

Frequently Asked Questions

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The complete customer-facing reference for TradeXSports rules, scoring, competitions, and account topics. This document is the superset of the website FAQ — it contains every website question plus deeper detail. In case of any conflict between this document and the website, this document governs.

Understanding What TradeXSports Is

What is TradeXSports?

TradeXSports is a skill-based platform where users trade virtual positions in sports teams using virtual credits. We trade teams, not players.

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.

Can I win real money or prizes?

You cannot win cash payouts, but you can earn non-cash rewards such as 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.

Can I withdraw my credits or prizes as cash?

No. Virtual credits have no cash value and cannot be withdrawn, transferred, or converted to money. Prizes are fulfilled as gift cards or merchandise — never as cash payouts.

Do shares mean I own part of a real team?

No. Shares are virtual positions inside TradeXSports only. They do not represent real-world ownership, equity, securities, or a financial investment.

Can I cash out credits?

No. Virtual credits have no cash value and cannot be cashed out.

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.

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. User buying and selling never moves prices.

Can people game the system?

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

Is there a minimum age to use TradeXSports?

You must be at least 13 years old to use TradeXSports. Prize competitions — including weekly leaderboards and special challenges — require you to be 18 or older.

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.

How many credits do I get?

You receive 10,000 virtual credits for each live league season. Each league has its own balance and portfolio — credits cannot be transferred between leagues.

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. There is no rollover.

What are shares?

Shares represent season-long exposure to a team. They are whole-number only (minimum 1 share per trade) and do not scale PP — 1 share and 100 shares of the same team in the same game earn identical PP.

What does a share cost at the start of a season?

Every team starts at exactly 100 credits per share — no exceptions. Prices can rise without a fixed ceiling and cannot fall below 1 credit.

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. Teams that don't play don't move.

Do prices update during games?

No. Prices update only after a game ends and settlement completes.

Can I buy or sell during a game?

Buys and sells for the participating teams lock at game start and remain locked until settlement completes.

Why can't I buy after a game ends?

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

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 measures how a team performed relative to pre-game expectation for your eligible position. Base PP ranges from –100 to +100 per team per game and is not based on how many shares you own. A team can win its game and still earn negative PP (underperformed expectation), or lose and earn positive PP (outperformed expectation).

How is PP calculated?

After each game, the platform compares the actual score margin against the expected margin (derived from pre-game TPI). The difference — how much the team beat or missed expectation by — is converted to a PP value from –100 to +100 through a fixed interpolation scale. Small misses inside a sport-specific neutral zone score 0.

When do I become PP-eligible?

You must hold at least 1 eligible share before the game locks. There is no minimum holding period. The game-start snapshot determines eligibility — positions opened after lock are impossible because buys lock at game start.

Can I trade a team during its game?

No. Buys and sells for participating teams are locked from game start until settlement.

Do I get PP if I sell before the game locks?

If you fully exit before game start, you hold no position at the lock snapshot and earn no PP for that game. Note: attempting to exit after lock cannot dodge negative PP already attached to the locked position.

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

PP is designed to measure decision quality, not trade frequency. One game produces one PP event per team per user, regardless of how many trades you made. Doubleheaders can produce two same-team events in one day since each game settles independently.

Does buying more shares increase PP?

No. PP is independent of share quantity. 1, 10, or 100 shares of the same team in the same game earn identical PP.

Why didn't I get PP for a game?

- You held no shares at the game-lock snapshot
- You were inside the 60-minute re-entry cooldown
- The team's performance fell inside the neutral zone (scored 0)
- You had no open position in that team

What happens if I hold both teams in a game?

Positive PP is reduced 50%. Negative PP remains fully applied. (Example: +80/−80 becomes +40/−80.)

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

Holding both teams in the same game reduces positive PP by 50% to prevent hedging exploits. Negative PP is never reduced.

Can PP have decimals?

Yes. Base PP is a whole number, but a 50% adjustment can create a decimal, such as +51 becoming +25.5. TradeXSports keeps the exact value — it is stored, displayed, and used in leaderboard totals and Skill Score without rounding.

What is the 60-minute cooldown?

If you fully exit a team to zero shares, you may buy back during the next 60 minutes, but the re-entered position cannot earn PP until the cooldown expires. Partial sells do not trigger the cooldown.

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

A partial sell has no effect. A full exit starts a 60-minute cooldown — you may hold the re-bought position, but it earns 0 PP until the cooldown expires. Cooldown trades still count toward overtrading thresholds.

What is overtrading?

The 4th trade of the same team during the TradeXSports trading day triggers overtrading status. From that point forward that day, positive PP for that team is reduced 50%; negative PP is not reduced. The penalty is forward-looking only — already-settled PP is never retroactively changed.

What is the TradeXSports trading day?

4:00 AM ET through 3:59:59 AM ET the following day.

Do hedging and overtrading penalties stack?

No. If both apply to the same event, the 50% reduction is applied only once. The maximum positive-PP reduction for any event is 50%.

What is trade-spam dampening?

Rapid micro-trades in the same team trigger a 60-second per-team trading lock. This affects trading access only — it does not change the PP formula.

Skill Score

What is Skill Score?

Skill Score is one platform-wide 0–100 measure of repeatable decision quality, computed from your finalized PP events across all supported sports during the calendar year. It rewards consistency over lucky spikes.

What affects my Skill Score?

- PP Quality (40%) — your average PP per event
- Accuracy (25%) — your rate of positive-PP events
- Risk Discipline (20%) — penalizes large negative PP events
- Consistency (15%) — share of active days with non-negative net PP

When is Skill Score official?

After at least 10 qualifying PP events across at least 5 active days. Until then, you are Rookie/Provisional — not ranked.

How do I improve my Skill Score?

Hold strong teams through positive expectation-beating performance, avoid large downside events, stay consistent day to day, and avoid overtrading.

Why did my Skill Score drop?

- A large negative PP event
- A low-accuracy streak
- Inconsistent day-to-day performance
- Small-sample effects early in the season

Does Skill Score reset?

Yes. The current-year Skill Score and tier reset January 1. Earned percentile badges (Top 1%/5%/10%/25%) remain as permanent year-labeled achievements.

What are the Skill Score tiers?

Rookie/Provisional (insufficient data) · Amateur 0–59 · Pro 60–79 · Expert 80–100. Your tier follows your current official Season Skill Score and updates with the daily 4:00 AM ET batch.

When does Skill Score update?

The official Skill Score, tier updates, and weekly competition tallies all run in the daily 4:00 AM ET batch. PP itself finalizes immediately per game.

Tiers & Competitions

What competitions can I enter?

All users are automatically entered into weekly PP competitions — there are no entry fees and nothing to sign up for. Each sport has its own PP leaderboard and its own competition schedule and prizes.

Do weekly PP competitions combine sports?

No. Each sport has its own PP leaderboard and its own configurable competition schedule and prizes.

How are winners determined?

Weekly winners are determined by total PP earned during the competition window. Season-long recognition (such as the Annual All-Star Team) is determined by final Season Skill Score.

How do prize claims work?

If you finish in a prize-winning position, request your gift card from your dashboard under Leaderboard Rewards. TradeXSports reviews the request.

Approved gift cards are currently fulfilled manually and delivered to your registered email. All prizes must be claimed within 30 days of the competition closing — unclaimed prizes expire.

What kinds of prizes are offered?

Non-cash rewards such as gift cards (fulfilled via our gift card partner) and sports-related items like team merchandise or tickets. Prize pools vary by competition — check the leaderboard page for current amounts.

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.

Do I have to pay taxes on prizes?

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.

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.

Team Performance Index (TPI)

What is TPI?

TPI (Team Performance Index) is the platform's expectation engine. It measures how a team performs relative to expectation, not just win/loss. Every team starts each season at TPI 50.0.

Why do all teams start at TPI 50?

This creates a neutral, unbiased baseline for every season. TPI evolves only from completed in-season games — inactivity never changes it.

How does TPI change?

After each completed game, the platform compares the actual score margin to the expected margin (derived from pre-game TPI). How much the team beat or missed expectation determines the TPI movement through a fixed scale. Betting lines, public odds, share prices, and user behavior are never inputs.

Does TPI update during games?

No. Only after the game ends and settlement completes.

Do users influence TPI?

No. TPI is fully deterministic and independent of user behavior. No user action can alter it.

Why did a team win but still lose TPI?

They underperformed expectation — winning by less than expected (or when heavily favored) moves TPI down.

Why did a team lose but gain TPI?

They outperformed expectation — losing by less than expected (or as a heavy underdog) moves TPI up.

Anti-Gaming & Fairness

What prevents people from gaming the system?

- Buys and sells lock at game start
- Game-lock snapshot determines PP eligibility
- 60-minute cooldown after full exits
- Overtrading penalties (4th same-team trade per trading day)
- Trade-spam dampening (60-second per-team lock)
- Anti-hedging (dual-team holdings halve positive PP)
- Deterministic pricing — no user influence on TPI or prices

What is overtrading?

The 4th trade of the same team during the TradeXSports trading day (4:00 AM ET – 3:59:59 AM ET) triggers overtrading status. Subsequent positive PP for that team that day is reduced 50%; negative PP is not reduced.

What is trade-spam dampening?

Rapid micro-trades in the same team trigger a 60-second per-team trading lock. This affects trading access, not the PP formula.

Can TradeXSports ban users?

Yes. TradeXSports may suspend or ban users who violate the rules, including creating multiple accounts, attempting to manipulate the platform, abusing referrals, or using abusive language toward other users or the support team.

Referrals

How does the referral program work?

Every user gets a unique referral link in their dashboard under Referrals. When someone signs up through your link and verifies their account, you earn a referral reward. There is no cap on how many people you can refer.

What do I earn per referral?

You earn \$1 per verified referral, with no cap. Rewards are paid out as gift cards — see the referral rules page in your dashboard for current terms and minimum payout details.

Where is my referral link?

In your dashboard under Referrals.

Can I refer myself with multiple accounts?

No. Creating multiple accounts to farm referrals is a bannable offense under the anti-gaming rules.

Private Leagues

What are Private Leagues?

Private Leagues are invite-only PP competitions layered on top of your normal trading. Initial leagues are admin-created and joined with an access code. They do not create separate credits or portfolios — your normal positions count toward both the public leaderboard and your private leagues.

Do Private Leagues cost money to enter?

No. Private Leagues are free to enter. If a Private League offers prizes at initial launch, TradeXSports funds and controls them.

Do the anti-gaming rules apply in Private Leagues?

Yes. All anti-gaming rules — overtrading, cooldowns, anti-hedging — apply identically in Private Leagues.

Seasonal Rules

What resets at the end of the season?

- Credits (reissued at 10,000)
- Share prices (back to 100)
- Shares (all positions cleared)
- TPI (all teams back to 50.0)
- PP history
- Season Skill Score history

Do I keep my shares?

No. All shares are cleared at season end.

Do I keep my credits?

No. Credits reset to 10,000. There is no rollover.

Does my Skill Score reset?

The Season Skill Score resets January 1 and everyone returns to Rookie/Provisional until the minimum data thresholds are met again. Earned percentile badges remain permanently.

Does TPI reset?

Yes. All teams reset to TPI 50.0.

Supported Sports & Access

Which sports are live?

MLB and NFL are live. NBA launches for the 2026-27 season. NHL and Soccer have engine rules but no committed launch date.

Can I play multiple leagues at once?

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

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 versus expectation, not watching every game.

Is TradeXSports available outside the U.S.?

Yes. TradeXSports is a global platform — anyone in the world can create an account, earn PP, and appear on leaderboards. Some prizes are region-specific (see prize Q&As above).

Is there a mobile app?

Yes. TradeXSports is live on iOS and Android.

Getting Started

How do I start?

- Create your free account at tradexsports.com/sign-up
- You receive 10,000 virtual credits per league
- Buy shares in teams you expect to outperform expectations
- Hold through game lock to earn PP
- Climb the weekly leaderboard for prizes

What should I do first as a new user?

Start with one sport. Buy shares in a few teams, watch how PP posts after games, and read the Performance Points section above — understanding expectation-vs-result is the whole game.

Technical & Account

I forgot my password — what do I do?

Use the 'Forgot password' link on the login page to reset it via your registered email.

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.

Do I have to pay taxes on prizes I win?

Users are responsible for any taxes owed on prizes they receive. TradeXSports does not provide tax advice.

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