

January 2026

League Points formula

Points = POWER(Players / Rank, 0.585) * (1 + 0.05 * LN(1 + (TotalBuyins / 22)))

OR...for mathematicians...

$$Points = \left(\frac{n}{rank} \right)^{0.585} \times \left(1 + 0.05 \times \ln \left(1 + \frac{n + tnr}{22} \right) \right)$$

This formula will be applied to each player in each game, starting with Season 13.

The formula has two main parts.

Part 1: Player Score

POWER(Players / Rank, 0.585)

This part of the formula measures how many players were in the game and where each finished, and it is the primary driver of Points. Finishing higher earns more points, finishing lower earns fewer points, and doing well in larger fields is rewarded more than doing well in smaller ones. The 0.585 exponent controls how steeply points drop as finishing position moves down the standings: wins are clearly rewarded, but strong non-winning finishes still carry meaningful value.

Part 2: Rebuy Friction Adjustment

* (1 + 0.05 * LN(1 + (TotalBuyins / 22)))

This part of the formula makes a small adjustment to the player score based on how rebuy-heavy the game was overall. Rebuys (as embedded in Total Buyins) make games harder to finish higher in (that is, they add friction) because players get extra chances to stay in the game. This adjustment applies equally to everyone in the same game and is intentionally small, so it reflects added difficulty without overpowering finish position.