

Official League Rules

GENERAL

- Don't be an asshole; if there are instances of unruly behavior the admins reserve the right of imposing a misconduct ban or player suspensions. Player suspensions will be either 1st round pick or highest goal scorer. If an admin is under review of this his vote will not be counted.
- Please be active on slack so you don't get behind.
- Please be proactive in scheduling and playing games.
- Games can be played in advance in the event of a pre-planned absence, however games will not be allowed to be played late unless circumstances deem it acceptable to be played late.
- 2 games equals one week. The first 2 games on your schedule will be week one the next two will be week 2 and so on.

DRAFT AND ROSTERS

- Players who you draft go on your team, any added players not drafted or picked up in free agency will result in an admin consensus about what should be done.
- Users may have no more than 18 players per team (starting 11 and 7 subs), any more will result in that player being removed.
- Any prolonged absence in the draft will result in an autopick, if a league member is absent a replacement may be possible.

SCHEDULING AND IN-GAME PLAY

- The day after the draft is finished you will have 48 hours to complete your games, failure to do so will result in a 3-0 walkover win for the user who can play while the other cannot. If both cannot play or there is a scheduling issue that causes the game to be unplayed then that will result in a 0-0 draw.

- Each player is responsible for getting in contact with their opponents. If you are not able to get in contact with your opponent and you do not let an admin know (preferably me who created this) then you will get a 0-0 draw. This helps us crackdown on inactivity and helps me give the right results to a game.
- If there is a scheduling conflict and you need an extra hour or two let an admin know so that we can allow extra time, no asking for two extra days.
- If you and your opponent agree on a scheduled time to play your game and you do not show up at least 30 minutes after the agreed upon time your opponent will be awarded a 3-0 walkover win if you don't schedule another time to play or your schedules conflict and you both cannot play. However, a 3-0 loss can be avoided if you just message your opponent saying that something is preventing you from being able to play at the agreed upon time. This has been put in place because we have had issues with players agreeing on times to play and one of the two does not show up and we view this as we would an inactive player. If this becomes an issue with one particular player he will be put under consideration to be replaced.
- During a game, unless you get an unbelievable golazo then don't watch the whole replay especially if you are pressed for time.
- At any point before the game has been played, if the latency is at a consistent red bar, then the two opponents have the option to call the game a draw. The game will only be played if both players agree on it and if one player does not want the game to be played he will not be given a loss.
- If in the case of lag during the middle of the game that would be deemed unplayable, a decision be made at halftime: the two players can agree to replay or play the second half within a reasonable time. If one player does not agree the game will be stopped and presented to the admins about the course of action to be taken regarding the rest of the game. All communication must happen in game, if a player leaves and the game is tied or the player leaving is losing it will be counted as a rage quit. Excessive use or abuse of this rule will result in an investigation on the player claiming the connection is always bad and could result in removal from the league and or player bans.

- In case of a disconnection in the middle of a game 35' qualifies for a full half of play. After a disconnection 35' into a game the players have a choice of whether to play 1 more half and continue with the score from the game that dc'd or completely restart. If the game does not reach 35' you must replay that half. If you have a disconnection and your opponent is led to believe that you have quit on purpose, please be able to have proof in the form of a picture that you can upload to validate a disconnection.
- Any rage out will result in the score being kept as is when the rage out occurs or a 3-0 walkover if the score is tied at that point.
- After one player is up by 5 goals he may not take any more shots in the opponent's box.
- Every player gets 3 strikes per season for rage quitting and/or running up the score. Strike 1 is a warning with the suspension of your top goal scorer. Strike 2 is an automatic walk over to an opponent that is the 1st of the two games in the schedule for that advance, possible situations may be arranged due to the opponents being played that week. Strike 3 you will be removed.
- Players that are red carded are banned from their next game.

MATCH REPORTING

- Each game is required to be reported in that division's match-reporting channel.
- Whoever reports the match (winner or loser, either party of the draw) needs to include the score, goal scorers, assists, and man of the match.

TRANSFERS

- Transfers can only be player for player, i.e. 1 for 1 or 2 for 2
- Transfer periods will occur for the first half of the league and in between seasons if there is no new draft.

CUPS AND CHAMPIONS LEAGUE

- Domestic cups will occur after the 1st half of the season is over, the top 16 teams out of 20 will be included in the cup.

- Champions League will consist of the Top 8 teams in the table and then will consist of 2 legs per game with each opponent hosting a leg.