East's League Play

SEASON 2

East's League Play is a successor to the original RLBot League Play, but with various changes that should make it easier to run and increase longevity.

The goals of East's League Play attempts to rank the community's bots and to provide regular content to people who just like to watch bots play. The TrueSkill ranking system will be used in order to determine each bot's MMR which in turn is used to create fair and exciting matches. Every weekend a few matches will be played and every match updates the rating of the participating bots. The format is 3v3 soccer with semi-random teams. The teams are selected right before the match starts, which means there is a very loose schedule.

Anyone can participate in East's League Play and they can join any time.

Season 2 has begun
More info is scattered throughout the document, but most importantly, note that
- the season begins September 11th,
- MMR is not reset, but
- bots have to be resubmitted, even if they were participating in season 1.
- MMR ranges are split in divisions (see Format/The Leaderboard).
- Psyonix Allstar is the only Psyonix bot that will participate in season 2.

When and where

East's League Play will typically be streamed on Twitch at https://www.twitch.tv/niceastvillage every Saturday at around 19:00 UTC. However, exceptions may occur frequently and it is recommended keeping an eye on the #league-play Discord channel.

VODs will be available after the streams, but the streams will not be uploaded to Youtube.

A summary of the stream's matches and the resulting leaderboard will be posted on the #league-play Discord channel after each stream.

Each weekend an unspecified number of matches are played (expect at least 4 though, typically more), depending on how much time is available to the host. Due to the format it

cannot be known when a specific bot will play, but it is likely to play at least once every week (unless we have a huge number of participants). See section about team selection.

The league is split in seasons
- Season 1: January 32nd to May 1st, 2021
- Season 2: September 11th to December, 2021

Note that MMR is not reset between seasons, but bots have to be resubmitted when a new season begins. This means the League Play will always contain bots in active development and/or with active users.

The format

In each match of East's League Play we will see six unique bots split in two teams of three playing 3v3 standard soccer. The six bots are selected semi-randomly such that the teams are fair and to make sure that each bot plays regularly. After each match the bot's ratings are updated, similarly to how players' are in Rocket League. This is essentially Triple Threat: The League.

Note that there are no mercy rules as super unfair matches are unexpected.

Between each week the botmakers are allowed to update their bots. See submission instructions.

Ranking system

The ranking system of East's League Play is [Microsoft's TrueSkill](), which uses normal distributions to assess the rating of the bots. That means each rating has an associated uncertainty. In practise, we summarise the rating as a single number called MMR (matchmaking rating) and bots will be ordered by this number on the leaderboard. The MMR will range from 0 to 100 and new bots will have an MMR of 33 (mu=50,sigma=25).

TrueSkill will also be used to determine if matches are fair, and only fair matches will be played, which means every match will be exciting!

Team selection

Since ranks are updated each match and the number of matches played each week is uncertain, there is not a fixed schedule for when a particular bot will play. The teams of each match are instead selected semi-randomly right before the match starts. This is done through a ticket system, which ensures that we get to see each bot regularly.

Each bot has a number of tickets in the pool. The players of a match are found by randomly picking six unique tickets from the pool. Then bots are split into teams and if the match is deemed fair by TrueSkill, it is played. Otherwise, the process is repeated until a fair match is found. Each iteration the fairness constraint is loosened a bit. Whenever bots play, their

number of tickets in the pool is set to one, and whenever they don't play, their number of tickets are doubled increasing the chance that they appear in the next match.

New bots start with 8 tickets in the pool (this will increase if we have many participants).

The Leaderboard

The leaderboard will rank all bots based on their MMR. It will be displayed almost constantly during the streams, and the resulting leaderboard will be posted and pinned in #league-play after the streams.

On the leaderboard you will be able to see your bot's rank, MMR, MMR increase/decrease since last week, and their current probability of appearing in the next match. All these numbers will update live during the stream!

Additionally, the leaderboard groups MMR ranges into divisions. These divisions are as follows:

- 🔮 Quantum, >=80 MMR
- ⚡ Overclocked, 60-79 MMR
- 🔷 Processor, 40-59 MMR
- 🌀 Circuit, 20-39 MMR
- 🧠 Transistor, <19 MMR

The divisions are purely cosmetic.

Rules

1. Submitted bots must run on RLBot v4 and must be able to auto-run.
2. Your bot must have a unique name. Changing your bot's name will reset its MMR.
3. Your bot must be able to play on both blue and orange teams.
4. Your bot must be able to play 3v3 (not crash). Teamplay is not required but encouraged.
5. Your bot must not play any sounds.
6. Your bot must be created by you. If you forked a bot, refer to the [community guidelines](). Additionally, it must be unique. That is, it must be recognisable from its playstyle alone.
7. You must be able to provide the code of your bot upon request
8. Bots must not interfere with the smooth operation of the game or their opponents.
9. Your bot must not actively throw (e.g. own goal). It disrupts the system
10. The bots will be run at 120 hz.
11. Matches will be played on DFH Stadium, or maps with equivalent spawn and boost locations.
12. Bots will not be updated in between matches of a stream unless there is a very good reason.
13. The host may do whatever is necessary to ensure the smooth running of the league.
14. Electric Saw engine sound is banned

Submission

Anyone can participate in East's League Play. It is also possible to join the league during a season.

To submit your bot:
1. Read the rules above and make sure your bot adheres to the rules.
2. **Make sure that your bot works and never crashes in 3v3.** A crash will disturb the stream a lot and we would like to avoid that.
3. Zip the necessary files and upload it to the **Submission folder**. Make sure the zip does not contain other bot cfg files than the bot you intend to submit. If you are submitting multiple bots that share code, multiple cfgs in the same zip is okay.
   a. If you don't want other people to see your code/submission make your zip private and share it with nicoesterby@gmail.com
4. Then send a message to Eastvillage#2628 on Discord that includes the name of the bot and additional creators (if any).

You are encouraged to fill in the [Details] section of your bot's cfg as well as including a logo.png with dimensions 400x300 next to the cfg file.

Updating your bot

Between each week you are allowed to update your bot. When updating your bot, simply reupload your bot and replace your old zip file. If your bot had custom share settings, make sure that the zip those settings are still correct.

The "update dateline" is when I download the bots to test them, which happens somewhere between 8 and 17 UTC on the given day (typically Saturday). So consider 8:00 UTC the deadline, but keep an eye on #league-play channel. I will try to announce whenever I download the bots.

Withdrawing your bot

In the case you ever want to withdraw your bot from the league, it is possible. When withdrawn your bot will no longer play any matches, however, its rating will still be visible on the leaderboard for the remainder of the season. If you later resubmit your bot, your bot's rating is not reset.

To withdraw:
- Remove your bot from the submission folder
- Send a message to Eastvillage#2628 on Discord explaining why you want to withdraw