



Minor League Esports

League Operations 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. This rulebook defines the league structure by which MLE operates. For community conduct guidelines, please see the Community Handbook channel found on the MLE Discord server.

Use the Outline to the left for ease of navigation. All sections named here are linked in the Outline.

Terms that are bolded and blue are linked to the Glossary for further definition.

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1. League Structure and Format

Leagues

- 1.1 MLE operates 4 leagues of play: Foundation, Academy, Champion, and Premier Leagues (hereby referred to as FL, AL, CL, and PL respectively). These leagues are independent of each other, connected only by the **franchises** to which their **teams** belong, and the structure by which they abide.
 - 1.1.1 MLE leagues run in the Doubles format.
 - 1.1.2 Due to player base restrictions, FL may be subject to exceptions from the standard applied to the other 3 leagues. These exceptions will be detailed as necessary.
- 1.2 AL, CL, and PL each have 32 teams. These teams are divided into two conferences of 16. Each conference is divided into four divisions of 4 teams each.
 - 1.2.1 **See Table 1.1** for a visual aid.
- 1.3 FL has 16 teams. While every franchise in MLE will have a team in AL, CL, and PL, only half of franchises will have a team in FL each **season**.
 - 1.3.1 The franchises to which these 16 teams are assigned is rotated each season, with 8 teams changing each **offseason**.
 - 1.3.2 Franchises are assigned FL teams based on their divisions, with each division in each conference having a team in FL for 2 seasons, then going without for 2 seasons.
 - 1.3.3 **See Table 1.2** for a visual aid.

Fixtures

- 1.4 **Regular seasons** are 12 weeks in length. Series take place during 10 of these weeks, with 2 bye weeks placed such that they best alleviate any major conflicts with holidays or significant events.
- 1.5 AL, CL, and PL each play 14 series. Opponents are determined as follows.
 - 1.5.1 2 series versus each intra-divisional **team** (6 series).
 - 1.5.2 1 series versus each team in an intra-conference division, repeated each season (4 series).
 - 1.5.3 1 series versus each team in a remaining intra-conference division, rotated each season (4 series).
- 1.6 FL plays 10 series. Opponents are determined as follows.
 - 1.6.1 2 series versus each intra-divisional team (6 series).
 - 1.6.2 1 series versus each team in a remaining intra-conference division, rotated each season (4 series).

Playoff Qualifications

- 1.7 AL, CL, and PL each send 14 **teams** to the playoffs, 7 teams from each conference. Each conference sends the following teams.
 - 1.7.1 The 4 division winners.
 - 1.7.2 The 3 next best teams from the conference, who are not last in their division.
 - 1.7.3 Teams from 1.7.1 are seeded 1-4, and teams from 1.7.2 are seeded 5-7.
 - 1.7.4 **See Table 1.3** for a visual aid.
- 1.8 AL, CL, and PL teams who earn the #1 seed receive a bye in the Conference Quarter-Finals.
- 1.9 FL sends 8 teams to the playoffs. Each conference sends the top 2 teams from both divisions, seeded 1-4.
 - 1.9.1 **See Table 1.4** for a visual aid.

Tiebreakers

- 1.10 **Teams** are ranked by Games Won. Division standings are calculated first, followed by conference standings. If at any point during the tie-breaking procedure a team is eliminated from the tie, the procedure is restarted from the top with only the remaining teams, until a single team remains. This procedure repeats until all team standings are decided.
- 1.11 Division tiebreakers are as follows.
 - 1.11.1 Head-to-head record among tied teams.
 - 1.11.2 Division games won.
 - 1.11.3 Division series won.
 - 1.11.4 Goal differential in divisional series.
 - 1.11.5 Goal differential.
 - 1.11.6 Best of 1 between tied teams, applied only if the tie has playoff implications.
- 1.12 Conference tiebreakers are as follows. Before applying these tiebreakers, apply the division tiebreakers to determine the highest ranked team from each division, then proceed to the following tiebreakers with those teams.
 - 1.12.1 Head-to-head record among tied teams, only applied if all teams have played all other teams.
 - 1.12.2 Game win% in series between common opponents of all tied teams.
 - 1.12.3 Series win% in series between common opponents of all tied teams.
 - 1.12.4 Goal differential in series between common opponents of all tied teams.
 - 1.12.5 Goal differential.
 - 1.12.6 Best of 1 between tied teams, applied only if the tie has playoff implications.

2. Salary

Player Salary

- 2.1 Salary is the metric by which **League Operations** balances **teams**. Every player is assigned a salary, which is calculated by taking a player's peak MMR from Doubles or Standard, rounding it to the nearest 50, then dividing it by 100.
 - 2.1.1 **See Table 1.7** for a visual aid.
- 2.2 League Operations updates salaries daily, via a script that utilizes the RLTracker accounts provided by players upon joining MLE. Current player salaries can be found on the MLE Rosters and Free Agents sheet.
- 2.3 Due to salary reflecting a player's peak MMR, salary will not decrease outside of the **offseason**. Each offseason, League Operations will review salary data and occasionally choose to omit older competitive seasons' data from MLE's data. Currently, salaries reflect data from competitive seasons 10 and later.
- 2.4 League Operations reserves the right to manually adjust a player's salary or league placement in situations where League Operations deems a player's salary to be unfair for one reason or another. Such reasons may include, but are not limited to, the following.
 - 2.4.1 Minimal history in competitive playlists.
 - 2.4.2 Very few games played over the course of a competitive season.
 - 2.4.3 Extreme or unexpected results in league play.
 - 2.4.4 Deliberately not playing to ensure rank does not rise.
 - 2.4.5 Deliberately losing to lower rank.

Team Salary

- 2.5 Every league has a Salary Cap, which **teams** may not exceed when performing transactions with their starting roster. Salary Cap is adjusted each **offseason**, to best suit the variety of salaries found in each league.
 - 2.5.1 **See Table 1.5** for a list of current Salary Caps.
- 2.6 Team Salary is calculated as the sum of the **starters'** salaries. For example, a team of three starters whose salaries are 6.5, 8.0, and 8.5 would have a Team Salary of 23.0.
- 2.7 After the draft each **preseason**, Average Salary Cap comes into effect. Average Salary Cap is the average value of all Team Salaries in a league, and the Salary Cap will always be the higher value between either the Average Salary Cap or the Salary Cap found in **Table 1.5**.
 - 2.7.1 To ensure that the Average Salary Cap is not lowered by vacant roster slots, rosters will keep released player salaries "**on hold**" until the slot is refilled.
- 2.8 Salary Cap restrictions apply only when making changes to a team's starting roster.
 - 2.8.1 Adding a player to a starting roster may not cause the Team Salary to exceed the Salary Cap.
 - 2.8.2 If a situation exists where a team would be unable to sign a player in accordance to Salary Cap restrictions, then League Operations will assess the situation and provide the team with options to move forward. This assessment is made on a case-by-case basis.

3. Players

Eligibility

- 3.1 Each player is responsible for ensuring they adhere to these eligibility rules.
- 3.2 A player must satisfy all of the following rules simultaneously in order to be eligible to play in a series.
 - 3.2.1 Players must not be a starter or substitute for any qualified RLCS or RLRS team.
 - 3.2.2 Players must be ranked in both the Doubles and Standard competitive playlists, on whichever account has the highest MMR.
 - 3.2.3 Players must have played at least 30 games in the last 30 days between Doubles and Standard. Only accounts within 0.5 salary of the player's highest-ranked account will be counted. This is known as the "30 in 30 rule".

Free Agents

- 3.3 Any MLE community member may apply for [Free Agent](#) status.
- 3.4 Upon attaining Free Agent status, players are assigned to a league based on their peak MMR between Doubles and Standard. Other competitive playlists are not considered when assigning leagues.
 - 3.4.1 [See Table 1.6](#) for a breakdown of rank to league distribution.
- 3.5 Players who have never-before received Free Agent status will have a 30-day grace period of exemption to the 30 in 30 rule. They are still required to be ranked in both Doubles and Standard.

Starters

- 3.6 A player must be rostered by their [team](#) before the scheduled series time to be eligible to start.
- 3.7 If a starter requests release, or to move from their starting position, they become a [Restricted Free Agent](#).
- 3.8 If a starter is released from their starting slot on a roster by any means, including being moved to a reserve position or a GM moving from Playing to Non-playing, they may not return to that starting roster for 6 game weeks.

Reserves

- 3.9 **Reserves** maintain their **Free Agent** status while on a **team**. This means they may be signed to another team at any time, so long as they agree to it.
- 3.10 Teams may only play a reserve in a series up to three times over the course of a **season**.
 - 3.10.1 FL teams may only play a reserve up to two times over the course of a season.
- 3.11 When playing in an MLE Series, reserves take the place of a starter, and therefore, both the reserve and the starter must be fully eligible players. As well, the following restrictions also apply.
 - 3.11.1 Reserves must be equal to or lower in salary than the **starter** for whom they are subbing in.
- 3.12 Players may not be signed or moved to the Reserve C slot of a roster. This slot is for rank outs only.

Rank Outs

- 3.13 Once a player has achieved a salary above the maximum threshold of their league, they are considered to be “ranked out” of their league. A player only needs to hit the salary once to be considered ranked out.
 - 3.13.1 Rank outs are considered to have taken place during the week that **League Operations** is made aware of the rank out.
- 3.14 During the **regular season**, a player who ranks out is automatically granted the Reserve C slot of their **franchise’s** next-higher league **team**. If this slot is occupied, the GM must decide to either release the rank-out, or make room for the rank-out by releasing any starter, or any reserve (including the C-slot).
- 3.15 During the regular season, a player who ranks out will be allowed to play one final series in their current league. This series must occur during the week of the rank out.
 - 3.15.1 While players are allowed to play in multiple series in one week, players are not allowed to play a series in multiple leagues in a single week. In essence, the week of a rank out, a GM may choose for their ranked-out player to play in either their current league, or their new league.
- 3.16 During the playoffs, players will not be considered ranked out unless they achieve a salary 1.0 higher than the maximum possible salary of their league.

4. Franchises

General Managers

- 4.1 General Managers (GMs) are the individual community members officially responsible for running individual [franchises](#). As such, GMs are expected to have a considerable working knowledge of this rulebook. GMs are selected by [League Operations](#) each [offseason](#).
 - 4.1.1 As leaders and focal figures within the MLE community, GMs are expected to uphold MLE values, even in settings outside the MLE itself.
- 4.2 GMs may appoint some of their franchise's members to a number of support roles. These roles are intended to assist GMs in managing their franchise how they see fit. However, ultimately, the responsibility of ensuring a franchise and its players comply with MLE rules falls onto the GM.
 - 4.2.1 Assistant General Manager (AGM) — maximum 1 appointments. AGMs are given access to all the tools and powers that a GM has. This includes things like making transaction requests, scheduling series, and using the franchise Twitter account. As such, GMs are encouraged to select their AGMs very thoughtfully. AGMs may be Non-Playing, and as such, do not need to be a member of the franchise prior to being appointed.
 - 4.2.2 Captain — maximum 3 appointments. Captains are mainly intended to assist GMs in scheduling.
 - 4.2.3 Public Relations Support — maximum 1 appointments. PR Supports are given access to the franchise's Twitter account.
- 4.3 The GM and AGM positions are defined by the following rules and expectations.
 - 4.3.1 GMs and AGMs may only manage a single franchise at a time.
 - 4.3.2 GMs and AGMs must designate themselves as either "Playing" or "Non-Playing".
 - 4.3.2.1 Playing GMs and AGMs are subject to all the same rules that apply to players.
 - 4.3.2.2 GMs and AGMs may switch between Playing and Non-Playing, via transaction.
- 4.4 GMs are responsible for ensuring these tasks are completed in accordance to MLE rules.
 - 4.4.1 Series are scheduled by the [Scheduling Deadline](#).
 - 4.4.2 Series results are submitted by the [New Week Deadline](#).
 - 4.4.3 Communication between League Operations and their franchise's players, which includes both relaying information from League Operations to the players, as well as relaying comments or concerns from the players to League Operations.

Rosters and Pairings

- 4.5 **Teams** are allowed to roster up to a certain number of players as either **starters** or **reserves**, depending on the league. These “slots” are referred to as “Player A, Player B”, or “Reserve A, Reserve B”, etc.
 - 4.5.1 FL is allowed 3 starters, and 2 reserves.
 - 4.5.2 AL, CL, and PL teams are allowed 4 starters, and 3 reserves. Reserve C is for rank outs only.
- 4.6 The slot a player occupies is determined by draft position. Drafted players take the earliest available slot.
 - 4.6.1 In post-draft situations where a team has multiple roster slots open, new signings will be placed in the slot with an “**on hold**” salary closest matching the new signing.
- 4.7 Over the course of a **regular season**, each slot on each team’s roster is required to play a minimum to maximum number of series. **League Operations** officially tracks this via “player pairings”.
 - 4.7.1 Pairings are referred to as AB, AC, AD, BC, BD, and CD.
 - 4.7.2 AL, CL, and PL teams are required to play each pairing at least two times, and up to three times.
 - 4.7.3 FL teams are required to play each pairing at least three times, and up to four times.
 - 4.7.4 There are no player pairing requirements for playoff series.
- 4.8 GMs are expected to field a legal roster for each series. League Operations will not prevent them from playing an illegal roster, only react after the fact. While League Operations does provide tools that assist in tracking rosters and pairing uses, the responsibility of ensuring rosters are legal for each series ultimately falls on the GM.

Transactions

- 4.9 Transactions are the method by which GMs may assemble and control their **teams**. Transactions generally fall under one or more of the following terms.
 - 4.9.1 Sign — when a player is added to a team, they are signed to that team.
 - 4.9.2 Release — when a player is removed from a team, they are released from that team.
 - 4.9.3 Move — when a player is on a team, but their slot is changed, they are moved on that team.
 - 4.9.4 Trade — when two teams exchange **assets**, the assets are traded between the teams.
- 4.10 Players must attain Free Agent status before being eligible to be a part of any transaction.

Trading

- 4.11 **Franchises** are permitted to trade their players and draft picks between each other, in accordance to a number of restrictions. Trades have different rules in the **offseason** and **regular season**.
- 4.12 Trading in general is bound to the following rules.
 - 4.12.1 Trades may only occur after **retentions** are finalized, and before the **Trading Deadline**.
 - 4.12.2 No **team** may send or receive an **asset** without also receiving or sending an asset in return.
 - 4.12.3 No team may end a trade with a number of draft picks unequal to the number of picks they had previously.
 - 4.12.4 A team that is over the Salary Cap may not receive a player in a trade, unless the team would end the trade under the Salary Cap.
- 4.13 Offseason trading is bound to the following restrictions, as well as the restrictions listed in Rule 4.12.
 - 4.13.1 Offseason trades may not include a draft pick that is being used for a **retention**.
 - 4.13.2 Offseason trades may not end with any team having more players than they are allowed to retain.
- 4.14 Regular season trading is bound to the following restrictions, as well as the restrictions listed in Rule 4.12.
 - 4.14.1 Regular season trades may not include draft picks.

5. Series

General

- 5.1 A series is defined as five complete Rocket League games against another [team](#). Series are not “best of”, all five games must be completed regardless of outcome.
- 5.2 Series must be played in one session, all five games back-to-back. Teams may not play a series over the course of a day or several days.
- 5.3 Each series has a designated Home and Away team. The Home team is responsible for ensuring the private lobby is created properly, as well as providing results to [League Operations](#).
 - 5.3.1 Series must be played on the correct map.
 - 5.3.2 Team names must be used, and players are required to join the correct team.
 - 5.3.3 Lobby settings must be default, with no mutators.
 - 5.3.4 Lobby must be set to US-East servers.
 - 5.3.4.1 Exceptions may be made if all involved parties agree to another region.

Scheduling

- 5.4 All series are pre-scheduled for [teams](#). Series may be rescheduled for a different time than the default time, if both GMs agree to it. GMs are expected to be receptive to rescheduling if the other team requests, despite scheduling ultimately being optional.
 - 5.4.1 GMs are provided a form via which they must submit series times, if they wish to reschedule from the default time. Submissions made after the [Scheduling Deadline](#) will be ignored, unless the involved team contacted [League Operations](#) ahead of time.
 - 5.4.1.1 Submitting nothing via this form is treated the same as submitting the time that the opponent has submitted, or in cases where the opponent has also submitted nothing, submitting the default time.
 - 5.4.1.2 In cases where League Operations must make a ruling regarding a series, the scheduled time of said series will be what is submitted via this form, regardless of when the series is actually played.
 - 5.4.2 If rescheduled, series must be played the same week as they were pre-scheduled. Series must be played between Thursday and Sunday.
 - 5.4.2.1 Double header matches are exempt from this rule. Double header matches may be delayed into the following week if needed, but this must be specified via the scheduling form. Double header matches may not be delayed further than the Sunday of the following week.
 - 5.4.3 If GMs are experiencing trouble finding a suitable time for a series, they are expected to contact League Operations as early as possible.
- 5.5 League Operations will maintain a Discord server with the sole purpose of housing all scheduling discussion. GMs and AGMs are expected to remain joined to this server, and are allowed to bring in up to three more [franchise](#) members to assist in scheduling their series.

- 5.5.1 The goal of this server is to give all franchises a very quick and easy way to contact League Operations while scheduling, since all involved franchise members and all of League Operations will be able to see the channel in which the scheduling takes place.
- 5.6 Players are expected to arrive on time to their series. If a team's opponent is late, the on-time team may allow their opponents extra time to arrive, but this is not required.
 - 5.6.1 If League Operations suspects a team is being deliberately unreasonable with rescheduling in an attempt to earn automatic wins, League Operations reserves the right to issue disciplinary action.

Once Underway

- 5.7 Series players have the final say over whether spectators are allowed. Any of the four starters may object to spectators, unless the series is on an official or verified affiliate broadcast, or someone is grabbing replays.
- 5.8 Mid-series substitutions may occur, with restrictions. A **starter** who leaves must be replaced by a **reserve**. If a reserve is substituted in, they must finish the series, and the series will count as a reserve use. All rules that apply to using reserves apply to these substitutions.
- 5.9 Mid-game substitutions are never allowed.
 - 5.9.1 Games are defined as having started once the initial countdown reads "Go!".
 - 5.9.2 Players are expected to remain joined to their teams for the duration of each game.
- 5.10 Before joining teams to begin each game, players must wait for all players to join the lobby. Players should allow up to a minute for players to load into the lobby.
 - 5.10.1 In situations where a player is taking longer than a minute to load into a lobby, it may be assumed that they are requesting a server reset. Apply the procedures in Rule 5.12.
- 5.11 Before leaving a lobby, players must wait long enough for their stats to appear on the end-game screen.
- 5.12 Once per series, before or after a game, each team may request a server reset that must be honored. The following procedures apply to server resets taking place between games upon a team's first request.
 - 5.12.1 Server reset requests must be initiated by leaving the lobby.
 - 5.12.2 In the event a player leaves the lobby, all other parties should also exit the lobby.
 - 5.12.3 The Home team, or broadcaster, then remakes the lobby and sends details to all other parties.
 - 5.12.4 Teams must be ready to play again within 5 minutes of the request.
 - 5.12.5 Players who intend on leaving the lobby for reasons that are not a server reset must inform the others in the lobby in-game, and must rejoin by the time the next game would naturally begin.
 - 5.12.6 Server reset requests may not happen after a game has started, or before it ends.
- 5.13 After a team's first server reset request, more may be requested. However, the other team may decline. If both teams agree to the reset, follow the procedures detailed in Rule 5.12.

Proof of Results

- 5.14 If the Home team starters are unable to obtain the replay files, they may request that the Away team take over this responsibility. If the Away team declines, the Home franchise must provide an observer to sit in on the series to save replays, and in doing so, may not decline the Away team an observer. Observers must be a member of the observed franchise.
- 5.15 The **team** responsible for obtaining replays must upload them to the MLE website by the **New Week Deadline** following the series. Failing to upload replays will result in an **NCP** for any missing games.

Broadcasting

- 5.16 If a series is being broadcast on the official stream, or a verified affiliate stream, players are expected to adhere to additional rules to maintain a professional league image.
 - 5.16.1 Steam players must use the **franchise's** logo profile pictures provided by MLE.
 - 5.16.2 Steam players must prefix their name with their franchise's abbreviation.
 - 5.16.2.1 In lieu of a prefix, franchises may create an in-game club for their **teams**. The club tag must be identical to the franchise's abbreviate.
 - 5.16.3 Third-person streams are not allowed. Player POV streams are allowed.
 - 5.16.4 Teams scheduled to be broadcast should be ready up to 30 minutes prior to their series time, to account for variability in broadcast length. If this is not possible for any reason, teams are expected to inform **League Operations** as soon as possible.
 - 5.16.5 Due to color clashes, the following items are prohibited from being used on **official broadcasts**.
 - 5.16.5.1 Any Esports Shop or Season 12 Rewards decals.
 - 5.16.5.2 The Tumbler, Jurassic Park Jeep, Ecto 1, and K.I.T.T. car bodies.
- 5.17 Series that are not on an official or verified affiliate broadcast may be broadcast by anyone in the MLE community. Permission to broadcast MLE series is conditional on the broadcaster and players' compliance to the following rules.
 - 5.17.1 The broadcast may not occur at the same time as an official broadcast.
 - 5.17.2 The broadcaster may be anybody in the MLE, so long as they have the permission of both teams.
 - 5.17.3 The broadcaster must use official team colors and names in the lobby. They may not use any other overlay features, such as facecams, logos, or series scores.
 - 5.17.4 Any use of MLE property, such as graphics, is prohibited.
 - 5.17.5 Unofficial broadcasts may not bear the MLE name in any form, such as in the stream title. Franchise names are allowed.
 - 5.17.6 Promotion should be kept minimal, and within the MLE Discord server, or franchise servers.
 - 5.17.7 Casting over unofficial streams is prohibited. Broadcasters are encouraged to play royalty-free music during gameplay.

6. End of Season and Offseason

General

- 6.1 The first step of each **offseason** is GM applications. All MLE community members are welcome to apply for a GM position each offseason. Current GMs who wish to retain their position must reapply each offseason.
 - 6.1.1 The GM application asks for **franchise** preferences, but these are not guaranteed to be honored.
 - 6.1.2 **League Operations** reserves the right to deny anyone, including incumbents, a GM position for the upcoming **season**.
- 6.2 The next step of each offseason is intent forms. This is used by League Operations to gather the intentions of individuals in the community regarding the upcoming offseason.
 - 6.2.1 Individuals who do not fill out an intent form are assumed to be inactive, and will be removed from Free Agency. League Operations will not chase down community members regarding the intent form. These individuals are welcome to reapply for Free Agency at a later date.
 - 6.2.2 Intent forms are used to determine if players wish to be retained by their **team**. This is why intent forms are not released before GMs selections are announced. As such, players who do not fill out an intent form are ineligible for **retention**.

Retentions

- 6.3 **Retentions** are the players a GM elects to hold on to from one **season** to the next.
 - 6.3.1 All players who end a **regular season** rostered by a **franchise** are eligible to be retained by that franchise, so long as they complete the Intent Form.
 - 6.3.2 If a player ranks out of their current league during the **offseason**, they may be retained in their new league instead.
 - 6.3.3 Players may decline being retained, and GMs are not required to retain any players.
 - 6.3.4 **Teams** may not retain players as **reserves**, but may retain reserves as starters instead.
- 6.4 Teams may retain no more than 2 players. Each retention requires a draft pick, and may be thought of as a “reserved draft pick”, in the sense that a retention is a promise to draft a player with a certain pick.
 - 6.4.1 Playing GMs and AGMs count as a retention.
 - 6.4.2 A team’s first retention counts as their last pick in the draft.
 - 6.4.3 A team’s second retention counts as their first pick in the draft.
- 6.5 Retention selections are due by a deadline determined each offseason, after GM selections. If a retained player ranks out after this deadline, they may be retained in the next-higher league instead if that team has an unused retention spot. 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.
- 6.6 GMs and AGMs who are not designated as retentions will incur **Restricted Free Agent** status at the beginning of Week 1.

Draft

- 6.7 After **retentions** and during the **preseason**, **teams** fill their remaining vacant roster slots via a draft. There is a separate draft for each league. Teams select players from the **Free Agent** pool one at a time, until all rosters are full.
- 6.8 The order in which teams select players is determined by a lottery. The lottery is a weighted draw based on the previous **season's** results. Each league has its own lottery.
 - 6.8.1 Teams are weighted using the number of losses they accumulated in the previous season, such that a team with a greater number of losses has a greater chance of being drawn.
 - 6.8.2 Teams that made the playoffs are weighted according to their placement in the playoffs, such that a team who goes further into the bracket has a lesser chance of being drawn.
 - 6.8.3 **Franchises** entering their debut **season** will be weighted as if they had an equal number of wins and losses the previous season.
- 6.9 Each draft consists of a number of rounds equal to the number of starting roster slots each team has.
- 6.10 Each draft is a live event. Each pick is given a set amount of time before the subsequent pick is allowed to be made. GMs are expected to attend each draft, to submit their picks in live time. GMs able to attend should see Rule 6.11, and GMs unable to attend should see Rule 6.12.
- 6.11 The following rules apply to GMs attending the draft.
 - 6.11.1 GMs need to be prepared to provide their selections when prompted by **League Operations**.
 - 6.11.2 GMs must provide only a single selection when prompted.
 - 6.11.3 GMs must remain aware of their Team Salary and the Salary Cap over the course of the draft. The official Rosters and Free Agents spreadsheet will be updated in live time to assist with this.
- 6.12 The following rules apply to GMs unable to attend the draft.
 - 6.12.1 GMs may appoint someone from their franchise to make picks on the GMs behalf. This person should see Rule 6.11.
 - 6.12.2 If nobody is appointed to make selections, GMs must submit an ordered list of their selections to League Operations, who will adhere to said list as closely as possible.
 - 6.12.2.1 If a situation occurs where there are no available players left on a GMs list, League Operations will select a suitable player on their behalf.
- 6.13 Free Agents may not refuse being drafted by a team unless there are exceptional circumstances. If a Free Agent refuses to be drafted without proper justification, as deemed by League Operations, the franchise's GM may choose one of the following options.
 - 6.13.1 Keep the player anyway, and hold out for a trade.
 - 6.13.2 Release the player, who will then become a **Restricted Free Agent**.
- 6.14 Transactions are frozen for the duration of draft weekend. Each preseason, GMs will be informed of when transactions are frozen, and subsequently unfrozen.

7. Glossary

Deadlines

- 7.1 New Week Deadline — the day and time that each new week of a **regular season** begins.
 - 7.1.1 MLE Season 10's New Week Deadline is Monday, 12pm Eastern.
- 7.2 Scheduling Deadline — the day and time by which non-default series times must be submitted.
 - 7.2.1 MLE Season 10's Scheduling Deadline is Wednesday, 11:59pm Eastern.
- 7.3 Trading Deadline — the date and time after which trades will no longer be approved.
 - 7.3.1 MLE Season 10's Trade Deadline is Week 8, Wednesday, 5pm Eastern.

Terms

- 7.4 Asset — either a draft pick, or a player, belonging to a **team**.
- 7.5 Franchise — a group of **teams** playing in different leagues with the same name, logo and colors.
- 7.6 Free Agent — a member of the MLE community who has completed the Free Agent application process, and is therefore eligible to join a team's roster.
- 7.7 League Operations — (LO) the team on MLE Staff responsible for enforcing this rulebook.
 - 7.7.1 TyTy (Vice President)
 - 7.7.2 KD (Director)
 - 7.7.3 Riz (Director)
 - 7.7.4 Ondo (Staff)
 - 7.7.5 Peytoneli (Staff)
 - 7.7.6 ZeeBee (Staff)
- 7.8 Non-Compete Penalty — (NCP) When a scheduled fixture is unable to be played in its entirety, all unplayed games are designated as NCPs. These games officially receive no statistics, and are not counted when calculating advanced stats like MVPR. On the website, these games will appear as 1-0 victories for the team who took the win, but this is only because it is required to make the website work properly.
- 7.9 Official Broadcast — broadcasts that take place on the MLE twitch channels.
- 7.10 Offseason — the period of time during which MLE evaluates its structure and rules. Officially defined as beginning after championship week and ending once the following tasks are complete.
 - 7.10.1 General Managers are appointed.
 - 7.10.2 Intent Forms are processed.
 - 7.10.3 The rulebook is released publicly.
 - 7.10.4 Teams have finalized their **retentions**.
 - 7.10.5 The draft order has been set.

- 7.11 On-Hold Salary — when a **starter** is released from their position, their salary remains locked into place until the vacancy is filled to prevent league averages from dropping.
- 7.12 Preseason — the period of time between the **offseason** and the **regular season**, during which franchises are allowed to run tryouts in preparation for the regular season. Officially defined as beginning after the draft lottery, and ending at Week 1.
- 7.13 Regular Season — the period of time during which franchises are actively competing for a league championship. Officially defined as beginning Week 1, and ending after championship week.
- 7.14 Reserve — a **Free Agent** who may sub in for a team's starters in emergency situations.
- 7.15 Restricted Free Agent — (RFA) a Free Agent who is prohibited from signing with a new team for a certain period of time, referred to as a "cooldown".
- 7.15.1 MLE Season 10's RFA cooldown is 4 weeks, of which 1 week elapses each **New Week Deadline**.
- 7.16 Retention — a player who is promised a draft position by the GM. Retained players are "pre-picked" draftees, who are guaranteed to be picked at a certain position by a certain team. Both GMs and players must consent to retention, and players must complete the Intent Form to be eligible for retention.
- 7.16.1 The plural "retentions" may also refer to the "retention period", the time during which GMs must designate their retained players. This period takes place during the **preseason**, generally a few weeks before the draft.
- 7.17 Season — a complete cycle of the **preseason**, **regular season**, and **offseason** periods.
- 7.18 Starter — a player who may compete in MLE series for a team, and counts against their team's salary cap.
- 7.18.1 In some contexts, "starters" may refer specifically to the two players who are playing a series.
- 7.19 Team — a roster of players competing in a single league under a **franchise**.

8. Tables

Table 1.1: Conference and Division Splits

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

Table 1.2: Foundation League Franchise Assignment Cycle

Season 9	Season 10	Season 11	Season 12
<u><i>Orange</i></u> Volcanic Tropic	<u><i>Orange</i></u> Sun Volcanic	<u><i>Orange</i></u> Mystic Sun	<u><i>Orange</i></u> Tropic Mystic
<u><i>Blue</i></u> Storm Arctic	<u><i>Blue</i></u> Forge Storm	<u><i>Blue</i></u> Sky Forge	<u><i>Blue</i></u> Arctic Sky

Table 1.3: Academy, Champion, and Premier League Playoff Format

Conference Quarter-Finals <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 7 @ Seed 2	Lowest Surviving Seed @ Seed 1	Worst Surviving Seed @ Best Surviving Seed	Orange Conference Champion vs Blue Conference Champion
Seed 6 @ Seed 3	3rd Highest Surviving Seed @ 2nd Highest Surviving Seed		
Seed 5 @ Seed 4			
Seed 7 @ Seed 2	Lowest Surviving Seed @ Seed 1	Worst Surviving Seed @ Best Surviving Seed	
Seed 6 @ Seed 3	3rd Highest Surviving Seed @ 2nd Highest Surviving Seed		
Seed 5 @ Seed 4			

Table 1.4: Foundation League Playoff Format

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

Table 1.5: League Salary Caps

League	Salary Cap
Foundation	27.0
Academy	46.5
Champion	54.5
Premier	64.0

Table 1.6: Rank to League Distribution

Salary	League Eligible for Play
10.0 and lower	Foundation League
10.5 - 12.5	Academy League
13.0 - 14.5	Champion League
15.0 and higher	Premier League

Table 1.7: Peak MMR to Salary Conversion Table

MMR	Adjusted MMR	Player Salary
613	600	6.0
724	700	7.0
825	850	8.5
935	950	9.5
1073	1050	10.5
1276	1300	13.0
1395	1400	14.0
1515	1500	15.0