

THE CARCASSONNE CENTRAL DIVISIONAL LEAGUE

This divisional league system has been devised to provide all Carcassonne Central members with a tournament that they can enter and enjoy, no matter what their level of experience with the game happens to be.

It is different from all of our other competitions and tournaments that we have run in the past in that the emphasis is not on winning, but in experiencing all the different expansions and tactical strategies that are available to players of the game. In this tournament, winning a game is no more important than getting the most cloisters or the most points for roads. It gives everyone a chance of getting something from each match.

As well as making winning games less important than having fun, we have further handicapped the top players by forcing everyone to play with 2 expansions in each match. You choose your own expansion, and your opponent chooses their own. This usually results in a match where both players are relative 'rookies'.

If you are new to the game of Carcassonne and you are looking to learn how to play and what expansions to buy, this is the place where you will learn.

The league is split into divisions in order to attempt to ensure that players are competing with others of roughly the same ability as themselves. Hopefully, you will meet new friends and learn a lot more about the game than you can by reading the rules. If your league gets on so well that players do not want to get promoted into the league above, then that is not a problem and we will be able to accommodate such requests. *Unfortunately, we are not able to promise that players will not be relegated especially if you are in a league that others are fighting to join!*

To give an idea of the **imagined** current system, we have the premiership, containing all the players that seem to win every competition in Carcassonne Central between them. This is the *serious* league and will be contested very fiercely, I believe. Following this, we have the Championship, which contains the players who know all the rules, win quite a few games, but enjoy playing the game more as a 'social event' than as a must-win competition. I have a feeling that being in this division will be hotly contested. We then have the 'Learner leagues' from A to whatever letter of the alphabet we need to give everyone who wants to play a position. These leagues are geared towards those players who know the game but have not really tried out many or any of the expansions and are wanting to try them out against competent opposition.

The Rules

Seasons

Each season will run for 10 weeks, starting on 1st December, 1st March, 1st June and 1st September every year. These will be referred to as 2018 Winter league, 2019 Spring league, 2019 Summer league etc.

The League

The league will be made up of divisions, arranged according to the ability of players. The highest division will be 'The Premiership', the next division will be referred to as 'The Championship' and then will follow 'League A', 'League B' etc.

Depending upon how many players are involved, sizes of the divisions will be changeable, however, the following rules will apply.

- 1 No division will contain less than 5 players and no more than 7 players.
- 2 As many divisions containing 6 players will be created as possible.
- 3 The highest leagues will always take priority for containing 6 players exactly.

Example division sizes for 15 to 30 entrants can be seen in this table:-

Number of Players	Premiership Size	Championship Size	League A Size	League B Size	League C Size
15	5	5	5		
16	6	5	5		
17	6	6	5		
18	6	6	6		
19	6	6	7		
20	6	7	7		
21	6	5	5	5	
22	6	6	5	5	
23	6	6	6	5	
24	6	6	6	6	
25	6	6	6	7	
26	6	6	7	7	
27	6	6	5	5	5
28	6	6	6	5	5
29	6	6	6	6	5
30	6	6	6	6	6

League Matches

A league match is a game of Carcassonne played by two players in the same division using JCloisterZone. The number of matches to be played each season within a division depends on the size of the division with each player competing against every other player once during a season. In a 5 player division, therefore, there will be 10 matches to play, in a 6 player division there will be 15 matches, and in a 7 player division there will be 21 matches.

At the start of each season, all players will choose an expansion that they will play during every match for that season. This means that every match will be played with the base game and exactly two expansions. No two players in a division will be permitted to chose the same expansion. The start player will be selected at random by the JCloisterZone program.

There will be no 'fixture list' to work to. It will be the responsibility of the players to contact

opponents to arrange matches during the season. This will be done using the forum's private messaging system, one of the two forum chat rooms, by email contact or any other appropriate means. **Any fixtures not played by the season's closing date will result in both players involved being dropped from the league and all of their matches being discounted.** For this reason, if it is getting near the end of the season and a player is having problems fulfilling their fixtures for any reason, they should contact a forum administrator, who will assist to resolve the issue.

In order for any match to qualify for the league, a screen shot of the final result must be posted in the appropriate thread on the Carcassonne Central forum. The screen shot must include the breakdown of points gained by each player.

A match write-up by the winner is now a tradition, but is not a requirement. If you would like to write match reports, this will help make the game more interesting and, hopefully, even better supported in the future.

League Points

As a result of playing league matches, players gain league points according to the following table:-

Most game points for roads – 1 point
Most game points for cities – 1 point
Most game points for cloisters – 1 point
Most game points for farms – 1 point
Most game points overall (formerly referred to as 'a win') – 1 point
Tying any of the above with opponent – 0.5 points

This means that all matches have 5 points available to be distributed to the two players.

Divisions

Players in each division will be ranked according to the number of league points that they gain. In the event of a tie, the person with the higher difference in game points will rank higher.

In addition to the table ranking, the following awards will be contested in every division;-

The Brave Brigand – the player with the most league points for roads
The Knoble Knight – the player with the most league points for cities
The Crafty Cleric – the player with the most league points for cloisters
The Fruitful Farmer – the player with the most league points for farms
The Triumphant Tiler – the player with the most league points for winning games

Joining and Leaving the League

Anyone wishing to join the league will be permitted to do so by informing the person running the league *during the prior season* that this wish to take part. Requests for joining the league will **not** be accepted during the 2 week administration period immediately before the new season commences. All new starts will begin in the lowest current division of the league, irrespective of their past playing history.

At the end of a season, a player may retire from play by informing the person running the league.

Promotion and Relegation

In order to ensure that players continue to compete against other players of similar ability, there will be a promotion / relegation system in place to allow movement between divisions. This will work as follows:-

1. The top two players in any division of size 6 or 7, and the top player in any division of size 5 after all matches have been played, will be deemed *eligible for promotion*.
2. The bottom two players in any division of size 6 or 7, and the bottom player in any division of size 5 after all matches have been played, will be deemed *eligible for relegation*.
3. Unless requested to the contrary by a player who is eligible for promotion, the person running the league will devise the next season's league in such a manner that all those who are eligible for promotion are moved into a higher division, taking into account all players who have left, and all players that are eligible for relegation.
4. Players who are eligible for relegation will only be relegated to a lower division once all leavers and changes in division size have been taken into account.