

How the Ranking System Works (One-Page Explainer)

The Devon County League is played across **five divisions**, with promotion and relegation between them. The scoring system is designed to be fair even when divisions have different numbers of players, and to reward both performance and progress through the divisions.



Divisions and Points

Each division has its own **event score range**:

DIVISION	EVENT SCORE RANGE
1	410 – 500
2	310 – 400
3	210 – 300
4	110 – 200
5	10 – 100

This means:

- Players in higher divisions **always score more points** than players in lower divisions at the same event
- The **only way to unlock higher scores** is by being promoted

First event note: The first event used only three divisions, so the score ranges for **Divisions 1, 3, and 5** were used to keep scoring consistent with later events.

How Event Scores Are Calculated

Your event score depends on **how high you finish within your division**, taking into account the size of the division.

- The winner receives the **maximum score** for the division
- The last-place finisher receives the **minimum score**
- Everyone else receives a score **evenly spaced in between**, based on how close they finished to the top relative to the size of the division

This means finishing near the top of a **smaller division** scores more than the same finishing position in a **larger division**.

Everyone earns points, but finishing higher always matters.

Attendance Bonus

- Players receive a **+5 point bonus** for each event played

- This bonus is added after event scores are calculated
- Bonus points count toward season totals

Promotion and Relegation

After each event:

- The **top two players** in each division are promoted
- The **bottom two players** are relegated

Promotion immediately increases the number of points you can score at future events.

Season Standings

League standings are calculated in two steps:

1. Players are ranked by their **current division**, with higher divisions always above lower divisions
2. Within each division, players are ranked by the total of their **best three event scores**, plus any Division 1 bonus points

This allows players to miss events without ruining their season, while still rewarding consistency and progress.

Tie-Breakers

If players are tied on season points within a division, ties are decided by:

1. Best single event score (event points only, no bonuses)
2. Average finishing position relative to division size
3. Number of promotions during the season