



# G7 RANKING EXPLAINED

COUNTERSTRIKE 1.6

# INTRODUCTION



**GOAL:** To create a standardized open ranking formula for the use by the community

**Potential :** With this new ranking, organisations will be able to:

- ⦿ Know exactly where to place in a tournament to retain their current positions
- ⦿ The ability to predict possible outcomes of a tournament
- ⦿ Create more accurate seeds
- ⦿ Know which events are the most competitive and therefore more valuable

An example on how the ranking works is to be explained now:

# RANKING MODEL



## Ranking

### Point Allocation

# 1	Fnatic	100 pts
# 2	SK	80 pts
# 3	mibr	60 pts
# 4	PGS	40 pts
# 5	mTw	30 pts
# 6	roccat	25 pts
# 7	MYM	20 pts
# 8	NoA	15 pts
# 9	emL	10 pts
#10	NiP	5 pts

## Pot

(teams of example event)



(example event)

## Calculation

$$100+80+60+30+25+20+10 =$$

**325**  
**EVENT VALUE**

## Award System

**1st 45% 146,25 pts**  
**2nd 30% 97,50 pts**  
**3rd 15% 48,75 pts**  
**4th 10% 32,50 pts**

**if Event Value > 199**  
**5th to 8th - 5pts**

## Explanation:

- Firstly each ranked team in the top 10 is allocated points based on their position in the ranking.
- Each team from the top 10 which attends an event, adds their allocated points to the "POT" for the event.
- The combined total of this "POT" creates the EVENT VALUE given to an event,.
- The EVENT VALUE also gives us a clear view as to how many points can be won in total.
- These points are allocated after the event based on an AWARDS SYSTEM, as shown in the diagram.

*Note: if total Event Value exceeds 199 points, then 5<sup>th</sup> to 8<sup>th</sup> finishers will receive 5points each.*

# RANKING MODEL



- **How do points decrease?**

- A standard depreciation of 8 PERCENT per month is applied since the beginning of the rankings in 2003. This percentage was chosen as it rewards the consistency of a team by leaving a residual amount of their points after a 12 month period.

**For example:** NiP has 100 points on Month 0,  
by Month 12 NiP has 36.8 Points  
(if it has not gained any further points in one year)

- **How do events get included in the ranking?**

- The event must be a LAN event, with a top 10 ranked team attending
- The event must be open or have a qualifying process that allows teams to attend, or is considered eligible due to competitiveness.  
*Note: Qualifiers for events will not be included.*

- **Mandatory Events:** Events that pays the expenses of ranked teams to attend requires that those teams really attend. If they don't, they lose 25% of their points at the moment of the event. No major force or any excuse for the absence of the team will be accepted. Those events must be named **Mandatory** by G7.

# Ranking Model



- **Current Rankings 2008**

Ranking 2008	Team	Points
1	fnatic	390.08
2	mTw	298.16
3	SK Gaming	216.31
4	mibr	216.02
5	roccat	164.51
6	Mousesports	162.41
7	MYM	143.38
8	emuLate	97.02
9	aTTaX	83.83
10	e-STRO	72.17

# Ranking Model



- Rankings for 2007

Ranking 2007	Team	Points
1	fnatic	369.65
2	mibr	282.39
3	PGS	211.76
4	NoA	189.34
5	SK Gaming	167.79
6	emuLate	165.67
7	NiP	137.24
8	roccat	97.89
9	wNv	87.43
10	aTTaX	83.05

# Ranking Model



- Rankings for 2006

Ranking 2006	Team	Points
1	NiP	295.42
2	fnatic	290.19
3	aTTaX	189.86
4	wNv	165.57
5	Team 3D	132.78
6	PGS	130.65
7	mibr	117.16
8	coL	116.52
9	69°N-28°E	99.37
10	MYM	77.03

# Ranking Model



- Rankings for 2005

Ranking 2005	Team	Points
1	SK Gaming	142.65
2	coL	48.42
3	lunatic	48.30
4	NoA	39.43
5	EYE	34.82
6	Team EG	25.47
7	SK.denmark	25.47
8	mousesports	25.01
9	Team 9	24.42
10	GamerCo	21.13

# Ranking Model



- Rankings for 2004

Ranking 2004	Team	Points
1	SK Gaming	94.61
2	EYE	80.16
3	NoA	72.16
4	Titans	38.20
5	Team 9	30.23
6	Spixel	25.47
7	GamerCo	19.32
8	Team 3D	17.11
9	Rival	13.84
10	TSG	12.73

# Ranking Model



- Rankings for 2003

Ranking 2003	Team	Points
1	SK Gaming	182.04
2	Team 9	82.23
3	Team 3D	46.55
4	NoA	38.64
5	Mousesports	26.24
6	Zex	25.47
7	Gamepoint	8.89
8	Esu	4.96

# Ranking Model



## 2008 – Full Enforcement of Rules (Mandatory Events)

selected events (until July)

<b>1 – Extreme Masters</b>	<b>March 8</b>
<b>2 – DreamHack Artic</b>	<b>March 28</b>
<b>3 – Kode5</b>	<b>May 11</b>
<b>4 – DreamHack Summer</b>	<b>June 18</b>
<b>5 – ESWC Masters</b>	<b>July 6</b>
<b>6 – GameGune</b>	<b>July 27</b>