

NCL Season 4 Rules:

- Gameplay
 - 9 inning games
 - Stadium “hazards” are on
 - Codes needed: Duplicate Characters, Duplicates and Variants Have Chemistry
 - One fielder swap per inning, and an additional swap upon pitcher becoming fatigued (following ranked rules)
 - No pausing to interrupt early charges as the batter
 - No intentional stalling, etc. It's classic, be civil and enjoy the game.
- Connection
 - If you have connection issues, do not play - instead both you and your opponent should submit a latency test to Cezarito or MORI. **Any complaints after the fact will not be considered.** We want to promote a pleasant game environment, and that's much easier to do by preventing problems before they occur, not after they've happened.
- Schedule
 - You will be expected to follow the schedule/deadlines given as part of committing to the league. On average, this will mean **roughly 5 games every 2.5 weeks, or 2 games a week for 5 weeks. You are expected to be active in making sure you get games in, if not, you will be assigned a loss.** Weekly schedules can be flipped, but the deadlines will be constant.
- Draft
 - The default draft method is **snake** drafting. Drafts can be asynchronous or synchronous. Please **set a timer** for either one, as keeping it moving to be considerate of fellow players is important.

- **Pick trading** is acceptable as long as it does not infringe on the previously mentioned time considerations.
- Regular Season
 - A schedule for games will be given. If you can't make a certain matchup work, be proactive in swapping weeks etc., to stay on pace. **You are responsible for adhering to the schedule.**
 - Trading:
 - **All trades should be posted in #trade-submission**
 - **League players who wish to veto should react to the trade with 🚫 (: no-entry :)**
 - Feel free to react with other stuff if you are not in the league but please keep this one exclusive to vetos.
 - If a majority of non-traders veto a trade, it is overruled and sent to the commissioners for approval.
 - No more trades will be allowed after the trade deadline, as listed on the schedule.
- Playoffs
 - The top 4 teams in each league will make the playoffs. Round 1 will be 1v4 and 2v3 seeds and will be BO1. Finals will be BO3.
 - Legend league will be respectively BO3 for Round 1 and BO5 for Finals. There will be a 3rd place match that is necessary to determine 3rd and 4th. Finishing in 3rd guarantees you remaining in the Legend League while finishing in 4th place in the playoffs will result in a demo match against either the 2nd or 3rd place team in the 3D champion.
 - If you are in the RPG or 3D leagues and make it to the playoffs, you are guaranteed to at minimum stay in your current tier with the chance to move up.

- If you are in the 3D leagues, winning your leagues championship guarantees a promotion game with the possibility of an automatic promotion for winning the 3D championship. The 3D championship is based on winning your respective league and competing against the other 2 champions of their 3D leagues. Seeding for this will be based on the regular season record, If there are ties, it will proceed to playoff record, away record, home record, run differential, runs for, runs against and lastly a coin flip if needed. All games in the 3D championship series are BO3. The 1 seed gets a bye while the 2nd and 3rd seed must play. Winner faces the 1 seed and the winner of this is the 3D champion (winning the auto promo to legend league).
- If you are in the RPG leagues, winning your league's championship guarantees an automatic promotion to one of the three 3D leagues. However, there is going to be an RPG champion this season. The RPG championship is based on winning your respective league and competing against the other 2 champions of their RPG leagues. Seeding for this will be based on the regular season record, If there are ties, it will proceed to playoff record, away record, home record, run differential, runs for, runs against and lastly a coin flip if needed. All games in the 3D championship series are BO3. The 1 seed gets a bye while the 2nd and 3rd seed must play. Winner faces the 1 seed and the winner of this is the RPG champion. **This has no stakes so if it is not completed by the deadline, we will just move on.**

EVERY PROMOTION/DEMOTION SERIES IS BO3

- **Demotion: All demotion teams are considered home in this BO3**
 - If you place 6th in the Legend or 3D leagues (Galaxy, Odyssey and Sunshine leagues) you will be automatically demoted to the tier below. As we want no one

to settle, your placement is crucial for remaining in your league as well as the competitive integrity of the leagues.

- If you place 5th in the Legend league, you will be put in a demotion match against either the 2nd or 3rd place team of the 3D championship. You will have home field advantage in the BO3 series. Winner claims their spot in Legend League and Loser goes to one of the 3D leagues.
- If you place 5th in the 3D leagues, you will be put in a demotion match against a runner up from one of the 3 RPG leagues (Paper, Rabbids and Mario+Luigi). You will have home field advantage in the BO3 series. Winner claims their spot in a 3D league and the loser goes to one of the RPG leagues.

- **Promotion: All promotion teams are considered away in this BO3**

- If you end up in 2nd or 3rd for the 3D championship series, you will be entitled to play a promotion series against the 4th place player of the Legend League Playoffs or the 5th place regular season player. The 2nd seed will get their choice of opponent with the 3rd seed settling for the other.
- The runner ups of each of the RPG league's championships are guaranteed a promotion match. You will go on to face the 5th place player in one of the three 3D leagues. Seeding for this will be based on the regular season record, If there are ties, it will proceed to playoff record, away record, home record, run differential, runs for, runs against and lastly a coin flip if needed. The runner ups will get to choose their 5th place opponent based on seeding order.