

eSports.ch Power Ranking Ruleset 2021

The purpose of this power ranking is to show the best eSport Teams of Switzerland in our defined most popular games. During one year the power ranking will be adjusted after every relevant event. The rating will be reset at the end of December. The Power Ranking and terms such as “most popular game” or “relevant event” are based on the Swiss eSports Map by the Swiss eSports Federation. The Power Ranking Ruleset will be updated yearly according to the new findings of the yearly report.

1 How are “most popular games” and “relevant events” defined?

This Ruleset is based on the [Swiss eSports Map Report 2021](#). The report tries to define the most popular games and relevant events of the swiss eSport scene. We will use the report as guidance for our Power Ranking. We will exclude certain titles since it is hard to define relevant switzerland-only events in those titles or because a Swiss Power Ranking already exists.

Relevant Power Ranking Games:

- **League of Legends**
- **Rocket League**
- **CS:GO**
- **Hearthstone**
- **Rainbow Six Siege**

Relevant Events, sorted by Event Tiers (Subject to change):

Prime Competitions:

- **Swiss eSports League**
- **TCS eSport League**
- **SwitzerLAN**
- **PolyLAN**
- **Hero League**

Standard Competitions:

- **Eevent**
- **NetGame**
- **Lock and Load**

If there is a tournament for one of the defined games at a “relevant event” it will be used for the Power Ranking.

2 How do we earn points?

Points will be awarded depending on the Tier of the Event and the amount of participating Teams.

The maximum number of points that can be earned is the same as the amount of participating teams (cannot exceed ten for Prime Competitions, cannot exceed five for Standard Competitions). Example: If only six teams participate at the Rocket League Tournament at SwitzerLAN, the winner will only get six points.

Prime Competition:

Points for the Top 10

1st 10 Points

2nd 9 Points

3rd 8 Points

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Standard Competition:

Points for the Top 5

1st 5 Points

2nd 4 Points

3rd 3 Points

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3 Yearly Resets & Updates

The power ranking will display when it was last updated. This season we will feature data starting with the Playoffs of the SEL Fall Season, the cut off will be end of december 2022. The points will be set to zero after that.

We want to use this Ruleset as a base for all actions surrounding our Power Ranking. If you have inputs for the ruleset or the eSports.ch Power Ranking as a whole, please contact us on [Discord](#) and use our dedicated Power Ranking Feedback Channel.