



Minor League Esports Rulebook

Minor League Esports (hereby referred to as MLE) is a gaming community for non-professional Rocket League players who want to compete in a fun, friendly, professional-style league, free of the toxicity common in regular online play. To create this environment, MLE has a list of rules that all participants must follow. These rules ensure that the league runs smoothly and everyone involved has an enjoyable experience. We ask all participants to learn, understand and follow this set of rules, and failure to do so can lead to disciplinary action.

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1. Applications

Anyone joining the league must adhere to the rules laid out in this rulebook, especially the community behavioral rules outlined in Section 6. MLE reserves the right to reject any application.

- 1.1 The following set of general rules apply to anyone wishing to join the league.
 - 1.1.1 Must be 16 or older to be eligible to join.
 - 1.1.2 Any usernames or profile pictures associated with the individual must not be vulgar or offensive.
 - 1.1.3 Must be willing to join the MLE Discord server. As the Discord server is the primary source of communication with the community and individual members of it, it is imperative that all those wanting to be a part of the league join the server.
- 1.2 All applicants must be aware that while MLE accepts anyone regardless of their location, the league is predominantly North American and as such series and stream times generally favour those based in this region.

Player Requirements

- 1.3 The following set of rules surrounding Rocket League ranks, Matchmaking Ratings (MMR) and accolades apply to anyone wishing to play in the league.
 - 1.3.1 Players must not be an active starter or substitute for a professional (RLCS or RLRS) Rocket League team.
 - 1.3.2 Players must ensure their accounts are not “unranked” in the competitive Doubles or Standard playlist to be eligible to play. It is not necessary to be ranked in any other playlists.
 - 1.3.3 Once accepted into the league, players are required to play at least 30 ranked games in the last 30 days to ensure their rank is accurate. This total must be accumulated across either the competitive Doubles and Standard playlists.
 - 1.3.4 Players should provide details of any alternate accounts they may have. If it is discovered that a player has withheld a higher-ranked account from MLE staff, this is considered cheating and MLE reserves the right to take disciplinary action.

- 1.4** MLE separates players into four different leagues of competition based on skill. A player's highest achieved rank from the competitive Doubles and Standard playlists (not including Hoops, Rumble, Snow Day and Dropshot) will determine which league they can compete in. This eligibility applies for all active players in MLE. See table below for a breakdown of league eligibility:

Player's Highest-Achieved Rank	League Eligible for Play
Bronze 1 to Platinum 3	Foundation League
Diamond 1 to Diamond 3	Academy League
Champion 1 to Champion 3	Champion League
Grand Champion	Premier League

- 1.5** MLE reserves the right to check players' ranks throughout the season. If MLE finds discrepancies with any player's rank, MLE reserves the right to stop said player's participation in the league to ensure a fair level of competition is kept. Examples of discrepancies include but are not limited to:

- 1.5.1 Providing a false player name.
- 1.5.2 Deliberately losing to drop rank.
- 1.5.3 Deliberately not playing to ensure rank does not rise.
- 1.5.4 Not providing details of alternate accounts.

- 1.6** If an applicant is successful, they will join the MLE Admissions Discord server. Here, the applicants' suitability for joining the community will be reviewed before being allowed to participate in MLE. The Admissions sever will give prospective players the opportunity to gain more of an understanding about MLE as well as ask any questions to MLE Admissions staff. Successful applicants will then join MLE and may apply for Free Agent status, granting them the opportunity to join a team.

2. League Structure and Format

General Rules

- 2.1** MLE runs all leagues in the doubles (2v2) format.
- 2.2** All leagues have a 10 week regular season followed by 4 weeks of single-elimination playoffs.
- 2.3** All leagues are split into two conferences; the Orange Conference and Blue Conference each consist of 4 divisions, and each division has 4 teams.
- 2.3.1** Due to Foundation League having fewer players than other leagues, it fields 16 teams with only 2 divisions per conference. The following table illustrates league alignment.

Leagues	Orange Conference		Blue Conference	
<i>Foundation Academy Champion Premier</i>	Volcanic	Tropic	Storm	Arctic
	Bulls Elite Dodgers Tyrants	Flames Pandas Sharks Shadow	Blizzard Eclipse Lightning Hurricanes	Foxes Puffins Sabres Wolves
<i>Academy Champion Premier</i>	Sun	Mystic	Sky	Forge
	Pirates Bears Rhinos Outlaws	Comets Demolition Spectre Wizards	Aviators Ducks Hawks Hive	Express Jets Knights Spartans

Fixture Structure

- 2.4** The fixture format for all leagues is the same; teams will play each of their division rivals twice and each team from an intra-conference division once, making for a 10 match regular season.
- 2.5** League and division standings over the course of the season are counted by the number of individual games won. At any point in the season if teams are tied by number of games won the following deciders are taken into account to determine divisional and overall standings.
- 2.5.1** Head-to-head record inclusive of games between all tied teams.
- 2.5.1.1** The head-to-head tiebreaker will be applied to all subsequent ties until either no teams are tied, or until the tie cannot be broken by head-to-head anymore.
- 2.5.2** Overall season series record of the tied teams.
- 2.5.3** Overall season goal differential of the tied teams.

- 2.5.4. If two teams are still tied after all tiebreakers listed above have been applied, the tie will be broken by a Best of 1 between the two teams.

Playoff Qualifications and Structure

- 2.6** Academy, Champion, and Premier League will each send 12 total teams to the playoffs, 6 from each conference. Teams in each conference are seeded 1 to 6, determined as follows.

2.6.1 The 4 division winners, seeded 1-4 based on overall winning percentage. Ties are broken following Rule 2.5.

2.6.2 The next 2 best teams in the conference, seeded 5-6 based on overall winning percentage. Ties are broken following Rule 2.5.

- 2.7** Each conference will play through a seed-based tournament, for which the following applies.

2.7.1 Seeds 1 and 2 receive a first-round bye.

2.7.2 Each round, the lowest-remaining seed will always play the highest-remaining seed.

Wildcard Round <i>Best of 5</i>	Conference Semi-Finals <i>Best of 5</i>	Conference Finals <i>Best of 7</i>	League Championship <i>Best of 7</i>
Seed 6 vs Seed 3	Worst Surviving Seed @ Seed 1	Worst Surviving Seed @ Best Surviving Seed	Orange Conference Champion vs Blue Conference Champion
Seed 5 vs Seed 4	Best Surviving Seed @ Seed 2		
Seed 6 vs Seed 3	Worst Surviving Seed @ Seed 1	Worst Surviving Seed @ Best Surviving Seed	
Seed 5 vs Seed 4	Best Surviving Seed @ Seed 2		

2.8 Foundation League will send 8 total teams to the playoffs, 4 from each conference. Teams in each conference are seeded 1 to 4, determined as follows.

2.8.1 The 2 best-finishing teams from each division, seeded 1-4 based on overall winning percentage. Ties are broken following Rule 2.5.

2.9 Each conference will play through a seed-based tournament, for which the following applies.

2.9.1 Each round, the lowest-remaining seed will always play the highest-remaining seed.

Conference Semi-Finals <i>Best of 5</i>	Conference Finals <i>Best of 7</i>	League Championship <i>Best of 7</i>
Seed 4 vs Seed 1	Worst Surviving Seed @ Best Surviving Seed	Orange Conference Champion vs Blue Conference Champion
Seed 3 vs Seed 2		
Seed 4 vs Seed 1	Worst Surviving Seed @ Best Surviving Seed	
Seed 3 vs Seed 2		

3. Player and Team Rules

Player Salary

- 3.1** All players are assigned a salary while active players in MLE. It is an important factor when it comes to team balancing.
- 3.1.1** Salaries are updated throughout an MLE season, typically on a weekly cycle. These updates are carried out automatically by League Operations staff using the account information provided by the player when they signed up for MLE.
- 3.1.2** At an unspecified time prior to the draft, salaries will be “locked”. Once locked, player salaries will not be updated again until after the draft is complete.
- 3.1.3** Salary will always reflect the player’s highest ranking from the oldest data point MLE has, starting after the beginning of competitive Season 10 of Rocket League. Should a player’s ranking drop below their highest, their salary value will not change until the end of the season, or until their ranking increases above their previous highest.
- 3.2** A player’s salary is calculated by taking their account’s highest Match Making Rating (MMR) from Doubles or Standard playlists. Casual and Extra Modes are specifically excluded from salary calculations. The MMR number is rounded to the nearest 50 and divided by 100.

MMR	Adjusted MMR	Player Salary
613	600	6.0
725	700	7.0
826	850	8.5
935	950	9.5
1074	1050	10.5
1276	1300	13.0
1395	1400	14.0
1515	1500	15.0

- 3.3** In circumstances where MLE feels the data and information available to them is not sufficient, MLE reserves the right to adjust a player’s salary as deemed necessary. Players with minimal history in competitive playlists (e.g. recently created, or having few games played in competitive playlists, etc.) may be rejected, or assigned to a different league at the discretion of MLE staff.

Team Salary

- 3.4** Team rosters must comply with Salary Cap restrictions. Team Salary is calculated as the sum of the starting player salaries'. For example, a team of three starters whose salaries are 7.5, 8.0, and 8.5 would have a Team Salary of 24.
- 3.5** Prior to the draft, a Pre-Draft Salary Cap is set, which remains in place until Week 1. Teams are not allowed to go over this cap when drafting and trading before Week 1.

League	Salary Cap
Foundation	24
Academy	42
Champion	52.5
Premier	63

- 3.6** As of Week 1, an Average Salary Cap comes into effect for each league. Average Salary Cap is determined by taking the average of every Team Salary across the league.
- 3.6.1** The term "Salary Cap" always refers to the higher value between the Average Salary Cap and the Pre-Draft Salary Cap.
- 3.7** Salary Cap regulations only apply when a team changes a starting player on their roster.
- 3.7.1** A new player may be added to a team's starting roster if that team's new total salary would be equal to or lower than the Salary Cap.
- 3.7.2** If a situation exists where a team over the Salary Cap cannot sign a player in the league to satisfy Rule 3.7.2, then MLE staff may allow special exemptions. These will be on a case-by-case basis and MLE staff will instruct the team as to what they can do.

Team Structure

- 3.8** All franchises must be led by a General Manager (hereby referred to as GM), who is responsible for the overall operations and conduct of each of the teams playing under their assigned franchise.
- 3.9** All teams are required to roster a certain number of players and Reserves, dependant on league.
- 3.9.1** Foundation League teams require 3 starters, and up to 2 Reserves.
- 3.9.2** Academy, Champion, and Premier League teams require 4 starters, and up to 3 Reserves.
- 3.9.3** When a player is released from a roster by any means, the GM must acquire a new player within 7 days of the previous player's departure.
- 3.9.4** Teams that do not fill a vacancy on their roster within 7 days may have a player assigned to their roster by MLE staff.

General Managers

- 3.10** GMs are individual community members responsible for managing an individual MLE franchise. Franchises include multiple teams playing in MLE's various leagues under a common name. The role is designed for individuals who have strong leadership and organizational abilities.
- 3.11** GMs may appoint a member of their franchise to Assistant General Manager (hereby referred to as AGM), to assist with the duties of running their franchise. However, the ultimate responsibility of ensuring the franchise and players comply with MLE rules lies with the GM. It is recommended that the GM choose their AGM very carefully, as the AGM will be allowed all the same tools and power as the GM, except for the following.
 - 3.11.1** AGMs will not be given access to the franchise Twitter account.
 - 3.11.2** AGMs will not be given access to the GM channel on the Discord server.
- 3.12** The following rules apply to GMs.
 - 3.12.1** GMs may only manage one franchise at a time.
 - 3.12.2** As leaders and focal figures in MLE, GMs should always uphold the league's values, even in settings outside of the league itself.
 - 3.12.3** GMs may be either a "Playing" or "Non-Playing" GM for their franchise.
 - 3.12.3.1** Playing GMs are subject to all requirements to which other starting players are subject (e.g. minimum series played, minimum ranked games played, etc.)
 - 3.12.3.2** GMs may swap between Playing and Non-Playing positions as they see fit. They must inform League Operations staff and get authorization before doing so, just as a normal transaction would require.
 - 3.12.3.3** GMs may be a Reserve if they wish.
- 3.13** The following list is just some of the responsibilities a GM will undertake or delegate.
 - 3.13.1** Scheduling weekly series for all franchise teams.
 - 3.13.2** Requesting transactions for all franchise rosters.
 - 3.13.3** Organizing scrimmages and training for players in franchise.
 - 3.13.4** Communication with the franchise, relaying any necessary information to the players.
 - 3.13.5** Communication with MLE staff, voicing concerns and questions from their players.
 - 3.13.6** Maintaining franchise's Twitter account ensuring it is active and posting MLE relevant material, especially regarding their own franchise.
 - 3.13.7** Ensuring their franchise's series results are uploaded correctly and efficiently.

Starters

- 3.14** Each starter must play a minimum number of series during the regular season. This is tracked officially by MLE via “player pairings”.
- 3.14.1** Minimum series played for each player pairing varies by league.
- 3.14.1.1** Foundation League pairings are required to play at least 3 series.
- 3.14.1.2** Academy, Champion, and Premier League pairings are required to play at least 1 series, and no more than 2.
- 3.14.2** GMs must take this rule into consideration when scheduling. Failure to field a legal starting roster in any match will result in disciplinary action and possible punishments for the team.
- 3.14.3** When a Reserve is substituted for a starting player, the pairing credited will include the replaced starting player.
- 3.14.4** GMs will have access to documents that will provide them with the necessary info regarding their players’ number of series played. GMs are still advised to know this information themselves and keep track of how many series each player on their team has played.
- 3.14.4** There are no restrictions on the number of series a starter may play in the playoffs.
- 3.15** If there represents an extreme scenario where a player may be ineligible to play for a long duration of time, they must inform MLE staff and their GM.
- 3.16** During the season, if a player is removed from the starting roster of a team by the team, either by being dropped or being moved to a reserve position, they may not be put on that team’s starting roster again for 5 game weeks.
- 3.17** During the season, if a starting roster player requests to be dropped from their team or moved to a reserve position, they will become a **Restricted Free Agent**.
- 3.18** When a player joins a team mid-season, they will still be required to play a minimum of series. This will be dependent on the player they replaced on the roster.
- 3.18.1** The incoming player will be allocated the series already played by the departing player. For example, Boomer leaves having played 3 series, Middy who joins as a replacement will be set as having already played those 3 series.
- 3.18.2** In the event of multiple players leaving a team at once, the incoming players will be matched in terms of salary with the departing players. For example, if Middy (salary 8, 3 series played) and C-Block (salary 6.5, 2 series played) both leave, the higher salary replacement would inherit 3 series played, and the lower salary replacement would inherit 2 series played.
- 3.18.3** For any mid-season move to be valid, the incoming player cannot have previously played, for any franchise, more series than the outgoing player.

- 3.18.4 MLE reserves the right to alter the number of series played in circumstances where doing so would ensure that balance and fairness of the league is upheld.

Reserves

- 3.19** Teams have the option of signing Reserves to their roster to provide backup and support. This also gives the opportunity for more people to become involved with teams. The following rules apply to Reserves:

- 3.19.1 A team is allowed to play a Reserve in a series only twice in the regular season, and never during a playoff match.
- 3.19.2 At the time of the series, Reserves cannot be more than 1.0 salary above the player they are replacing. Anything equal to or less than this difference is permitted.
- 3.19.3 Reserves may be signed by other teams for starting roster spots at any time, as long as they agree to it.
- 3.19.4 Reserves may be retained as a starting player on their team for the next season. They may not be retained as a Reserve.

- 3.20** Three types of Reserve positions have been defined for use by teams.

- 3.20.1 Required Reserve. This position is available at the [New Week Deadline](#) following the Draft, and must be filled by an eligible Free Agent by the [Scheduling Deadline](#) of Week 1.
- 3.20.2 Optional Reserve. This position is available starting Week 4, and may be filled by any eligible Free Agent.
- 3.20.3 Rank-Up Reserve. This position may be occupied by a player who was on the roster of the franchise's next-lower-league team, and ranked out. A player may not be denied this position upon ranking out, unless the position is already occupied. This position is not available to Foundation League teams, or to Academy League teams of franchises with no Foundation League team.

Rank-Outs

- 3.21** Once a player has achieved a rank which is above the maximum threshold (per Rule 1.4) for their current league, that player is considered to be "ranked-out" of their current league. The player only needs to hit the rank once to be considered "ranked-out", no consideration is given to tier rewards or other metrics. The following rules apply to ranked-out players.

- 3.21.1 During the season, ranked-out players on teams are automatically granted a Reserve spot on their franchises' next highest team, if a spot is available. If the franchise has no available Reserve spots, the GM must decide to release either a Reserve or the ranked-up player to Free Agency.
- 3.21.2 During the season, a player who ranks out during a week of play will be allowed to play one final series in their league before being officially ranked up. This series must occur on the week of rank-out, otherwise the player will be ranked up at the conclusion of the week

regardless. This is to allow teams time to plan replacement players for their rank-outs and alleviate scheduling issues. "Weeks" in MLE begin and end at the [New Week Deadline](#).

- 3.21.3 During the playoffs, players on playoff teams will be allowed to play even if they have "ranked-out" into the first rank above their league maximum. For instance, an Academy League player who hits Champion 1 during the playoffs will be allowed to play in the Academy League playoffs. However, achieving a salary of 1.0 more or higher than the league maximum will result in immediate rank-out.
- 3.21.4 Players who rank-out during the offseason, but ended the season on a team, will be given the opportunity to be retained by their franchise as a starter for the next highest league.

Trading

- 3.22 GMs are permitted to trade their players and draft picks with other GMs, in accordance to a number of restrictions. Trades have different rules in the offseason and regular season.
- 3.23 See the Glossary for exact definitions of the terms [Team](#), [Franchise](#), and [Asset](#).
- 3.24 Trading in general is bound to the following rules.
 - 3.24.1 Trades may only occur after retentions are finalized, and before the [Trading Deadline](#).
 - 3.24.2 No team may send or receive an asset without also receiving or sending an asset in return.
 - 3.24.3 No team may end a trade with a number of draft picks unequal to the number of picks they had previously.
 - 3.24.4 A team that is over the Salary Cap may not receive a player in a trade, unless the team would end the trade with a Team Salary that is under the Salary Cap.
- 3.25 Offseason trading is bound to these restrictions, on top of the restrictions listed in Section 3.23.
 - 3.25.1 Offseason trades may not include a draft pick that is being used for a retention.
 - 3.25.2 Offseason trades may not end with any team having more players than they are allowed to retain.
- 3.26 Regular season trading is bound to these restrictions, on top of the restrictions listed in Section 3.23.
 - 3.26.1 Regular season trades may not include draft picks.

4. Series Structure

General Rules

- 4.1** Matches in MLE are called “series”.
- 4.2** A series consists of five complete Rocket League games against another team. Series are not "best of", all five games will be played regardless of outcome.
- 4.3** All five games must be played consecutively on the scheduled date and time. Teams may not play games over the course of a day or several days.
- 4.4** Teams are required to schedule their own series each week. Please see Section 5 for specific roles and responsibilities.
- 4.5** Player substitutions or changes are not allowed mid-series. Only two players per team are allowed to compete in a series.
- 4.6** Each series has a designated Home and Away team. The Home team will always be responsible for ensuring the private lobby has been properly created, according to the following rules.
 - 4.6.1** Designated map for the week must be used, this information can be found in the scheduling channels on the Discord server.
 - 4.6.2** Team names must be used, and the players must always join the team to which they belong.
 - 4.6.3** Match settings must be fully default, with no mutators.
 - 4.6.4** Servers must be set to US-East.
 - 4.6.4.1** Exceptions are allowed if both teams agree to play on a different server. This is only applicable for series that are not streamed by the official MLE channel or an affiliate broadcaster.

4.7 Once a series is underway, the following rules will apply.

- 4.7.1 Players must not intentionally leave the lobby before the final game of the series is completed, as it removes the player's stats from the scorecard. Such behaviour is deemed unsportsmanlike and can lead to sanctions or punishments against the player and team.
- 4.7.2 If a player experiences technical issues such as high ping or rubber banding, they may ask for a server reset at the end of their current game. Each team may be granted 1 server reset during a series. Any server resets beyond that must be agreed upon by both teams.
 - 4.7.2.1 In a streamed game (official or affiliate), any player experiencing difficulty should inform the lobby creator or MLE staff via Discord to request a server reset.
 - 4.7.2.2 In the event a server reset does not fix the affected player's issue, they are expected to continue playing.
- 4.7.3 If a player fully disconnects from the game lobby before any goals have been scored and within the first minute of the game, the game should be restarted. Only one restart is allowed per series.
 - 4.7.3.1 The affected player will be given up to 5 minutes to rejoin. If they are unable to rejoin in that time the affected team is allowed to use a Reserve player. If a Reserve is used they must play out the rest of the series, regardless of whether the original player's connection is fixed. This is the only exception to Rule 4.5.
 - 4.7.3.2 If a Reserve is used, regardless of what point they join the game, it will count as a series played for them as well as the disconnected player.
 - 4.7.3.3 If a Reserve is unavailable, teams have the option to reschedule. If the series is not rescheduled, the team whom the player affected with the disconnect is associated with is given an NCP for each remaining game of the series not played.
- 4.7.4 A member of each team must take screenshots of the final scorecard of each game. Teams must then ensure screenshots for all five games are posted in the appropriate channel in Discord by 12pm est on Monday. GMs have an overarching responsibility to ensure their players follow this protocol, even if the GM is not present in the game lobby itself. Ultimately, however, the responsibility of posting screenshots falls on the Home team GM, in the event that screenshots are not provided to the league.
 - 4.7.4.1 Screenshots should be clear and easy to read.
 - 4.7.4.2 Screenshots should show evidence that the correct team names, colors, and arena are being used.
 - 4.7.4.3 Missing screenshots or screenshots which do not meet requirements will result in a non-compete penalty being issued to both teams for the affected games, unless sufficient alternative evidence - such as a replay file or stream VOD - can be provided.

Streaming Rules

- 4.8 Players must be aware of their responsibilities if their game is being broadcast.
 - 4.8.1 Players or anyone associated with MLE may not stream a series from a third-person perspective if they are already being broadcasted officially. Auto-hosting the MLE Twitch channel is allowed. Player POV streaming is also allowed, this is covered later in Section 4.
 - 4.8.1.1 Unofficial streams are allowed during affiliate streams but may not stream the same series as the Affiliate broadcast.
 - 4.8.2 Players should use respectful and appropriate profile names/pictures when being broadcasted.
 - 4.8.2.1 Steam players are required to contribute to the professional image by ensuring their names are consistent with their name listed in Discord and in the official MLE database, and by using their 3 letter abbreviated team name prefixed before their name, example: DOD | TheGamingBear. Profile pictures must also be set to the official logo provided by MLE to all GMs.
 - 4.8.2.2 Console players are not required to follow the above requirements.
 - 4.8.3 In lieu of directly adding the team prefix to their names, teams may also opt to create an in-game club under the name of their franchise. Franchise clubs must abide by the following rules.
 - 4.8.3.1 Any franchise club must be owned by the franchise's GM.
 - 4.8.3.2 Club name must be formatted with the franchise name followed by "MLE". For example, *Aviators MLE* would be the proper formatting for the Aviators franchise club.
 - 4.8.3.3 Club abbreviation must exactly match the abbreviation used by MLE for each franchise. For example, the *Aviators MLE* club must use the abbreviation *AVI*.
 - 4.8.3.4 Players who are playing under the franchise club do not need to include the team prefix directly into their names when being streamed.
 - 4.8.4 Custom colours for the competing teams must be used.
 - 4.8.4.1 The lobby creator is required to adjust one team to clash colours if both team's primary colours are too similar to easily distinguish. The Home team may have first choice of which team uses their clash colors.
 - 4.8.4.2 Players who struggle with custom colors are encouraged to use color blind mode locally.

- 4.9** If a series is not officially broadcast or broadcast by an affiliate, MLE will allow said series to be unofficially streamed by another member of the community. Permission to host MLE games is conditional on the streamer's compliance with the following rules. MLE reserves the right to revoke this right if it feels the rule is being abused or mishandled.
- 4.9.1 The series may only be streamed if it does not clash with an official broadcast.
 - 4.9.2 The series may be streamed by anyone associated in the league but they must obtain permission from teams involved before doing so.
 - 4.9.3 Anyone that does stream must use official team colours and names in the match lobby. They must not use any other overlay features, such as face cams, logos, or score overlays.
 - 4.9.4 Use of any MLE property such as team logos or league graphics in unofficial streams is prohibited.
 - 4.9.5 Unofficial streams must not bear the MLE name in any form, such as in the stream title. The team names may be used.
 - 4.9.6 Promotion of unofficial streams is only allowed on the MLE Discord. Unofficial streams are not allowed to be publicly advertised.
 - 4.9.7 Any promotion should be kept minimal (one or two messages at most).
 - 4.9.8 Commentating is not permitted on unofficial streams in any circumstances. Streamers are encouraged to play royalty-free or licensed music during gameplay.
 - 4.9.9 Any additional match spectators in the game lobby outside of authorised streamers must also get permission from both teams to be allowed to spectate.
- 4.10** Players are permitted to stream their personal POV of an MLE match at any time. However, players are not allowed to promote these streams within the MLE Discord or through MLE franchise Twitter accounts if they are participating in an official broadcast or affiliate broadcast or playing at the same as an official stream.

5. Series Scheduling

To ensure that matches are completely as seamlessly as possible, MLE asks that both GMs and players alike adhere to the following rules and guidelines.

General Rules

- 5.1** All members of a team have a duty to ensure they communicate efficiently within their team and with other teams to ensure games are scheduled in a timely manner.
 - 5.1.1** Teams have until the **Scheduling Deadline** to schedule their match for that week. Teams are required only to submit the match time, line ups are not necessary. The weekly matchups will be permanently available on the MLE website throughout the season and the current week's schedule will also be available on the scheduling Discord channel.
 - 5.1.2** Games must be scheduled between Thursday and Sunday of the given week. Any request to play outside this period is likely to be denied.
 - 5.1.2.1** In exceptional circumstances, MLE staff may consider a request to have a series played outside of the normal window. Teams must make this request directly to a member of MLE staff, and decisions will be made on a case-by-case basis.

General Manager Rules

- 5.2** GMs or approved designate must ensure they speak to their players about availability before agreeing to a time with the opposing team. Reserves' availability should also be considered as they may be required to step in mid-series.
- 5.3** GMs or approved designate must ensure they communicate with their players as well as the opposing team in a timely manner and be efficient when responding.
- 5.4** GMs or approved designate must submit their agreed upon match time via the MLE Scheduling Form before the **Scheduling Deadline**.
 - 5.4.1** If a GM or designate falsely provides a time without it being confirmed by all parties, then it may result in disciplinary action to anyone seen/proved to be at fault.
- 5.5** Any series that fails to be scheduled within the allocated period of time and does not take place will result in penalties towards the teams and players deemed at fault after review by MLE staff. At-fault teams will receive a Non-Compete Penalty (NCP) as a result of any unplayed games. An NCP could be issued to teams for the following reasons:
 - 5.5.1** Lack of communication between teams, which results in a game not being scheduled.
 - 5.5.2** Player or teams being inflexible or offering limited availability.
 - 5.5.3** Cancellation of a previously scheduled series, with the teams in question being unable to reschedule. The team responsible for the cancellation will be deemed at-fault.

Player Rules

- 5.6** MLE recognizes that in rare cases scheduled games may not happen due to unforeseen circumstances, such as a family emergency. In the event of such a situation, MLE asks all teams and players follow these specific rules.
- 5.6.1 If you are unable to make a scheduled match, affected player(s) must give as much notice as possible to MLE staff, their team and the opposing team. Up to 4 hours before a scheduled series is advised, though we realize some circumstances may not allow this.
 - 5.6.2 In the event of a late cancellation an option to reschedule can be considered. MLE staff will communicate with both teams to coordinate the reschedule.
 - 5.6.3 If MLE staff authorizes a reschedule, all teams and players involved are required to act in good faith to try and set up a new time.
 - 5.6.4 Teams are expected to have a fieldable roster contact their opponents at the scheduled match time. Failure to do so within 10 minutes of the scheduled match time may result in consequence being taken.
 - 5.6.5 If MLE staff suspects one team is deliberately being unreasonable with rescheduling in an attempt to earn automatic wins in their favor, MLE reserves the right to issue disciplinary action to that team.

Non Compete Penalty

- 5.7** In the event that a scheduled series does not take place within the week of play, and if said series cannot be rescheduled, the league will issue a Non Compete Penalty (hereby referred to as NCP) to one or both of the teams involved. When an NCP is issued, the following rules apply.
- 5.7.1 Teams deemed to be at-fault for the unplayed series will be given a 0-5 series loss. The players of said team will not receive any statistics for the week and will be credited as having played one series.
 - 5.7.2 The team found not at fault for the NCP receive a default 5-0 series, made up of five 2-0 game wins. Each player in the team will receive 5 goals, assists and saves each (1 per game). This means players will still receive some stats for the series, which will be added to their overall statistics.
 - 5.7.3 If a series is partially completed, or screenshots and replays for a played series cannot be found, NCP rules are applied to the affected games.
- 5.8** Players and teams who frequently incur NCPs are liable to further punishment. Any disciplinary action that occurs from an NCP is at the discretion of MLE.

Official Broadcast Rules

- 5.9** Each week a number of series will be officially streamed by MLE. Due to the nature of broadcasting and in the interests of viewers, there are certain rules that apply if a series is selected to be streamed.
- 5.9.1 MLE has a set schedule for streaming each week. Series that are listed on the stream schedule are the first matches MLE staff will select for official broadcasts each week.
 - 5.9.2 Teams who are going to be streamed must ensure they are ready to play 30 minutes before their scheduled time. Due to the variability of match lengths, there will often be situations where production staff needs to begin a match earlier than expected. This is especially likely with series that follow the first series of a stream.
 - 5.9.3 If a team that has scheduled for one of the time slots is unable to be available 30 minutes before the series, they must inform production staff as soon as possible.
 - 5.9.4 Due to clashes in color, the following in-game items are strictly-prohibited from being used on official and affiliate broadcasts.
 - 5.9.4.1 Any Esports Shop decals.
 - 5.9.4.2 The Tumbler car body.
 - 5.9.4.3 The Jurassic Park Jeep car body.
 - 5.9.4.4 The Ecto 1 car body
 - 5.9.4.5 The K.I.T.T. car body

6. Player and Community Behaviour

This section contains rules regarding the behaviour of community members and players. It is important that all members of the community abide by these rules as they are important in helping to create a friendly, toxicity free environment.

6.1 MLE aims to be a fair, friendly and fun environment where toxicity and unsportsmanlike conduct is not tolerated and swiftly dealt with. MLE reserves the right to caution, suspend or permanently ban players or members of the community if they are found engaging in any of the following behaviors:

6.1.1 Abuse or harassment of other players or anyone associated with MLE. This includes but is not limited to displaying racist, sexist, homophobic behaviour towards others or in general. Frequent swearing is also not tolerated.

6.1.2 Display of unsportsmanlike characteristics either in-game or elsewhere online. Examples of unsportsmanlike behaviour include but are not limited to the following.

6.1.2.1 Rage quitting.

6.1.2.2 Deliberately underperforming during a match (i.e. "throwing").

6.1.2.3 Not congratulating opponents if you lose.

6.1.2.4 Spamming demeaning comments or quick chats such as "What a Save!".

6.1.2.5 Unnecessary bragging or being disrespectful of other players/teams.

6.1.3 Cheating, hacking, account manipulation/sharing or other dishonest tactics. Examples of such behaviour include but are not limited to the following.

6.1.3.1 Using an account that does not reflect your true ranking and skill (i.e. "smurfing").

6.1.3.2 Sharing accounts for the purposes of having another person play an MLE match in your stead.

6.1.3.3 Manipulation of gameplay, such as deliberate time wasting, or falsifying a disconnect.

6.1.4 Discussing or accusing others of smurfing, cheating, etc. privately or publicly. Any concerns regarding such issues should be privately brought to League Operations attention.

6.1.5 Use an abusive, insulting, or vulgar username, either on social media platforms or with game accounts.

6.1.6 Use of inappropriate or offensive account pics, profile pics, or avatars in the community and during streams.

6.1.7 Post content or links to content that contains inappropriate material.

6.1.8 Promoting and encouraging substance abuse.

6.1.9 Frequent self-promotion outside of approved self promotion channels.

6.1.10 Disputing any issue with MLE in a public forum, such as Twitter. We ask members of the community that take issue with a situation within MLE speak privately to the relevant individuals and MLE staff rather voicing concerns publicly.

6.1.10.1 When raising issues about a situation or ruling, members of the community are required to be respectful and refrain from aggression or hostility to whomever they are speaking to. Any behaviour to the contrary will not be tolerated and lead to immediate disciplinary action.

6.1.11 Use of MLE imagery or name in any project without prior authorization from MLE.

Authorization can only be given by MLE [Leadership](#).

6.1.12 Disrespect or toxic behavior towards a partner, sponsor or affiliate of MLE.

6.2 MLE reserves the right to issue disciplinary action to any player or member of the community who displays toxic behaviour outside of the community.

6.3 Anyone on a team, whether a GM, player or Reserve should act respectfully and honestly in their dealings with teammates. Free agents should also be respectful to all those in a playing capacity. If the MLE staff discover instances of disrespect, MLE reserves the right to take disciplinary action it sees fit against those involved. Below are a few examples of what constitutes as disrespectful behaviour in this context.

6.3.1 GM unfairly and forcefully trying to make a player leave the team.

6.3.2 A player deliberately forcing a move off a team or a trade to another team in an unsporting and disrespectful manner.

6.3.3 A Free Agent intentionally pressuring, manipulating or coercing players or GMs into making a roster move that is to the Free Agent's benefit.

7. Player Responsibilities

- 7.1** On top of rules regarding player behaviour MLE expects a certain degree of personal responsibility from all active players. The following responsibilities are mandatory and failure to comply or follow will lead to disciplinary action, and possible removal from a team and the revocation of playing privileges.
- 7.1.1 Ensure regular communication with your other teammates.
 - 7.1.2 If you are a GM, ensure regular communication with opponents regarding scheduling.
 - 7.1.3 Respond promptly to any requests or communication from MLE directed either solely to yourself, your team or the league as a whole.
 - 7.1.4 Players should inform GMs and MLE where appropriate if they are likely to be away or unavailable to contact. This helps reduce any scheduling issues.
 - 7.1.5 GMs or approved designate must always provide screenshots of each individual match in the relevant Discord channel even if their match is streamed.
 - 7.1.6 GMs are in charge of their franchise Twitter account, and must ensure the account is active to help promote the league via the social media platform.
 - 7.1.7 Franchise Twitter accounts must only be used for MLE purposes, such as tweeting at other teams, communicating recent results, or retweeting MLE tweets. General Rocket League tweets and tweets relevant to the MLE community are also acceptable but users cannot use team accounts to post personal messages, political views, abusive messages or anything else inappropriate or irrelevant to the activities of MLE.
 - 7.1.8 All players must ensure they are online for their scheduled series on time. Ideally, players should be ready to play 30 minutes before their actual start time. This requirement is more stringent and non-compliance carries more significant consequences if your series is being streamed (please refer to Rule 5.9). Turning up late to series can lead to NCP rulings and disciplinary action for players.
 - 7.1.9 All players have a responsibility to tell MLE and their team if they are unable to make a scheduled series, within a respectable period of time.
- 7.2** On top of mandatory responsibilities, MLE also encourages players to get involved with the league and community as much as possible. While none of the following is compulsory, MLE appreciates players who do carry out any of the actions.
- 7.2.1 Communicate with other players via Discord and Twitter.
 - 7.2.2 Help promote and discuss the league via different platforms, such as Twitter or Reddit.
 - 7.2.3 Take part in interviews either post-match or as part of podcasts or website articles.
 - 7.2.4 Get involved and take part in MLE associated events and activities, such as one off tournaments and charity fundraising drives.

- 7.2.5 Provide ideas of how MLE can improve and grow.
- 7.2.6 Take part in scrimmages (friendly non-league games) so players/teams can practice outside of league series.
- 7.2.7 Notify MLE of any harmful activities that **Council** may be unaware of, if these activities will affect the enjoyment of the league and the integrity of it.

- 7.2.7.1 Players or members of the community should not inform MLE of any discrepancies with other players rank or salaries. This type of behaviour will be deemed toxic as it is not in keeping with the ideals of the league and therefore is punishable. MLE has systems in place to monitor and track the development of players to ensure the integrity and fairness of the competition is maintained.

7.3 Periodically, MLE will ask for support in certain areas and may ask for members of the community to apply for specific staff positions. While it is not compulsory to apply anyone who does apply and is chosen to fulfil the role should ensure they understand the following rules.

- 7.3.1 Keep in regular communication with relevant MLE staff with regards to their role.
- 7.3.2 Meet any deadlines for submission of work or tasks assigned.
- 7.3.3 Must not use their position to manipulate people or anything else in their favour. Any individual who behaves inappropriately in their role will likely face disciplinary action.
- 7.3.4 Inform MLE if they are unable to fulfil their role or assigned duties. This might be due to a temporary or more permanent situation. MLE recognises everyone has lives and that circumstances can change, we simply ask that show a level of respect for the other members of the community who may be relying on you and your work.
- 7.3.5 Those who undertake roles to support MLE will be given more detailed briefings of what is expected of them in person by the relevant MLE staff.

8. Coaching Regulations

- 8.1** This set of rules applies to coaching specifically, but all coaches must ensure they follow all other relevant MLE rules as well. Coaches are not exempt from disciplinary action if seen to be in violation of any rule.
- 8.2** For someone interested in becoming a coach in MLE they must adhere to the following rules.
 - 8.2.1** Only members of the MLE community can be official MLE coaches. However, MLE does not discourage players from receiving external support or coaching as they see fit.
 - 8.2.2** MLE will approve all prospective coaches and Reserves the right to refuse to someone becoming a coach.
- 8.3** Anyone who becomes or is an official MLE coach must ensure they do not break any of the following rules.
 - 8.3.1** Coaches are not to be aligned or assigned to a team.
 - 8.3.2** Coaches are not allowed to offer their services for a fee, gifts or any rewards.
 - 8.3.3** Coaches should behave respectfully towards whomever they are assisting and helping.
- 8.4** If a coach wishes to resign from their role and become a player they must inform MLE staff.
 - 8.4.1** Any coach that resigns to become a player will become a Free Agent.
 - 8.4.2** They will not be available to be selected/traded in by a team for 4 weeks.
 - 8.4.3** After this period they may be selected/traded in by any team.

9. End of Season Rules

- 9.1** Seasons in MLE last approximately three months. Upon completion of regular season matches, and during post-season, certain events and rules come into effect.
- 9.1.1 All current GMs, players, Free Agents and coaches will be provided an “intent form” which they can use to inform MLE staff of their intentions for the upcoming season. There will be a clearly stated deadline by which all intent forms must be completed.
 - 9.1.2 If someone does not complete an intent form by the stated deadline it is assumed they do not want to continue as an active member of MLE. These individuals will be removed from their team, and placed in an inactive role. MLE staff will not chase anyone and responsibility is solely with the individual to ensure their intent form is filled out.
 - 9.1.3 GMs during this period should speak to current team to inform them of their plans for the next season, and ensure that all team members complete an intent form.
 - 9.1.4 A player who ends a season at a rank higher than the rank cap of their current league will be eligible for retention in the next highest league. Free agents who rank up will be placed in the next highest league’s Free Agent pool. For example, an Academy League player who ranks up to Champion 1 during the playoffs will be eligible for retention on their franchise’s Champion League team. This applies for all leagues.
- 9.2** At the end of the season there may be a number of vacant GM spots available. Any MLE community member in good standing can apply to be a GM. Existing GMs must reapply for their position if they wish to continue as a GM, be it for their current franchise or a new one. The following rules apply to applications.
- 9.2.1 If a community member is actively interested in applying for a GM position they must do so through the official application sent out at the end of the season.
 - 9.2.2 When applying for the position of GM, players may provide franchise preferences, but MLE cannot guarantee that successful applicants will get one of their preferences.
 - 9.2.3 MLE reserves the right to deny anyone, including incumbents, from being a GM in the upcoming season if they believe they are not or are no longer suitable to fit for the position.

Retentions

- 9.3** Once GMs have been determined for the upcoming season, they will have to make decisions on whether they want to retain players from the previous season. The following rules apply when it comes to retention.
- 9.3.1 All decisions regarding retention of players must be made no later than the provided deadline, which will be set each offseason.
 - 9.3.2 Players may elect to go into the draft as a Free Agent, even if the GM wishes to retain them.
 - 9.3.3 GMs should act respectfully and honestly to every player that wishes to be retained on their team.
 - 9.3.4 GMs do not have to retain any players if they do not wish to.
 - 9.3.5 Reserves may not be retained in the Reserve role. They may either be promoted to a playing position or released into free agency.
- 9.4** Teams may have no more than two roster spots filled through retentions before the draft. The following rules should also be taken into consideration regarding retentions.
- 9.4.1 Playing GMs count as a retention.
 - 9.4.2 Players and Reserves may be retained as starters only.
 - 9.4.3 The first retention costs a team their last pick in the draft.
 - 9.4.4 The second retention costs a team their first pick in the draft.
- 9.5** After the retention deadline, a retained player who ranks out of their league may be retained in an open spot in the next higher league. Players may not be released to make room for a ranked-out player, and players may not be brought back from Free Agency to replace a ranked-out player after the retention deadline.

Draft Rules

- 9.6** During the off season there will be one draft for each league. The draft is where teams select players for the season ahead.
- 9.7** The draft order is decided by a lottery. The lottery is a weighted draw and is based on previous season performance.
- 9.7.1** Teams are weighted using the number of losses they received in the previous season, such that a team with more losses has a greater percentage of being picked. This applies to teams that did not make the playoffs.
- 9.7.2** Teams that made the playoffs are weighted by their performance in the playoffs. Teams that went further in the playoffs have a smaller chance of being picked.
- 9.7.3** Any franchises in their debut season will be given a weight equivalent to that of a team with equal wins and losses from the season before.
- 9.8** Once the draft order has been finalised all GMs will be notified of the order as well as the time and date of the player draft (if not already declared). The draft itself will take place over two days, with one day dedicated for the Foundation & Academy League drafts and the other for the Champion & Premier League drafts.
- 9.9** All drafts will consist of a number of rounds equal to the number of starting roster spots for that draft's league.
- 9.10** Since the draft will be a live event, GMs will be expected to attend if possible. Those who will attend should see Rule 9.10 and those who can't should see Rule 9.11.
- 9.10.1** GMs should inform MLE staff if they are attending the draft or not.
- 9.10.2** GMs will be provided with a list of all Free Agents, which will include their playing platform (e.g. PS4 or PC), their timezone (e.g. GMT, EST, etc.), and their salary.
- 9.10.3** Retentions are essentially "promised draft picks". A team's first retention is drafted with their last pick, and the team's second retention is drafted with their first pick.
- 9.11** The following set rules apply to GMs who are attending the draft.
- 9.11.1** The draft will be a live event and as such any GMs attending the draft should be prepared to provide MLE staff with their draft pick when prompted.
- 9.11.2** GMs should provide only one pick when prompted, as there are multiple rounds of picks for the draft.
- 9.11.3** MLE staff will provide a live updated list of Free Agents that are still available to pick. GMs should be aware of their Team Salary and league's Salary Cap when considering their pick.
- 9.11.4** If a GM declares they are attending but then at short notice cannot attend they must inform MLE staff.

9.11.5.1 In such a circumstance MLE staff will select suitable Free Agents on behalf of the GM if not provided with any preferences.

9.11.6 MLE staff will speak to all GMs in the run up to the draft just to reiterate how the event will run and what is expected of them.

9.12 These rules apply to GMs who cannot attend the draft.

9.12.1 GMs must submit a list of their draft picks.

9.12.2 The list must be ordered with 1 being their most preferred pick and so on.

9.12.3 GMs must send MLE staff their draft list by a designated deadline.

9.12.4 If a scenario occurs where there are no available players left on a GMs list then MLE staff will select a suitable player on their behalf.

9.12.5 GMs may appoint someone on their team to inform the MLE staff of their picks during the draft. MLE staff must be informed in good time before the draft if this is the case.

Post-Draft Player Rules

9.13 Free Agents are not allowed to refuse being selected by a team unless there are exceptional circumstances. Should a Free Agent refuse being drafted by a team, and there is not a reasonable justification behind the refusal, those in charge of the affected team may make any of the following decisions.

9.13.1 The team may choose to keep the player and hold out for a trade.

9.13.2 The team may release the player. The player then becomes a **Restricted Free Agent**.

9.14 MLE reserves the right to make any decision they see fit in such situations based on each individual situation.

9.15 Once the draft is complete GMs may make trades and changes to their lineup.

9.16 During the off-season we ask all those involved in MLE keep in communication with the league and look out for any news or announcements and respond to any requests from MLE. Special exceptions will not be made for players who have missed announcements or important deadlines.

10. MLE Responsibilities

- 10.1** While MLE has many rules in place, they have been created to ensure an enjoyable, fair environment for all community members. MLE requires a great deal of respect from everyone involved in it, however, the league realizes this is a two way street and the following list is a list of the commitments MLE makes to those involved in the league.
- 10.1.1* Provide an organised, professional league where players are treated fairly.
 - 10.1.2* Provide a fair level of competition where anyone seen abusing the rules, which could damage the integrity and fairness of the league, is dealt with efficiently and fairly.
 - 10.1.3* A dedicated **Council**, who make collective decisions on league matters.
 - 10.1.4* Weekly updated statistics, results and standings delivered in a timely fashion on a dedicated official league website.
 - 10.1.5* A dedicated Discord server to act as the main hub of communication for everyone in the MLE community.
 - 10.1.6* Regular streaming and casting of series when possible.
 - 10.1.7* Hosting and production of content such as podcasts, interviews and casting.
 - 10.1.8* Any personal queries or sensitive issues members of the community have should DM a member of the **Council**. General enquiries should be posted in the help-desk channel on Discord.
 - 10.1.9* Constant improvement and updating of rules when necessary. MLE reserves the right to change the rules at any moment but will provide notice of such an occurrence.
 - 10.1.10* Regular reviews and improvements to media and images associated with MLE. Such examples of these include but are not limited to: team and league logos, websites, podcasts, graphics and streaming/casting production.

Phew that was a lot of rules to read through, but thank you for taking the time to read through them all.

By following these lovely rules, you will ensure the league runs smoothly and will contribute to a friendly, competitive environment. We want everyone to enjoy their time in MLE and feel welcome in the league.

We hope to see you on the pitch!

11. Glossary

Deadlines

11.1 The following deadlines are referenced throughout the MLE Rulebook, and are subject to change from season to season.

11.1.1 New Week Deadline — this is the day and time that each week in MLE officially begins.

11.1.1.1 MLE Season 9's New Week Deadline is Monday, 12pm Eastern Time.

11.1.2 Scheduling Deadline — this is the day and time by which GMs are required to submit their match times each week.

11.1.2.1 MLE Season 9's Scheduling Deadline is Wednesday, 11:59pm Eastern Time.

11.1.2.2 MLE requests that GMs of teams scheduled to be on the official broadcast submit their match times by Tuesday, 11:59pm Eastern Time.

11.1.3 Trading Deadline — this is the point in the season at which trades between teams are no longer accepted.

11.1.3.1 MLE Season 9's Trading Deadline is Week 6, Wednesday, 5pm Eastern Time.

Terms

11.2 The following terms are referenced throughout the MLE Rulebook, and are subject to re-definition from season to season.

11.2.1 Asset — either a draft pick or a player belonging to a team.

11.2.2 Council — the group of people atop the decision-making process of MLE Staff. The Council currently consists of the following people.

11.2.2.1 TheGamingBear (President)

11.2.2.2 Blackwatch (League Operations Director)

11.2.2.3 Hunted (Production Director)

11.2.2.4 Kiimmiiii (Marketing Director)

11.2.2.5 Stovvadz (Community Director)

11.2.2.6 TyTy (Community Director)

11.2.3 Franchise — the collection of teams playing in various leagues under the same name.

11.2.4 Leadership — when necessary, these people reserve the right to make decisions for MLE without further consultation. MLE Leadership currently consists of the following people.

11.2.4.1 TheGamingBear (President)

11.2.5 Restricted Free Agent — a Free Agent who is prohibited from joining a team for a certain period of time, referred to as a “cooldown”.

11.2.5.1 MLE Season 9's Restricted Free Agent Cooldown is 3 weeks. 1 week of this cooldown is elapsed each **New Week Deadline**.

11.2.5.2 Players become Restricted Free Agents under the following circumstances.

- a. The player is a starter and requests to be dropped from their team.
- b. The player refuses to accept being drafted by their team. This player's cooldown would begin at Week 1.
- c. The player refuses to accept being traded to a new team.

11.2.6 Team — a roster of players competing in a single league under a franchise.