

VRASEL

Season Rules and Scoring

League structure

League: one unified semester championship using standardized Varsity 4 co-op submissions.

Local: competition inside each school using all tracked games in the session.

Varsity 4

The Varsity 4 for a session is the top 4 available players by season points at that school. First-time schools may pick their Varsity 4 for their first session. If a Varsity player is absent, the next eligible player fills the slot.

Varsity 4 is used for League submissions and League scholarship payouts. It does not limit who can play during Local time blocks.

Official vs PB attempts

Official submission: a Varsity 4 co-op bundle (2 co-op games) that counts toward the semester League standings.

PB attempt: any additional tracked attempt for player or team records. PB attempts do not affect League standings unless explicitly marked official.

Season session format

Each session includes 3 games: two co-op titles and one PvP title. League standings use the two co-op games from official submissions. Local scoring uses all three games.

League scoring

Points are awarded by comparing school Varsity 4 team scores against other schools.

Schools are ranked by Varsity Team Score for each game. Placement points use an N-school ladder (1st=N, 2nd=N-1, last=1). Semester standings are the sum of placement points across all official submissions.

Tie-breakers

League:

- 1) higher team score in the other co-op game that day,
- 2) higher key stat for the tied game (if available),
- 3) coin flip.

Local scoring

Step	Rule
Per game	Rank players, convert ranks to Game Rank Points (N players: 1st=N down to last=1).
Session total	Session Total = sum of 3 game rank points (2 co-op + 1 PvP).
Ties	Break Session Total ties by better PvP finish, then better 2nd co-op finish, then coin flip.
Placement points	Award Placement Points down to 12th (1st=12, 2nd=11, ..., 12th=1). If fewer than 12, award down to last place using the ladder.
Bonus	Staff Pick +1 and Coach Pick +1 per session.
Team score (A vs B)	Team Session Score = sum of each player's placement points. Tie-breakers: more top-3 finishers, then more top-6, then coin flip.

Scholarship payouts

Each school has a tiered semester scholarship pool based on roster package. Pools are split into Local and League portions.

Local: pays the school's season-best team and top individual performers (count scales with roster size).

League: pot pays schools by semester standings. Inside each school, League winnings are paid to the Varsity 4 from the best counted official submission.

Roster size	Top N paid (individual)	Individual split
4	Top 2	65% / 35%
6	Top 2	65% / 35%
8	Top 3	50% / 30% / 20%
10	Top 3	50% / 30% / 20%
12	Top 4	40% / 25% / 20% / 15%

Local team award is paid at the end of the school's season to the season-best team (not single-session).

Game ranking rules

PvP (team-based rounds): rank players using game results in this order: 1) wins, 2) score, 3) K/D (if deaths=0 treat as kills ÷ 1). Use rotations so playtime stays fair when not everyone can play every round.

Co-op (score-based): if the game provides a team total, use it for team comparisons. If it provides per-player scores, use the sum of player scores for team comparisons.

Key stat tie-breakers: when a game provides reliable sub-stats, use the most objective end-of-round stat as the first tie-breaker (for example: an objective completed stat or a primary scoring category). If stats are not reliable or not visible, use coin flip.