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OC DRIVE

YOUTUBE OC PLAYLIST

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PACIFIC LEAGUE LOBBY ID:

CONTINENTAL LEAGUE LOBBY ID:

PACIFIC LEAGUE DRAFT : 18/05 0200 UTC

CONTINENTAL LEAGUE DRAFT : 18/05 1100 UTC

TL;DR

- Registration until 15/05
- Draft where you get assigned to a team 18/05
 - 1100 UTC for Continental League (Noon in London)
 - 0200 UTC for Pacific League (Noon in Sydney, 10pm in New York)

- Regular season starts on 25/5 and ends on 21/6. Exactly 4 weeks. The number of tables per session may be 2 or 3 depending on the number of teams that join.
- Finals will be on the weekend 22/6 - 23/6
- Gyakuten Series be on the weekend 29/6 - 30/6
- Games schedule will be out after the registration period
 - expect to play 2 games every week

League Is Changing

The League is dead, long live The League

After four years and countless moments of /m/jg/ history the management has decided it is time for restructuring. Any changes will be highlighted for the convenience of returning players.

Changes Summary

- 2 divisions based on timezone: European (**Continental League**) and American/Asian (**Pacific League**)
- **Pacific League** has Kiriage Mangan
- Each league has separate final
- Top two from both leagues compete in **The Gyakuten Series**, a 12 game winner takes all face off.
- The Draft format has changed to [Back Draft](#). The drafters will make teams, then be randomly assigned to one of the teams that they did not make.

Ruleset

- Hanchan
- 5+20 sec
- 3 Aka
- Tips on
- tobi nashi
- agariyame nashi
- no west extension
- random starting seat
- Uma: +45, +5, -15, -35
- Split uma for ties
- **Pacific League will have Kiriage Mangan**

Schedule

The league will now consist of two divisions based on timezone. The **Continental League** and **The Pacific League**. You will be assigned to a division based on your choice of timezone.

Games will be played at these times:

- **The Continental League** will have 1 time slot:
 - 1900 UTC (8pm London)
- **The Pacific League** will have 2 time slots:
 - 0100 UTC (8pm Chicago)
 - 1100 UTC (8pm Tokyo)

Extra games may be played on the weekend at these times:

- **The Continental League:**
 - 1100 UTC (Noon London)
- **The Pacific League:**
 - 0300 UTC (Noon Tokyo)
 - 1700 UTC (Noon Chicago)

The number and schedule of extra weekend sessions will be decided based on player attendance and announced before the draft.

There will be a main season, followed by a final for each league. Afterwards there will be a Gyakuten Series, where the top two teams from the separate finals will compete for supremacy.

The Main Season

The main season will run for 4 weeks, starting on 25/5 and ending on the 21/6.

A more precise schedule can be found on the sheet or the calendar and will be made once we know the number of players and their availability. If you join, you should expect to play 2-3 games every week on average.

In **The Pacific League** the number of Asian and American sessions will be balanced to fit the number of people, so that we avoid any timezone issues.

The Finals

The top four teams from each league will participate in separate, concurrent finals. The games will be run on the weekend 21/6 and 22/6.

Points will be halved before the start of the finals.

The Gyakuten Series

The winner and runner up from each league final will advance to **The Gyakuten Series**

- All 4 teams will start at 0 points
- 12 game series to determine the winner
- 6 games will be played with the Pacific League rules and 6 will be played with the Continental League rules
- Games will be carried out on the weekend 29/6 - 30/6, specific scheduling will be coordinated with the four teams in question in the lead up to the series.

Teams

You will be assigned to a team in The Draft. A channel will be created for you on irc after the draft to organise your team and to communicate with the TO about any problems.

After the draft there will be a one week pre-season from 18/05 to 24/5, for scheduling and OC making.

Your team must provide a name and a logo. If you don't, the TO will take drastic measures. I will not be gentle.

Additional material such as play mat, intro video, music or images are welcome and expected if you don't want /mjg/ to laugh at you too much.

The **most important** thing you have to do is set up the game schedule every week (and if possible also setting some subs) so that every league game can start on time without having to find subs.

Roles

League is going to be pretty big so it's all (You)s on deck.

Everyone who signs up will be considered a player. You will be expected to play games, and communicate with your team at least once a week (usually on IRC) to schedule games. Many players also make OC.

Additionally you can pick these roles in the signup form:

- Streamer/Commentary
 - Self explanatory. There are going to be lots of games so there's a need for many of these. Many people stream/commentate for the first time

during league and it has never gone too horribly, so it's an occasion to start if you've never tried it. **Anyone can stream (please record if you do)**, this role is mostly to help the organisers know who wants to stream.

- Organisation
 - Spreadsheets, babysit tourney lobby during games, make cute statistics pages, tablecloth mods, intro videos, obs tools, telling people to read the docs, helping with scheduling, and so on.
- **Drafter**
 - **You want to participate in the team draft. You will get to build one team yourself, and help select any extra teams. Afterwards you will get randomly assigned to one of the created teams. No qualifications necessary.**

The Draft

There will be two separate drafts for the two divisions.

The draft will happen over [mumble](#) at riichi.moe (mumble://riichi.moe).

The **Continental League** draft will happen on 18/05 at 1100 UTC (Noon in London). The **Pacific League** draft will happen on 18/05 at 0200 UTC (Noon in Sydney. 10pm in New York).

The number of teams in each division will be decided by the number of players. Teams will be made of no more than 6 players. The number of teams will be the number of players divided by 6 rounded up. So if there are 31 players there will be 6 teams in that division. This means there may be more teams in one division than the other.

Players will be listed, along with their rank. Drafters will then take turns picking people for a team. **At the end of the drafters will be randomly assigned to one of the teams that has less than 6 players. Drafters cannot be assigned to the team that they made, they will be put only a team another drafter made.**

Drafters are not picking players for *their* team. They help to split people into teams and then get assigned to a team *that was made*.

There are no restrictions to the player picks.

If there are not enough drafters, the drafters will take turns picking for the teams that have no assigned drafter. If there are too many drafters, first come first served.

For the Pacific League, the players will be separated into American and Asian time zones. The smaller group will be picked first. Once all the players have been selected from that group, the next group will become available for picking.

For example if there are 20 Asian players and 40 American players, there will be 10 teams total ($60 / 6$), but all the Asian players will be selected first, followed by all of the American players.

If you don't see your >name on the draft/player list, you've either been removed for wrong signup info (this happens) or I've forgotten about you (this also happens). Write to me in those cases.

Contingency

Grinching

If a player has not made contact with the team after 3 days (you should go to irc as soon as you can to report in) they are considered grinchied. If a team has less than 5 people a player will be transferred over from a team with more players.

Reclination

If either of the divisions has less than 25 people in it by the time of the draft, the divisions will be combined. The draft will proceed in the same way as described above for the Pacific League, with EU players becoming a third group. The Gyakuten Series will not occur, instead there will be one final in the same format as the division finals.

Contacts

- #yakuman/v/irgins on [Rizon](#)
 - [How to IRC](#)
 - Yell on here if you have some problem
- riichinomics@gmail.com
- The thread