

ONLINE TWILIGHT STRUGGLE LEAGUE (OTSL)

(AS OF 17 JUNE 2023)

1.0 LEAGUE OVERVIEW

The purpose of this document is designed to act as a guideline for overall league play for the Online Twilight Struggle League (OTSL), located at www.twilight-league.com/ which was created on 24 May 2020. The OTSL is an uncapped, free participation league, which features a regular season, playoff, and side tournaments. This league is designed to be a friendly competition, not a cut-throat league, where anything goes. Any disputes will be handled by the league commissioner, Craig Richards (Caecius) and/or the Executive Committee. The overall goal of the league is to create an enjoyable experience for players at all skill levels.

1.1 Executive Committee (EC)

The Executive Committee currently consists of:

- **Commissioner, EC Member** - Craig Richards (Caecius), caeciusx@gmail.com
- **Database Admin, EC Member** - Patrick Gong (TiTi0817), titi.gongzheng@gmail.com
- **Database Admin, EC Member** - Derek Miller (Drock1984), dmiller1984@gmail.com

The commissioner will be responsible for resolving disputes that are not expressly covered by this constitution. While all players are encouraged to submit suggestions and feedback, the commissioner's decision on all matters is final.

1.2 Living Constitution

This constitution is subject to change over the lifetime of this league. Any major rule changes, if possible, will occur between the seasons. The commissioner reserves the right to update this constitution.

2.0 LEAGUE FEES / PRIZES

2.1 League Fees

There are currently no fees associated with participation in this league season. Separate tournaments may have entry fees.

2.2 League Prizes

If available, prizes will be awarded to the top performing players.

3.0 LEAGUE STRUCTURE

The OTSL will consist of a regular season, playoff, and tournaments (separate from season play). League matches will be conducted over Steam client and/or mobile app (via Playdek) only. While the Steam game client does not account for tie games, OTSL match results will allow for games to end in a tie score (e.g. War Games, Final Scoring) and will be reported as such.

Players will be placed into the applicable league (Gold or Silver) based on their skill level (previous season result, ITSR, and Playdek rating). Players will be promoted/demoted at the end of the season. Each league will have their own playoff bracket.

3.1 LEAGUE SEASONS

3.1.1. **Game Setup.** All season games will be fixed sides (determined by schedule), +2 Influence Points (IP) USA, optional cards, and applicable time limit (Gold = 60 minutes; Silver = 90 minutes). If agreed by both players, the game time limit may be changed, but will still adhere to match deadlines.

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3.1.2. **Participants.** The Commissioner and Executive Committee will do their best to ensure all willing participants are able to play in the OTSL regular season and tournaments. Once the season begins, a waiting list will be used for any dropouts until a date specified by the commissioner.

3.1.3. **Tiebreakers.**

To Break A Tie Within A Division

Two Players

1. Head-to-Head (best win percentage between players)
2. Best win percentage games played within the division
3. Number of Forfeits (losses, lower)
4. Strength of Schedule
5. Number of Forfeits (wins, lower)
6. Average Turn of Victory (lower)
7. Coin Flip

Three or More Players

(NOTE: If two players remain tied after third or other players are eliminated during any step, tie breaker reverts to step 1 of the two-player format)

1. Head-to-Head (best win percentage between players)
2. Best win percentage games played within the division
3. Number of Forfeits (losses, lower)
4. Strength of Schedule
5. Number of Forfeits (wins, lower)
6. Average Turn of Victory (lower)
7. Coin Flip

To Break A Tie For The Wild-Card Players

Two Players (check same division first, if yes, use division standing)

1. Head-to-Head (best win percentage between players)
2. Number of Forfeits (losses, lower)
3. Strength of Schedule
4. Number of Forfeits (wins, lower)
5. Average Turn of Victory (lower)
6. Coin Flip

Three or More Players

1. Apply division tie breaker to eliminate all but the highest ranked player in each division.
2. Head-to-Head (applicable only if one player has defeated each of the others or if one player lost to each of the others)
3. Number of Forfeits (losses, lower)
4. Strength of Schedule
5. Number of Forfeits (wins, lower)
6. Average Turn of Victory (lower)
7. Coin Flip

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3.1.4. **Regular Season.** The regular season will consist of a set number of games, determined before each season starts. Players will play as the USA and USSR an equal amount of times. Each player will have ten days to complete their scheduled matchup. Season games will count as ranked matches and affect a player's International Twilight Struggle Rating (ITSR). Players may play matches ahead of schedule (e.g. a player can play a Week 2 match, even though it is Week 1).

3.1.5. **Playoffs.** Playoffs will change depending on the number of players for a given season, but will aim for the top 30-40% of players making the playoffs. Playoff games will count as ranked matches and affect a player's ITSR. Playoffs will be bracket format with each round being best of 1, 3, or 5 games -- annotated on the playoff bracket. Division winners will receive a first round bye. The remaining seeds will be determined by a player's placement in their division and overall record (wildcards) compared to all players (Section 3.1.3 applies).

- Best of One (Bo1) - the higher seed will select the sides
- Best of Three (Bo3) - alternate sides, the higher seed will select Game 3 sides, if necessary
- Best of Five (Bo5) - alternate sides, the highest seed will select Game 5 sides, if necessary

3.1.6. **Match Deadlines.** Match deadlines will be posted with the season schedule -- pace of play will be one game every ten days. If you are unable to complete your matchup (e.g. vacation, no response from opponent, etc.) you must e-mail the OTSL Staff (otsl.staff@gmail.com) prior to the match deadline. The Commissioner and/or Executive Committee will make a decision to allow for an extension. If any match remains open one season week (14 days) after the match deadline, the result will be a forfeit loss for each player. Disputes and/or non-responsive players should be reported immediately to OTSL Staff for a case-by-case resolution.

3.1.7. **Reporting.** The winning or losing player can report the match. Matches will be reported through Google Forms at <https://forms.gle/8RQaak2EsvLY4BLB7>

3.1.8. **Disqualification.** A player may or may not be disqualified from the season and/or league entirely for, but not limited to, the following reasons:

- Poor and/or unsportsmanlike conduct (behavior, collusion, insults, cheating, etc.)
- Lack of communication
- Two or more forfeits within a season
- At a player's request

Disqualification and removal from the league will be ultimately decided by the league commissioner, however, the Executive Committee will be consulted.

3.1.9. (ADDED) **No Show Policy.** Players are reminded to be courteous when a match delay becomes known (e.g. message or e-mail player(s) in the match). If an opponent does not make contact for the agreed upon date/time (allow 10 minutes time overdue), please message the league staff to resolve the incident.

1st Offense - Warning (match to be rescheduled)

2nd Offense - Match Forfeit

3rd Offense - Season Forfeit

4.0. MISCELLANEOUS

4.1. **Streaming.** Players are allowed to broadcast their matches, but must utilize a 15-minute delay on their broadcasts to help avoid receiving in-game advice.

4.2. **Card Trackers.** The use of an electronic or a pen/paper card tracker is permitted during league matches.

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4.3. **Mods.** Players are free to utilize the timer mod, profile picture mod, and/or the log export mod. All other mods should be cleared with OTSL Staff prior to use in a league match.

4.0 GLOSSARY OF TERMS

Commissioner - the person who has overall responsibility of the league

Constitution - this document, set of rules

Executive Committee (EC) - members elected by the Commissioner to help aid in league management, rule changes, decisions, and other aspects that affect the OTSL

Optional Cards - optional Twilight Struggle cards, annotated by a red square with white plus sign within the Steam game client

Online Twilight Struggle League (OTSL) - founded May 2020 by Craig Richards (Caecius), to gather and grow the Twilight Struggle community through friendly, competitive play

Playdek - company that is responsible for digital Twilight Struggle game client on Steam and mobile application

Playoffs - a group of qualified players based on regular season performance

Regular Season - a group of players divided into multiple divisions to play a set number of matches used to determine those players who qualify for playoffs

Steam - free game client that hosts various software and digital games

Tournament - separate from the OTSL regular season and playoffs, tournaments are usually held monthly with a smaller amount of players and completed within one or two days

5.0 ACRONYMS

Bo1 - Best of 1

Bo3 - Best of 3

Bo5 - Best of 5

EC - Executive Committee

H2H - Head-to-Head

IP - Influence Point

ITSR - International Twilight Struggle Rating

OTSL - Online Twilight Struggle League

USA - United States of America

USSR - Union of Soviet Socialist Republics

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6.0 FREQUENTLY ASKED QUESTIONS (FAQ)

Q: How do I sign up for the Online Twilight Struggle League (OTSL)?

A: You need to fill out the Google Form located here -- [link here](#)

Q: How do I sign up for monthly OTSL tournaments and events?

A: You can e-mail the OTSL Staff (otsl.staff@gmail.com) or direct message 'Caecius' on Discord/WhatsApp.

Q: How do I schedule league matches with opponents?

A: You should utilize the player e-mail distribution list (sent at the beginning of the season) to contact your opponent.

Q: What do I do if my opponent does not respond to e-mails and/or direct messages?

A: If you haven't received a response from your opponent in four (4) days or your match deadline is near, you should e-mail the OTSL Staff (otsl.staff@gmail.com) to report the unresponsive opponent for a potential forfeit win and to avoid a forfeit loss. This helps alert the staff to any players that may require a replacement player.

Q: My opponent and I are unable to schedule a date to play our league match, what do I do?

A: You should e-mail the OTSL Staff (otsl.staff@gmail.com) and request a formal match extension to avoid a match forfeiture.

Q: What is the pace of play for completing regular season games?

A: Each regular season week (one game) is allowed fourteen (14) days for completion.

Q: What is the link to (-insert item-)?

A: You can find helpful links posted in Section 7 of this document, on the Discord channel, and on www.twilight-league.com

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7.0 HELPFUL LINKS

Discord Channel = <https://discord.gg/4UwbpAhGRm>

League Website = <https://www.twilight-league.com/>

Twitch Channel = <https://twitch.tv/caecius>

WhatsApp Group Chat = <https://chat.whatsapp.com/JmpzYizxAJdBdO4KfJdMWC>

YouTube Channel = <https://www.youtube.com/CaeciusG>

8.0 CONTACT US

Commissioner (Craig Richards) - caeciusx@gmail.com or otsl.staff@gmail.com

OTSL Staff - otsl.staff@gmail.com