

## DF SUPER LEAGUE RULESET

### COMPETITION STRUCTURE

1. The competition will be divided into two leagues of equal number of participants.
2. The placement of the participants in those two leagues will be decided randomly using the list randomizer at random.org.
3. The fixtures will also be generated randomly using the fixture list generator at fixturelist.com.
4. Likewise, the kits will be also assigned randomly using the number generator at random.org. To do so, a number between 1 and 60 will be picked, which you correspond to one of the leagues in the IFFHS 2014 ranking, which is the last one to present the complete ranking (<http://iffhs.de/the-worlds-strongest-national-league-2014/>). After that, a new number will be picked, this time ranging from 1 to X (X being the number of teams in the indicated league), to select the team within the league. Finally, a new number generation, between the numbers 1 and 2, will be conducted, deciding, finally, if the home or away kit is to be designed.
5. After the end of the leagues, playoffs will take place. The 1<sup>st</sup> place of each league will qualify directly to the league playoff final, whereas 2<sup>nd</sup> and 3<sup>rd</sup> places will qualify for a wildcard match. The champions of the leagues will face each other in the playoffs final. It'll work like this:



## DESIGN UPLOADING

6. To avoid absences and withdrawals, the competition won't follow a weekly schedule. Instead, the participants will be given a complete set of kits to design (which will correspond to their entire participation in the league) in an extended period. This way, players will be able to better manage their time, and major factor of absences and withdrawals (such as trips and health problems) will be minimized.

7. The projected deadline will be April 15, 2017. This, however, is subject to change, depending on the date the competition will start and, especially, on the number of participants and, consequently, of rounds in the league.

8. Participants will receive their set of kits (and possibly supplementary instructions) *via* message. So be sure to check your inbox regularly.

9. To spice things up (and to make it easier for me to organize things), participants must send their kits *via* message as well, by hosting the image in some image hosting website and sending me the link. This way, people will only be able to see others' kits during the voting phase. **DO NOT UPLOAD KITS DIRECTLY INTO THE COMPETITION PAGE.** You may, however, upload your kits into the football kits section of the website, if you really want to showcase your talent, but do it after you send it to me, or I'll take it as if you wanted some feedback from the community before sending the final version.

10. Participants may send their kits gradually, but must send all of them before the deadline.

## KIT DESIGNS

11. Kits must include shirt, shorts and socks. Including the back of the kit is optional, though. The image should preferably have a 5:4 ratio and be at least 1500px wide and 1200px tall (since this will be the size of the "frame" used for the voting).

12. Every kit must include a kit manufacturer (e.g.: Nike, Adidas, etc.), real or fictional (It's up to the participant).

13. Similarly, designers must include at least a chest sponsor on their kits, preferably the one currently sponsoring the team.

14. If the designer can't find a good image of the sponsor logo, (s)he may choose another one to include.

15. If the team has no current chest sponsor, the designer may include any one they like. **YOU MUST NOT LEAVE THE SHIRT SPONSORLESS.**

### VOTING SYSTEM, SCORING SYSTEM AND TIEBREAKERS

16. Voting will take place weekly. Voters must pick one of the two designs presented. Each vote count as a "goal".

17. The kit with the most votes wins the match. The winning team is awarded 3 points, whereas the losing team is awarded no points. In case of a tie, each team receives 1 point.

18. During the league phase, tiebreaker will work in this order: number of points; goal (vote) difference; total number of goals (votes); head-to-head score.

19. During the playoffs (except for the grand final), the team with the best placement in the league phase will have the advantage in case of a tie.

20. In the grand final, if there happens to be a tie, the deadline will be prorogated for another 48h. If the tie persists, there'll be an "extra-time": finalists will pick their best kits (in their opinion) and a new voting will take place.