**Initial State:**

All n players from previous seasons are ranked 1, 2, 3… N.

**Player insertion:**

For a new player with GP games played, find the number of existing players X who have at least GP \* 0.65 games played. This new player will be added to the ranking between the X and X+1 ranked existing players. If multiple new players are added in the same interval, order those player by games played.

**Division Sizing:**

There are five divisions numbered 0 through 4, with 0 being the strongest division.

The number of people in division D is (D+1)\*N/5- D\*N/5. (using whole integer division rules)

**Play-in Tournament:**

The four players with ranks surrounding the division cutoffs enter a seeded play-in tournament to determine which two will begin the season in the stronger division. Assuming equal play skill, the 1st through 4th seeds have a 75%, 62.5%, 37.5% and 25% chance of beginning in the higher division.

1. 2 plays 3 in up to two sets. 3 must win both sets to win the match.
2. 1 plays the winner of 2v3. The winner joins the stronger division.
3. 4 plays the loser of 2v3. The loser joins the weaker division.
4. The remaining two play. The winner joins the stronger division. The loser joins the weaker division.

**Begin Regular Season:**

Within each division, all players are seeded 1, 2, 3… N in descending order by games played. This is just for matchmaking purposes.

**Regular Season Matchmaking:**

For each week, matches are added to the schedule one at a time until there are 0 or 1 unpaired players. Any unpaired player will become the new 1 seed for following weeks.

Matches are added with the following priorities in order:

* Fewest previous regular season matches between A and B
* Player A – lowest numbered seed
* Player B – lowest numbered seed

**Regular Season Rankings:**

During the season, players are ranked by the following priorities in order:

* Highest wins minus losses
* Highest opponents’ wins minus losses
* Fewest losses when achieving most recent win, then second most recent, etc.
* Playername by shortest length, then earliest alphabetically

**Midseason Advancement:**

After Q weeks of regular-season play, the top ranked player of each division 1-4 will play the bottom ranked player of each division 0-3, respectively.

For each matchup, if the player from the weaker division wins, both will be added as new players in each other’s division using the following process:

* Each player’s record in their old division is frozen, for the purposes of that division’s tiebreakers
* Players have no wins, losses, or opponent history in the new division for ranking purposes
* Players gain the seeding and history of the player they replaced for matchmaking purposes

**Playout Matches:**

The Nth ranked player from each division will play the 3rd ranked player from the next weakest division.

The N-1th ranked player from each division will play the 2nd ranked player from the next weakest division.

The N-2th ranked player from each division will play the 1st ranked player from the next weakest division.

**Playoff Matches:**

The 2nd and 3rd ranked player from division 0 will play. The winner will play the 1st ranked player. The winner of that match is the grand poobah.

**End of Regular Season Rankings:**

At the end of each season, players have league-wide rankings based on the following priorities in order:

* Lowest division number
* Highest ranking within that division

Then each player’s ranking number is adjusted as follows:

* Won division: -2
* 2nd in division: -1
* 2nd to last in division: +1
* Lost division: +2
* Won playout match against stronger division opponent: -1
* Lost playout match against weaker division opponent: +1

**Errata:**

End of season playout structure assumes 8>N≥6 players in each division. For each 2 players/league, adjust the number of playout matches by 1.