

TradeXSports — Full FAQ

Understanding What TradeXSports Is

Is this gambling?

No. TradeXSports does not use real money, wagers, odds, or betting mechanics. All activity is based on virtual credits, deterministic scoring, and skill-based outcomes. Nothing you do on the platform involves risking or winning money.

Is there real money involved?

No. Credits are virtual, prizes are non-monetary, and no part of the platform uses cash deposits, withdrawals, or wagering.

Why does TradeXSports use virtual credits?

Credits create a level playing field. Every user starts each season with the same amount, and credits do not generate PP, increase scoring, or provide any competitive advantage.

Can I win real money or prizes?

You cannot win cash payouts, but you can earn non-cash rewards such as Visa gift cards or sports-related items like team merchandise or tickets. All rewards are free to enter, never require real-money deposits, and are based entirely on skill-based competition results.

How is this different from betting or fantasy sports?

Betting relies on odds and money. Fantasy sports rely on player stats and randomness. TradeXSports uses deterministic scoring, expectation-based team performance, and skill-based evaluation. No randomness, no odds, no money.

Is this a stock market?

No. Prices do not come from supply, demand, or other users. Prices are generated algorithmically from team performance versus expectation.

Do other users affect prices?

No. Prices are fully deterministic and based only on TPI updates from completed games.

Can people game the system?

The platform includes safeguards against overtrading, trade-spam, cooldown abuse, risk manipulation, and timing exploits. User actions cannot influence TPI or prices.

Credits, Shares, and Pricing

What are credits?

Credits are virtual points used to buy team shares. Every user receives 10,000 credits per league per season.

Do credits give me an advantage?

No. Credits do not affect PP, Skill Score, or competition outcomes. They only determine how many shares you can hold at once.

Do unused credits roll over?

No. Credits reset to 10,000 at the start of each new season.

What are shares?

Shares represent season-long exposure to a team. They are whole-number only and do not scale PP.

Why do all teams start at 100 credits?

This creates a neutral, unbiased baseline at the start of every season.

How do share prices change?

Prices change only when TPI changes. Each completed game triggers a TPI update, which triggers a price update.

Do prices update during games?

No. Prices update only after a game ends.

Can I buy or sell during a game?

Buy and sell orders lock at game start and remain locked until settlement time.

Do share quantities affect PP or Skill Score?

No. PP is independent of share count. Skill Score is computed from PP only.

Performance Points (PP)

What are Performance Points (PP)?

PP measure daily decision quality based on price movement between settlements.

How is PP calculated?

PP uses a log-return formula based on the previous settlement price and the current settlement price, with caps and floors applied.

Why do I only get one PP event per team per day?

PP is designed to measure decision quality, not trade frequency. Multiple trades in a day do not increase PP.

Do I get PP if I sell before settlement?

No. You must hold the position at settlement to earn PP.

Why didn't I get PP today?

Possible reasons:

- You sold before settlement
- You were in cooldown
- You opened the position too close to settlement
- The team's price did not move
- You had no open position at settlement

Does buying more shares increase PP?

No. PP is independent of share quantity.

Why did I earn less PP than expected when I held both teams in a game?

If you hold at least 1 share of both teams playing in the same game, any positive PP you earn from that game is automatically reduced to 50%. Negative PP stays the same.

What happens if I re-buy a team after selling?

A cooldown applies. You may hold the position, but PP = 0 during cooldown.

What is the cooldown rule?

After fully exiting a position, you must wait a set period (60 minutes) before re-buying that team for PP eligibility.

Skill Score

What is Skill Score?

Skill Score is a 0–100 rating that measures repeatable decision quality over time.

What affects my Skill Score?

Four components:

- PP Quality
- Accuracy
- Risk Discipline
- Consistency

How do I improve my Skill Score?

Hold strong teams through positive price movement, avoid large downside days, maintain consistency, and avoid overtrading.

Why did my Skill Score drop?

Possible reasons:

- A large negative PP day
- Low accuracy streak
- Inconsistent performance
- Shrinkage effects in small samples

What's the difference between Rolling Skill Score and Season Skill Score?

Rolling uses the last 30 days. Season uses the entire season. Both use the same formula.

Tiers & Competitions

What are tiers?

Tiers group users by skill:

- Rookie
- Amateur
- Pro
- Expert

How do I move up or down tiers?

Your Rolling Skill Score determines tier placement. Crossing thresholds triggers promotion or demotion.

Why was I promoted or demoted?

Your Rolling Skill Score entered a new tier range and you met minimum data requirements.

What competitions can I enter?

All users are automatically entered into weekly and monthly PP competitions, and the season tournament is based on your Season Skill Score. There are no entry fees and nothing you need to sign up for — you're included by default.

How are winners determined?

Weekly and monthly winners are determined by total PP earned during the competition window. Season-long winners are determined by Season Skill Score, which reflects long-term decision quality across the entire season.

Why is there a prize cooldown?

To prevent the same user from dominating weekly competitions.

Why is there a monthly prize cap?

To ensure fairness and distribute recognition across more users.

Team Performance Index (TPI)

What is TPI?

TPI is the platform's expectation engine. It measures how a team performs relative to expectation, not just win/loss.

Why do all teams start at TPI 50?

This creates a neutral baseline for every season.

How does TPI change?

TPI updates after each completed game based on:

- Result
- Margin vs expectation
- Opponent strength
- Location

Does TPI update during games?

No. Only after the game ends.

Do users influence TPI?

No. TPI is fully deterministic and independent of user behavior.

Why did a team win but still lose TPI?

They underperformed expectation.

Why did a team lose but gain TPI?

They outperformed expectation.

Anti-Gaming & Fairness

What prevents people from gaming the system?

Safeguards include:

- Buys lock at game start
- 0 PP for early exits
- Cooldowns after full exits
- Overtrading penalties
- Trade-spam dampening
- Risk normalization
- Time decay

- Deterministic pricing
- No user influence on TPI

What is overtrading?

Excessive same-team trading in a short period. It reduces PP.

What is trade-spam?

Rapid micro-trades. These are merged and dampened.

What is risk normalization?

Oversized positions reduce PP to prevent risk-based exploitation.

Why do I get 0 PP for early exits?

PP is based on daily settlement only.

Why do buys lock at game start?

To prevent outcome-based exploitation.

Why can't I buy after a game ends?

Buying is locked after a game ends because the result is already known. Trading reopens the next day after settlement, once all prices have updated.

Why did my PP get reduced when I held both teams in a game?

Holding both teams in the same game reduces positive PP by 50% to prevent hedging exploits.

Seasonal Rules

What resets at the end of the season?

- Credits
- Share prices
- Shares
- TPI
- PP history
- Skill Score history

Do I keep my shares?

No. All shares are cleared.

Do I keep my credits?

No. Credits reset to 10,000.

Does my Skill Score reset?

Season Skill Score resets. Rolling Skill Score continues into the new season once PP events accumulate.

Does TPI reset?

Yes. All teams reset to TPI 50.

Supported Sports & Access

What sports are supported?

MLB, NFL, NBA, and NHL.

When is the beta coming?

The beta launches at the start of the MLB season.

What does “beta” mean?

A live version of the platform with limited features, active testing, and ongoing improvements.

Do I need to watch every game to be good at this?

No. TPI and prices update automatically. Skill comes from understanding team performance trends, not watching every game.

Can I play multiple leagues at once?

Yes. Each league has its own credits, TPI, prices, and competitions.

Technical & Account

Is my data secure?

All data is stored in Azure with private networking, encryption, and strict access controls.

What happens if I delete my account?

Your data is removed according to platform retention rules.

Is this available outside the U.S.?

Availability may vary by region.

Can people outside the United States join TradeXSports?

Yes. TradeXSports is a global platform and anyone in the world can create an account, earn PP, and appear on leaderboards.

If I'm outside the United States, can I win prizes?

Yes. International users can win non-cash, store-specific digital gift cards (such as Amazon regional, Google Play, Steam, PlayStation, etc.). U.S.-only prizes like Visa gift cards remain limited to U.S.-based users.

Why can I appear on the leaderboard if I'm not eligible for certain prizes?

Leaderboards are global so everyone can compete and enjoy the platform. Prize eligibility depends on the type of prize and the region it's offered in.

Am I banned or restricted if I'm outside the U.S.?

Not at all. You can use the platform normally. Some prizes are region-specific, but participation is fully global.

Do I have to pay taxes on prizes I win from TradeXSports?

Users are responsible for any taxes owed on prizes they receive. TradeXSports does not provide tax advice. If required by law, TradeXSports may request tax information from U.S. users who exceed applicable IRS reporting thresholds.

How long do I have to claim my reward if I win?

Winners must respond within 30 days of receiving their winner notification email. If no response is received within 30 days, the reward is considered forfeited and may be reassigned or voided. This ensures timely fulfillment and keeps the leaderboard and rewards process running smoothly.

Can TradeXSports ban users?

Yes. TradeXSports may suspend or ban users who violate our rules, including creating multiple accounts, attempting to manipulate the platform, abusing referrals, or using abusive or profane language toward other users or our support team. Our goal is to keep the platform fair, competitive, and respectful for everyone.

