

	Please list all your past or Do you have the time and What CRC role do you see This season there were a What changes to the rule Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?						
anti-re	Played since before ALTP1 could do 3-6 hours per w	People person. I could bri	OOL sub for Flacid. Resi	I'd like to enforce start tim	Leagues should to go back to 4 tiers	Mim/Nin. Considering a soft affiliation between majors and minors again. And possibly the same for A/B. This was nice for me back in the day. It all	
Bambi	I have played 5 seasons c	I have lots of time to spen	I see myself doing the bac	I would have picked C. Fo	I am interested in upgradi	Same as last season. Novice and minors and majors competitiveness was great this season	
Cheezdoodle	Yes	Unfortunately	Yes	Don't think there were any	I think future post systems	I think we nailed it	
OD God	I joined the server yesterd	in regretting the time it ta	filling? backend? in priva	to my knowledge the crc ?	I would add a rule stating	its sad the people have not realized the only way to pull out of the down turn is single league	
pk	Longtime CRC member a	Yes - I'm familiar with wh	I do a lot of the stats and	One vote that was not unq	I would like to change the	If the numbers justify it I would like to roll out something like 12/16/8 for the three tiers.	
SmallyBigs	Played since S18/15, 10x	If I can do it from my phor	Can fill in wherever, get st	On the vote to move novi	I'm open to any changes, If	4-tier: 8/20/8	
timmysumball	Took over socials in Janua	167 1/2 hours of commitm	Backend work is my best	Any answer beast mode p	Home maps counting into	12	
Robiny	Novice player x10 Volun	ts Several hours daily.	I do not intend to handle	t The vote on reducing Maj	Remove home maps. 100	12 12(+)	8
JJZGOOD	My formal involvement ha	Yes, I definitely have the	t I'm a pretty organized and	"Revert Majors to 10 team	Article VII. Section D(2)(c)	see above - 10 teams majors - 18 teams minors - 8 teams novice. (same as it was for s32)	
NameLEss	4x NLTTP CRC, 1x MLTP	(Not a lot of time, but enou	I just want to prevent dum	"Replace Sugar Hill with	1 I am not running to imple	Pretty much the same, though I think 12 in majors would have actually been fine this season. I think it's dumb that minors is the largest league by far but also plays the fewest games.	
	Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.						
	Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?						
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anti-re

<p>Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.</p>	<p>Played since before ALTP, with ALTP being my first comp season. Captained several seasons (6/7+) including NFLT- most seasons were successful. Playing I've been to the an aufer, 2 nupers, 3 mupers, and F4 in majors. No admin work that I know of. No volunteer work (in game) that I know of.</p>
<p>Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?</p>	<p>I could do 3-6 hours per week. Dependent on sign ups, I'd consider not playing or captain, but rather CRC and streaming if needed for fun. Could change my involvement as needed +/-.</p>
<p>What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?</p>	<p>People person. I could bring positive ideas and improvements suggested by the community, vetted by me and a small handful of close TP friends. I speak to all players and captains often, publicly and privately.</p>
<p>This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.</p>	<p>OOL sub for Flaccid. Result: in favor 3-2. I can see both sides to this. With OOL being a controversial topic in general, this seems like the perfect topic to discuss. First I'll say I would've voted against this because every time I've had to miss a week, or a teammate had to miss a week, I always started looking at lower leagues and started to strategize. "I think this should be the standard for any foreseeable needing of a sub." If you're going to miss a week or two, you shouldn't get someone as good as you to replace you who's not even playing in the league. You should have to strategize a lower level player and/or rotate your balls to compensate. Now, to argue the for side, he did make you all aware of it from day one, looks like the vote for the OOL player was unanimous, so seems like a decent skill level match. His team would've won with him anyways - luckily it all worked out fine. I propose to add a rule, no OOL, must search lower leagues (or majors who fell through draft, not playing minors).</p>
<p>What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?</p>	<p>I'd like to enforce start times to games. For the entirety of my tagpro career, no start times have been hard enforced. Quick thought is something like - I'd like to penalize the non ready team X amount of standing points, and award them to the ready team, per game, as needed, case by case ofc. Example: if team 1 is late and they win that game, they only get 2 points, and ready team gets 1. Other rules I'll need to review and tbd (on my phone atm).</p>
<p>Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?</p>	<p>Leagues should to go back to 4 tiers M/m/N/n. Considering a soft affiliation between majors and minors again. And possibly the same for A/B. This was nice for me back in the day. It allows majors/minors players to coexisted and help minors players improve & the same for Novice. Could also consider only allowing subs from your affiliate teams. Keep majors competitive at 8 teams. Minors 8-10 max (10 if no affiliation). A team 8-10, B team 8-10. The "elites" don't want to play with a poor 4th ball. Top 32 players should be great. This will allow minors to be competitive. This will allow Novice A team to be able to be semi competitive, while still structuring it as a learning league for beginners or 2/3rd season players. So 8-10 teams in all leagues</p>

Bambi

<p>Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.</p>	<p>I have played 5 seasons of NLTP. And won 1 Nuper!</p>
<p>Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?</p>	<p>I have lots of time to spend on CRC work. I can spend as many hours as it takes per week.</p>
<p>What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?</p>	<p>I see myself doing the backend work mostly. Though I can do anything that I would need to do.</p>
<p>This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.</p>	<p>Include the following home maps in each playoff series before the championship: A. No home maps are advanced to playoffs B. The higher (better) seed home map only C. Both the higher and lower seed home maps D. The home maps of all teams in the league</p> <p>I would have picked C. For the argument for b I would assume it is something about the higher seed playing at home but we all play on the same server in Chicago. I think both teams should have their home maps because it is a longer series (7 instead of 5) and b. Lower seeds should get to play their home maps in playoffs.</p>
<p>What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?</p>	<p>I am interested in upgrading the minors pod system into the NFL rules. The top 2 teams from each pod goes to playoffs with 1 2 or 3 wildcards (the best score that's isn't in the top 2 across all pods). For tie breakers the games the tied teams played against eachother would decide who goes to playoffs. I think this would make regular season games actually competitive because each win would be more valuable. You would be facing off against 4 players for playoffs Instead of the whole leauge. I don't know if this would feasibly work with how the leauge is currently set up but this is my idea.</p>
<p>Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?</p>	<p>Same as last season. Novice and minors and majors competitiveness was great this season</p>

Cheezedoodle

<p>Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.</p>	<p style="text-align: center;">Yes</p>
<p>Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?</p>	<p style="text-align: center;">Unfortunately</p>
<p>What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?</p>	<p style="text-align: center;">Yes</p>
<p>This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.</p>	<p style="text-align: center;">Don't think there were any major voting blunders this season, mostly small things</p>
<p>What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?</p>	<p>I think future pod systems need to be tweaked to accommodate for head to head matches when determining playoff seeding. We have a team ranked lower who beat a higher seed head to head and finished with more standings points but was ranked lower due to the system. Rather than trying to come up with another system, I think we can make some small edits and fix this issue.</p>
<p>Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?</p>	<p style="text-align: center;">I think we nailed it</p>

JJIIZGOD

Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.

My formal involvement has been exclusively as a player. I played S27-S30.

Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?

Yes, I definitely have the time and energy, and enthusiasm to commit to this position.

What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?

I'm a pretty organized and reliable person. I see myself being great at administrative tasks/projects that the CRC takes on. I'm also excellent at handling controversial or high-emotion situations with tact and equanimity, both of those skills (being reliable/organized, and being comfortable in controversy) are essential parts of my professional life, and I think I can apply them here. I speak with league players regularly about league issues, or how they are feeling about their teams, trades, etc. I don't speak with captains as much as I wish. It can be hard to 'break into' those kinds of conversations without feeling like I'm butting in.

This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.

"Revert Majors to 10 teams" - It seems like a pretty nuanced issue. I think there's an argument that allowing more teams in majors gives more players a chance to break into majors - moving into the next level can be extremely difficult, and I think there's probably a hit to player retention if people feel like they aren't every going to break into majors. On the other hand making majors more teams gives a larger player pool, with a likely larger range of skills - there's an argument that making majors less competitive and less interesting for the top tier players, is going to push them out of it altogether. I think there are legit arguments on either side. I think sizing the leagues just right is a real challenge, but my decision would be focused on what I think is going to be the best to player retention, and league vibrancy as a whole. My decision - I would have voted yes to revert. I think having a larger and more diverse minors league is the best way to keep this train going. It allows more people up to bridge the gap from novice into minors, and it allows the true elite players to play with a competitive pool that keeps them interested and engaged.

What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?

Article VII. Section D(2)(c) - I would strike this section, or at least amend to say "(c) There is no minute minimum for Novice league games during 'the second round of playoffs.'" I think it's a shame that new players (who are 6th, 7th, or 8th balls) don't usually get the chance to experience the hype associated with league playoffs. The hype is key to player retention. We're all chasing that high, why deny new-ish players that?

Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?

see above - 10 teams majors - 18 teams minors - 8 teams novice. (same as it was for s32)

NameLEss

<p>Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.</p>	<p style="text-align: center;">4x NLTP CRC, 1x MLTP CRC, shit loads of captaining</p>
<p>Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?</p>	<p style="text-align: center;">Not a lot of time, but enough time to take part in every vote.</p>
<p>What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?</p>	<p style="text-align: center;">I just want to prevent dumb stuff from happening. No stranger to keeping communication going even in times of controversy.</p>
<p>This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.</p>	<p style="text-align: center;">"Replace Sugar Hill with Mapache in minors map rotation in exchange for anti-re donating \$100 to the minors prize pool". Prize pool is good for the league. No negatives to this. However, I'd try to negotiate to get a prize pool for majors as well.</p>
<p>What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?</p>	<p style="text-align: center;">I am not running to implement massive change, just prevent change that could be bad for player experience. I think there are plenty of new ideas that can be explored, and I will keep an open mind but I don't have an agenda other than preventing stupidity.</p>
<p>Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?</p>	<p style="text-align: center;">Pretty much the same, though I think 12 in majors would have actually been fine this season. I think it's dumb that minors is the largest league by far but also plays the fewest games.</p>

OD God

Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.

i joined the server yesterday

Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?

im regretting the time it takes to read these questions

What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?

filling? backend? in private?

This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.

to my knowledge the crc has not formally censured ely de la cruz. nor any of the fake news media that continues to hype him up and shove him down our throats despite him not hitting his weight post all star break

What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?

i would add a rule stating that a completely inactive crc member can not be removed under any circumstances by the other crc or captains veto

Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?

its sad the people have not realized the only way to pull out of the down turn is single league

pk

Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.

Longtime CRC member and NLTP founder.

Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?

Yes - I'm familiar with what the role requires and I'm ready to keep doing it.

What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?

I do a lot of the stats and standings work, usually handle playoffs and free agency logistics, do a lot of the work in finding captains, and am pretty available to answer questions from captains or players whenever.

This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.

One vote that was not unanimous was whether to TCAC up or down. The value of TCACing up (meaning the minimum budget is 100) is that you have an unlimited range to set a captains budget. However I voted to TCAC down (max budget at 100) because when you adjust downwards, each individual tagcoin becomes more valuable, meaning your adjustments are more meaningful, which is especially important because of the number of quality players that go for 0-5 tagcoins.

What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?

I would like to change the minors free agency process to not use waiver order (and ensure we make that change during the preseason), and would like to explore adding more maps back into the map rotation for increased variety beyond just the home maps.

Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?

If the numbers justify it I would like to roll out something like 12/16/8 for the three tiers.

Robiny

<p>Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.</p>	<p style="text-align: center;">Novice player x10 Volunteered to stream, Captain x1</p>
<p>Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?</p>	<p style="text-align: center;">Several hours daily.</p>
<p>What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?</p>	<p>I do not intend to handle backend stuff that I do not understand. I speak to people in the league regularly. I reached out to other captains during my season of captaincy</p>
<p>This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.</p>	<p>The vote on reducing Majors to 10 teams. I understand the elites were making threats but this had ripple down effects on other leagues; I would have engaged with the elites over whether their concerns were legitimate or just gate-keeping and I would've voted accordingly; I would not have proceeded to try and add two post-draft teams to the league.</p>
<p>What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?</p>	<p>Remove home maps. 100 minute restriction max; only one week before the mid-season add/drop opens counts. DBAD expanded to cover the blanket-mute words and terms from Tagpro's COC when used in league discussion channels.</p>
<p>Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?</p>	<p style="text-align: center;">12 12(+) 8</p>

SmallyBigs

<p>Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.</p>	<p style="text-align: center;">Played since S18/15, 10x captain/GM, 5x CRC</p>
<p>Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?</p>	<p style="text-align: center;">If I can do it from my phone I can make it work, always busy but I'll be fine</p>
<p>What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?</p>	<p style="text-align: center;">Can fill in wherever, get stuff done, communicate, etc.</p>
<p>This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.</p>	<p style="text-align: center;">On the vote to move novice default to Tuesday the week of Valentine's, I would have tried to get more input first, and voted based on said input and communicated more in advance to highlight the change</p>
<p>What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?</p>	<p style="text-align: center;">I'm open to any changes, mostly just here to try to run smoothly/be a safe alternative candidate. I do like the idea of switching back to 4-tiers for a season or two if signups (both player and Captain/GM) permit. (Maybe affiliation? IDK)</p>
<p>Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?</p>	<p style="text-align: center;">If 3-tier: 8/20/8 If 4-tier: 8/10/10/8</p>

timmysumball

Please list all your past and present involvement in TagPro leagues, including: experience as a player, experience as a captain, experience as an administrator, experience as a volunteer, etc.

Took over socials in January. Weekly commentary for competitive. The Cappies??? Funniest bitch around.

Do you have the time and energy to commit to this position for several months? How many hours per week are you ready to spend on CRC work? How would your involvement change if you end up with a larger workload than anticipated?

167 1/2 hours of commitment EVERY week. I need 30 minutes to reset though. More work? Bring it on. I'm a bad bitch. Nothing scares me.

What CRC role do you see yourself filling? Are you primarily good with backend work? Do you speak with captains often, even during controversies? Do you speak with players in the league regularly in private or otherwise?

Backend work is my best work. I talk with everyone all the time. It's my favorite thing about the community. With that in mind, I think a role just for community outreach would be ideal.

This season there were a number of CRC votes (see the vote sheet in the info hub) that weren't unanimous. Please pick one, outline what you think are the strongest arguments for both sides, and explain how you would have voted.

Any answer beast mode provides is wrong. I think this is well known and I will work to vote completely opposite of every decision that would resemble his.

What changes to the rulebook are you interested in introducing next season? Are there any changes to league function independent from the rulebook that you would like to explore?

Home maps counting into stats for the next season = #1 priority.

Assuming ideal conditions with a comparable skill level to last season, what should be the ideal number of teams in each league?

12

[1] Responder updated this value.

[2] Responder updated this value.