**Tournament system**

**Wordpress plugin development**

**Tournament Types:**

* [**Single Elimination Tournaments**](http://en.wikipedia.org/wiki/Single-elimination_tournament)
* [**Double Elimination Tournaments**](http://en.wikipedia.org/wiki/Double-elimination_tournament)
* [**Round Robin Tournaments**](http://en.wikipedia.org/wiki/Round-robin_tournament)
* **Leagues** <http://en.wikipedia.org/wiki/English_football_league_system>
* **ladder**

**Build basic function as seen on bracketcloud**

**League:**

**How should it work:**

This is based on another working danish site which has more than 400 active players in their league playing 4 matches each every single week.

1. Sign up for a league (Easy part)
2. Arrange your matches

**This is the most revolutionary part of the system and a game changer**

**This is a description of there system**

The matches in the league are each held over two weekly rounds:

* Round 1 runs from Monday to Wednesday, both days inclusive.
* Round 2 runs from Thursday to Saturday, both days inclusive.

A match can be scheduled when it is your next match in the program, or if there are less than 30 hours for the round starts: ie. respectively. last Saturday (SUNDAY). 20.00 and Tuesday. (WEDNESDAY) 20.00.

**I would like to see it implemented this way**

* An option where we an admin can define rounds, like how many days a round should last. As in the ex. above
* An option to define how many rounds a season should have.

**Scheduling of matches**

When you have the opportunity to plan a match, click on the match in the block (right side), or in your schedules.

On the following page, select ALL the times when you have the time to play the game. This is done simply by clicking on the dates/times. You will encounter a page that looks like the picture below.

Your time is **prioritized**, ie. times with the lowest numbers are weighted maximum when fighting time to be found. **Therefore, start by clicking the times of where you prefer to play the game.**

When both participants has posted there times the system will automatically compare your times you have choosen to get the best time for both participants.

* If both players chose one or more of the same times, the game time will be set based on them (on the basis of both their priorities).
* If there are no times which is the same compared from both users, the match has to be moved to a second round. The user who chose the fewest times in the table has to move the match (see next section). The player who have to move the match will be notified on the website when times is selected, or via e-mail (if you chose first).

**Moving matches**

Each users has the ability to move a number of matches to other rounds. The maximum number of movements determined from the total amount of matches for each user - exactly match the number to 33% of the total number of matches (rounded). ie. with 9 matches total, there are 3 movements available. (minimum 3 moves allowed)

Individual matches can be moved from your schedule through calendar/matchprogram/match schedule

If u want to move the match you has to be redirected to a place to enter which round you want to move the match to.  
  
Matches that are not scheduled yet, can be moved via the match program like above, and already scheduled matched should be possible to move by mutual accept by sending a request for opponent with new match date and time, and opponent should have the possibility to accept this new time.

If the maximum number of moved matches is reached you will start loosing matches without a match.

**Promotion of promotion row**

The purpose of advancement row is sort of the most inactive from within the closed into the "real" part of the tournament.

This means that all implementing advancement row, that is not thrown out due to inactivity since moving up.

The location of the row (and the number of points ift same location in the other promotion pools) are crucial to where you start in the "real" tournament season after.

The tournament filled always up top, ie the top 10 in the previous season, who signed up for the new season will start in league. The next 20 will start in first div. And so it goes on until all participants from last season who signed the new, they are all placed in the pools.

It also means that we can not predict how high the best placed in the advancement row is going to start because it totally depends on how many in the ranks of the gentilmelder themselves.

We do know with certainty that the best placed in the advancement row will be ranked just below the lowest-ranked of the rest of the tournament. For example, if in the Prev season has been down to series 2, then the best placed of the promotion rows be Placed right after this party. This means that if the worst records in series 2 starts the following season in series 1, then the best placed of advancement row do the same.

All players need to resign after every season, due to inactivity

### Robin round/Group play tournament:

There are two stages: the group stage followed by the knockout stage.

In the group stage, teams compete within x amount of groups of x teams each. Teams could be seeded based on ranks, and drawn to separate groups.

It should be possible to apply different teams to different players. Either manuel team name to every participant, or the possibility to have a database with different “themes” - example Champions League teams. That database includes 32 teams, and those teams will randomly be applied to the participants.

Each group plays a [round-robin tournament](http://en.wikipedia.org/wiki/Round-robin_tournament)(pic needs to incl), in which each team is scheduled for x matches against other teams in the same group. The top two teams from each group advance to the knockout stage(bracket play off). Points are used to seed the teams so no 1 plays no 2 for another group in the playoff stage.

The ranking of each team in each group is determined as follows:

1. Greatest number of points in group matches
2. Greatest goal difference in group matches
3. Greatest number of goals scored in group matches
4. If more than one team remain level after applying the above criteria, their ranking will be determined as follows:
   1. Greatest number of points in head-to-head matches among those teams
   2. Greatest goal difference in head-to-head matches among those teams
   3. Greatest number of goals scored in head-to-head matches among those teams
5. If any of the teams above remain level after applying the above criteria, their ranking will be determined by the drawing of lots

The knockout stage is a [single-elimination tournament](http://en.wikipedia.org/wiki/Single-elimination_tournament) in which teams play each other in one-off matches, with extra time and penalty shootouts (penalty is not possible in ranked matches in Fifa 14, so rematch until first scored goal will be an option) used to decide the winner if necessary. It begins with the winner of each group plays against the runner-up of another group. This is followed by the quarter-finals, the semi-finals, the third-place match (contested by the losing semi-finalists), and the final.

**Single Elimination Tournaments**

Needs to work like bracketcloud (maybe add gameicons like binarybeasts.com)

**Tournament Features**

Permissions can be set per usergroup

Tournaments have proper Date/ Time converted to users timezone and DST

Filter Tournaments Displayed according to Tournament Status

Tournament User Stats Page

**Widgets**

Hall of Fame (Top 10 Tournament Players)

Rankings....

leader-board for each ladder

last 10 upcoming/ past matches per ladder

**Tournament options**

Turn on/off tournament

Require check-in before tournaments

Tournament Stats in Member Profile

Comments per page

Tournament description length shown in tournament List

Tournament Display

Tournament View Counter

Tournament creator and last edited by notes at bottom of tournament

Tournament Moderators can...

Add/edit tournament (description uses vBulletin Editor)

Edit tournament type if not started yet

Add Score type (points, wins, kills, deaths, etc.) for LMS tournaments

Tournament mods can remove players if tournament hasn't started

Increase/ Decrease Tournament Slots

Pm all competitors with custom message and title (permissions set to bypass max pm recipients restrictions)

Add players (Ajax/Javascript userid fetch)

Create/ edit/ delete announcements

**Competitors can...**

Players can remove themselves if tournament hasn't started

Users can PM themselves the details of the tournament

Sign up to tournament only once

Report scores

**Teams**

Users can apply to teams

Leader can accept/ decline users

Team profile shows team stats

Team list

Can limit teams created by user (in usergroup options)

Fields: team website, gamertag, logo, description, slog, tags

**Team leader can...**

delete players from his/her team

Promote players in his/her team to Leader or Co-Leader

Join tournaments

Search Free Agents for new team members

**Ladder:**

**Ladder Features**

Elo rating system (Javascript Elo calculator @ [ladders.php?do=elorating](http://www.bananalive.co.cc/ladders.php?do=elorating))

Players last activity (date)

Winning/ Losing Streak

Longest Winning Streak

Admin can submit scores/ add challenges

Report/ dispute challenges

Match Finder

Ladder Display

separate page for accepting/rejecting challenges and submitting score (have to be accepted by other user)

**Users or teams can join ladders and challenge other players or teams in the ladder.** [**Elo rating system**](http://en.wikipedia.org/wiki/Elo_rating_system) **is used which calculates the difficultly of a match according to the players' ranks and this is taken into account when the ranks are updated after the match is finished.**

# Blandet……….

### Inspiration taken from gamebattles: http://gamebattles.majorleaguegaming.com/xbox360/call-of-duty-ghosts/ladder/team/rules

PLAYER/TEAM FEATURES

* Play single or team on Ladders.
* Join or create a new Ladder.
* Enter challenges and record your match results.
* View Ladder results and rankings.
* Send Challenge emails through the system.

LADDER FUNCTIONS

* Stores a record of all match results and challenges on a Ladder.
* Re-adjusts ladder ranking based on win, loss or draw..
* Ranked participants by ELO or EXP with cool level bars.
* Challenge system in which every participant will be able to easily create challenges against each other.

THE LADDER ADMINISTRATOR CAN:

* Invite players to join a Ladder.
* Move player's position on a Ladder(changing the elo or exp).
* Enter and edit results and remove players.
* Prevent outsiders from viewing/joining a ladder without permission by use of a password.
* Enable/disable score entry by setting the ladder Start/End period.
* Re-order or Clear down ladder rankings at the end of a season.
* Download all games scores in html format for backup or further manipulation.

**Here is a brief overview of the ladder system:**

* Player needs to signs up a player account on the site.
* The player then has a profile, which he can edit to include contact information etc.
* The player can also join ladders now, providing the admin has created some ladders.
* To join a ladder however he needs to either create a team for that ladder or have a team manager add the player to a team.
* The player can then start to play matches using his/her player/team account, he can play on his own or he can play with other team members depending on the type of ladder.
* To initiate a match, one must either organize a game by icq, email etc. or initiate a game using the challenge system, which is described later in this documentation.
* Some ladders will only allow games initiated by challenges while some ladders will not allow challenges at all. This is up to the administrators in charge of the ladder system.
* Once a match is played, it is up to the player/team to report the score via the ladder system and the result will be official and rankings will be updated.
* The ranking system is described elsewhere in this documentation.

### Challenging

The challenging system is very straightforward and can be described as consisting of three stages.

**Stage 1:** One team decides to challenge another team, providing both teams are on the same ladder, then he may do so by choosing the challenge option on the ladder page.

Once a challenge is made, the team challenged is automatically sent a PM of the challenge. He then has a certain number of hours or days to accept the challenge.

The number of hours or days one has to accept a challenge is defined in the admin control panel. It can be changed by an admin at any time.

**Stage 2:** The team that has been challenged can now accept the challenge by clicking on the challenge link on the ladder page (the page for the specific ladder). This team can now select a certain date/time and maps for the match. Note: Maps are optional and may be switched off in the admin control panel under the settings for each ladder.

Once they have selected these suggestions, they confirm that they are accepting the challenge and the original challenger receives an email notifying him that he has to finalize the challenge. The time this team has to accept the challenge is defined by the ladder settings.

**Stage 3:** The original challenger can now finalize the match by choosing one of the suggested dates/times and a certain number of the suggested maps. Once he chooses these, he can finalize the match and it is fully scheduled. If the challenger fails to finalize the match within the necessary time limit, as specified by the admin in the ladder settings, then he will receive a forfeit loss.

### Reporting/Ranking System

Once a match is played, it is up to both players/teams to report the result. If the system see a match in even reportet scores it will get a confirm by system. If not it will make a dispute for the admin to take care off.

### 

**Challenges**

1. When sending and accepting challenges, you MUST for teams select the players who will actually be playing in the match. You will be prompted to do this before sending and accepting any challenges. The number of players you must select is determined by both the match size and the ladder. Therefore, if the match is a 2v2, you will need to select two (2) people. On Team ladders, however, you will have the ability to select up to one (1) additional player. This player may serve as a substitute during the match.
2. The only players eligible to play in the match are the players who are selected when the challenge was sent/accepted. Once a match is confirmed, the eligible players from both Teams will be displayed on the Match page. Players who enter the room, but whom were not selected to play beforehand, will be considered ineligible players.

1. If you need to cancel an already accepted match, you must first select the match you wish to cancel and hit the "Request Cancellation" button. Fill out the required field to notify your opponent that you wish to cancel, and then submit the request. Your opponent will then either accept or decline the request. If the cancellation request is not accepted by your opponent, you will be required to play the match. Your opponent will have 72 hours to respond to this request. If the request is not accepted or declined within 72 hours, the match will be automatically cancelled.

**No Shows**

1. A team has 15 minutes to show-up with the proper number of eligible players and be ready to start the match. Failure to do so will result in a forfeit. Teams are responsible for all scheduled matches.

1. If you have a No Show issue, navigate to your match page and update your matche's status: “I'm reporting: my opponent did not show up”. As the match was not played, do not report any scores.

1. To receive a no show win, you must submit a ticket within 30 minutes of the scheduled match time. You must also select the No Show option for Report Problem when you go to report the match. If you have any proof, be sure to submit it in your ticket.

**Reporting**

1. Both teams are responsible for reporting the match within 30 minutes of its completion. If teams do not report matching results, the match will result in a ‘dispute’. Both teams are then required to submit a ticket regarding the dispute and include any valid proof they have. If you had a problem with the match, please select the Report Problem option and pick the option that best fits the outcome of your match. Then, you can submit a ticket containing your valid proof.

1. **Premium Matches:** If you encountered an issue and there is no Report Problem that applies, report the match as a win for the team that won the number of rounds/maps needed to win a match. Then, you can submit a ticket containing your valid proof. If your claims are found to be valid with proof, a staff member has the ability to revert/finalize the outcome of the match.

1. **Non-Premium Matches:** Select the appropriate option under Report Problem and follow the instructions on the Match Report screen.

1. **Falsifying match scores may result in a penalty. Do not dispute a match you lost legitimately.** Disputing on purpose is defined as knowingly reporting that you won a match despite the outcome of the match resulting in a loss for your team.

1. Teams that have 5 or more disputed matches will be automatically locked and unable to play additional matches. The team will not be unlocked until they have less than 5 disputed matches. To resolve disputes, please see rule number 1 above.

1. Matches that go unreported by one team will be reported automatically for the team that did report. Matches that go unreported by both teams will be deleted automatically.

1. Teams who report matches before the match has concluded are subject to penalties.

**Tickets**

1. **Premium Matches:** Your ticket will be handled by Staff. Submitting an incomplete or incorrect ticket will be closed immediately.

1. The decision to escalate and/or assign a ticket to another staff member will be made by the staff member viewing that ticket. Requests for "Supervisor Review" are not valid.

1. **Non-Premium Matches:** Tickets submitted regarding match issues will be displayed to the community via the Community Match Resolution System (CMRS). The community will vote for which team should receive the win. It is very important that your ticket contain all the proof that you have to support your case. The community’s decision is final.

1. When submitting a ticket, fill out all applicable fields. You are required to select your team name from the drop-down. If you are submitting a ticket about a match, you must also select the correct Match ID.

**Cheating**

1. The use of any communications other than what is provided within the game is strictly prohibited. For example, the use of Skype or private chatting during a match is not allowed. There are exceptions to this rule in which outside communication can be utilized. These exceptions include:
   * Games that give you no advantage by using outside communication
   * Games that do not have an in-game voice option
   * Games in which the rules specifically state that outside communication is allowed

1. MLG has a zero tolerance policy for cheating. Teams caught cheating, “glitching”, or abusing in-game mechanics in any way will be removed from GameBattles.

How do I join a team/create a team on an arena?

**Last Updated: Aug 19, 2013 04:08PM EDT**

**Joining a Team:**

You will need to be on a team in order to compete on our arenas. To join a team, you must be invited.

If you have been invited to a team, GameBattles will notify you in three different ways:

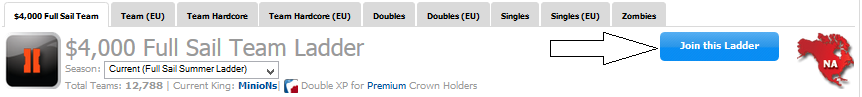
1. Pop-up window
2. Email
3. My Team Invites

From these locations, you will be given the option to accept or decline the Team Invite.

**Creating a Team:**

Enter the arena in which you want to compete by finding it in the console navigation bar. Each game is categorized by the console it appears on and is called an “arena” on GB.

Once inside the arena of your choice, select the Ladder you wish to compete on from the Ladders drop-down. On the right side, you will see a "Join this Ladder" link.



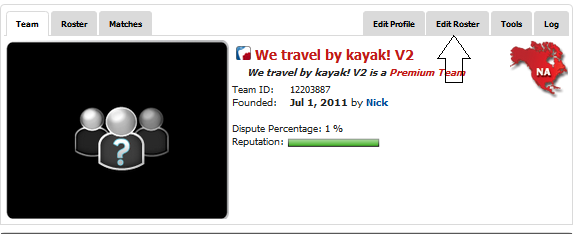
Fill out all necessary information and select to “Create Your Team”. Once submitted, your team has officially been created. You will then be given access to the team management features, as well as a variety of tools to help you get started.

**Note:** After creating or joining a team on a standard game ladder, you are required to wait 6 hours on most ladders before being able to compete. During this 6 hour period, your username will show the pending icon . Once the icon turns green , you are then eligible to compete. This wait period helps prevent players from jumping from team to team.

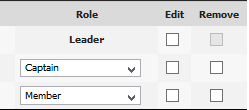
How do I assign roles?

**Last Updated: Aug 13, 2013 02:27AM EDT**

You need to be within the “Edit Roster” page on your team profile.



Here you can assign a role to each member of the team. By default, users are assigned the role of “member” when they first join a team.



Leader: Can perform all team management functions and report matches.

Captain: Can accept/post matches as well as report them.

Member: No management access.

Penalties

Major League Gaming takes cheating very seriously. Included below is a list of our penalties. All MLG users are subject to these penalties.

As a reminder, Leaders are ultimately responsible for the actions of their team's members. Should a member submit inappropriate content or a Captain dispute a match, the Leader will be held accountable for that action as well. If you are not comfortable with this responsibility, we suggest you transfer leadership to someone who is.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Offense | Description | Duration | Disband | Reset | Disabled |
| Wrong Ticket Category | Bypassing Category Restrictions | 1 Days | No | No | No |
| Unsportsmanlike Conduct | Unsportmanlike Conduct | 2 Days | No | No | No |
| Ticket Spam/Abuse | Spamming or Abusing the Ticket System | 2 Days | No | No | No |
| Managing Multiple Accounts | Managing Mult. Accounts or Double Rostering | 3 Days | No | No | No |
| Inappropriate Content - Minor | Submitting Old or Irrelevant Proof | 3 Days | No | No | No |
| Trophy Glitch | Trophy Glitch | 3 Days | No | No | No |
| Staff Abuse - Minor | Verbal Abuse of Support Member - Minor | 4 Days | No | No | No |
| Attempting Free Wins | Attempting Free Wins | 4 Days | No | No | No |
| Regional Rule Violation | Violating Regional Rule | 4 Days | No | No | No |
| Selling MLG Property | Selling Major League Gaming Property | 7 Days | Yes | Yes | Yes |
| Inappropriate Content - Severe | Submitting Inappropriate Content | 7 Days | No | No | Yes |
| Staff Abuse - Severe | Verbal Abuse of Support Member - Severe | 10 Days | Yes | No | Yes |
| Disputing on Purpose | Disputing a Match Without Valid Proof | 14 Days | No | No | No |
| Cheating or Glitching | Cheating or Glitching in a Match | 15 Days | Yes | No | Yes |
| Free Wins | Giving or Receiving Free Wins | 30 Days | Yes | Yes | No |
| Disputing on Purpose (2+) | Disputing a Match - Multiple Offenses | 30 Days | Yes | No | Yes |
| Impersonating Staff | Impersonating an MLG Staff Member | 45 Days | Yes | Yes | Yes |
| Fake Proof | Submitting Fake Proof for a Match | 60 Days | Yes | Yes | Yes |
| Evading | Evading an Active Penalty | 60 Days | Yes | Yes | Yes |
| Chargeback | Disputing an MLG Store Purchase | 1 Years | Yes | Yes | Yes |
| Hijacking/Phishing Accounts | Hijacking/Phishing MLG Accounts | 2 Years | Yes | Yes | Yes |
| Proxy IP | Proxies Are Not Allowed on MLG | 10 Years | No | No | No |
| IP Flooding | IP Flooding in a Match | 10 Years | Yes | Yes | Yes |
| Modified Console | Using a Modified Console to Cheat in a Match | 10 Years | Yes | Yes | Yes |