Rankings Logistics for New LU Format

The proposed new format for LU results in having individual rankings as well as team rankings updated after each official match. Naturally, this could get a bit confusing which is why I have written a guide here to explain it better.

I will use random players with random ELO on the current teams to explain the logistics of determining elo changes after a match.

*Scenario 1 (both colors are players from the same teams):*

{SG ELO 1200}

llrr [1000] (SG) + ccb [1200] (SG)

vs

{BC ELO 1400}

miro [1400] (BC) + damns3xy [2000] (BC)

Result: SG 1-5 BC

Individual ELO changes:

Average of llrr + ccb = 1100. Average of miro + damns3xy = 1700.

1100 vs 1700 with the 1700s winning results in +-1 ELO

llrr new ELO = 999

ccb new ELO = 1199

miro new ELO = 1401

damns3xy new ELO = 2001

Team ELO changes:

1200 vs 1400 with the 1400s winning results in +-10 ELO

SG new ELO = 1190

BC new ELO = 1410

*Scenario 2 (both colors are players from different teams):*

{SG ELO 1200} + {Mini ELO 1200}

llrr [1000] (SG) + Constitution [1300] (Mini)

vs

{BC ELO 1400} + {TRON ELO 1300}

miro [1400] (BC) + Indy [1200] (TRON)

Result: lr, const 1-5 miro, Indy

Individual ELO changes:

Average of llrr + Const = 1150. Average of miro + Indy = 1300.

1150 vs 1300 with the 1300s winning results in +-15 ELO

llrr new ELO = 985

Const new ELO = 1285

miro new ELO = 1415

Indy new ELO = 1215

Team ELO changes: NONE

No team ELO changes because the match was not played between two teams.

Scenario 2 can be modified if one color is made up of players from the same team.

*Scenario 3 (only* ***one*** *color has players from different teams):*

{SG ELO 1200} + {Mini ELO 1200}

llrr [1000] (SG) + Constitution [1300] (Mini)

vs

{BC ELO 1400}

miro [1400] (BC) + damn3xy [2000] (BC)

Result: lr, const 1-5 miro, damns3xy

Individual ELO changes:

Average of llrr + Const = 1150. Average of miro + damns3xy = 1700.

1150 vs 1700 with the 1700s winning results in +-1 ELO

llrr new ELO = 999

Const new ELO = 1299

miro new ELO = 1401

damns3xy new ELO = 2001

Team ELO changes:

Average of llrr + Constitution = 1150. Average of BC + BC (which is just BC ELO) = 1400

1150 vs 1400 with 1400s winning results in +-12 ELO.

BC new ELO = 1412

In this scenario, because miro and damns3xy matched as a team, their team ELO is also updated. However, because the other color was made up of players from different teams, their team ELOs aren’t affected. Note that the calculation for the team with mixed players is based upon their individual ELO and not their team’s.

This same logic is applied for 3v3, 4v4 etc.

Scenario 3 rewards or deducts ELO for players who match in a team, because they’re representing their team, whilst the other team of mixed individuals are simply representing themselves.

In the case where a color is not fully formed by members from the same team, i.e. 3v3 but 2 from BC and 1 from SG on one color. Then no team ELO can be applied. Everyone would thus be treated as individuals.

As the calculations will only be done once the match finishes, it will account for 2in’s etc during the match. As mentioned before, it is the players’ responsibility to allow for 2in or not during an offi!