



SLAPSHOT PREMIER LEAGUE HANDBOOK

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DOCUMENT CHANGE LOG

Date	Change Description	Change Location	Initials
11/30/19	Added game format details for 3 periods of play.	Section 3 - Rule 302 - Match Process	NAL
02/06/2020	5 Man Rosters, League play days, schedule change updates, mercy rule, no 2v3	Various Locations	AJH
06/21/2020	Various Changes	204, 401, 402	Staff/Admin
08/21/2020	Remove Challenger Div, Winning team now reports logs, Sub qualification changes, sub during game changes	504B, 402C, 506A	MDub
11/5/20	Div sizes, add 4th tiebreaker	301, 303	MDub
1/18/21	Add Challenger Div. Alter points required to be eligible for divisions.	301,303-c, 401-g, 402-a-c, 502-a	MDub
2/3/21	Lobby Creation	503	MDub
2/27/21	West Div	301	MDub
3/29/21	Teams that disband before rosterlock	505 e	MDub
5/27/21	Promotion Playoffs for each division, Roster Sizes for Open and IM	303-c, 401-g	Blades
6/3/21	Emergency Sub Updates	502-c, 504	Blades
6/7/21	Server Lag Procedures	502e	Blades
7/30/21	Removal of the Contenders Division, addition of captaincy ban due to team disband, addition of log altering rule.	401g, 303c-v, 301v, 505e-i, 602e	D.T.
9/6/21	Added clarity to some rules	501-a	D.T.
10/16/21	Adjusted how forfeits are assessed, team information rejection, defined how player	505f, universal rule 9, 402c-iii-i, 402a	D.T.

	divisional accountance is handled, redefined divisional promotional structure.		
1/21/2022	Updated Div details for season 5	301, 302c, 303c, 402a	D.T.
2/22/2022	Added Slap ID requirement rule	202c, 204d	D.T.
3/18/2022	Included new lobby options in Lobby Creation	503a	D.T.
7/23/2022	In depth explanation on a few rules. Updated Tie-breakers. Added season registration field criteria, added SPL documentation for archived organizations. new captaincy transfer rules. Added expected league play hours.	- Updated: 101, 201, 303b, 501b-i, 501b-ii, 501b-iii, 504a - Added: 102, 103, 202d, 202e, 501a-i-i, 501a-i-ii, 505ei-a, 505e-b.	D.T.
12/27/2022	Updated Rosters to house 5. Updated Region lock for north american location naming. Added regulations for the SPL Waitlist. SPL Weeks will start on Mon and end Sun	104, 202a, 202b, 501	D.T.
1/6/2023	Updated post-season structure	303c, 402	D.T.
1/20/2024	Added General Managers to the SPL hierarchy.	Most of the document.	D.T.

PREFACE



Points of Emphasis

Goal of the Slapshot Premier League

The goal of the Slapshot Premier League is to create a competitive Slapshot organization whose priorities align with those of its most valuable asset, the player. Our vision is to create a transparent, fair, and all-inclusive competitive platform for the Slapshot Community based around the values of integrity, community, and fun.

Universal Rules

- The League Administrators reserve the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.
- The League Administrators also reserve the right to make judgment on cases that are not specifically supported, or detailed in these League rules, or even goes against these rules may be taken in extreme cases, to preserve fair play and sportsmanship.
- If any provision of the League rules shall be invalid or impracticable, in whole or in part, this shall not affect the validity of the remaining part of these rules. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the League rules.
- All players and teams are to uphold the spirit of fair play at all times.
- Unsportsmanlike conduct of any type, including but not limited to racist or abusive remarks and attempts to circumvent or abuse any league policy as determined by League Administrators is not tolerated and is subject to punishments including forfeits, expulsions, bans, or any other action deemed appropriate.

- These are the only rules which are valid for the League, its participants, and all matches played within the scope of the League. With their participation the participant states that they understand and accept all rules.
- The content of disputes, support tickets, discussions or any other correspondence with the League Administrators are deemed strictly confidential.
- The League administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The League highly discourages such agreements taking place, and such agreements that are contradicting the League rules are under no circumstances allowed.
- All team names, team abbreviations, team venues and team logos are subject to review by the Slapshot Premier League quality assurance team and can be rejected for any reason deemed reasonable by the reviewing party.

Conclusion

The Slapshot Premier League should be enjoyed by all participants. To that end, all participants should observe a level of personal behavior that demonstrates respect for all. All administrators, captains, and players are encouraged to observe the Slapshot Premier League Handbook when participating in the Slapshot Premier League.

All members of the Slapshot Premier League share an equal responsibility to ensure the integrity of the game is upheld.

Codes of Conduct

Administrator's Code of Conduct

- Follow the rules and regulations of the Slapshot Premier League to ensure that the league's philosophy and objectives are enhanced.
- Work to provide programs that encompass fairness to the participants and promote fair play and sportsmanship.
- Make every possible attempt to provide everyone, at all skill levels, with a place to play.
- Read and be familiar with the contents of the Slapshot Premier League Handbook and Slapshot Premier League official playing rules.

Manager's Code of Conduct

- Winning is a consideration, but not the only one, nor the most important one. Care more about the team than winning the game. Remember, players are involved in the league for fun and enjoyment.
- Be an ambassador for the Slapshot Premier League
- Be a positive role model for your players.
- Be generous with your praise when it is deserved; be consistent and honest; be fair and just; do not criticize players publicly; don't yell at players.

Player's Code of Conduct

- Play for fun.
- Work hard to improve your skills.
- Be a team player – get along with your teammates.
- Respect your captain, your teammates, opponents, and administrators.

Zero Tolerance Policy

To make the league a more desirable and rewarding experience for all participants, the Slapshot Premier League has a zero-tolerance policy. This policy requires all players, captains, and administrators to maintain a sportsmanlike and positive atmosphere before, during and after all league games.

A warning (zero tolerance) shall be assessed whenever a player:

- 1) Openly disputes, argues, or demonstrates any sign of dissatisfaction with an administrator's decision.
- 2) Uses obscene or vulgar language at any time, even if it is not directed at a particular person.
- 3) Uses any hate speech, racist remarks or any disrespect will not be tolerated.
- 4) Impersonates other players or administrators.

Any time that a player persists in any of these actions, they shall be assessed a warning. Further action may be dealt at the administrator's discretion, if the player continues such action.

SECTION ONE

TEAM REGISTRATION



Team Registration

Rule 101 - Season Signups

Registrations will be announced at minimum 10 days prior to a season starting via the spl discord and www.spl.gg. Team captains can register their team for an upcoming season by following the Registration links found in the aforementioned.

Rule 102 - Requirements to register

A. A Team Name

1. All team names must start with a North American Location
 - i. Each location is limited to one current SPL Organization.
 - ii. If you wish to use a pre-established organization's location you will be required to show proof of permission from said Organization's Manager(s).
2. All team names must finish with the team's mascot
 - i. Examples: Michigan **Mallards**, Montreal **Popes**, Miami **Vice**, Columbus **Clappers**, Toronto **Penguins**, Winnipeg **Wrath**.

B. A Team Abbreviation

1. 2-4 Letter requirement.
 - i. Examples: MAL, MTL, MIA, CLP, TOR, WW.

C. SPL Organization Ownership

1. An SPL organization's location, abbreviation, and likeness are reserved for the owner of said organization. Any team that has played in the SPL in the most recent 3 seasons will have their rights of ownership upheld and protected by the SPL Staff.

2. Only the owner of an organization can permit the use of their Location by a 3rd party. By doing so they will permit the 3rd party to represent the organization for the duration of that SPL season. Upon the following season's registration that agreement must be renewed.
3. If during an ongoing SPL season the team manager of a team changes, the owner of the organization will remain the same unless explicitly stated otherwise.
 - i. [See here for all SPL Organization Owners](#)

D. Each Player's In-Game name (Steam Name)

1. This will be used to assign statistics to the correct players onboard our website.

E. Each Player's Slap ID (see section 202c for how to find your Slap ID)

1. This is primarily used to ensure the integrity of SPL is upheld against players attempting to use alternative accounts.

Rule 103 - Optional fields when registering

1. Team Logo

- a. Team Logos are not required to sign up for the SPL.
 - i. If a team does opt to use a logo, that team's owner/captain will be held responsible for holding the legal rights to use said image.

2. Team Venue

- a. This field will be viewable on the website for the team's home matches during a Season.

Rule 104 - The SPL Waitlist

After registrations have closed, teams will be given the opportunity to potentially participate in the SPL.

1. Qualifications & Regulations

- a. Only teams within the Open Division's skill level will be considered.
- b. Teams must open a ticket prior to the roster lock (See rule 202a). After the roster lock no waitlisted teams will be seeded into the league. Nor will waitlist applications be processed.

2. How to Apply

- a. Open a ticket at the #general-help-desk
- b. State your looking to join the waitlist, then provide your team's details.
 - i. Your team details are as follows.
 1. Team Name
 2. Team Abbreviation
 3. Team Venue *(optional)*
 4. Team Logo *(optional)*
 5. Each players' Steam Name
 6. Each players' Slap ID *(see section 202c for how to find your Slap ID)*
 7. Each players' Discord tag *(If said player has joined or is planning to join the SPL discord.)*

SECTION TWO

TEAM MANAGEMENT

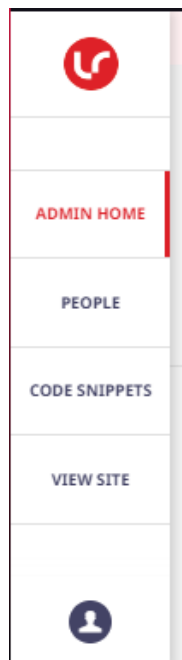


Team Management

Rule 201 - *Team Administration Toolbar*

- a. All Team Administrators / Captains have an admin sidebar within the league application, which allows them to perform the following actions:
 - i. Set Game Dates/Times.
 - ii. Change their team's player cards that appear on the team's page.

Team Administrators utilize the sidebar below to perform these actions.



- B. Teams may not request a logo/team-name update during an ongoing season unless absolutely necessary.
 - i. The only exception to this rule is a waitlisted team adopting an Open Division position from a disbanding team.
- C. Tutorials for all Captain's actions can be found in the SPL Discord's #important-links text channel under the `Promotional Feeds` category.

Rule 202 - Roster Management

To handle any roster transactions, the Team's Manager is required to open a ticket in the spl discord. In order to open a ticket, navigate to your current division's help-desk channel and click "Create Ticket".

- a. All SPL teams in all main divisions are allotted 5 roster spots to house both Captains and Players.
- b. A Team's roster is managed and maintained by the recognized Team Manager. Anyone outside this role holds no power over who is dressed/scratched on any select team. See 204-a for further detail on how the "Team Manager" is recognised.
- c. At the end of League Play during Week 4 of the SPL season, rosters will be fully locked and no roster transactions will be allowed until registrations of the following season have opened.
- d. If the Team Manager decides they want to leave a team, the Team Manager may choose who will obtain the management position. If a team manager opts not to choose a recipient, the league administrators will choose one for him/her.
- e. All roster additions require the new player's Slap ID.
 - a. This can be found the following ways:
 - i. Opening Slapshot: Rebound -> Clicking Player -> Clicking Identity. It will be listed above your Jersey Number and Handness.
 - ii. By opening slapshot, pressing " ` " (next to 1 and above Tab on your keyboard), and typing " slapid "
 - iii. By opening slapshot, clicking Player -> Stats then the box to the right of Recent Games, You will see your slapID at the end of the URL (slapshot.gg/players/[YOUR ID])
- f. To transfer a management position to a different member of the team the following criteria must be met:

- a. The new recipient must be a concurrently rostered player on that team.
- b. The new recipient must be a part of the currently active roster for a minimum of 2 weeks during a given season.

Rule 203 - Schedules

Schedules are managed by a Team's Manager once season schedules have been released by the SPL Staff. The date and time of each weekly match can be updated via the League Republic Web Application.

- i. Each week of the season the SPL Staff will create a thread within the SPL Discord for the Team Managers to discuss and find a common free time to play their match.
- ii. Home team captains are responsible for making the final date/time change via the League Republic app once both teams have agreed upon a time.

Rule 204 - Team Manager

The Team Manager is the sole proprietor of a single SPL organization. Held by the Captains and General Managers of the league. His/Her role consists of the Addition and Subtraction of players on the team's roster. Scheduling and Match Management for the team. Reporting match results to the SPL Staff via the divisional-help-desk. If the Team Manager is not present for a given match, they are responsible for ensuring one of the players dressed for the game reports the match results in their stead.

- a. The Team Manager is recognized by the suffix after the individual's name within the SPL Discord.
 - a. An Example of a Captain's name "[MTL] Ungluedsnail [C]"
 - b. An Example of a General Manager's name "[MTL] Ungluedsnail [GM]"
- b. In the event that all the other members of the team would like to replace the current Team Manager, they shall all contact the league administrators via a help ticket and the league will begin conducting a review of the current situation to determine if a change in management is required.
- c. In the event the Team Manager is banned from the league during an ongoing season (Manager Banned or otherwise), the remaining roster will vote on which

player will take the management position. If no decision has been made before the deadline set by the league administrator, the staff will assign one of the players as the new manager and will be held responsible for upkeep of the team.

- d. All team managers must remain in the SPL Discord from the time of registration until the end of that team's season.
 - a. If the team does not meet the playoff berth for their division, their season will end at the end of the Regular Season.
 - b. If a team does meet the playoff berth for their division, their season will end at the end of that playoff bracket, and a champion is crowned.

Rule 205 - Types of Team Managers

There are two roles that make up the Team Managers within the SPL. A team can have either a Captain or a General Manager, but never both. Both General Managers and Captains will be subject to pre-existing rule 204b.

- I. Team Captains
 - A. These individuals uphold the responsibilities of the Team Manager while also filling a roster spot.
 - B. This role allows the Team Manager to play in their team's matches.
- II. General Managers
 - A. These individuals uphold the same responsibilities outlined at the beginning of Rule 204.
 - B. A General Manager will not occupy a team's active roster allowing them to utilize that spot with another player.
 - 1. Unlike a Captain, a GM cannot play for the team they manage.
 - C. A General Manager will not be allowed to hold a position on another team, whether as a Player, Captain, or General Manager.
- III. Transitioning from a *General Manager* role to a *Captain* role.
 - A. If an individual changes their role on the team from a General Manager position to a Captain position, that player will be put on a 7 day roster cooldown. Where the affected person cannot join another team in any role until that time has concluded.

SECTION THREE

LEAGUE STRUCTURE



League Structure

Rule 301 - Divisions

The SPL 3v3 League is broken down into the following divisions:

Region and Division sizes will adapt season-to-season to accommodate the skill-pool of that season's playerbase.

PRIMARY EAST LEAGUE

- i. Pro Division - 10 Teams
- ii. Challenger Division - 8-14 Teams
- iii. Intermediate Division - 8-14 Teams
- iv. Prospect Division - 8-14 Teams
- v. Open Division - unlimited number of teams.

CENTRAL LEAGUE

- vi. Division A - 8-14 Teams
- vii. Division B - 8-14 Teams
- viii. Division C - 8-14 Teams
- ix. Division D - Unlimited number of teams.

WEST LEAGUE

- x. West Division - 8-10 Teams
- xi. Contenders Division - Unlimited number of teams.

Division sizes are adjusted as the league expands and shrinks. End of season promotions and demotions apply for all divisions.

Rule 302 - Schedule

Season schedules will be released the Sunday prior to each season starting. Via the SPL.gg Website, and will be announced in each division's announcement channels inside the SPL Discord.

- a. League schedules are broken down by week. Starting on Monday and ending on Sunday night.
- b. At the beginning of each SPL season each match will be assigned a "Default Date", with 12:00pm as its "Default Time". These matches are not meant to be played on those dates or times. But rather, they are meant to serve as a marker of which week the game is meant to be played.
(See Section 501 for further information on Match Scheduling)
- c. Each captain will be responsible for getting their game times scheduled with opponents for each week. This will be done exclusively through a thread within the SPL Discord with the other captains to discuss availability on a weekly basis.

Rule 303 - Scoring System, Tie Breakers & Playoffs Berths

a. Scoring System

- i. The scoring system for the league is as follows:
- ii. Each team will receive 2 points per win during the regular season, 1 point for an overtime loss, and 0 points for a loss in regulation.

b. Tie Breakers

- i. Tie breakers for all leagues will be determined in the following order:
 - i. Standing Points
 - ii. Head-to-head results.
 - iii. Head-to-head Goal differential.
 - iv. Overall Goal differential.
 - v. 1 Best of 1 matchup

c. Post-season eligibility

i. **Pro Playoffs - (Erveon Trophy)**

- i. Top 6 qualify for the Erveon Trophy Playoffs
- ii. The first 2 seeds receive a bye.
- iii. 3rd place will play 6th place to determine 2nd place's opponent in the semifinals.
- iv. 4th place will play 5th place to determine 1st place's opponent in the semifinals.
- v. Series Lengths
 - 1. Quarter-finals : Best of 3.
 - 2. Semi-finals: Best of 3.
 - 3. Erveon Trophy Finals : Best of 5.

ii. **Challenger Playoffs - (The Blade Cup)**

- i. Top 6 qualify for the Blade Cup Playoffs
- ii. The first 2 seeds receive a bye.
- iii. 3rd place will play 6th place to determine 2nd place's opponent in the semifinals.
- iv. 4th place will play 5th place to determine 1st place's opponent in the semifinals.
- v. Series Lengths
- vi. Quarter-finals : Best of 3.
- vii. Semi-finals: Best of 3.
- viii. Blade Cup Finals : Best of 5.

iii. **Intermediate Playoffs**

- i. Top 2 teams from each conference qualify.
- ii. The following 2 best records in the division will be granted a wildcard spot.
- iii. Series Lengths
 - 1. Conference Semi-finals : Best of 3.
 - 2. Conference Finals: Best of 3.
 - 3. Intermediate Finals : Best of 5.

iv. **Prospect Playoffs**

- i. Top 2 teams from each conference qualify.

- ii. The following 2 best records in the division will be granted a wildcard spot.
- iii. Series Lengths
 - 1. Conference Semi-finals : Best of 3.
 - 2. Conference Finals: Best of 3.
 - 3. ProspectFinals : Best of 5.
- v. **Open Playoffs - (Genesis Cup)**
 - i. Top 8 of each conference qualify for the Genesis Cup.
 - ii. Series Lengths
 - 1. Quarter-finals : Best of 3.
 - 2. Semi-finals : Best of 3.
 - 3. Open Finals : Best of 5.

SECTION FOUR

Eligibility & Restrictions



Eligibility & Restrictions

Rule 401 - *Player Eligibility and Roster Restrictions*

- a. All participants must be registered members of the SPL to compete in matches.
 - i. All participants must use their registered names while in-game.
 - i. If a player does not use their registered name exactly as he/she appears on their Team's roster, SPL staff hold no obligation to assign that player their stats.
 - ii. All participants must use discord names in the form of:
[Team Abbreviation] in-game username [C (for captains)]
 - i. Ex. [MW] MDub (for players)
[QCB] FSI [C] (for captains)
[MIA] Reno [GM] (for general managers)
- b. A player cannot participate in the SPL if they are currently banned in Slapshot: Rebound.
- c. An individual can not hold a position (General Manager, Captain, or Player) on more than one team at a time, including multiple steam and/or discord accounts.
 - i. The only exception to this rule is when an individual holds a position in the Main SPL League and the West SPL League. An individual may participate in both leagues simultaneously.
- d. All roster restrictions become active from the closure of registration, until all matches are completed and the season has officially ended.
- e. During the regular season, a player will only be able to join one active roster per 7 day period.
 - i. A join is defined by an individual being added to a team's active roster. Commonly announced via each divisional roster transaction channel inside the SPL Discord.
- f. Rosters will be locked two weeks before the end of the regular season.
 - i. Rosters shall be locked from that point until the end of the season after all matches have been completed. If a team is involved in a promotion or

relegation matches, they will not be able to add players for the promotion/relegation matches after this point - and will have to use their existing roster.

g. Rosters are limited depending on the division

- i. **Pro - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)
- ii. **Challenger - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)
- iii. **Intermediate - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)
- iv. **Prospect - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)
- v. **Open - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)

- vi. **Masters - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)
- vii. **Contenders - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)

- viii. **Central A - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)
- ix. **Central B - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)
- x. **Central C - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)
- xi. **Central D - 5 roster spots**
(1 Captain + 4 Players OR 1 General Manager + 5 Players)

h. Players that are already competing on a roster during a season cannot compete on any additional teams within their division, nor can they compete on a team's roster that resides within a lower division or upper division.

- i. Players must leave their current roster in order to participate on another roster.

Rule 402 - Team Eligibility, Promotions & Relegations

a. Promotions & Relegations

- i. The champions of every playoff (excluding the Pro Division) will automatically be promoted into the upper division for the following season.
- ii. The last place of every division (excluding the Open Division) will be automatically relegated to the division below for the following season.
- iii. Prior to the start of the following season, teams that placed 2nd to last in their division will be placed into that division's play-in. Likewise the runner-up of a division's championship will be placed into the same play-in. The winner of the play-in will be placed in the upper division. And the loser(s) of the play-in will be placed into the lower division.
 - a. A Team must retain at least 2 players from their starting lineup from the previous season to maintain their play-in status. (see rule 402b-ii for further detail)
 - b. In order for a team to be promoted from a play-in series, that team must retain all 3 of their starters until the end of week 2 to gain the promotional spot.
 1. Teams that fail to adhere to this rule will be removed and the players involved in the infraction will be suspended until the end of the season.
 2. A team's starters are determined by the 3 players with the most games played throughout the play-in series.

b. Maintaining current division status

- i. For teams above the lowest division in the region, a team's divisional position is maintained by the team manager.
- ii. To maintain a team's divisional position above the lowest division in the region (including play-in eligibility). A team must retain 2 or more of their starters from the previous season. What dictates a starter is as follows:

- a. A player that has played in 50% or more of the team's total regular season games.
 - b. A player that has played in 50% or more of the team's total playoff games.
- iii. Teams that claim their divisional spot, from the aforementioned rules, must meet said requirement until said team's Week 2 regular season matches have concluded. Teams that fail to do so will be removed from the league, and the players involved, suspended until the season is over.
- iv. Players cannot play in a division that is more than one level below their most recent division.
 - a. A player that plays only in the post-season and/or pre-season, will be considered for that division's level of play.
 - 1. For example:
 - 2. The Pro Play-in is to qualify into the Pro division so it would be considered the Challenger skill level.
 - 3. The Intermediate Playoffs are played against other Intermediate teams so it would be considered the Intermediate skill level. Regardless if that team won the championship or not.
- v. If a new team is formed and consists of players from multiple divisions, the newly created team will be placed in a division that matches the previous experience levels. See the point qualification chart below for new teams consisting of players with previous experience.
 - a. A player that has played in the Pro Division in the past cannot play in the Open Division.

Division	Points To Qualify	Starter Points	Sub Points
Pro	Qualification Only	12	9
Challenger	27	9	7

Intermediate	18	6	4
Prospect	9	3	2
Open	0	1	0

Rule 403 - *Playoff Reward Qualification*

For a player to qualify for their team's end-of-season playoff reward, one of the following criteria must be met.

- A. 50% or more games played throughout that team's regular season.
- B. 1 or more games played in that division's Finals.
- C. 50% or more games played throughout that team's playoff run.

A player that qualifies for multiple prize pools will be limited to the highest placement's payout. They will still receive Titles and Crown distribution when applicable.

SECTION FIVE

PLAYING RULES



Playing Rules

Rule 501 - Match Scheduling

- a. **Match Scheduling** - All matches will be given a default match time at the start of the season. Afterwards each team manager is required to communicate with their opponent's team manager inside a thread within the SPL Discord to find common free time to complete their matches.
 - i. **Default Match Days & Times** - the default match days and times provide a universal guideline of when teams are expected to play games:
 - i. Each SPL Week will start on Monday and end on the upcoming Sunday. Games that are set within those 7 days are to be played within that window. But are not required to be played on the game's default date (any game with a 12:00pm time).
 - ii. Teams are expected to play their games Monday through Sunday of each week between the times of 7pm and 10pm of their region's timezone. (Eastern Time for the Main SPL Region, Central Time for Central, and Pacific Time for the West SPLRegion)
 - 1. Teams are permitted to play at any agreed upon time during the day even if that time is outside the 7pm to 10pm window.
 - ii. Any pending matches at the end of any given week will be forfeited and not allowed to be replayed or rescheduled. (see section 501a-iii for information on extensions)
 - iii. Additionally, matches must be approved by a staff member if both teams are looking to postpone their match to the following week. Please note games are only allotted 1 week postponement from their original designated week. If done successfully both teams will be allowed to play during next week's window. In order for this to be approved the following criteria must be met:

- i. Both teams must be in agreement to postpone the match. (proof of agreement will be required.)
 - ii. The ticket must be submitted during that match's allotted play time. (Requests for a game's postponement after the Sunday during that game's original week will be denied.)
 - iii. This rule is not applicable during the 6th week of the regular season.
 - iv. A team may only postpone 5 games throughout the regular season. Any additional game postponements will be forfeit.
- iv. Schedules once released are given default dates that only represent what week a match must be completed. It is the responsibility of the team managers to coordinate a common available time to play their match during a League Play time.
 - v. If two teams are not able to find a common available time, the team managers are to open a ticket via their divisional help desk and provide unadulterated evidence showing the situation. Most commonly team managers will provide screenshots of their direct messages with the opposing team manager. After that has been provided a league admin or staff member will review the evidence and discuss possible solutions.
 - vi. Schedule adjustments must be coordinated between team team managers. The home team team manager is responsible for logging into the league republic website/app and updating the game date/time once a date and time has been agreed upon.
 - vii. In the event of game wide server issues/maintenance or emergency situations, matches will be allowed to be rescheduled/delayed. As deemed reasonable by the League Administrators.

Rule 502 - Match Process

- a. Only registered and eligible participants from the assigned teams will be allowed to participate in the match.
 - i. If there are spectators inside the lobby during an SPL match the spectators are prohibited to use the in-game chat to communicate to the players or other members in the lobby for whatever purpose while play is live.
 - ii. If guilty, the offenders will be assessed a warning by an SPL Staff Member.
 - iii. If the offender has already been warned, a 1 week suspension will be assessed.
 - iv. If the offender has already been warned, and does not participate within SPL, the SPL Staff will decide on a further punishment.
- b. All matches must be played to the end (where a winner and a loser have been found and a log file generated). A team leaving the league match before a winner has been found will forfeit the match.
- c. **Player Disconnects**
 - i. If a player disconnects and that team has no substitutes available, teams must continue to play as normal until said player can return to the match. The player may only return mid-match as long as it does not interfere with the current play and/or give that player/team an advantage in the match.
 - ii. If during the next intermission said player has not returned, a pause can be initiated by the 2 or 1-player team, but can last no longer than 5 minutes. If there is an issue reconnecting to the server, the pausing team must create a league ticket to contact staff to assess the situation. See Rule 504 for more regarding in-game subs.

d. Streaming Criteria

- i. Teams cannot refuse to have their matches casted by SPL authorized casters. The cast can only be rejected by the league administration. The teams agree to make sufficient accommodation so that broadcasting of matches can take place. This includes, but is not limited to, waiting for the previous broadcasted match to end before starting your own match, allowing the broadcaster to host the lobby.
- ii. If a caster is not on the SPL authorized caster list, teams can refuse to have their match casted. Both teams must agree to accept or refuse.
 - i. The authorized Caster list is found at the bottom of the F.A.Q. inside the SPL Discord.
- iii. Players are allowed to personally stream their own matches.

e. Server Issues

- i. During the first 60 seconds of play in any period (1st, 2nd or 3rd), if either team is experiencing server lag (Intense lag spikes, constant above-normal ping, etc.) that team has the option for a singular forced restart. This must be initiated by informing the other team via game chat of said restart before backing out of the match to restart the period.
 - i. Teams are allowed only one (1) forced restart for the entire match. If a team decides to leave a match in a later period in an attempt to force a **second** restart, that period will not be replayed and any goals scored during that time will count. If this is the third period of play and the game ends, the final score will stand.
 - ii. Opposing teams do not have the ability to deny a team's first forced restart.
 - iii. Once the game clock reaches 3:59 teams are not allowed to use a forced restart and must complete the remaining period.
- ii. After the first period of play teams have the option, if experiencing game-breaking server issues, to postpone the match to a later time/date only by opening a ticket in your team division's help-desk.

- i. If teams only play the first period and decide to postpone, teams may either replay all three periods or start where they left off and play from the second period onwards. This must be agreed upon by both teams in the discord help-desk ticket.
 - 1. If neither team can come to an agreement, the entire match will be replayed.
- ii. If a second period of play is completed, teams must use the scores gathered in the first two periods and simply play out one remaining “3rd period” either at that time or at a later date, as requested via your division help-desk - The combined scores will equal the final score for that match.
- iii. Photo or Video evidence must be provided to League Staff via the help-desk for any of the aforementioned to apply to a match played by your team.
- iv. Team Managers that attempt to force an entire match replay due to server issues after the game has already been completed will be denied.
- v. Teams that fail to inform League Staff of any restarts, whether the game has been completed or not, may receive infractions such as (but not limited to) forfeits, match cancellations, or other punishments determined by League Admins.
- vi. League Admins have the right to override any of the aforementioned rules to ensure the long-term integrity of the Slapshot Premier League.

Rule 503 - Lobby Creation

- a. Create a Lobby with a random password that you will send to the other team's team manager. To change the settings of the lobby click the gear icon and change the settings to the following.

Region: "East" for Main League matches / "West" for the West Division(s).

Arena: Slap Stadium

Mercy Rule: 10 Goals

Periods: On

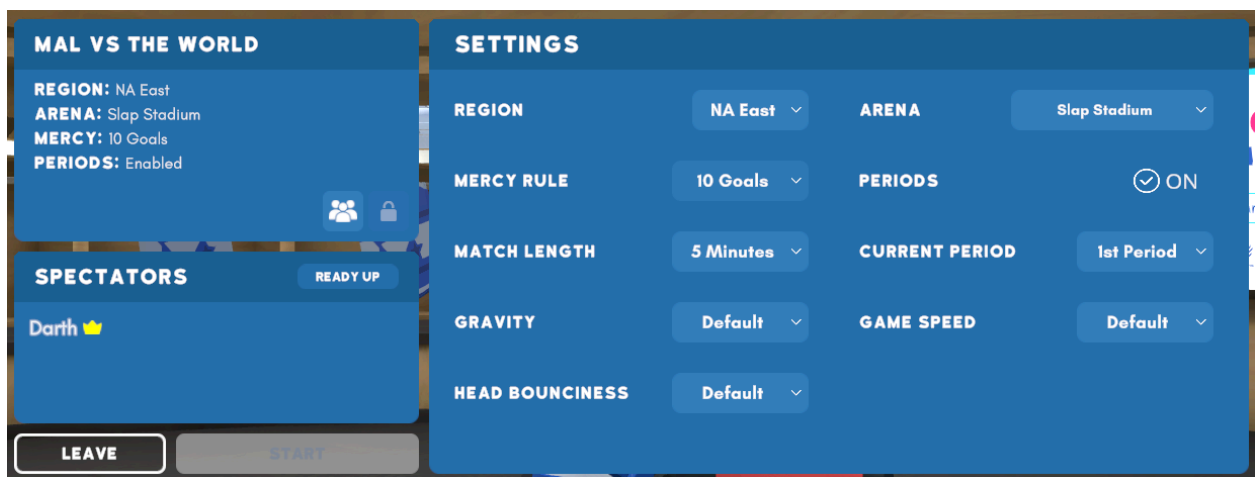
Match Length: 5 Minutes

Current Period: 1st Period

Gravity: Default

Game Speed: Default

Head Bounciness: Default



- b. In the event that all players within the lobby agree to play the match on an alternative server location contrary to the already established region. The teams may play on whichever server has been agreed upon.
 - i. This rule requires a 100% vote, with proof, to be enacted.
 - ii. After starting the game on a different server both teams agree to play the match under those conditions and accept the outcome of the match.

Rule 504 - Substitutions

- a. Players can be changed during a live league match provided they are already on the team's roster page on the SPL website.

- i. **On The Fly Substitution**

A player may be subbed in on the fly during **EMERGENCIES** only. When a player is subbed out due to an emergency (loss of internet/power, private matter ect...) the player who left the playing surface will not be eligible to return to play until the next intermission.

- i. If the player that left the playing surface returns to play prior to the next intermission, a ticket must be opened (by either team) and proof must be shown that this occurred. SPL Staff will assess the situation and pass a verdict of what action to take next.

- ii. **Dead Play Substitution**

Subs are also allowed during intermissions as well. Subs must not interfere with the current play and/or give their team/player a direct advantage in the match.

Rule 505 - Forfeit Wins & Loses

- a. If a team does not have three players in the lobby after 15 minutes from the scheduled match time, then the team will be assessed a no-show forfeit penalty. Any team configuration outside of 3v3 (i.e. 2v3 or 1v3) will not be allowed.
- b. If neither team is able to field three players then the teams should contact a league admin so that the match can be rescheduled. The match cannot be played in any other configuration outside of 3v3. If a team has attended with three players and none of their opponents have connected they may claim a forfeit win via a "League" support ticket after 15 minutes.
- c. By starting a match, teams are waiving their right to claim a forfeit win if their opponent was late.

- d. A team may forfeit up to 3 matches during a season. After that, if a team must forfeit an additional match, that team will be removed from the league for the rest of the current season.
- e. Any team that disbands after roster lock will receive forfeit losses for the remanding games. Teams that disband before roster lock will have all previous games deleted.
 - i. Any team manager currently managing a team at the time of disband (due to an intentional disband or Rule 505d) will no longer be eligible to hold a management position for the remainder of the current season as well as the upcoming season(s).
 - a. Additionally if a team was held by more than one team manager during the season, the team manager in power for the majority of forfeits will be assessed the management ban.
 - b. If team managers are tied in forfeits surrendered, both/all team managers tied will receive the management ban.
 - c. Teams that reside in higher divisions will receive longer management bans, as the divisions become more integral to the League's value.
 - 1. Pro - Current Season +3
 - 2. Challenger - Current Season +2
 - 3. Intermediate - Current Season +2
 - 4. Open - Current Season +1
 - 5. Masters - Current Season +1
 - 6. Contenders - Current Season +1
 - 7. Any Central Division - Current Season +1
 - 8. Central A - Current Season +3
 - 9. Central B - Current Season +1
 - 10. Central C - Current Season +1
 - d. If a team disbands or is removed before the conclusion of Week 1 of the regular season a more harsh punishment may be issued

above the scope of what has been stated in rule 505e.

- f. When a team is assessed a forfeit, the match will be recorded as a 10-0 result.

Rule 506 - Submitting Match Results

A. Log Submission Requirements

a. Through the Slapshot Website

- i. Navigate to the main menu of Slapshot: Rebound.
- ii. Click “Player”
- iii. Click “Stats”
- iv. Click on the  to the right of “Recent Games”
- v. Find the three periods of your SPL match and download them.
- vi. Find the help-desk channel for the division you are in.
- vii. Open ticket and provide the period files to the staff via the divisional ticket.

b. Through your local Game Files

- i. Open Steam
- ii. Right click Slapshot: Rebound
- iii. Click Properties
- iv. Click Local Files
- v. On the top right click Browse...
- vi. Open the Slapshot_Data folder
- vii. Open the Matches folder
- viii. Find each period’s log file from your SPL game and send them to staff via the divisional ticket.

- B. Matches played all the way through to the finish (mercy, regulation win, overtime) is an admission from both team managers of acceptance of game conditions and final results will be upheld as such. Complaints after the fact will be discarded.

SECTION SIX

EXPLOITS AND INFRACTIONS



Exploits and Infractions

Rule 601 - Exploits & Infractions

A. Dispute Resolutions

All disputes must be filed with a league admin within 24 hours of the conclusion of the match along with video evidence, detailed description of the infraction, and the match in which the infraction occurred. Disputes will be resolved by League Administrators and all decisions are final.

B. Exploit & Infraction Penalties

Exploits and infractions will be dealt with on a case by case decision, but standard resolution for infractions include forfeiting the match in which the infraction occurred (if the infraction had a direct impact on the outcome of that match). The player who committed the offense can be disciplined at the admin's discretion.

C. Joining opponents team

Players joining their opponent's team during a live match shall be treated as a standard infraction.

D. Throwing

Any team that has been found guilty of throwing a match in order to provide assistance to another team will be banned from SPL competition indefinitely.

E. Stat Padding

Any players/teams that have been found guilty of padding their own stats (ex. Shooting at your own net to increase saves) will lose all stats gained in this manner and could face suspension from SPL competition.

Rule 602 - Cheating

- a. If a player is found to have been letting another user access their account during a match, the match will be forfeited, and the player will be suspended or outright

banned from the SPL for account sharing.

- b. The leader of the team who had an account sharing infraction can be disciplined at the admin's discretion.
- c. If a player is found to be cheating and/or using illegal customization, any matches played by the user (with evidence) will be forfeited.
- d. If a player/account is found to be ban evading or avoiding a roster cooldown in the SPL, any matches played whilst they were ban evading or avoiding the cooldown will be forfeited.
- e. Any Team found altering log files will be dismissed from the League and the Player that submitted the log will be banned from the League indefinitely.