

# Experimental League TagPro

## *XLTP*

### Season 1 Rules

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## Article I: Schedule

### Section 1. Schedule Overview

| Date        | Event                         |
|-------------|-------------------------------|
| W 7/7/2020  | Sign Up Deadline              |
| W 7/8/2020  | Captain Tier Tournament       |
| M 7/13/2020 | Segment 1 Draft               |
| W 7/15/2020 | S1-1 Match 1                  |
| M 7/20/2020 | S1-1 Match 2                  |
| W 7/22/2020 | S1-1 Match 3                  |
| M 7/27/2020 | S1-1 Match 4                  |
| W 7/29/2020 | S1-1 Match 5                  |
| M 8/3/2020  | Segment Tournament            |
| W 8/5/2020  | Segment Tournament            |
| F 8/7/2020  | Keeper Deadline               |
| M 8/10/2020 | Segment 2 Free Agency / Draft |
| W 8/12/2020 | S1-2 Match 1                  |
| M 8/17/2020 | S1-2 Match 2                  |
| W 8/19/2020 | S1-2 Match 3                  |
| M 8/24/2020 | S1-2 Match 4                  |
| W 8/26/2020 | S1-2 Match 5                  |
| M 8/31/2020 | Season Tournament             |
| W 9/2/2020  | Season Tournament             |

### Section 2. Match Schedule

- Matches will be played on Mondays and Wednesdays.

- Matches will be played between 9:00 PM ET and 10:30 PM ET.
- Matches will have a predetermined start time dependent on the tier:

| <b>Tier</b> | <b>Monday</b> | <b>Wednesday</b> |
|-------------|---------------|------------------|
| 1           | 9:00 PM ET    | 9:45 PM ET       |
| 2           | 9:45 PM ET    | 9:00 PM ET       |
| 3           | 9:00 PM ET    | 9:45 PM ET       |
| 4           | 9:45 PM ET    | 9:00 PM ET       |

- If a match does not start within 15 minutes of the designated start time, game one will be forfeited and the following games will be accordingly forfeited every further ten minutes past the original start time.

## Article II: League Structure

### Section 1. Segments

- Each season of XLTP will have two segments in a season.
- Each segment will consist of five matches.
- Each segment will conclude with a tournament.
- The results of the first segment will determine promotion and relegation between tiers for the following segment.

### Section 2. Captains

- The captaining format will be chosen by the XLTP leadership based on captain signups.
  - We will choose a duo captaining system, if possible.
- A duo captaining system would allow players to sign up to captain with another player.
  - This would allow them to guarantee a teammate before the draft.
- If we do not have the signups for a duo captaining system, we will choose the standard captain option.

### Section 3. Tiers

- The number of tiers will depend on signups.
- The plan is to have six (6) teams per tier, but will depend on signups.
  - The lowest tier may have more/less teams, depending on signups.

### Section 4. Matchplay

- Each match will consist of three 10-minutes games.
- Each match will take place on the Dallas or Dallas-2 servers.
  - If both captains agree on a different server, they are allowed to play on it.
- Teams will alternate after each game. Team colors will be marked on the schedule.
- Each game will be played on a different map. See Article III for additional information.
- Each team will play one match against every team in their tier.

#### *Timeouts*

- In the event of a necessary stoppage in play, either team can call a timeout by typing 'time', 'br', 'stop' or some other variation that clearly indicates the request.
  - A necessary stoppage includes, but is not limited to, a lag-out occurring without a substitute and severe lag impacting multiple players.
- Once the break is called play continues until either a flag is captured or 20 seconds elapse.
- Teams can only use this stoppage once per match. Please find an available substitute to prevent the need for a second stoppage.

#### *Overtime*

- Games cannot end in a tie.

- In the event of a tie, the game will move directly into a sudden-death overtime under regulation XLTP game settings.

#### *Game Settings*

- Each segment will use different in-game settings.
  - Segment 1 will use the following settings:
    - 45 second powerup respawns
    - 20 second bomb respawns
    - 7 second boost respawns
  - Segment 2 will use the following settings (dependent on help from the TP devs):
    - Juke juice will be the only powerup to spawn.
    - Powerups will spawn at the start of the game (no powerup delay).

#### Section 5. Standings

- Standings in Segment 1 will be based around a plus/minus-based comparative percentile point system.
  - Game results will be compared within tiers.
  - The team(s) with the best +/- performance in their tier during game 1 will be granted 100 standings points. Same for games 2 and 3.
  - The team(s) with the worst +/- performance in their tier during game 1 will be deducted 100 standings points. Same for games 2 and 3.
  - The remaining teams will be granted/deducted points based on their +/- percentile during game 1 compared to the teams in their tier. Same for games 2 and 3.
  - A forfeit results in the forfeiting team being deducted 125 standings points. The opposing team will be granted 75.
  - OT results will count the same as regulation results.
  - [HERE](#) is an example of this system.
  - In Tier 4, standings points will be awarded to encourage rotation
    - 1 point will be awarded per minute played by any player outside of the top four in minutes played per week
- Standings in Segment 2 may follow the standard W/L/T rankings from MLTP.
  - TBD before Segment 2.

#### Section 6. Segment Tournament, Promotion, Relegation, and Season Tournament

- All teams will participate in the Segment Tournament at the conclusion of Segment 1.
  - The tournament will be seeded based on the results of the Segment 1.
  - The tournament will have two sections: Swiss and bracket play.
    - The top twelve (12) teams will move on to bracket play.
  - The tournament will determine which teams are promoted or relegated for the following segment.

- The tournament will determine a ranking for all teams at the conclusion.
- The top six (6) teams will be in Tier 1 for Segment 2, the next six (6) will be in Tier 2, and so on.
  - Teams can guarantee their place in a tier during the regular season by finishing first or second. This will supersede the results of the Segment Tournament. See an example [HERE](#).
- Multiple teams from each tier can be promoted or relegated.
- All teams will participate in the Season Tournament at the conclusion of Segment 2.
  - The tournament will be seeded based on the results of Segment 2.
  - The tournament will have two sections: Swiss and bracket play.
    - The top twelve (12) teams will move on to bracket play.
  - The tournament will determine the final standings for Season 1 of XLTP.

## **Article III: Maps**

### **Section 1. Selection**

- All maps will be CTF maps.
- In Segment 1, each of the 18 maps will be on the schedule for a specific game.
- In Segment 2, there will be a pick/ban system that allows captains to have input into which maps they will play from the 18-map list.
  - Exact setup is TBD.
- Maps will be chosen by the XLTP leadership.

## **Article IV: Rosters**

### **Section 1. Structure**

- Each team will consist of four players.
  - The bottom tier rosters will contain more than four players and will be dependent on the sign up quantity.
- Each team will have a captain and a co-captain.
- Each team will draft an affiliated team in the league below, except for teams in the lowest tier.
- Players will not be restricted to playing specific positions and can alternate at any point during the season.

### **Section 2. Affiliation System**

- Each team, excluding teams in the lowest tier, will choose a “feeder” team to affiliate themselves with.
- Teams will choose their “feeder” team in the reverse order of the last round of the tier’s draft.
  - This will occur after drafts across all tiers are completed.
- In the event of tiers consisting of different numbers of teams, teams will always draft a “feeder” team, but a non-tier 1 team may be the “feeder” team for multiple teams or for no teams.
- A team may loan up the non-duo players from their feeder team as they see fit with no penalty
- If, and only if, a team’s rostered players are not available and the feeder team’s non-duo players are not available may a team loan up the feeder team’s duo players
  - Teams can loan one duo player once without penalty
  - Multiple duo player loans will result in a standings point deduction (exact amount TBD, and vary from team to team based on skill level of feeder duo players)

- Teams planning to play their feeder team's duo players must let leadership know before it occurs and must provide some sort of proof that you exhausted all other options
- These affiliations will not carry over between Segment 1 and Segment 2. New affiliates will be created after the Segment 2 draft.

### Section 3. Keepers

- Teams will retain the rights to all rostered players between Segments 1 and 2.

### Section 4. Transaction Periods

- The Segment 1 draft will be held on 7/13.
- The Segment 1 trade deadline will be 7/14 at 11:59pm ET.
- Teams may trade players between Segment 1 and Segment 2.
- The Segment 2 draft will be held on 8/10, if necessary.
- The Segment 2 trade deadline will be 8/11 at 11:59pm ET.

### Section 5. Eligible Transfers

- Teams may loan up players from their "feeder" team as they see fit.
- Teams may not make adds or drops within a segment.
- There will be no external FA within segments, except under extreme circumstances.
- There will be limited, at most, external FA between segments.
  - Leadership will only allow outside FAs to join up to the number of Segment 1 players who will not be playing Segment 2.
  - Leadership will have the right to choose which external FA signups to allow into the Segment 2 draft.
- Neither of the players in a captain duo may be traded.
- Trades must keep each roster at 4 players.
- Trades may cross tiers.

## Article V: Drafts

### Section 1. Eligibility for Draft

- Signing up for Season 1 of XLTP includes both segments.

### Section 2. Draft Format

- Each tier will have a stand-alone draft.
- Tier 1 will draft first, Tier 2 will draft second, etc.
- Teams will select their place in the snake draft in reverse order of their ranking in the preseason captains' tournament (6th ranked team chooses first, etc.)
  - Teams will choose from the following snake pick pairs: 1+12, 2+11, 3+10, 4+9, 5+8, 6+7
- Once each team selects their pick choices, the player draft will begin

- Teams can make trades involving snake draft picks before or during the draft, but trades must be either 1 for 1 or 2 for 2

## **Article VI: Etiquette**

### **Section 1. Cheating**

- Cheating includes, but is not limited to:
  - Intentionally lowering draft stock
  - Communicating with in game players as a spectator
  - Smurfing
  - Using scripts that give a competitive advantage.

### **Section 2. Behavior**

- Participants are expected to refrain from hate speech and other derogatory remarks.