

HZ Draft League - 2025

Background:

Note from Cyris: Much of this has derived/drawn inspiration from the SVS draft league. I've taken part in every draft season for SVS and the distribution of skill/team balance has always been fairly good. It has also given the opportunity to play with various players across all seasons.

Spirit of the League:

The overall spirit of the league will be similar to beer league. A league designed for having fun, a chance for different levels of skill to play on the same team, an opportunity for players to play with different players they ordinarily wouldn't be on the same roster with, and a certain level of competitiveness in a league where the playoff structure rewards a teams' corresponding seeding. Players that show up to scheduled matches should always get some playing time, especially during the regular season.

Signups:

Signups will start upon approval and will close 7/6/25. Draft will take place live on 7/6/25. Total # of sign ups will determine total # of teams.

Format:

8 teams – Looking for 8 total captains. Each captain can select a co-captain before the draft begins. Players' salary totals will determine the draft order for each round, including the first round. Number of captains/teams may increase/decrease depending on the total number of signups. Captains selecting a co-captain prior to draft is optional.

Mixed Euro/US based teams.

Player salaries to be determined before draft date and mutually agreed upon by the captains. Historical data will be taken from previous leagues along with current data/player stats/captains input. Range: 10 to 4, 10 being the best, 4 being the weakest.

Teams/Rosters:

Rosters will be between 8-11 players per team. Depends on the number of teams.

Availabilities:

Each player will signup and designate their availability for the US/Euro timeslots. Captains should take into account player availability when drafting their teams.

Players that sign up with 25% availability will be allowed to play 50% of the games during the regular season.

0% availability will only be able to play in 25% of games during the regular season.

Game Scheduling/Arena Types:

Each team will play a minimum 3 euro timeslot games per 7 games (assuming an 8 team league). Flex scheduling available and must be agreed upon by both captains. Time slots will mirror RSHL/Beer League historical scheduling for both weekday/weekend games.

Arenas will be set up for both reffed and scrim style arena for games.

Trades:

Trades will be allowed, but must have a majority vote from all captains to be approved. Trade deadline after completion of the first 6 games of the season. Trade value/salary of players must be matched/close to matching by trading teams. Example: Salary 9.25 cannot be traded to, or for Salary 4.0.

Team captains/cocaptains cannot be traded.

Each player can only be traded once.

Late Sign Ups:

Any late entries to the draft will be placed in an auxiliary/waiver-wire pool. The waiver pool can be used to supplement an existing draft team roster in the event that a team is having difficulties with game attendance. Waiver additions to rosters will be approved by draft team captains and/or LC.

The waiver pool can also be used for swapping out a player of equal skill level if the player on the draft team roster is not showing at the rate that was declared on their draft form. These changes must be approved by the draft team captains and/or LC.

Playoff Format:

Going back to all teams making the playoffs like beer league.

- #1 vs #8 (Best of 3, #1 starts with 1-0 lead)
- #4 vs #5 (Best of 3)
- #3 vs #6 (Best of 3)
- #2 vs #7 (Best of 3, #2 starts with 1-0 lead)

Top seeded teams will get the bottom seeded draw for the next round.

Example: #1 wins vs. #8, #7 wins vs. #2, #3 wins vs. #6, #5 wins vs. #4

Next round:

- #1 vs. #7
- #3 vs. #5

If there is an odd number of teams to start the season, the #1 seed will have a first round bye. Seeding above would change accordingly.