

Tockey point system

In light that some are more skilled than others, we must balance these differences at the table.

The following point system allows for a balance between the points a team is awarded for beating an easier or harder opponent. The number of points awarded to a team should be equal to the effort the team put into the game. We assume the higher levels will beat the lower rather easily and therefore should be awarded a smaller number of points. Equally so, when a lower team beats a higher one, we assume they put in a great deal of effort and are rightfully awarded a higher number of points.

Status Levels:

<i>Rank 1:</i>	0-100 points	increment of 100
<i>Rank 2:</i>	101-200 points	increment of 100
<i>Rank 3:</i>	201-400 points	increment of 200
<i>Rank 4:</i>	401-600 points	increment of 200
<i>Rank 5:</i>	601-900 points	increment of 300
<i>Rank 6:</i>	901-1200 points	increment of 300
<i>Rank 7:</i>	1201-1600 points	increment of 400
<i>Rank 8:</i>	1601-2000 points	increment of 400
<i>Rank 8: Professional:</i>	2001+ points	
<i>Rank 8: Hall of Fame:</i>	5000+ points	

Points:

Playing: 1 point for playing

Winning: 5 point for winning plus bonus points

Special Teams Points Awarding:

Shutouts: 1 bonus point awarded to both teammates

Deuces: 2 bonus points awarded to the person who shot it.

Quinns: 1 bonus point for each one scored, awarded to the person who shot it.

Grills: 1 bonus point for each one scored, awarded to the person who shot it.

Penalty Shots: 1 bonus point for each one scored, awarded to the person who shot it.

Bonus Status Points:

The additional points given determined by the difference in level play.

Let x_{low} = Lower level value

Let x_{high} = Higher level value

Lower level wins: bonus points = x_{high}

Higher level wins: bonus points = x_{low}

***Total Status Points Gained:* Playing + Winning + Special Teams Bonus + Status Bonus**

Example:

1. Equally matched: Level 1 vs. Level 1

$$X_{\text{low}} = X_{\text{high}} = 1$$

Total points to winner: 1 point for playing
5 point for winning
? Special Teams Bonus Points
+1 bonus point
7 points total

Total points to loser: 1 point for playing

OR

Equally matched: Level 8 vs. Level 8

$$X_{\text{low}} = X_{\text{high}} = 8$$

Total points to winner: 1 point for playing
5 point for winning
? Special Teams Bonus Points
+8 bonus point
14 points total

Total points to loser: 1 point for playing

2. Unequally matched: for example, Level 1 vs. Level 8

$$X_{\text{low}} = 1$$

$$X_{\text{high}} = 8$$

a) Lower level wins/ Higher level loses:

Lower level:

Total points: 1 point for playing
5 point for winning
+8 bonus point
14 points total

Higher level:

Total points: 1 point for playing

b) Higher level wins/Lower Level loses:

Higher level:

Total points: 1 point for playing
5 point for winning

$$\frac{+1 \text{ bonus point}}{7 \text{ points total}} .$$

Lower level:

Total points: 1 point for playing

3. Teams of mixed levels:

Team 1: level 1 with level 8

Team 2: level 3 with level 5

Bonus points:

The winning team earns bonus points equal to the average of the opponent's team's sum of levels

$$\text{team 1 average} = 1 + 8 = 9/2 = 4.5 = 5.0$$

$$\text{team 2 average} = 3 + 5 = 8/2 = 4$$

Decimal averages: if the average comes out as a fraction, 4.5, it gets rounded up by 1, to 5.0

This compensates for the skill of the level 8 player

Example:

a) Team 1 wins: 4 bonus points + 5 points for winning + 1 playing = 10 points
Team 2 loses: 1 points for playing

b) Team 2 wins: 5 bonus points + 5 points for winning + 1 playing = 11 points
Team 1 loses: 1 point for playing

Note: plus any Special Teams bonus points