PT and TPE Progression

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1 Current PT/TPE Progression

In the past couple of seasons we have seen an increase in the amount of total points earned (TPE) a player can earn in their career. With the addition of teams+divisions and the implementation of the first season in the SSL Academy, players created after the class of S4 has around 100 more TPE available to them compared to the earlier classes. With the league stabilizing for a while it is pertinent to look at a new TPE progression system to limit the TPE inflation.

The following point tasks are currently available for players:

- 12 Capped TPE per week
- 6 weekly prediction tasks (1 participation + 1 · 4 correct TPE)
- Seasonal Training Camp (40 reduced to 10 TPE with age)
- Seasonal Standings Predictions for two divisions (2 participation + 1 · 8 correct TPE each)
- Seasonal Statistics Predictions for two divisions (2 participation + 2 · 6 correct TPE each)
- Theme Week (6 TPE)
- Career Point Tasks ($\approx$ 10 TPE per season until season 9)

When projecting what the max earning player would earn throughout their career, the prediction TPE earnings are based on an average. The average is calculated based on the recent averages at the time of writing, which would be 2.5 TPE for weekly predictions, 4 TPE each for standings, and 5 TPE each for statistics predictions.

This can all be summarized in the following table where the TPE calculations at the start of every season takes into account any regression that needs to be made on earned TPE prior to the start.

Table 1: The projections of a max earner and their TPE sources.

Age	Weeks	Capped TPE	Weekly Predic- tions	Training Camp	Standings	Statistics	Career PT	Regression	Earned TPE	TPE Start of Season	TPE End of Season
0	10	120	15	40	0	0	10	0%	185	350	535
1	9	108	15	40	8	10	10	0%	191	535	726
2	9	108	15	40	8	10	10	0%	191	726	917
3	9	108	15	40	8	10	10	0%	191	917	1108
4	9	108	15	30	8	10	0	0%	171	1108	1279
5	9	108	15	30	8	10	10	0%	181	1279	1460
6	9	108	15	30	8	10	10	0%	181	1460	1641
7	9	108	15	20	8	10	0	0%	161	1641	1802
8	9	108	15	20	8	10	10	0%	171	1802	1973
9	9	108	15	20	8	10	10	10%	171	1973	2144
10	9	108	15	10	8	10	0	10%	151	1930	2081
11	9	108	15	10	8	10	0	15%	151	1873	2024
12	9	108	15	10	8	10	0	20%	151	1720	1871
13	9	108	15	10	8	10	0	25%	151	1497	1648
14	9	108	15	10	8	10	0	30%	151	1236	1387
15	9	108	15	10	8	10	0	40%	151	971	1122
16	9	108	15	10	8	10	0	40%	151	673	824
17	9	108	15	10	8	10	0	40%	151	494	645
18	9	108	15	10	8	10	0	40%	151	387	538
19	9	108	15	10	8	10	0	40%	151	323	474
20	9	108	15	10	8	10	0	40%	151	284	435

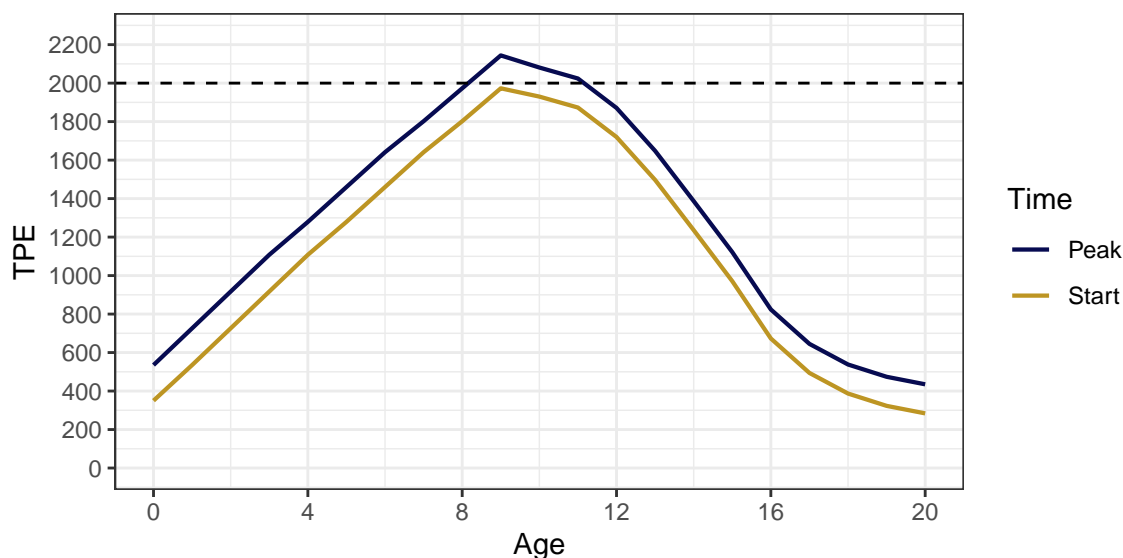Focusing only on the TPE trends for the player we get the following figure.

Figure 1: TPE progression for a max earning player.

We can see in the figure that the peak TPE of a max earning player with the current PT progression is way above 2000 TPE, reaching just over 2200. We do not have the same numbers specifically for the first classes of players in the league, but their peak can be assumed to be just above 2000 TPE. This is a big problem caused by TPE inflation.

1.1 Proposal #1 (Point Task)

In order to reduce the peak of the max earning player to just above 2000 TPE, I propose the following changes to the current PT structure. In this proposal I have weighed engagement and earnings specifically for the first Academy season as well as the remaining seasons in the league.

The proposal has the following summarized changes:

- Training Camp starts with only three seasons of 40 TPE, reducing to 30 in S3 instead of S4. All subsequent TPE are shifted one season earlier. This is in line with the initial Training Camp earnings that was shifted with the introduction of the Academy season.
- Reduce the TPE from correct guesses in Standings and Statistic predictions to 0.5 and 1 TPE respectively. This reduces the average from 4 to 3 and from 5 to 3.5 respectively.

Table 2: The projections of a max earner and their TPE sources.

Age	Weeks	Capped TPE	Weekly Predictions	Training Camp	Standings	Statistics	Career PT	Regression	Earned TPE	TPE Start of Season	TPE End of Season
0	10	120	15	35	0	0	10	0%	180	350	530
1	9	108	15	35	6	7	10	0%	181	530	711
2	9	108	15	35	6	7	10	0%	181	711	892
3	9	108	15	25	6	7	10	0%	171	892	1063
4	9	108	15	25	6	7	0	0%	161	1063	1224
5	9	108	15	25	6	7	10	0%	171	1224	1395
6	9	108	15	15	6	7	10	0%	161	1395	1556
7	9	108	15	15	6	7	0	0%	151	1556	1707
8	9	108	15	15	6	7	10	0%	161	1707	1868
9	9	108	15	10	6	7	10	10%	156	1868	2024
10	9	108	15	10	6	7	0	10%	146	1822	1968
11	9	108	15	10	6	7	0	15%	146	1771	1917
12	9	108	15	10	6	7	0	20%	146	1629	1775
13	9	108	15	10	6	7	0	25%	146	1420	1566
14	9	108	15	10	6	7	0	30%	146	1175	1321
15	9	108	15	10	6	7	0	40%	146	924	1070
16	9	108	15	10	6	7	0	40%	146	642	788
17	9	108	15	10	6	7	0	40%	146	473	619
18	9	108	15	10	6	7	0	40%	146	371	517
19	9	108	15	10	6	7	0	40%	146	310	456
20	9	108	15	10	6	7	0	40%	146	274	420

Proposed TPE progression for a max earner compared to current peak.
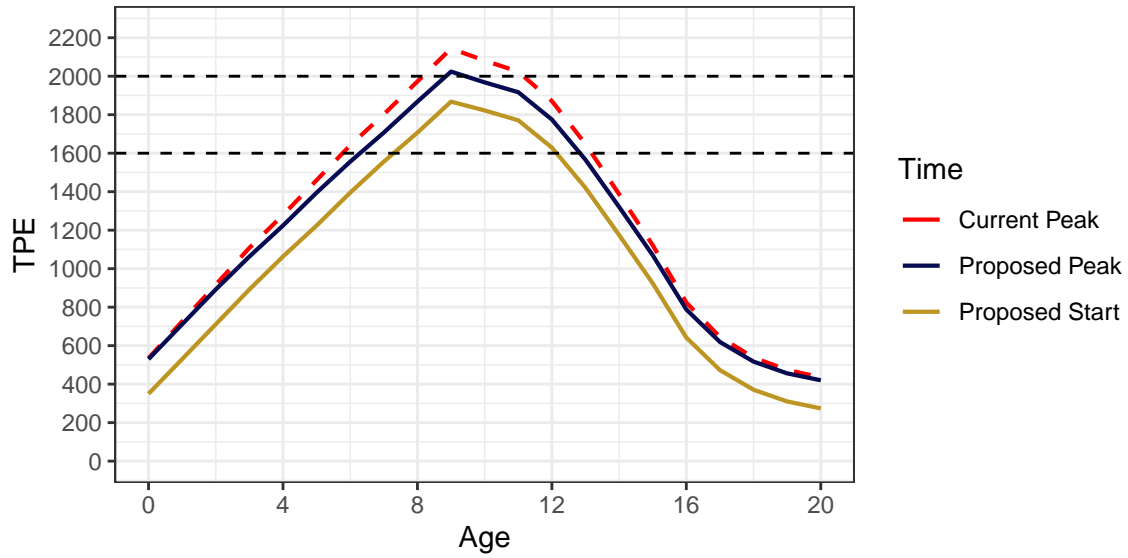
We can see in the figure that this proposal reduces the peak of a max earning player to just above 2000 TPE in their tenth season (age 9) in the league. This corresponds to about 1.74 calendar years. This could be argued is way too long for a player to have to earn at max to reach the peak. For comparison this proposal would have 5 seasons (0.86 calendar years) where the player starts the season with more than 1600 TPE[1].

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[1]A 1600 TPE player is defined as an elite player in the league.

1.2 Proposal #2 (Stricter Point Task)

A stricter point task reduction could also include reducing the weekly capped TPE. This proposal does not touch on the prediction TPE rewards.

The proposal has the following summarized changes:

- Training Camp starts with only three seasons of 40 TPE, reducing to 30 in S3 instead of S4. All subsequent TPE are shifted one season earlier. This is in line with the initial Training Camp earnings that was shifted with the introduction of the Academy season.
- Reduce the weekly capped TPE to 10 TPE (5+5).

Table 3: The projections of a max earner and their TPE sources.

Age	Weeks	Capped TPE	Weekly Predic- tions	Training Camp	Standings	Statistics	Career PT	Regression	Earned TPE	TPE Start of Season	TPE End of Season
0	10	100	15	40	0	0	10	0%	165	350	515
1	9	90	15	40	8	10	10	0%	173	515	688
2	9	90	15	40	8	10	10	0%	173	688	861
3	9	90	15	30	8	10	10	0%	163	861	1024
4	9	90	15	30	8	10	0	0%	153	1024	1177
5	9	90	15	30	8	10	10	0%	163	1177	1340
6	9	90	15	20	8	10	10	0%	153	1340	1493
7	9	90	15	20	8	10	0	0%	143	1493	1636
8	9	90	15	20	8	10	10	0%	153	1636	1789
9	9	90	15	10	8	10	10	10%	143	1789	1932
10	9	90	15	10	8	10	0	10%	133	1739	1872
11	9	90	15	10	8	10	0	15%	133	1685	1818
12	9	90	15	10	8	10	0	20%	133	1545	1678
13	9	90	15	10	8	10	0	25%	133	1342	1475
14	9	90	15	10	8	10	0	30%	133	1107	1240
15	9	90	15	10	8	10	0	40%	133	868	1001
16	9	90	15	10	8	10	0	40%	133	600	733
17	9	90	15	10	8	10	0	40%	133	440	573
18	9	90	15	10	8	10	0	40%	133	344	477
19	9	90	15	10	8	10	0	40%	133	286	419
20	9	90	15	10	8	10	0	40%	133	251	384

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Proposed TPE progression for a max earner compared to current peak.
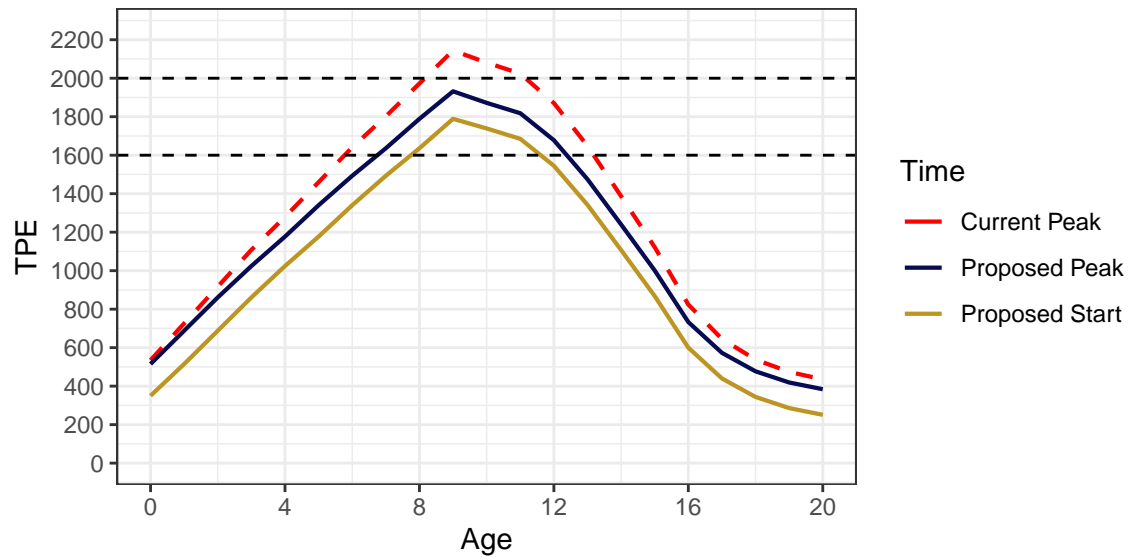
For the stricter PT proposal the peak of a player still falls in their 10th season (age 9) but the TPE is just under 2000. The peak is still achieved after about 1.74 calendar years. For comparison this proposal would have 4 seasons (0.69 calendar years) where the player starts the season with more than 1600 TPE.

1.3 Proposal #3 (Regression)

If we want to focus on shortening a player's career and/or peak seasons

- Shift the regression season to start one season earlier, with the same percentages. This would account for the Academy season and put regression in line with what it was at the start of the league.

Table 4: The projections of a max earner and their TPE sources.

Age	Weeks	Capped TPE	Weekly Predictions	Training Camp	Standings	Statistics	Career PT	Regression	Earned TPE	TPE Start of Season	TPE End of Season
0	10	120	15	40	0	0	10	0%	185	350	535
1	9	108	15	40	8	10	10	0%	191	535	726
2	9	108	15	40	8	10	10	0%	191	726	917
3	9	108	15	40	8	10	10	0%	191	917	1108
4	9	108	15	30	8	10	0	0%	171	1108	1279
5	9	108	15	30	8	10	10	0%	181	1279	1460
6	9	108	15	30	8	10	10	0%	181	1460	1641
7	9	108	15	20	8	10	0	0%	161	1641	1802
8	9	108	15	20	8	10	10	10%	171	1802	1973
9	9	108	15	20	8	10	10	10%	171	1776	1947
10	9	108	15	10	8	10	0	15%	151	1752	1903
11	9	108	15	10	8	10	0	20%	151	1618	1769
12	9	108	15	10	8	10	0	25%	151	1415	1566
13	9	108	15	10	8	10	0	30%	151	1174	1325
14	9	108	15	10	8	10	0	40%	151	928	1079
15	9	108	15	10	8	10	0	40%	151	647	798
16	9	108	15	10	8	10	0	40%	151	479	630
17	9	108	15	10	8	10	0	40%	151	378	529
18	9	108	15	10	8	10	0	40%	151	317	468
19	9	108	15	10	8	10	0	40%	151	281	432
20	9	108	15	10	8	10	0	40%	151	259	410

Alternative proposed TPE progression for a max earner compared to current peak.
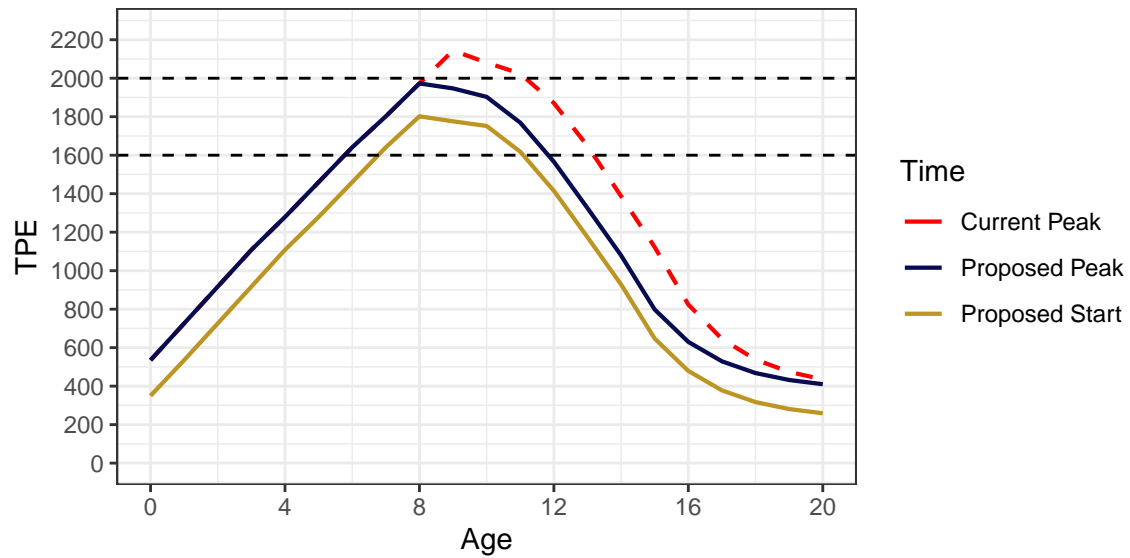
In this alternative proposal, the player reaches its peak season at age 8 (1.57 calendar years) while the length of the peak (>1600) is still 5 seasons.

1.4 Proposal Comparison

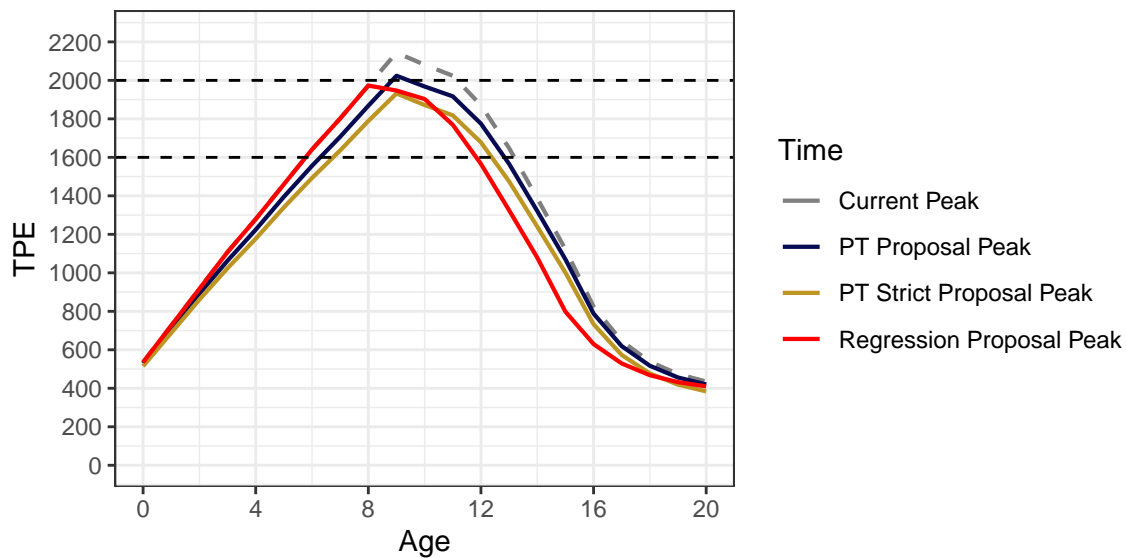Comparing the two proposals there are a couple of distinct differences.

Figure 2: Comparison between the current and three proposals in a max earners peak TPE.

From the figure it is clear that using the regression proposal a player's career becomes around one season shorter. There is also a distinct difference in the absolute peak of the two proposals, with regression not reaching 2000 TPE at all at the end of the ninth season. It is important to note that these calculations **do not** include any extra TPE purchased through the Player Store.