR COLLEGE

A student whose immediately previous identification and participation was with a two-year institution and who transfers to a NAC ESPORTS member institution shall not be required to meet the 16-week residency requirement.

The student shall fulfill all academic requirements of the NAC ESPORTS and is entitled to only four seasons of competition in a given eSport at the intercollegiate level.

#### SECTION H MILITARY SERVICE ELIGIBILITY EXCEPTION

1. A student whose college attendance has been interrupted or delayed by one year or more of continuous active military duty in the armed forces of any nation shall be eligible for eSport participation immediately upon enrolling in a minimum of 12 institutional credit hours and becoming identified. The student may retain eligibility in the succeeding term by: a. Having earned a minimum of 24/36 institutional credit hours the two immediately previous terms of attendance; or b. Satisfying the requirements for a second-term student by having completed nine institutional credit hours the immediately previous term of attendance.
2. The duration of the application of the Military Service Eligibility Exception shall be limited to the first two full semesters or three quarters following release from active duty. Thereafter, the student is not entitled to any provisions of the Military Service Eligibility Exception rule, and all regulations shall apply.
3. Military Service Seasons of Competition Exception An individual serving full-time in the armed forces of any nation shall not be charged with a season of competition for competing in outside competition while representing the military (base team or intra-military) during the period of full-time service.

#### ARTICLE III FINANCIAL ASSISTANCE

Assignment of scholarships, grants in aid, or student loans shall be controlled by the faculty through the regularly constituted committee on student loans and scholarships.

Any financial aid or assistance to prospective or enrolled students in money or in-kind, except that which comes from members of their immediate family or from those upon whom they are legally dependent, shall be administered by the institution under policies and procedures established by the institution through its regularly constituted committee on student loans and scholarships. Under no conditions may an individual or organization provide direct financial assistance to a previously enrolled or prospective student.

Scholarships, grants in aid, and student loans shall be awarded on such bases as will not discriminate for or against presumed or recognized eSport participant. eSport competitors and non-eSport competitors shall be required to maintain the same minimum academic standing to qualify for such scholarships.

All donations or awards won in competition to the general eSports program and/or the eSports scholarship fund by outside organizations shall be deposited in an institutional fund and be administered by appropriate institutional committees under the control of the chief executive officer. If the donation or award won in competition in the form of a scholarship or other prizes can be provided to the participant directly with prior approval from eSports representative and the amount must be under the monetary value of \$5,000 annually. If it exceeds this amount authorization must be given by the Competition Council.

A member institution shall award no more financial aid, excluding donations or awards won in competition, to an eSport participant than the actual cost of:

1. Tuition;
2. Mandatory fees, books, and supplies required for courses in which the eSport participant is enrolled; and
3. Board and room for the eSport participant only, based on the official board and room allowance listed in the official institutional publication.

Further financial assistance to an eSport participant by a member institution, other than listed above, is prohibited.

EXCEPTION: An institution may pay for necessary medical and dental expenses incidental to an eSport participant's participation in intercollegiate competition at the member institution. Necessary expenses may include medical, surgical, medication and therapy expenses incurred as a result of an injury; medical examination costs; and related medical insurance. Institutions shall not provide assistance for expenses for treatment of an eSport participant's illness or injury not resulting from intercollegiate participation.

This regulation regarding maximum financial aid to an eSport participant is not intended to place pressure on any member institution to increase its program to this level. This regulation is made to protect the NAC ESPORTS from overly ambitious programs and to help protect the amateur status of eSport participants.

## **ARTICLE IV GAME TITLE SELECTION**

### **SECTION A DEFINITIONS**

1. eSport: a specific game title where institutions play competitively against other institutions.
2. eSports: all game titles where institutions play competitively against other institutions.
3. Emerging eSport: Any game title in which:
  - a. Ten (10) or more active NAC ESPORTS member institutions declare intent to sponsor as an intercollegiate eSport (as defined by NAC ESPORTS bylaws).
4. NAC ESPORTS Invitational eSport: A eSport recognized by the NAC ESPORTS in which:
  - a. Twenty (20) or more institutions declare intent to participate in postseason competition;
  - b. The National Administrative Council has approved the eSport's request for Invitational eSport status; and
  - c. The eSport does not meet the requirements for NAC ESPORTS championship competition.
5. NAC ESPORTS Championship eSport: An eSport recognized by the NAC ESPORTS in which:
  - a. Thirty-two (32) or more institutions declare intent to participate in postseason competition;
  - b. The National Administrative Council has approved the eSport's request for Championship eSport status; and
  - c. The eSport meets the requirements for NAC ESPORTS championship competition.

### **SECTION B CONDITIONS FOR ESTABLISHING AN ESPORT**

1. Emerging eSport:
  - a. Ten (10) or more institutions sponsor the intercollegiate eSport (as defined by NAC ESPORTS bylaws) and have declared intent to participate in NAC ESPORTS postseason. The institution's Declaration of Intent to participate certificate shall serve as an institution's official designation of sponsorship.
2. Invitational eSport:
  - a. To attain invitational eSport status:

- 1) Twenty (20) or more institutions must sponsor the intercollegiate eSport (as defined by NAC ESPORTS bylaws) and have declared intent to participate in NAC ESPORTS postseason. The institution's Declaration of Intent to participate certificate shall serve as an institution's official designation of sponsorship.
  - b. In the first full academic year following the point at which a eSport attains Invitational eSport status:
    - 1) The Competition Council will propose appropriate legislative changes to be voted on at the NAC ESPORTS National Convention; and
    - 2) All institutions sponsoring an invitational eSport must participate in a mandatory webinar hosted by the National Office on NAC ESPORTS regulations.
    - 3) Institutions competing in invitational eSports are subject to the Constitution, Bylaws and policies of the association. Students participating in a NAC ESPORTS Invitational eSport must receive an eligible determination from the NAC ESPORTS Eligibility Center and be properly certified as eligible prior to any intercollegiate competition;
    - 4) Should an institution that declares an intent to participate in NAC ESPORTS postseason un-declare or fail to honor its declaration at any point after April 1, the institution will be fined \$2,500. The institution will also be placed on suspension the following academic year and may not compete in NAC ESPORTS postseason competition in the eSport; and
    - 5) The Competition Council will evaluate the first invitational competition and recommend changes for a second invitational year.
  - c. An eSport shall remain an Invitational eSport until:
    - 1) At least one invitational has occurred; and
    - 2) The National Administrative Council approves Championship eSport status.
  - d. If an eSport is not approved for Championship eSport status following the second invitational, the Competition Council will continue to provide feedback and the eSport will retain its invitational status until approved.
  - e. An Invitational eSport shall remain in good standing provided a minimum of eight (8) institutions honor their declaration of intent to participate in NAC ESPORTS postseason. If fewer than eight (8) institutions honor their declaration of intent to participate in NAC ESPORTS postseason in a given year, the eSport will be considered at-risk the following academic year. If the eSport does not return to good standing and remains at-risk for a second consecutive year, the eSport will automatically return to Emerging eSport status. The eSport will not be permitted to request Invitational eSport status for the remainder of the current academic year or the subsequent academic year.
3. Championship eSport:
- a. To attain Championship eSport status:
    - 1) Thirty-two (32) or more institutions must sponsor the intercollegiate eSport (as defined by NAC ESPORTS bylaws) and have declared intent to participate in NAC

ESPORTS postseason. The institution's Declaration of Intent to Participate certificate shall serve as an institution's official designation of sponsorship.

2) The Competition Council has approved the eSport for championship eSport status.

- b. In the first full academic year following the point at which an eSport attains Championship eSport status, the NAC ESPORTS will sponsor national championship competition for the eSport. The Competition Council must approve policies, procedures and qualification plans for all championship events.
- c. Institutions competing in Championship eSports are subject to the Constitution, Bylaws and policies of the association. Students participating in an NAC ESPORTS Championship eSport must receive an eligible determination from the NAC ESPORTS Eligibility Center and be properly certified as eligible prior to any intercollegiate competition.
- d. A Championship eSport shall remain in good standing provided a minimum of thirty-two (32) institutions honor their declaration of intent to participate in NAC ESPORTS postseason. If fewer than thirty-two (32) institutions honor their declaration of intent to participate in NAC ESPORTS postseason in a given year, the eSport will be considered at-risk the following academic year. If the eSport does not return to good standing and remains at-risk for a second consecutive year, the eSport will automatically return to Invitational eSport status.

## **ARTICLE V DUTIES: BOARD OF DIRECTORS**

The NAC ESPORTS governing body is the Board of Directors.

For the transaction of business by the Board of Directors, a quorum shall consist of one third of the members of the Board. Qualifications, composition and elections for openings on the Board of Directors are listed in Article V of the Constitution.

The Board of Directors shall exercise full authority in the following matters:

1. Initiating operational policies necessary to perform those duties reserved in the Constitution and Bylaws to the Board of Directors.
2. All fiscal matters of the Association.
3. The employment and supervision of the NAC ESPORTS President/Chief Executive Officer and, through the NAC ESPORTS President/Chief Executive Officer, all personnel of the National Office.
4. The submission at the NAC ESPORTS National Convention of a detailed report on all receipts and disbursements during the preceding fiscal year ending June 30. The audited financial statement shall be printed and distributed to the membership in such form as to facilitate a comparison of the items of income and expenditure in connection with the various activities of the Association during the fiscal year just concluded with the corresponding items for the preceding year.
5. Authorization of the Executive Committee of the Board of Directors to transact necessary business of the Association in the interim between meetings of the Board of Directors.
6. The review and action on all recommendations submitted by the appropriate committee/association through the authorized councils.
7. Decisions on withdrawal of membership or denial of specific eSports sponsorship for a member institution.
8. Administrative supervision of the Competition Council and Student Council.

9. Periodic review of affiliated conference operations and sanctions related to violations of conference requirements.

The enumeration of the above responsibilities and duties shall not be construed to deny the right of the Board of Directors to exercise any other power or to perform any other duty within the field of governance of the affairs of the NAC ESPORTS. No policies and procedures exercised by the Board of Directors shall conflict with established policies of the constituent assembly.

#### **ARTICLE VII DUTIES: COMPETITION COUNCIL**

The Competition Council shall exercise authority in the following matters:

1. Initiating operational policies for conference, independent and national competition, national statistical services, national awards at national competition;
2. Providing administrative supervision of all NAC ESPORTS associations/committees assigned to them which deal with competition;
3. Annually reviewing and establishing the conference, independent and national qualification plans for postseason competition for all eSports;
4. Reviewing and acting on all recommendations from those associations/committees within their area of responsibility; and
5. Conducting nominations and elections in accordance with the Constitution when openings on the Council arise.

The chair of the Competition Council shall serve as an ex officio member of the Board of Directors.

#### **ARTICLE VIII DUTIES: STUDENT COUNCIL**

The Student Council shall exercise authority in the following matters when fully formed as a council.

1. Initiating operational policies for conducting research and education that will benefit NAC ESPORTS participants.
2. Providing administrative supervision of those committees assigned to it which deal with issues of students participants.
3. Reviewing and acting on all recommendations from those committees within its area of responsibility.
4. Conducting nominations and elections in accordance with the Constitution when openings on the Council arise.