

Automated Leagues

What are automated leagues?

Automated leagues are leagues where there is no organizer to start the games, or forfeit players. All these functions are done automatically.

Starting an automated league

When you go to start a league, you are given two choices, **Standard** or **Automated**. Choose **Automated** to run an automated league.

The options available during the set up of an automated league are simplified as much as possible. This makes automated leagues easy to set up.

If you are looking for more control over the setup of the league than offered by automated leagues, then running a standard league is the better option.

Once you have filled in the league title and selected other options you may want for your league, you are done. There is nothing more for you to do.

How do automated leagues work?

All aspects of an automated league are done automatically, these automated tasks occur after midnight each day. This is subject to change, as these leagues become more popular, it may be necessary to run some tasks more often to cater for the demand.

These tasks include starting games and forfeiting players.

Games are started based on a formula which is in part based on the minimum games at a time you select during the creation of the league.

Each day games are created if the league has less games running than the formula expects. If you are running an “all at once” type league, not all games will be started on day 1, each day more games will be created until there is enough games.

Generally the number of games created is slightly under the minimum number of games. This allows for slower players to not be over whelmed with games. It is however possible that slower players may end up with more than the minimum number of games, for the best results, play regularly.

Forfeits are also scheduled daily. Forfeits will occur 5 days after last play. This gives the player about to be forfeited time to unlock the game if possible.

Unlocking games

In automated leagues, games are not unlocked by the organizer, they are unlocked by the player.

If you have been locked out of a game, you can unlock them by going to **Tournament & Leagues** section in your **manager**, and clicking on **Unlock League games**.

This will list all games available to be unlocked.

There are limitations on unlocking league games. You can use the unlock feature a **maximum of 6 times** during any one league. Once you have reached 6 unlocks, you will no longer be able to unlock the games in that league.

Each league you join has its own set of 6 unlocks. Unlocking a game in one league doesn't affect your ability to unlock games in another league.

Organizing Automated Leagues

While there is no organizer features in an automated league, you will see the leagues listed in your list of leagues on the **Tournaments & Leagues** page (2 column layout only).

You cannot click on them to get to the organizer like you would in a standard league.

Special requirements

In order to create leagues, one of the 4 active site themes must be used. If you are using the old purple look, you can update to the new **Classic** theme to be compatible.

If you use the old green theme, you can update to the new **Eco** theme to be compatible.

Or you can choose another one of your liking. As long as you have not selected a retired theme, leagues will work.

you can update your theme here: <https://bugcafe.net/manager/preferences/?page=sitetheme>