Cogs-League

1. Design goals

- Provide a weekly scrimmage for any interested team on a weekly basis in a League format
- Teams should be matched against teams of similar strength
- Easy entrance into the league, even in mid-season.
- The system should encourage teams to stay in the League once they've entered it
- Teams should be able to leave the league mid-season.
- An event should not last longer than 2h
- Participants shall not need to be present longer than 1h per Event

2. Glossary

Team	An group that fields 8 players for all matches of an encounter in the cogs-league on a weekly basis.
Captain	A player who takes the captain role
Season	A set of 8 consecutive Events
Event	A set of encounters where every team fights one other team. The outcome of the Encounters is used to determine the Cog-Standings
Encounter	A set of 1 match between two teams. The team which wins the most matches of an encounter wins the encounter.
Cog-Standings	The association of teams with specific team-slots in the planetary gearing
Forfeit	The inability to field 8 players or ready up for an Encounter 10 minutes after it started and/or

the inability to field 8 players or ready up for a match 10 minutes after the previous match ended and/or
a team leader announces their team will not participate in an event

Challenger | The team of an encounter which is associated with the slot which is higher in alphabetical order. E.g. if C1 fight B2 in an encounter, C1 is the Challenger.

Defender | The team of an encounter which is associated with the slot which is lower in alphabetical order. E.g. if C1 fight B2 in an encounter, B1 is the Defender.

Team Leader | Players who sign up a team for an event are considered to be team leaders. Team leaders can announce new team leaders for their team in the signup thread. Team leaders can revoke their own team leader status if there's at least one team leader left associated to the team.

3. Planetary Gearing Concept:

All teams participating in the League are associated with a slot in the planetary gearing which are indicated by a Letter and a Number in Fig 3.1. In Cog-Events teams which are associated with adjected gear-sections (e.g. C1 and B2) are matched for encounters. If the challenger of an encounter wins, the encounters teams positions in the cogs standings are swapped. Otherwise the positions are kept.
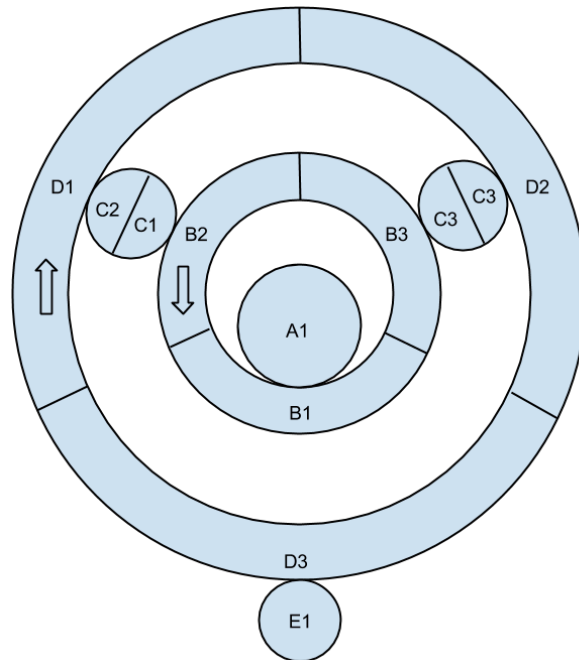

Fig 3.1: A planetary gearing for the Cog-League. The team-slots are indicated by a letter and a number.

At the end of an Cog-Event the gears are turned and points are granted to All teams according to their standings (see Table 3.1). Each team which has won its encounter get 5 additional points. If an encounter resulted in a draw, both teams involved get 2 additional points.

Gear-Slot Letter:	A	B	C	D	E
Points	5	4	3	2	1

Table 3.1 Points granted to teams at the end of an Event according to their standing.

4. Rules and Organization

4.1 Events

4.1.1 Cog-Events take place on Sundays starting at 17:30 UTC.

4.1.2 Teams will encounter each other using the following pattern (see table 4.1):

Start time	Encounter-Series 1	Encounter-Series 2	Encounter-Series 3
17:30 UTC	B2 vs C1	C2 vs D1	D3 vs E1
18:15 UTC	A1 vs B1	B3 vs C3	C3 vs D2

Table 4.1 Start times and matching for weekly encounters

4.1.3 The match-lobbies are created by a referee

4.1.4 Matches require the participating teams and a referee to start.

4.1.5 If the assigned referee doesn't show up or does drop out a jumper referee needs to be contacted.

4.1.6 Referees are not allowed to be be affiliated with any of the participating teams of the encounter they watch.

4.2. Encounters

4.2.1 The spawn sides(colors) for all encounters will be determined by cointoss and will be announced prior to cog-events.

4.2.2 The map pool consists of the following maps which are associated with an id:

Mapname	Labyrinth	Dunes	Duel	Fjords	Canyon	Paritan	Water	Firn
Id	0	1	2	3	4	5	6	7

Table 4.2 Map Ids

4.2.3 The encounters are associated with the following ids:

Encounter	B2 vs C1	C2 vs D1	D3 vs E1	A1 vs B1	B3 vs C3	C3 vs D2
Id	0	1	2	3	4	5

Table 4.3 Encounter Ids

4.2.4 The start map for each encounter is determined by the following algorithm: Add the encounter id to the number of Cog-Events which already took place. Then keep subtracting 8 from the result until a number between 0 and 7 is yielded. the map with the id equal to the yielded number is the first match of the encounter.

4.2.5 the Flotsam Dynasty Title mechanics apply for the first match of an encounter.

4.2.6 The server region is set by the teams participating in an encounter. If they can't agree on a server region, each team names a prefered region and the referee decides which ones is used via coin toss.

4.3 Matches

4.3.1 Each match will run to a maximum of 30 minutes. If a team has more points than the other one, the team with more points is declared winner of the match. If both teams have an equal number of points, the match is called a draw.

4.3.2 Matches can be aborted and replayed if both teams agree to do so.

4.3.3 Players may not change their loadout beyond 1 minute after match start.

4.3.4 If a player drops out mid game due to technical difficulties, a substitute player may join with the same loadout as the quitting player.

4.3.5. Matches can be paused if both teams agree to do so.

4.3.6. Matches can be paused for a total time of 10 minutes.

4.4 Teams

4.4.1 Teams must sign up with a team name, a steam id (can be sent via pm) and the ingame name of the team leader.

4.4.2 teams may be signed up for the next Cog Event until Saturday, 06:00 UTC.

4.4.3 Players may participate in a maximum of one team per cog-event.

4.4.4 Players who have participated as a captain for a team in an ongoing season may not participate as a captain for a different team until the end of the season.

4.4.5 Teams can be renamed by a team-leader at any time.

4.5 Drop-outs

4.5.1 If a team forfeited in the last Cog-Event they are removed from the cogs. Afterwards all lower ranked teams are shifted up by one position in the cogs.

4.5.2 Once per season a team may announce they won't participate in an event until Saturday 06:00 UTC. In this case the team loses their next encounter with a forfeit and rule 4.5.1 does not apply.

4.6 Guts

4.6.1 Any rule might be altered during an ongoing cog-season and take effect immediately.

4.6.2 The structure of the planetary gearing (see Fig. 3.1) might be altered mid-season in case of a growing or shrinking number of participants.

4.6.3 The points granted for holding a position in a gear might be altered mid-season in case gears are added or removed from the planetary gearing (see Fig. 3.1).

4.6.4 Referee can punish rule violations by speaking out warnings and by counting matches as a loss.

4.6.5 The event organization can punish rule violations by subtracting points and excluding teams and/or players from the league.

4.7 Initial fielding

4.7.1 All Teams which signed up for the first cog event in the season get randomly assigned to gear slots.

5. Possible Prizes

5.1 The first time players are part of a team which claims or defends the A-Slot, they get a special badge.

5.2 At the end of a season all players who participated in at least one match of the 3 teams which accumulated the most points during the season get special badges.

5.3 At the end of a seasons all poll is used to determine the best streamer-team of the season.

5.4 supporter-badges are handed out to all voluntary streamers and referees at the end of a season

- fancy stuff for players and ships?

- **All of this needs to be discussed with muse.**