

## Article II - Leadership Roles, Member Roles & Eligibility

- Section A - The Committee for Rules and Coordination (CRC)
- Section B - The League Manager (LM)
- Section C - The Map Czar
  - (1) Map Czar Structure overview:
    - (a) There will be one Czar for each tier of NALTP.
      - (i) If multiple players wish to run for the position of Czar as a group, they may do so, provided the group is announced before voting has begun.
    - (b) At the conclusion of every season, all existing map Czars will be retired and up for re-election.
    - (c) A player may be the map Czar for more than one league without restriction.
    - (d) The map Czar may be a player in the league they are elected within without restriction.
    - (e) The map Czar may be a member of the CRC or a LM, but will recuse themselves from CRC votes related to map Czar decisions.
  - (2) Elections:
    - (a) Prior to the draft of the relevant league, each candidate must declare the maps they intend to feature in week 1 and week 2 games. The chosen maps are binding and may not be changed after the election.
    - (a) Following the draft of each league, a vote will be held by the drafted players to determine the map Czar for that league.
    - (b) Players will receive a ballot when drafted which must be cast by the end of the draft night to be counted.
      - (i) In Novice, players undrafted in Minors will receive their ballot at the conclusion of the Minors draft to be submitted within 72 hours.
      - (ii) Players who will not be present on draft night may receive conditional ballots from the CRC. If they are drafted, their vote will be counted.
    - (c) The Vote will use a Single Transferable Vote (STV) with partial ranked ballots (voters rank as many candidates as they would like).
    - (d) In the event of a single candidate being the only submission, the CRC will decide, by majority vote, if the sole candidate or the CRC is to be responsible for the map rotation of the upcoming season.
  - (3) Vacancies:
    - (a) In the event of a map Czar being unable to fulfill their responsibilities, the CRC will be responsible for deciding the remainder of the map rotation for that league.
  - (4) Members:
    - (a) The Season 30 Majors Czar will be
    - (b) The Season 30 Minors Czar will be
    - (c) The season 30 Novice Czar will be

## Article VI - Maps

- Section A - Map Rotation
  - (1) Regular season maps
    - (a) Week 1 and 2 maps
      - (i) The four maps announced by the map Czar before the election. Once voting begins, these maps and their order may not be altered.
    - (b) All other regular season maps
      - (i) The map Czar must formally announce the maps, and map IDs, for a given week by the end of the night two weeks before they are scheduled to be played. (Ex. week 3 maps must be formally announced by the night following week 1 games)
        - (i) Once a map has been formally announced, it may not be changed except by captain's veto or CRC approval to change.
          - (1) CRC approval to change will be a simple majority vote, but may feature captain polling at CRC discretion.
      - (ii) The map Czar may make informal announcements, polls, contests, and host votes, tournaments, or other competitions at their discretion to decide the maps of their league, so long as they adhere to the above deadlines. The CRC and LM will assist these processes as best they are able.
  - (2) Playoff maps (*unchanged from current rulebook*)
    - (1) Major League:
      - (a) All 7 maps from the regular season will be featured in playoffs.
    - (2) Minors and Novice Leagues:
      - (a) Captains of the top 6 seeds in the playoffs will submit a ranked list of preferences from the regular season map rotation to select 8 of the regular season maps.
        - (i) Maps will be chosen from the top of the list from team seeds in the following order: 2-1-6-5-4-3-2-1. This means that a map from the second seed is chosen, then the first seed, then the sixth, fifth, and so on.
          - (1) If the map at the top of a team's list has already been submitted by a team before them in line, the next map on their list that has not been submitted will instead be added to the playoff rotation.
            - (aa) Teams will submit 9-[seed] maps. Ex. the 5th seed will submit 4 (9-5) maps in order of preference.
  - (3) Map restrictions
    - (a) A single map may not occupy more than a single spot in any map rotation.

- (i) Minor edits to a map will be considered the same map for this rule.
- (4) Captain Vetoes
  - (a) If a captain of a given league wishes to veto a selection made by the map Czar, the CRC must be contacted with the map of concern and a clarification that the request is not in jest.
  - (b) The CRC will notify all captains in the relevant league of the veto and begin a vote, in which 4/5 of captains, rounded down, must vote in favor for the veto to pass.
  - (c) In the event of a successful veto, the map Czar must select a new map, or maps, for captains to vote on. The Czar may decide the voting process, threshold, and any additional details to determine the replacement map.
    - (i) By default, the replacement map must receive approval from a majority of captains to be accepted.