**Glossary**

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| Game | A Game is a competition among a number of Players that is conducted according to a set of rules. In ARENA, the term Game refers to a piece of software that enforces the set of rules, tracks the progress of each Player, and decides the winner. For example, tic tac toe and chess are Games |
| Match | A Match is a contest between two or more Players following the rules of a Game. The outcome of a Match can be a single winner and a set of losers or a tie (in which there are no winners or losers). Some Games may disallow ties. |
| Tournament | A Tournament is a series of Matches among a set of Players. Tournaments end with a single winner. The way Players accumulate points and Matches are scheduled is dictated by the League in which the Tournament is organized. |
| League | A League represents a community for running Tournaments. A League is associated with a specific Game and TournamentStyle. Players registered with the League accumulate points according to the ExpertRating defined in the League. For example, a novice chess League has a different ExpertRating formula than an expert League. |
| TournamentStyle | The TournamentStyle defines the number of Matches and their sequence for a given set of Players. For example, Players face all other Players in the Tournament exactly once in a round robin TournamentStyle. |