Gravity League TagPro Rules

Season 1

Article I - Basics

Section 2 - General Managers and Captains

1. Each franchise shall have a Captain.
2. Duties of the General Manager and Captains:
   ○ Choosing a team name
   ○ Participating in votes and/or discussions when requested
   ○ Managing their team roster
   ○ Deciding team lineups

Article II - League Structure

Section 1 - Teams

1. Each franchise will consist of up to (8) players.

Section 2 - Maps

1. The Commissioners will choose a set of maps to be attempted in each 8 day period.

Section 3 - Schedule

1. Teams can play the maps anytime they want within the designated timeframes

GLTP Signup deadline: 4/4

GLTP Start Date & Week 1 Map Release: 4/5

Week 2 Map Release: 4/12

Week 3 Map Release: 4/19

GLTP End Date: 4/27

Section 4 - Game Settings

1. Settings may differ for each map and the settings specified for each map must be followed. In addition, the common settings recommended can be found below that may apply to all maps.
   - Overtime On
   - No capture limit
   - No mercy rule
   - User scripts disabled
   - OT Bonus Juke Juices Disabled
   - OT Respawn Increment Disabled
   - Gravity: Enabled
   - Jumps restricted by speed: disabled
   - Player Respawn: 1 Second (or instant)
2. All other settings should follow the default TagPro settings unless specified by the map selection process:
   - Acceleration: 100% (Default)
   - Top Speed: 100% (Default)
   - Bounciness: 100% (Default)
   - Potato Timer: Disabled (Default)
   - Next Pup Indicators: Enabled
   - Rolling Bomb Behavior: Default
3. Any server can be selected, in the event of a versus mode map, chicago-1 will be the default.

Article III - Rosters

Section 1 - Rosters

1. Each franchise will have a roster of 8 players.
2. If a player is dropped from a team due to gross inactivity they will be ineligible to join any team except the one they were dropped from.
   - Gross inactivity includes not showing up to games, practices, as well as not returning messages from team members and commissioners..
   - Players may appeal their gross inactivity status to the commissioners.
3. Captains can complete roster transactions using the discord DMs with the commissioners.
   - Commissioners have final say in all transactions

Section 2 - Eligibility

1. Any player banned from TagPro is also banned from playing gravity tagpro for the duration of their ban.

Article V - Scoring

1. Every 8 day period, a group of maps will be selected by the commissioners.
2. Each map will have a designated point value assigned. If a team is able to complete a map they get the number of points assigned to that map.
   - As an example, an easy map may be worth 1 point, and a difficult map may be worth 3 points
3. Additional points will be awarded for the fastest time for each map. The extra points will be assigned to the map.
4. All point values will be assigned by the commissioners.
5. There may be additional bounties randomly chosen by the commissioners throughout the season
   - As an example, the least pops on a specific map may be awarded an additional point.
6. Any selected map can be completed at any time and awarded points for completion. Points for fastest time must be submitted in the designated 8-day period.

Section 3 - VODS

1. In order for points to be awarded for map completion, a full VOD must be submitted.
2. In order for points to be awarded for fastest time, a single VOD must be submitted that covers the whole match from start to finish.
3. VODs must be submitted at most 3 hours after a map is completed to be awarded points for fastest time.
4. For points to be awarded within a deadline, VODs must be submitted before that deadline passes.
5. If a VOD is not recorded for any reason, points will not be awarded.
6. If any tagpro players have a white name in the vod, commissioners may ask for proof of VOD ownership to be counted for points.

Section 4 - Unfinished maps

1. In the scenario where a team partially completes a map and the match ends for any reason, a VOD may be submitted as partial completion.
2. The commissioners will then provide a new map ID with a relevant checkpoint unlocked.
3. The new map ID can be used for the team to finish their attempt at completing a map.
4. In this scenario, points for fastest time will not be awarded and additional points for bounties may not be awarded

Article VI - Cheating

Section 1 - Cheating

1. Cheating includes:
   - Ban evasion
   - Smurfing
   - Using scripts that give a competitive advantage.
   - Not using specified settings
   - Modifying any official map and claiming completion
2. The Commissioners may punish players for other forms of cheating not mentioned here.
3. Instances of cheating will be dealt with on a case-by-case basis as determined by the commissioners.

Section 2 - Smurfing

1. Smurfing is the act of using an alias to register and/or play for a league that you otherwise would not be eligible to play in or would play in with a different draft stock.
2. Players must play under their registered name, to avoid any suspicion of smurfing. Teams playing against a player with an unregistered name should notify the opposing team before the match starts, or between halves, if they want the situation resolved.

3. Players must use a registered name in-game.

Section 3 - Whistleblowing

1. Any person who has proof or suspicion of cheating in any way should send a detailed message to the commissioners. If requested, commissioners will not disclose the name of the whistleblower.
2. Accusations of cheating are prohibited in any public setting.

Article VII - Etiquette

Section 1 - Etiquette

Note: [This is a fun game, and a fun league. We are here to have a good time and play competitive TagPro.] Don't be a dick.

1. Players are encouraged to talk up their own skills, and even be arrogant about it, but are not allowed to put down other players or teams unless it is clear it is a joke.
2. Players are encouraged to talk smack *before* the match, but afterwards be cool about everything - *especially* the winning team.
3. Hate Speech and Harassment are strictly prohibited
   ○ Group harassment is defined as when multiple people target an individual with rude and unwanted messages. It is possible to accidentally take part in group harassment.
   ○ Harassment is also when a single person targets another individual with rude and unwanted messages.
   ○ If you believe an individual is harassing you then tell them to stop. If the behavior continues, message the Commissioners. Continuation of harassment after someone is asked to stop will not be tolerated.
   ○ Gathering proof of harassment will make it much easier for the Commissioner to verify claims and appropriately take action.
   ○ Examples of harassment include but are not limited to:
     ■ Extremist statements
     ■ Release of private information (doxxing)
     ■ Threats of violence
     ■ Sexual harassment
     ■ Stalking
     ■ Excessive insults

- - Pornographic linkings
4. Do not personally attack others. Trash talk is not meant to be directed at an individual's life outside of TagPro.
5. Players need to be respectful of the other team when typing during a match.
6. Disciplinary action can be any of the following:
   - Private Warning
   - Public Warning
   - Suspension
   - Lifetime Ban
7. Players who quit or attempt to manipulate away from their team may receive an indefinite ban on a case-by-case basis.
8. Punishments are determined on a case-by-case basis by the Commissioners.