

CODE OF CONDUCT

1. Member Conduct

A. We expect a high standard of member conduct from day one and have this reflected in every aspect of the community. Failing to meet this standard may result in you being removed from the league.

B. Verbal abuse, racist comments, religious hatred, homophobia, offensively sexist, and any other negative behaviour will not be tolerated (this includes team and player names).

2. League Conventions

A. The league is a UK-based entity and for match scheduling it is assumed you are using UK times. Please post your availability in UK times.

B. Every coach is limited to one team only in the main league, but may participate in as many other side competitions as they have time for.

C. If a league team is re-rolled at the end of a season, the original team may never return to the main leagues.

3. Forum Names

A. Your Discord name should match your in-game name.

4. Periods of Extended Absence

A. In the event a coach is going to be away for a period of time which will cause them to miss all or most of a scheduled match day, they will be required to post this information in the Absences thread for their division.

5. Matches

Arranging games

A. Match days run from Wednesday to Tuesday. The Divisional Admins will post the match day fixture threads in the divisional channel on Discord. These threads are to be used by the appropriate coaches to arrange their match.

B. Once the fixture lists are up, you must post your full availability by midnight Thursday. This is to ensure both coaches have sufficient time to get the match played before the deadline (see Rule 7). It is viewed that two evenings (start time must be between 6-10pm) or weekend daytimes (UK timezone), with at least a 1-hour window to start, is acceptable for match day availability. If you fail to post your full availability by midnight on Thursday it is highly likely any Admin decision will go against you. Until a match time is confirmed it is not agreed. This means that if you suggest a spread of times and one is accepted, you must

confirm the agreed time. This can be a simple thumbs-up reaction on Discord or a “see you then” comment.

C. Coaches are expected to be in-game and ready to play at the time agreed with pending skill-ups completed. Wherever possible, if a coach is delayed they must make efforts to alert their opponent at the earliest opportunity. 30 minutes is a reasonable time to wait for your opponent. After 15 minutes have elapsed, please DM your opponent and copy in your divisional Big Guy. Please post in the fixture thread to indicate you were online at the agreed time. Pausing is acceptable as sometimes things come up during the game but for no more than 15 mins total across any pauses, please DM your Big Guy if your opponent has been gone for more than 15 mins.

D. Check that your opponent's team value is what you expected prior to accepting the invite to play the game. They may have made some last minute tweaks; these are allowed.

E. Should any division not be full at some point during the season, we will place an AI team in the league to make sure that fixtures are generated without any issues. Games which are against the AI are not to be played. Instead, a 2-0 win will be awarded to the human player in line with our ADMIN RESULTS GUIDE (section 10A).

Disconnects/Bugs

F. When a disconnect occurs to you in BB3 you should have the opportunity to reconnect and continue the game and you must attempt to do this if able. If the connection times out you will be sent back to the lobby and given a loss of 2-0. Please immediately post in your match thread to your division big guy and the commissioners to get the game reset. Games can then be replayed with the first game null and void.

G. Bugs are unfortunately a thing in most computer games and BB3 is no exception. Some bugs are more of a nuisance and others affect the game play. Should you feel that a clear bug has affected the game, please immediately flag this to your opponent, your divisional big guy and the commissioners to make them aware that you are requesting a reset before quitting the match.

H. Sometimes when a game disconnects/bugs the outcome is already fairly obvious, barring outrageous luck. In this case the Divisional Admin will use the Admin Results Guide to decide what actions are required. The Admin Results Guide can be found below.

I. Anyone found to be gaming the system on resets can expect to feel the wrath of the Banhammer.

Match Conduct

J. We will not address any match disputes which pertain to in-game fouling or tactics.

K. SPP farming and match-rigging between coaches will not be tolerated.

Conceding

L. Conceding is part of the game but is not designed to be used lightly. Losing players to injury and working out ways to protect your players while putting pressure on your opponent is part of the game. Conceding is a nuclear option that is only meant to be used in extreme circumstances. People take time out of their lives to arrange to play a full game and we expect players to complete their games even if the dice are against them. League play is very different to Ladder play. Some coaches only play one game per week and it's their league game. If you do intend to concede please consider this since all concessions will be reviewed by the Commissioners. You should use Discord to discuss your intentions with your opponent first before conceding the match.

M. Any rostered player on a team that concedes a match that has earned three or more skills when the match began has a 50% chance of leaving. You will be asked to delete them from your roster should this happen. Determination of which players leave will be done by the Commissioners, it is not to be done by the Coaches involved. This does not apply when a concession occurs because you cannot field three players at a kick off. In all cases, if someone concedes against you, your Divisional Admins need to be informed.

Post-match sequence

N. Once the game has finished, if you are content that the game was played fairly and in accordance with this Code of Conduct you are free to validate the result. If you believe something in the CoC was breached in the game then do not validate the result and inform your divisional admin by PM. Please include screenshots if you can as evidence to support your case.

O. Once the game has been played BOTH coaches should post a confirmation of the final score as designated by your divisional big guy. A screenshot of the result is helpful but not absolutely necessary.

P. All actions taken in the game are **FINAL**. The commissioners do not reverse decisions in game if a coach changes their mind. This includes but not limited to: misclicks in a match, firing players/rerolls/coaches etc., making skill selections whether chosen or random.

6. League structure and promotions/relegations

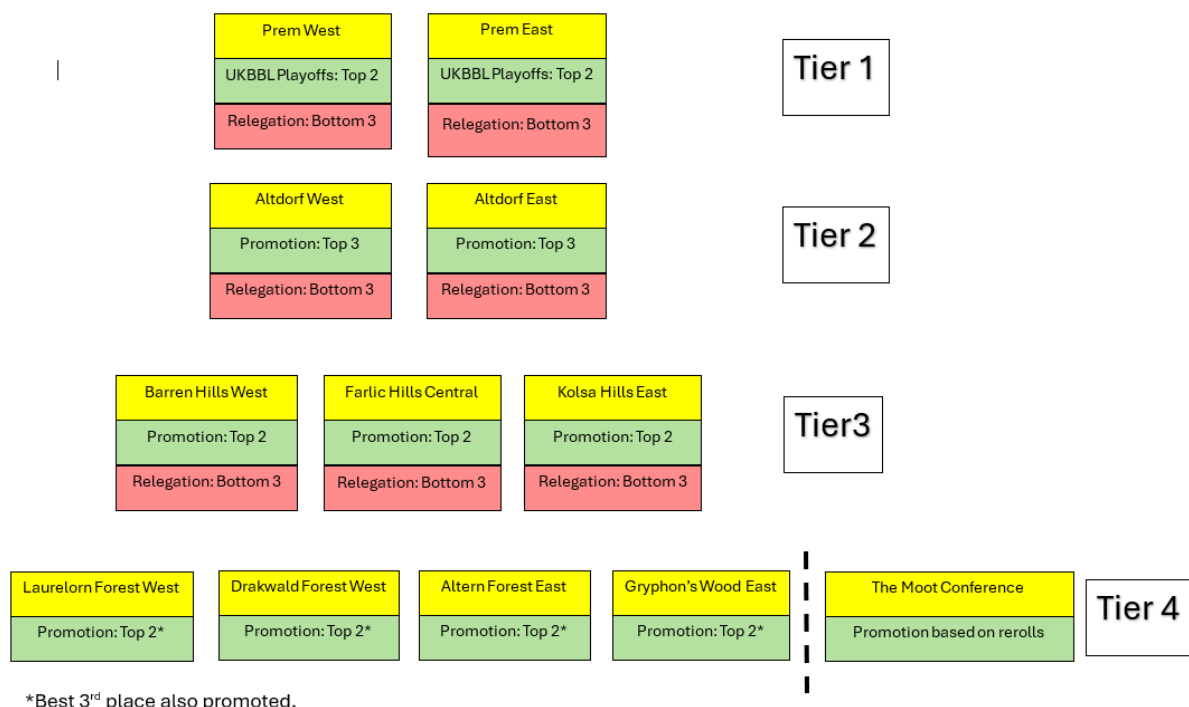
A. The structure of the league for each season can be found in the Commissioner Announcement thread on Discord.

B. Playoff positions, promotions and relegations are based upon the league tables accessed through www.nuffle.xyz. Teams will be ranked based on points scored (3pts for a win, 1pt for a draw and 0pts for a loss). If teams are level on points then they will be ranked by TD diff. If TD diff is not sufficient to determine places then who won the fixture between the teams concerned will be the deciding factor. If that was a draw then we will resort to the "Coleman-Waldorf Method" which is to apply the following formula: $(0.5 \times \text{CAS caused this season}) + (\text{Total TDs scored this season})$ with whichever team has the greater total being

placed higher in the table. If by some bizarre quirk of statistics they are still tied, the final criteria will be the winner of a play-off match."

C. As a general rule, the top three teams from each division will be promoted to the division above. The bottom three teams will be relegated to the division below. The above notwithstanding, the Commissioners reserve the right to construct divisions as they see fit for the benefit of the league as a whole. Promotions from any Conference division operate slightly differently and will be decided at the Commissioners' discretion based on the number of places available in the main league.

UKBBL: League Structure



D. Playoffs for the each season title will take place between the two winners of each premiership division and each of the runners up. Between the main season and the semi-finals of the playoffs, the participating teams will have their MNGs cleared. The winners from the semi finals progress to the final with the winner of that becoming the UKBBL season champion.

7. Preparing for a new season

A. Upon completing the season, you will be asked for your intentions for the next season. You will be given three choices:

1. **Stick:** Keep your current team and play in the next season
2. **Twist:** Change to a new team and start again in tier 4
3. **Run Away:** Not play next season (please also see CoC 8C: *sitting out a season*)

B. The commissioners will release new divisions via the #commissioners-announcements channel on discord.

C. All returning coaches will be required to complete a **redraft**. The league operates the following rules for its redraft:

- i. The cash cap for redraft for each team playing in tiers 1, 2 or 3 in the upcoming season is **1,500,000** gold coins. For tier 4, the cash cap for each team at redraft is **1,300,000** gold coins. This will be set in game and you do not need to conserve treasury to meet this cap..
- ii. The fee for a player being redrafted is **10,000** gold coins per season they have played with your team.

For how to complete a redraft, please watch our help video (produced by ArchAngel):
<https://www.youtube.com/watch?v=dQfu1CXwWmk>

8. Commitment and resetting your team

A. YOU ARE EXPECTED TO PLAY FOR THE FULL SEASON. Even if results go against you, and you consider your team unplayable, you are expected to show up for matches. Failure to do so may result in a coach being banned, at the Commissioner's discretion. Every once in a while, real life throws you a curveball and you may be physically incapable of finishing the season. In this case, please contact your Divisional Admin or the Commissioners to explain the situation if you want to avoid a ban.

B. An exception will be made for coaches with new teams which have not played any games prior to the current season. In this case the coach may re-roll the team once during the season but it must be to the same race as the original team. Commissioners must be informed before this occurs.

C. You are able to sit out **one** season and return your old team to the league the following season (assuming it has played no more games). You are allowed to do this as many times as you like in the lifetime of the team i.e. at its extreme, a coach can play their team every other season should they wish. However, we cannot guarantee that you will be returned to the division you left. Therefore divisional placings on your return are due to the commissioner's discretion. This will usually relate to the number of bonus promotions and racial balancing needs.

9. Other communication platforms

A. Although there is a UKBBL Facebook page and we have the capacity to contact each other via email, PM, DM, text and carrier pigeon, the ONLY communications that will be scrutinised in the result of an Admin decision being required on a match fixture is the relevant fixture thread on Discord.

Streaming

B. If a coach wishes to stream a game live, they must state this in the MD thread. It is not sufficient to have this stated in a signature. Something very simple like: "I intend to stream

this match". A coach is entitled to request that their game is not streamed. If an agreement cannot be reached on the issue between the two coaches then the game will be adminned as a 0-0 draw.

10. Admin results guide

A. Unplayed Game

0-0 Draw

Both coaches failed to post acceptable availability or failed to post availability prior to the deadline (COC 5B).

A coach who has opted out of being streamed is playing a streamer with no none stream availability (COC 8B).

Both coaches posted acceptable availability and posted availability prior to the deadline (COC 5B).

2-1 Loss

The coach failed to post acceptable availability or failed to post availability prior to the deadline (COC 5B) and a match could not be scheduled.

The coach fails to play a scheduled match but provides 4 hours or greater notice.

2-0 Loss

The coach fails to play a scheduled match with less than 4 hours notice.

The coach leaves the league, meaning they are unable to fulfill their fixtures.

B. Disconnects

Both coaches should be giving the opportunity to agree on the likely outcome of the game.

The agreement should be a realistic outcome that was likely to happen in the match. If an agreement is reached this shall stand as the result of the game. If no agreement is reached the Div admin should review both statements from each coach and consult their partner admin for an agreement. If no agreement is reached the game should be reviewed by a commissioner.

C. SPP/CASHAWARDS - ADMIN RESULTS:

2-0 Results

Two MVPs randomly assigned to the winning team.

No MVP to the losing Team.

40k cash to winning team

Winner gains 1 dedicated fan. Loser loses 1 dedicated fan.

All MNGs are removed from both teams

2-1 Results

One MVP randomly assigned to each team.

40k cash to winning team

20k cash to losing team

No change to dedicated fans.

All MNGs are removed from both teams

0-0 Results

One MVP randomly assigned to each team

20k cash to each team

No change to dedicated fans

All MNGs are removed from both teams

Concede Results

Treated as a 2-0 result for the purposes of SPP awards, cash, dedicated fans and the league score.

All injuries, cash, dedicated fan changes and SPP already made in the game are kept.

All Random SPP awards are completed by the use of Dice Maiden bot through discord

This version is up to date as of 23rd June 2025

APPENDIX

A. Preparing for a New season (Meeting the Cap)

Below is the process for teams meeting their divisional cap:

1. Divisions are assigned to active coaches. Big Guys assigned to act as the admin for a specific division (this will never be the same league that they play in).
2. Active coaches join their divisions for the new season.
3. Caps declared to each division as per section 7B. These will always have been decided before the beginning of the last season and so you should always know what your cap could be for next season at any point.
4. Active coaches change their rosters to fit under the division's cap limit.
 - a. If you have any MNGs please ask your Big Guy or one of the commissioners to clear them.
 - b. A team must TV must take into account any journeymen that would be hired to take a team to 11 players.
 - c. Active coaches can request their division admin to remove as many re-rolls as they wish.
5. Big Guys set treasuries to the following:
 - a. Teams with 11 players or more: Set to 0
 - b. Teams with less than 11 players: Set to the value of the journeymen that takes them up to 11 players.
6. Active coaches spend any given treasury on linemen to take them to 11 players.
7. All coaches are now at or below the cap. Coaches are now free to spend SPP on any players that had saved SPP across the season.