WORLD DOOM LEAGUE

OFFICIAL RULE BOOK
Rev. 02/13/2017

Section 1 - The WDL Administration

The WDL Administration is comprised of one commissioner and a board of five WDL community members. Throughout these rules, this collection of six officers are collectively referred to as "the WDL administration", each board member and commissioner being a "WDL administrator", "WDL admin", or simply "administrator" or "admin". All admins have RCON to WDL servers and are IRC channel operators, but save for the commissioner and board head have no inherent policy enforcement authority.

1.1   The Commissioner

The WDL Commissioner's office is a one person office whose duties are to enforce WDL policy.

1.2   Commissioner Selection

The commissioner can appoint a successor at the time of resignation. Should no successor be chosen, the board must select a new commissioner via unanimous vote.

1.3   Commissioner Removal

The commissioner can resign at any time. The board can remove a commissioner with a unanimous vote.

1.4   The Board

The WDL Board is composed of the current team captains. Their responsibility is to set WDL policy to suit the league and its players. It is neither the responsibility nor the privilege of regular board members to enforce WDL policy, this is left to commissioner.

1.5   Acting In *Bona Fide*

Administrators must act honestly and in *bona fide*. The test is a subjective one; administrators must act in good faith, in what they - not the rest of the board - consider best for the league. However, administrators may still be held to have failed in this duty where they fail to direct their minds to the question of whether in fact a transaction was in the best interests of the league.

1.6   Competing With The League

WDL administrators may not act as administrators of competing leagues.

Section 2 - Legislation

2.1   Voting Procedure

In order to make changes to the WDL rules, the board must vote on each proposition. Votes can be called in two ways, either through the commissioner sending an issue to the board, or a board member calling a vote. Votes pass with a 4/6 majority, after which the commissioner can exercise his veto power. Should the veto be employed, the board can override the veto with a 5/6 majority.

2.2   Restrictions

The board may not pass any proposition to be enforced retroactively.

Section 3 - League Composition

3.1   Structure

The WDL is currently a single conference league consisting of six to eight teams. Teams are composed of one captain and three players. As the head of their teams, captains have the power (and often the responsibility as the rules require) to:

- Dismiss players
- Submit team availability for games
- Trade with other teams
- Name their teams

3.2   Captain Selection

The WDL administration selects captains. Once selected, the captain retains their team until removed.

3.3   Captain Removal

Captains can resign at any time; however they're strongly discouraged from doing so during a season. A captain can be dismissed by the administration's majority vote for serious objective reasons, such as damaging the quality of the league, at any time. A possible commissioner's veto has to be overruled by a 4/5 majority.

3.4   Team Name Selection

Captains have the opportunity to name or rename their teams each season. New captains have this opportunity after assignment unless assignment occurs during the regular or post seasons. Names are subject to commissioner review. The league may only evaluate names on objective bases such as obscenity; personal like or dislike shall not determine the league's approval or disapproval. Should a team's captain be unable or unwilling to select an acceptable name, the administration will select a name for that team.

Section 4 - Player Dismissal

4.1   Cheating

Players caught cheating during WDL games will be banned from all WDL servers and activities for the entirety of the season. Their application for future seasons will be heavily reviewed. The games in which that player played will all be overturned in favor of the opposing team. Games that player's team lost will remain as they were.

4.2   Unsportsmanlike Conduct

The league can decide to dismiss players for actions that are deemed to be unsportsmanlike. This can include, but is not limited to, harassment, throwing games, behavior that is detrimental to other players, teams, or the league when playing games or using league services (forums, IRC, or TS), and any other problematic activity. This is enforced at the league's sole discretion.

4.3   Chronic Absence

The league can decide to dismiss players for chronic absence. Chronic absence is evaluated on a case-by-case basis.

4.4   Replacement

Should a player withdraw or be dismissed from the league, the captain of that player's team has forty-eight hours to replace the player from free agency, after which the WDL administration will choose instead.

In very special cases, the league can introduce new players to free agency that did not participate in the draft. This cannot happen for a team in the postseason.

4.5   End of Season Dismissal

Each team's players are automatically dismissed at the end of that team's season, save for captains.

Section 5 - Invitation

After captains are assigned, players register during a sign-up period determined by the commissioner. Registration occurs when the specific individual signs up in the open forum post. Players may only sign themselves up for free agency. After the sign-up period, the administration confirms the WDL roster. Removal of a registered player has to be confirmed by a majority vote. Excluding captains, all players on the WDL roster are then considered free agents.

Section 6 - Draft

The WDL Draft is an auction draft – where free agents are bid on by captains with a set budget of $30. The draft nomination order is randomly determined. Draft positions may not be traded.

Each draft round reverses the nomination order; the team with first nomination in the first round has the twelfth nomination in the second round, second nomination has eleventh nomination, and so on.

Each captain must fill their entire roster. Each captain must bid at least $1 on each of their roster spots.

Section 7 - Season Structure

7.1   Season Breakdown

Each WDL season has four components:

- ***Preseason***
  The period of time between the end of the draft and the first regular season week.
- ***Regular Season***
  A five week period where games are played weekly. Determines the seeding for the playoff season and the next season's draft order (in most cases).
- ***Playoff Season or Postseason***
  A two week period where games are played weekly (Semifinals and the WDL Finals respectively). Determines that season's champion.
- ***Off Season or Offseason***
  The period of time between the end of playoff season and the draft.

7.2   Standings

Standings in the WDL are determined through the league's point system. The point system assigns points based on the performance of teams in regular season games. Points are awarded to teams using the following model:

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2 Round Win = 4 Points
3 Round Win = 3 Points
Tie Game = 2 Points
3 Round Loss = 1 Point
2 Round Loss = 0 Points

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Teams that forfeit a game will lose one point while teams not forfeiting will receive points for a two round win.

7.3   Postseason/Playoffs

If there are eight or more teams, playoffs consist of three rounds: Wildcard, Semifinals, and the WDL Finals. The top five teams of the league qualify for playoffs. The three top ranked teams receive byes in the wildcard round, while seeds four and five will play for the right to face the top seed.

In the event that there are seven or less teams, the playoffs will consist of only two rounds: Semifinals and the WDL Finals. The top four teams of the league qualify for the playoffs. The top ranked team faces the fourth ranked team.

Should ties occur between two or more teams, they will be broken using the following procedures:

1. Head-to-head
2. Strength of victory
3. Best round win percentage
4. Best "Flag For/Flag Against" Ratio
5. Number of infractions against match rules
6. Coin toss/dice roll

Only one team advances to the playoffs in any tie-breaking step. Remaining tied teams revert to the first step of the tie-breakers.

7.4   Homefield Selection

A playoff match consists of play on both teams' homefields. Teams will select their homefields prior to the playoffs.

Teams will select homefields in reverse draft order. During selection, each team will rank up to six maps from the season's WDL wad that they would like to use as their homefield. Only one team may choose each homefield. Teams later in the order may not choose a homefield selected before them.

Homefields must be submitted before the conclusion of Week 4 of regular season play. If a team's selections are not in by Week 4, they will be skipped and go last. If a selection is not made in a timely manner, the league may select a homefield for the team. Homefield selection position can be traded.

Section 8 - Gameplay

8.1   Game Structure

A standard WDL game is 3-on-3, "best 2 of 3" rounds. Each round has a 5 flag limit and 10 minute time limit. When the time limit or flag limit is reached, the team with the most points wins that round. In the event that both teams have an equal amount of flags, that round is a tie. Each WDL game goes for a minimum of two rounds. If one team fails to win the first and second rounds, then a tie breaker round will occur. If the game is still without a clear winner after three rounds, the game will result in a tie if the game is during the regular season.

During the postseason, WDL games are played in a "best 3 of 5" format. If teams are tied after the fifth round, as in no team has a clear round advantage, the game will continue.

Teams are assigned specific colors for each game. This is determined by the order in which team names are displayed on the WDL site. For example, if a game is listed as ABC vs. XYZ, ABC is the red team and XYZ is the blue team. The assignments are determined randomly.

8.2   Game Location

All games must be played on official WDL servers, which are listed on the WDL site. Games played on other servers will not be recognized. Should the hosting server become unavailable during a scheduled game time, that game will be postponed.

8.3   Game Rosters

Excepting power play penalties, teams are required to field three players. If they are unable to do so, the WDL will forfeit that team. If neither team is able to field three players, they will both forfeit.

Captains are free to substitute players in at will, however, the limit of three players per team must not be exceeded at any time. Should a team ever have more than three players playing in the game at the same time (joining the game on a team), regardless of circumstances that team will forfeit the round with their stats being set to zero.

8.4   Server Crashes

Server crashes are handled at the league's discretion and on a case-by-case basis. However, these are guidelines the league generally follows.

In the event of a server crash, games are replayed from the last benchmark. Scores and statistics up until the last benchmark will be carried over and recorded respectively. Other information (flag possession, player positions, etc.) as well as all events occurring after the benchmark will be discarded. Each game has eight benchmarks:

1. 0:00

2. 2:00
3. 3:00
4. 4:00
5. 5:00
6. 6:00
7. 7:00
8. 8:00

Should a team feel that something extraordinary happened very close to a benchmark, they can appeal to the commissioner to have it included in the game replay. For example, if a player is imminently about to score, a team can have the commissioner review the demo to ensure there was no possibility of the player not scoring (within the realm of normalcy), and award the flag capture.

Section 9 – Roster Management

9.1   Trades

A trade is an exchange of players and homefield selections between two or more teams.

Trading during the preseason is unlimited. Trading during the postseason is prohibited.

Trading is allowed during the regular season up until Week 3 on Wednesday, 11:59:59pm, subject to the following:

- All trades must be league approved and will be recorded publicly.
- Each team is allowed a maximum of three trades during the regular season.
- If two teams trade and neither has played their game, that trade becomes effective immediately for both teams. Otherwise the trade is not effective until Monday 12:00:00am of the next week.
- Trades made during Week 3 become effective Thursday 12:00:00am or until both teams have played their games, whichever is latest.

Each team may trade any number of times per week, but is allowed a maximum of three trades during the regular season.

9.2   Waiver Wire

Whenever a team drops a player to the free agency, a forty-eight hour cold period where that player cannot be added by another team begins. During this period, teams can make a bid for the player. If more than one bid is made, the player will go to the team with the worst point standings of the current season. If ties occur, they will be resolved using the following procedures:

1. Head-to-head
2. Worse strength of victory
3. Worse strength of schedule

4. Worse round win percentage
5. Coin toss/dice roll

If a team is unable to field three players for a match, that team must drop a player from their roster and add a free agent to avoid a forfeit.

If no team makes a claim within the waiver period, the player becomes a free agent. Any team that wins a claim must take the player onto their roster.

9.3   Postseason Roster Changes

Teams are not permitted to make any roster changes during the postseason. Special exceptions may occur under oversight of the WDL Administration.

Section 10 – Demo Recording

Each player that plays in a round, no matter the length of time, is required to submit a demo either by Wednesday of the following week, or before their team's next game, whichever comes first. The penalties for not submitting a demo are as follows:

- First Infraction: Three minute power play (3v2), or first score for the opponent.
- Second Infraction: Player is suspended for one round of play.
- Third Infraction: Player is ejected from the league.

Section 11 – Scheduling

11.1   Availability

Captains are required to send their team's weekly availability to the commissioner by Tuesday 11:59:59pm. The commissioner will then select an appropriate game time where both teams are available. In the event that schedules do not overlap, the commissioner will design a solution on a case-by-case basis. Should teams fail to send their availability in on time, they will be punished as follows:

- First & Second Infractions: Three minute power play (3v2), or first score for the opponent.

- Third & Subsequent Infractions: One round man advantage, with no relief even if flags are scored.

Non-captain players cannot schedule times with the commissioner, nor can teams schedule times between themselves; captains submit availability to the commissioner, and the commissioner assigns the game time.

11.2   Schedule Changes

In the event that a player's or team's availability changes after a game time is assigned, the commissioner can rule whether or not to move the game time to another available time based upon previously submitted availability.

Section 12 - Miscellaneous

12.1   Power Play

Players, not teams are penalized with a power play. The penalty cannot be transferred to a different player, and if traded the player will serve the penalty on whichever team they ultimately play their game. Captains cannot substitute non-offending players to compensate for the power play; teams must play down a player for every penalty.

For example, RottKing and KBlair of the Super Chargers both fail to upload their demo for Week 4. During Week 5, their team must play 1v3 until three minutes elapse or their opponents score, and RottKing and KBlair must sit during this time.

12.2   Time Zone

All times, unless otherwise noted, are in EST/EDT. The official WDL forums are configured to report times in EST/EDT, so no adjustment is necessary unless players have changed their forum profiles.

12.3   Versions of Odamex Client and Server Programs

The official WDL servers run version 0.7.X of the Odamex server. The WDL recommends running the latest stable version of the Odamex client. Consequences resulting from the use of other client versions are the responsibility of the player, not the WDL.