

Modern Hockey League

Discipline & Complaints Rulebook

Simple. Competitive. Organized.

Season: Season 1 Pilot Season

Game: EA SPORTS NHL

Platform: Xbox Series X|S / PlayStation 5 Crossplay

League Format: 8 NHL Teams

Game Nights: Wednesday, Thursday, Friday

Version: 1.0

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Read This First

This rulebook explains how **discipline, complaints, evidence, staff rulings, suspensions, removals, and appeals** work in MHL.

This document does not replace the other rulebooks.

Full game-night procedures are listed in the **MHL Regular Season & Game Night Rulebook**.

Full draft, roster, ECU, waiver, and trade rules are listed in the **MHL Draft, Rosters & Transactions Rulebook**.

This document explains what happens when those rules are broken.

The goal is simple:

- Keep the league fair.
- Keep games organized.
- Protect players and managers.
- Stop cheating, abuse, and nonsense.
- Use proof instead of drama.
- Use the MHL Discord ticket system.
- Let staff review problems clearly.

MHL is built around the **MHL-Bot, MHL website, and MHL Discord ticket system.**

The MHL-Bot and website handle league systems.

The ticket system is used when something needs staff review.

Season 1 is a pilot season, so MHL Staff may adjust discipline rules if something needs to be fixed or made clearer.

This document works with the other MHL documents, including:

- MHL Season 1 Pilot Guide
- MHL Regular Season & Game Night Rulebook
- MHL Draft, Rosters & Transactions Rulebook
- MHL Playoff Rulebook
- MHL Manager Handbook
- MHL Bot & Website Guide

Simple Rule: If there is a problem, open the correct ticket and bring proof.

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1. Purpose of This Rulebook

This rulebook explains how MHL handles discipline and complaints.

It covers:

- How to report problems
- What ticket category to use
- What proof is needed
- How staff reviews complaints
- What punishments can happen
- How appeals work
- No-shows
- Inactivity

- Quitting
- Illegal players
- Account sharing
- Harassment
- Gameplay complaints
- Manager violations
- Roster abuse
- Trade abuse
- Bot, website, or ticket abuse

This rulebook is not meant to repeat every game-night rule or roster rule.

Those details are in the correct rulebooks.

This document explains how violations are reported, reviewed, and disciplined.

Season 1 is a pilot season, so MHL Staff may use common sense when reviewing issues.

The goal is not to punish every tiny mistake.

The goal is to protect the league and keep games fair.

Simple Rule: This rulebook explains what happens when rules are broken.

2. MHL Ticket System

MHL uses the Discord ticket system for complaints, questions, appeals, and staff review.

Players and managers should use tickets instead of arguing in public channels.

2.1 When To Open a Ticket

Open a ticket when something needs staff attention.

This includes:

- Game-night issues
- Player reports
- Management issues
- Roster or transaction issues

- Stats or standings issues
- Bot or website issues
- Rule questions
- League questions
- Appeals
- Suggestions
- Other issues that do not fit anywhere else

2.2 Do Not Use Public Channels for Complaints

Do not start public arguments in:

- General chat
- Team chats
- Game-night channels
- Announcement channels
- Bot command channels
- Other teams' Discords

Public drama makes problems worse.

Open a ticket and let staff review it.

2.3 Ticket Expectations

When opening a ticket, be clear.

Include:

- What happened
- Who was involved
- What rule may have been broken
- Game matchup if it was game-related
- Date and time
- Screenshots, clips, stream/VOD, or other proof
- What you believe should be reviewed

Do not just say:

“Staff, fix this.”

That does not help.

Simple Rule: Open a ticket, explain the issue, and include proof.

3. Ticket Categories

MHL uses ticket categories so staff can review issues faster.

Choose the category that best matches the problem.

3.1 Game Night Issue

Use **Game Night Issue** for urgent or game-related problems.

Category ID: **game_night_issue**

Examples include:

- Disconnect disputes
- Goalie disconnect issues
- Wrong game code
- Wrong server
- Wrong jerseys
- Late starts
- Forfeit claims
- Illegal player before puck drop
- Restart issues
- Game-night rule disputes

Simple Rule: If the problem is happening on game night, use Game Night Issue.

3.2 Player Report

Use **Player Report** for player behavior or eligibility problems.

Category ID: **player_report**

Examples include:

- No-shows
- Quitting
- Refusal to play
- Harassment
- Threats
- Account sharing
- Playing on another account
- Throwing games
- Toxic behavior
- Illegal player concerns involving a player

3.3 Management Issue

Use **Management Issue** for problems involving team management.

Category ID: **management_issue**

Examples include:

- Owner, GM, or captain issues
- Unfair scheduling
- Illegal benching
- Bad communication
- Late lines
- Roster abuse
- Manager harassment
- Manager not using the MHL system properly
- Team Discord misuse

3.4 Roster / Transaction Issue

Use **Roster / Transaction Issue** for roster, ECU, waiver, or trade problems.

Category ID: **roster_transaction_issue**

Examples include:

- Wrong team assignment
- ECU issue
- Waiver issue
- Trade issue
- Active roster promotion issue
- Player stuck on wrong team
- Role not updating after a roster move
- Player status issue
- Incorrect active roster or ECU status

3.5 Stats / Standings Issue

Use **Stats / Standings Issue** for score, stats, or standings problems.

Category ID: **stats_standings_issue**

Examples include:

- Wrong game score
- Missing stats
- Incorrect player stats
- Incorrect goalie stats
- Standings mistake
- Game result not showing
- Stat correction request

3.6 Website / Bot Issue

Use **Website / Bot Issue** for technical problems with the MHL-Bot or website.

Category ID: **website_bot_issue**

Examples include:

- Bot command not working
- Website error
- Signup problem
- Role sync problem
- Availability post not showing
- Game post not showing
- Timezone display issue
- Website page not loading
- Any technical bug

3.7 Rule Question

Use **Rule Question** when you need help understanding a rule.

Category ID: **rule_question**

Examples include:

- “Is this player legal?”
- “Can an ECU fill this position?”
- “What happens if a goalie disconnects?”
- “Is this build allowed?”
- “How does this waiver rule work?”

A rule question is not the same as a complaint.

3.8 League Question

Use **League Question** for general league questions.

Category ID: **league_question**

Examples include:

- Schedule questions
- Signup questions
- Discord questions
- Season format questions
- Team Discord questions
- General MHL questions

3.9 Appeal

Use **Appeal** if you are appealing a staff ruling.

Category ID: **appeal**

Examples include:

- Suspension appeal
- Forfeit appeal
- Player removal appeal
- Trade ruling appeal
- Waiver ruling appeal
- Discipline appeal

Appeals must explain why the original ruling should be changed.

3.10 Suggestion

Use **Suggestion** for improvement ideas.

Category ID: **suggestion**

Examples include:

- Rule suggestions

- Website suggestions
- Bot suggestions
- Discord suggestions
- Format suggestions
- Season 2 ideas

3.11 Other

Use **Other** only when the issue does not fit another category.

Category ID: **other**

If a better category exists, use that category instead.

Simple Rule: Pick the ticket category that best matches the problem.

4. What MHL Staff Can Review

MHL Staff may review anything connected to MHL league activity.

This includes:

- Official MHL games
- MHL Discord
- League-assigned team Discords
- MHL-Bot commands
- MHL website activity
- Team management activity
- Trades
- Waivers
- Roster moves
- Player availability
- Game-night communication
- MHL-related DMs
- Streams or clips related to MHL games

- Conduct that affects the league

4.1 Team Discords

Teams must use the league-assigned team Discords for league activity.

Because those team Discords are part of MHL, staff may review issues that happen there.

4.2 Private Messages

MHL Staff may review private messages if they are provided as proof and are related to MHL activity.

This may include:

- Harassment
- Threats
- Trade manipulation
- Refusal to play
- Quitting
- Tampering
- Player removal proof
- Manager misconduct

Screenshots should include enough context to understand what happened.

4.3 Non-MHL Issues

MHL Staff does not need to handle every personal argument.

If something has nothing to do with MHL, staff may choose not to rule on it.

However, if behavior affects the league, teams, players, managers, staff, or league reputation, MHL Staff may review it.

Simple Rule: If it affects MHL, staff can review it.

5. Filing a Complaint

Complaints must be filed through the MHL Discord ticket system unless MHL Staff says otherwise.

5.1 Who Can File a Complaint

Complaints may be filed by:

- Players
- Managers
- Team owners
- League staff
- Anyone directly affected by the issue

Managers should usually file game-night complaints for their team.

Players may still open a ticket if management refuses to report something important.

5.2 Use the Correct Ticket Category

Players and managers should use the correct ticket category.

Use:

- **Game Night Issue** for game-night problems
- **Player Report** for player behavior or eligibility issues
- **Management Issue** for manager or team leadership issues
- **Roster / Transaction Issue** for trades, waivers, ECUs, and roster moves
- **Stats / Standings Issue** for stats, scores, or standings problems
- **Website / Bot Issue** for technical bot or website problems
- **Rule Question** for asking what a rule means
- **League Question** for general questions
- **Appeal** for appealing a ruling
- **Suggestion** for ideas
- **Other** only when nothing else fits

If the wrong category is used, staff may move the ticket or ask the person to reopen it correctly.

5.3 Complaint Deadlines

Game-night complaints should be filed as soon as possible.

Because MHL games are played Wednesday, Thursday, and Friday, the standard game-night complaint deadlines are:

- Wednesday game complaints should be filed by Thursday at 11:59 PM ET.
- Thursday game complaints should be filed by Friday at 11:59 PM ET.
- Friday game complaints should be filed by Saturday at 11:59 PM ET.

For most game-related issues, complaints should be filed within:

24 hours after the game

For weekly issues that cover the full game week, complaints should be filed by:

Saturday at 11:59 PM ET

Weekly issues may include:

- No-shows
- Repeated inactivity during the week
- Late lines
- Multiple game-night issues
- Weekly scheduling complaints
- Weekly stats or standings issues

For general rule issues, complaints should be filed within:

7 days of the incident

Serious issues may still be reviewed after 7 days.

Serious issues may include:

- Threats
- Harassment
- Account sharing
- Cheating

- Second accounts
- Staff impersonation
- Major misconduct
- League integrity issues

5.4 Do Not Wait for a Strategic Advantage

Do not hide proof just to use it later.

If a team or player waits to report something only because it helps them competitively, MHL Staff may deny the complaint or discipline the person hiding the information.

Simple Rule: Report game issues within 24 hours. Weekly issues should be in by Saturday night.

6. Evidence and Proof

Proof is required for complaints.

MHL Staff cannot fairly punish someone based only on rumors.

6.1 Best Types of Proof

Good proof includes:

- Video clips
- Stream/VOD links
- Screenshots
- Full Discord message context
- Game clock time
- Score at the time
- Lineup screenshots
- Availability screenshots
- Bot command screenshots
- Website screenshots
- Stats screenshots

- Messages between managers
- Proof of attempts to contact a player

6.2 Gameplay Complaints Need Video

For gameplay complaints, video is strongly preferred.

This includes:

- Puck ragging
- Laying down
- Diving abuse
- Dunking
- Glitch goals
- Goalie interference
- Full pressure manipulation
- Exploits
- Throwing games

A screenshot may not be enough for gameplay complaints because staff needs to see what happened before and after the play.

6.3 Screenshots Must Show Context

Screenshots should not be misleading.

Good screenshots should show:

- Names
- Date or time if possible
- Full message context
- What was said before and after
- The channel or chat if relevant

Do not crop screenshots in a way that hides important information.

6.4 No Proof

If there is not enough proof, MHL Staff may deny the complaint.

That does not always mean staff thinks the complaint is fake.

It may simply mean there is not enough proof to make a fair ruling.

Simple Rule: No proof makes it very hard for staff to help.

7. False Complaints and Fake Evidence

False complaints are not allowed.

Fake evidence is not allowed.

Edited or misleading evidence is not allowed.

7.1 False Complaint Examples

False complaint examples include:

- Lying about what happened
- Editing screenshots
- Cutting clips to hide important context
- Making fake messages
- Reporting someone as illegal when you know they were legal
- Filing a complaint only to annoy another team
- Filing a complaint to create drama

7.2 Punishment for False Complaints

A player or manager who files a false complaint may face discipline.

Possible discipline includes:

- Warning
- Suspension
- Removal from team
- Manager discipline

- Season removal
- League ban in serious cases

7.3 Mistakes Are Different Than Lies

A complaint being wrong is not automatically a false complaint.

Sometimes players misunderstand a rule.

False complaints are about dishonesty, fake proof, or intentionally misleading staff.

Simple Rule: Do not lie to staff. Do not fake proof.

8. Staff Review Process

MHL Staff will review complaints through the ticket system.

Staff may ask for more proof if needed.

8.1 What Staff Reviews

Staff may review:

- The complaint
- The rulebook
- Screenshots
- Clips
- Stream/VOD
- Bot or website records
- Lineups
- Availability
- Stats
- Team Discord activity
- Messages from managers or players
- Any other relevant proof

8.2 Staff May Ask Questions

MHL Staff may ask players or managers for more information.

Players and managers are expected to respond honestly.

Ignoring staff may make the situation worse.

8.3 Staff Ruling Timeline

MHL games are played Wednesday, Thursday, and Friday.

For normal weekly complaints, staff review will usually happen after the Friday game night is complete.

Staff will try to review normal weekly complaints over the weekend.

The target ruling timeline is:

- Game week ends Friday night.
- Weekly complaints should be filed by Saturday at 11:59 PM ET.
- Staff reviews complaints Saturday, Sunday, and Monday.
- Normal weekly rulings should be completed by Monday at 11:59 PM ET when possible.
- More complicated rulings should be completed by Tuesday at 7:59 PM ET when possible.

This gives teams time to prepare before the next Wednesday game night.

Some issues may be handled faster.

Fast issues may include:

- Illegal player before a game
- Bot or website problem
- Roster correction
- Trade issue
- Waiver issue
- Harassment or threats
- Playoff issue
- Emergency staff decision

Some issues may take longer if proof is complicated.

8.4 Emergency Game-Night Review

If an issue may affect a game that is about to be played, MHL Staff may review it immediately.

Examples include:

- Illegal player before puck drop
- Wrong team assignment
- Suspended player trying to play
- Bot issue blocking a legal lineup
- Game code or server issue
- Major disconnect or restart dispute

Simple Rule: Normal complaints are reviewed after the game week. Urgent issues can be reviewed right away.

8.5 Staff Decision Is Official

Once MHL Staff makes a ruling, that ruling is official unless changed through an appeal.

Do not keep arguing in public channels.

Do not harass staff after a ruling.

Use the appeal process if you believe the ruling was wrong.

Simple Rule: Staff reviews the proof, makes a ruling, and the ticket keeps the process organized.

9. Rulings and Punishments

MHL Staff may issue different punishments depending on the situation.

Not every mistake deserves the same punishment.

Staff may consider:

- Severity
- Intent

- Proof
- Past behavior
- Whether the player or manager admitted the mistake
- Whether the issue affected the game result
- Whether the issue affected standings
- Whether the issue was caused by the bot or website
- Whether it was a first-time mistake or repeated behavior

9.1 Possible Rulings

Possible rulings include:

- No action
- Warning
- Education or clarification
- Game penalty
- 2-minute minor penalty
- Stat correction
- Score correction
- Replay
- Period replay
- Forfeit review
- One-game suspension
- Multi-game suspension
- Player removal
- Manager discipline
- Roster correction
- Trade reversal
- Waiver reversal
- Season removal

- League ban

9.2 Punishment Levels

MHL may use these general punishment levels.

9.3 Level 0: No Action / Clarification

Used when:

- No rule was broken
- Proof is not strong enough
- The issue was a misunderstanding
- The issue did not affect the game
- Staff only needs to explain the rule

9.4 Level 1: Warning

Used for minor first-time issues.

Examples:

- Small communication issue
- Minor manager mistake
- First-time ticket/report issue
- Accidental rule mistake that did not affect a game

9.5 Level 2: Game Penalty or One-Game Suspension

Used for rule issues that affect a game or require a stronger response.

Examples:

- Refusing to take a required penalty
- Minor gameplay violation
- Minor illegal lineup issue
- Late lines
- Stats issue
- Minor manager violation

9.6 Level 3: Multi-Game Suspension

Used for serious or repeated issues.

Examples:

- Repeated no-shows
- Rage quitting
- Repeated exploit use
- Harassment
- Illegal player use
- Bad-faith roster move
- Manager abuse
- Refusing to follow staff instructions

9.7 Level 4: Season Removal

Used for major or repeated issues.

Examples:

- Quitting the league
- Refusal to play
- Serious harassment
- Account sharing
- Throwing games
- Major cheating or exploit abuse
- Repeated major violations

9.8 Level 5: League Ban

Used for the most serious issues.

Examples:

- Threats
- Hate speech

- Severe harassment
- Second accounts
- Playing on another person's account
- Staff impersonation
- Doxing or private information leaks
- Major cheating
- Repeated season removals
- Anything that seriously harms the league

MHL does not need to use cash fines.

This is a video game league.

The main punishments are warnings, game penalties, suspensions, removals, role removal, and bans.

Simple Rule: Small mistake = small punishment. Serious or repeated problems = serious punishment.

10. Appeals

Players and managers may appeal a ruling.

Appeals must be handled through the **Appeal** ticket category.

10.1 When You Can Appeal

You may appeal if:

- Staff missed important proof
- You have new proof
- A rule was applied incorrectly
- The punishment was clearly too harsh
- The situation was misunderstood

10.2 When You Should Not Appeal

Do not appeal just because you are upset.

Do not appeal just because you do not like the result.

Do not open multiple tickets for the same ruling.

Do not send staff angry DMs.

10.3 Appeal Deadline

Appeals should be filed within:

48 hours of the ruling

If a ruling affects an upcoming Wednesday, Thursday, or Friday game, the appeal should be filed as soon as possible.

An appeal does not automatically pause a punishment.

A punishment is only paused if MHL Staff clearly says it is paused.

MHL Staff may allow a late appeal for serious issues or new evidence.

10.4 Appeal Result

After review, MHL Staff may:

- Keep the original ruling
- Reduce the punishment
- Increase the punishment
- Remove the punishment
- Change the result
- Ask for more proof

Simple Rule: Appeals need a real reason, not just anger.

11. Serving Suspensions

Suspensions must be served properly.

A suspended player cannot play until the suspension is served.

11.1 Player Suspensions

If a player is suspended, they cannot play as:

- Active roster player
- ECU
- One-night signup player
- Any other fill-in role

A suspended player must sit out the number of games ruled by MHL Staff.

11.2 Manager Suspensions

If a manager is suspended, MHL Staff will explain what that suspension means.

A manager suspension may affect:

- Playing games
- Submitting lines
- Making trades
- Making roster moves
- Using the bot or website tools
- Acting as team contact

11.3 When Suspensions Start

Suspensions normally start with the player or manager's next scheduled MHL game after the ruling.

If the ruling is made before the next game week begins, the suspension applies to the next scheduled game or games.

If the ruling is made during a Wednesday, Thursday, or Friday game week, MHL Staff will explain whether the suspension starts immediately or the following game night.

11.4 Suspensions and Forfeits

MHL Staff will decide if a forfeit counts toward a suspension.

This may depend on:

- Whether the player was scheduled
- Whether the game was actually played
- Whether the player's team forfeited

- Whether the other team forfeited
- Whether the suspension would be unfairly avoided

Simple Rule: If you are suspended, do not play until staff says you are eligible.

12. In-Game Complaints

Full game-night procedures are listed in the **MHL Regular Season & Game Night Rulebook**.

This section only explains how in-game problems should be reported and reviewed.

12.1 Finish the Game When Possible

If something questionable happens during a game, teams should usually finish the game and save proof.

Examples:

- Possible ragging
- Possible illegal goal
- Goalie interference
- Banned build concern
- Full pressure issue
- Timeout issue
- Setup issue noticed late

After the game, open a **Game Night Issue** ticket with proof.

12.2 When To Stop

Teams should stop or restart only when the rulebook says to.

Examples may include:

- Disconnect procedure
- Wrong setup before puck drop
- Wrong server before puck drop
- Wrong game code before puck drop

- Staff tells teams to stop
- Game-breaking technical issue

12.3 Do Not Refuse to Play

Do not refuse to play because you are angry.

Do not quit a game because you think the other team broke a rule.

Save proof and file a ticket.

12.4 Restitution During the Game

If both teams clearly agree that something accidental happened, teams may fix it in-game.

Examples:

- Giving possession back
- Returning a goal
- Taking the correct penalty
- Restarting properly after a disconnect

If the situation is confusing or teams disagree, finish the game and let staff review it.

Simple Rule: Play the game, save proof, and let staff review it after.

13. Gameplay Violations

Full gameplay procedures are listed in the **MHL Regular Season & Game Night Rulebook**.

This section explains how gameplay violations are reviewed and disciplined.

Video proof is strongly preferred.

13.1 Puck Ragging

Puck ragging is not allowed.

Puck ragging means holding the puck to waste time instead of playing hockey.

A normal regroup is allowed.

A normal breakout reset is allowed.

Ragging to waste time is not allowed.

Possible punishment may include:

- Warning
- Game penalty
- Suspension
- Goal or stat correction if needed
- Replay or forfeit review in serious cases

Simple Rule: You can regroup. You cannot hide with the puck to waste time.

13.2 Laying Down and Diving

Players may not abuse laying down or diving.

Diving or laying down is allowed when making a real hockey play.

It is not allowed when used to abuse animations, block player movement unfairly, trap players, or avoid normal hockey play.

Possible punishment may include:

- Warning
- Game penalty
- Suspension
- Stat or score correction if needed

Simple Rule: Dive to make a hockey play. Do not lay there to abuse the game.

13.3 Dunking and Unsportsmanlike Goals

Dunking or other unsportsmanlike scoring methods may be reviewed if they abuse broken game mechanics.

A normal hockey goal is allowed.

A goal created by abusing a broken mechanic may be reviewed.

Possible punishment may include:

- Goal removed
- Stats adjusted
- Player suspension

- Team penalty
- Replay or forfeit review in serious cases

Simple Rule: Score real hockey goals. Do not abuse broken goalie animations.

13.4 Goalie Interference and Goalie Abuse

Players may not abuse goalie contact or goalie animations.

Not every goalie contact is illegal.

MHL Staff will review whether the contact affected the play and whether it looked intentional or abusive.

Possible punishment may include:

- Warning
- Goal removed
- Game penalty
- Suspension
- Score or stat correction if needed

Simple Rule: Do not mess with the goalie to abuse the game.

13.5 Glitch Goals and Exploits

Glitch goals and gameplay exploits are not allowed.

Players may not use known broken mechanics to gain an unfair advantage.

If a new exploit is discovered, report it to MHL Staff with proof.

Do not keep using it just because it is not written down yet.

Possible punishment may include:

- Warning
- Goal removed
- Suspension
- Season removal in serious cases
- League ban in extreme cases

Simple Rule: If it clearly abuses the game, do not use it.

13.6 Full Pressure Manipulation

Players may not abuse restart situations to build full pressure.

During a restart or recreated game situation, teams must follow restart instructions properly.

Possible punishment may include:

- 2-minute penalty
- Replay from correct situation
- Suspension
- Staff ruling if the result was affected

Simple Rule: Do not use restarts to cheat the pressure system.

13.7 Extra Timeout Abuse

Each team receives one timeout per game.

If a timeout was used before a disconnect, it does not reset after the restart.

Using an extra timeout may result in:

- 2-minute penalty
- Loss of timeout eligibility
- Staff review
- Suspension for repeated abuse

Simple Rule: A restart does not give your timeout back.

13.8 Throwing Games

Players may not intentionally lose or help the other team win.

Throwing games is a serious violation.

Possible punishment may include:

- Multi-game suspension
- Season removal
- League ban
- Game result review

Simple Rule: Play to win. Do not throw games.

14. Illegal Players and Roster Violations

Full roster rules are listed in the **MHL Draft, Rosters & Transactions Rulebook**.

This section explains how illegal player and roster violations are reported and disciplined.

14.1 Illegal Player Examples

Illegal player examples include:

- Player not signed up
- Player not assigned to that team
- ECU playing for the wrong team
- Player over weekly game limit
- Player using another person's account
- Player using a banned build or trait
- Suspended player playing
- Player on waivers playing before cleared or claimed
- Traded player playing before trade is approved
- Player playing wrong roster position group

14.2 Manager Responsibility

Managers are responsible for making sure lineups are legal.

Players are also responsible for knowing if they are eligible.

If something looks wrong before puck drop, open a **Game Night Issue** or **Roster / Transaction Issue** ticket.

14.3 Possible Punishments

Illegal player issues may result in:

- Warning
- Game penalty

- Forfeit review
- Stat adjustment
- Player suspension
- Manager suspension
- Roster correction
- Season removal in serious cases

Simple Rule: Everyone who plays must be legal before puck drop.

15. Stats and Score Corrections

Full stats submission rules are listed in the **MHL Regular Season & Game Night Rulebook**.

This section explains when staff may correct stats or scores after a complaint.

Stats and score issues should be reported using the **Stats / Standings Issue** ticket category.

15.1 Stats / Score Complaint Deadline

Stats and score complaints should be filed as soon as possible.

The standard deadline is:

24 hours after the game

For Friday games, stats and score complaints should be filed by:

Saturday at 11:59 PM ET

This gives staff time to review issues before the next game week.

15.2 When Stats May Be Corrected

Stats may be corrected for:

- Illegal player
- Banned build or trait
- Disconnection issue
- Wrong restart

- Goal caused by a proven infraction
- Stats submitted incorrectly
- Bot or website issue
- Game loop or missing stat issue
- Staff ruling

15.3 When Scores May Be Corrected

Scores may be corrected if proof clearly shows:

- A goal should not count
- A goal was erased by a game issue
- A team used an illegal player
- A team refused a required penalty
- A disconnect procedure was not followed
- A game-breaking issue affected the result

15.4 Replay or Period Replay

MHL Staff may order:

- A full replay
- A period replay
- An overtime replay
- A restart from a specific situation
- A forfeit
- No change

This depends on the proof and how serious the issue was.

15.5 Not Every Mistake Changes the Result

If an issue did not affect the game result, staff may decide no score correction is needed.

Simple Rule: Staff only changes stats or scores when proof supports it.

16. No-Shows and Inactivity

Players are expected to show up, communicate, and stay active.

16.1 No-Show Definition

A no-show happens when a player is scheduled and does not show up without proper communication.

Examples:

- Player is scheduled and does not appear
- Player ignores manager messages
- Player confirms availability but does not show
- Player disappears at game time
- Player is online elsewhere but does not show for MHL game

16.2 No-Show Proof

Managers should save proof.

Useful proof includes:

- Weekly lineup
- Availability post
- Team Discord messages
- DM attempts
- Time of attempted contact
- Screenshot showing player did not respond
- Game post showing player was scheduled

16.3 No-Show Ticket Deadline

No-show complaints should be filed quickly.

For a single missed game, the complaint should be filed within:

24 hours after the missed game

For repeated no-shows across the week, the complaint should be filed by:

Saturday at 11:59 PM ET

This allows staff to review the issue before the next Wednesday game night.

16.4 No-Show Punishments

No-shows may result in:

- Warning
- Loss of scheduling protection
- Suspension
- Roster removal
- Waivers if applicable
- Season removal for repeated issues

16.5 Inactivity

A player may be considered inactive if they repeatedly fail to:

- Submit availability
- Respond to management
- Join team Discord
- Show up for games
- Communicate with staff
- Follow league instructions

16.6 Full Week Inactivity

If a player disappears for a full week, MHL Staff may review the player's status.

Possible results include:

- Warning
- Suspension
- Roster removal
- Waivers if eligible

- Move to ECU status if appropriate
- Season removal

Simple Rule: If you cannot play, tell your manager early.

17. Quitting and Refusal to Play

Players should not quit on their team.

Players should not refuse to play for their assigned team.

17.1 Quitting

A player may be considered to have quit if they clearly state they are done with:

- Their team
- MHL
- The season
- Their manager
- Their assigned role

Examples:

- “I quit.”
- “I am done with this league.”
- “I am not playing for this team.”
- “Remove me.”
- “I refuse to play.”

MHL Staff may review context, but players should be careful with what they say.

17.2 Refusal to Play

Refusal to play may include:

- Refusing to play scheduled games
- Refusing to play for assigned team
- Refusing to play after a trade

- Refusing to play after waiver claim
- Refusing to play after being moved to ECU
- Refusing to communicate with management
- Trying to force a roster move by not playing

17.3 Playing Elsewhere While Scheduled

A player may be disciplined if they are scheduled for MHL but choose to play somewhere else instead.

This may include:

- Another EASHL league
- Club games
- Another video game
- Scrims
- Private games

Proof must be strong because other people can sometimes use the same account or console.

17.4 Punishment

Quitting or refusal to play may result in:

- Suspension
- Roster removal
- Season removal
- League ban for serious or repeated cases

Simple Rule: If you sign up and are assigned to a team, you are expected to play for that team.

18. Account Sharing and Player Identity

Players must use their own account.

Players may not let someone else play for them.

Players may not play on someone else's account.

18.1 Account Sharing

Account sharing is not allowed.

Examples:

- Letting another person play your MHL game
- Playing for someone else
- Sharing login information
- Using another person's EA ID, Xbox account, or PlayStation account
- Having someone secretly fill in for you

18.2 Second Accounts

Players may not use extra accounts to hide who they are.

Players may not create another account to:

- Avoid discipline
- Play extra games
- Join another team
- Avoid a ban
- Hide identity
- Manipulate signups
- Manipulate roster assignment

18.3 Investigation

If account sharing or second accounts are suspected, MHL Staff may temporarily suspend the player from playing while the issue is reviewed.

Staff may ask for proof or verification.

18.4 Punishment

Account sharing or second accounts may result in:

- Game forfeits
- Stats removed
- Suspension
- Season removal
- League ban

Simple Rule: Play on your own account only.

19. Player Conduct Rules

Players must act with basic respect.

MHL is competitive, but players still need to be adults.

19.1 General Conduct

Players should not:

- Harass others
- Threaten others
- Use hate speech
- Spam people
- Rage quit
- Throw games
- Abuse staff
- Fake proof

- Start public drama
- Intentionally create panic
- Leak private team information
- Try to break the league system

19.2 Rage Quitting

Rage quitting means intentionally leaving a game before it is over.

This does not include real disconnects.

If a player rage quits, staff may review the situation.

Possible punishment includes:

- Suspension
- Player removal
- Season removal
- Game result review

19.3 Blackmail or Threatening to Expose Information

Players may not use private information, proof, screenshots, or accusations to force someone to do something.

Examples:

- “Trade me or I will expose you.”
- “Play me or I will report you.”
- “Give me what I want or I’ll leak messages.”

This is serious.

19.4 Creating Panic or Drama

Players may not intentionally create chaos with lies or exaggerated claims.

Examples:

- Claiming the league is rigged with no proof
- Telling players to quit

- Trying to start a riot in Discord
- Spreading fake staff decisions
- Pretending a rule changed when it did not

Simple Rule: Be competitive, not toxic.

20. Harassment, Threats, and Toxicity

MHL will not allow serious harassment or threats.

20.1 Harassment

Harassment may include:

- Repeated unwanted messages
- Personal attacks
- Targeting a player or manager
- Bullying
- Spamming DMs
- Spamming party invites
- Following someone between servers to argue
- Continuing after being told to stop

20.2 Threats

Threats are serious.

Threats may include:

- Threats of violence
- Threats to dox someone
- Threats to hack someone
- Threats to leak private information
- Threats against the league or website
- Threats against staff

20.3 Hate Speech

Hate speech is not allowed.

This includes slurs or attacks based on:

- Race
- Ethnicity
- Nationality
- Religion
- Gender
- Sexual orientation
- Disability
- Other protected personal traits

20.4 Toxicity

Trash talk may happen.

But excessive toxicity may lead to discipline.

This includes behavior that makes the league miserable for others or hurts team activity.

20.5 Punishment

Harassment, threats, hate speech, or serious toxicity may result in:

- Warning
- Mute
- Suspension
- Removal from team
- Season removal
- League ban

Simple Rule: Trash talk is one thing. Harassment and threats are not allowed.

21. Trade, Waiver, and Roster Manipulation

Full roster, waiver, trade, ECU, and transaction rules are listed in the **MHL Draft, Rosters & Transactions Rulebook**.

This section explains what happens if those systems are abused.

21.1 Trade Manipulation

Trade manipulation may include:

- Secret trade-back agreements
- Telling a player to play badly to force a trade
- Telling a player to quit to force a trade
- Telling a player to give bad availability
- Publicly demanding a trade
- Brokering trades as a player
- Lying about a player's availability
- Hiding important information in a trade

21.2 Waiver Abuse

Waiver abuse may include:

- Waiving a player only to help another team claim them
- Waiving players to hide them
- Waiving players to avoid fair roster rules
- Claiming a player with no intent to use them
- Claiming a player just to block another team
- Moving players around to avoid the spirit of the rules

21.3 ECU Abuse

ECU abuse may include:

- Using an ECU for the wrong team
- Using an ECU over game limits
- Pretending a player is an ECU when they are not
- Using late signups to stack a team
- Promising late signups a specific team
- Abusing the one-night signup rule

21.4 Staff Review

MHL Staff may reverse trades, waivers, promotions, assignments, or roster moves if they appear abusive or made in bad faith.

Possible punishment includes:

- Roster correction
- Trade reversal
- Waiver reversal
- Manager suspension
- Player suspension
- Season removal in serious cases

Simple Rule: Do not use roster moves to cheat the system.

22. Manager Violations

Managers have extra responsibility.

Managers are expected to keep their team legal, active, and organized.

22.1 Common Manager Violations

Manager violations may include:

- Late lines
- Illegal roster
- Illegal player
- Not using the MHL-Bot or website properly
- Not using the ticket system
- Bad-faith roster moves
- Bad-faith trades
- Waiver abuse
- Ignoring no-shows
- Not submitting stats
- Not saving proof
- Harassing players
- Illegal benching
- Player rights violations
- Sharing private manager information
- Deleting or damaging team Discords
- Removing staff or bot access from team Discords

22.2 Late Lines

Managers must submit lines by the deadline listed in the Regular Season & Game Night Rulebook.

For MHL, weekly lines are due:

Wednesday at 7:59 PM ET

Late line complaints should be filed as soon as possible.

If late lines affect a Wednesday game, the complaint should be filed before the game starts or within 24 hours after the game.

If late lines affect the full week, the complaint should be filed by:

Saturday at 11:59 PM ET

Late or missing lines may result in:

- Warning
- Game penalty
- Manager suspension
- Staff review
- Other discipline if repeated

22.3 Illegal Roster

Managers must keep their roster legal.

An illegal roster may include:

- Too many active roster players
- Wrong position totals
- Illegal player used
- Suspended player used
- Player on waivers used
- Traded player used too early
- Player over game limit

22.4 Stats Issues

Managers must make sure stats are submitted properly and on time.

Stats issues may result in:

- Warning
- Stats correction
- Manager discipline
- Loss of stats if proof is missing
- Other staff ruling

22.5 Manager Conduct

Managers must not use their role to bully players.

Managers should communicate clearly and respectfully.

Managers do not have to be perfect, but they must act in good faith.

Simple Rule: Managers have more control, so managers have more responsibility.

23. Player Rights and Fair Scheduling

Players should be treated fairly.

Managers control the lineup, but they cannot abuse players.

23.1 Fair Scheduling

Managers should schedule players fairly based on:

- Availability
- Position
- Team needs
- Game limits
- Roster rules
- ECU rules

Roster players who submit proper availability should be scheduled according to the Regular Season & Game Night Rulebook.

23.2 Illegal Benching

Illegal benching may include:

- Telling a player they will never play again for no valid reason
- Refusing to schedule a player who gave proper availability
- Punishing a player without staff approval
- Benching a player to force them to quit
- Benching a player because of personal dislike

23.3 Valid Reasons a Player May Not Be Scheduled

A player may receive fewer games if:

- They did not submit proper availability
- They are suspended
- They are inactive
- They are under staff review
- They are unavailable
- They are over game limits
- There is a legal roster issue
- Staff approves the decision

23.4 Player Complaints

If a player believes they are being treated unfairly, they should open a **Management Issue** ticket with proof.

Proof may include:

- Availability submitted
- Weekly lines
- Messages from manager
- Schedule screenshots
- Team Discord messages

Scheduling complaints should be filed quickly.

For weekly scheduling complaints, file by:

Saturday at 11:59 PM ET

Simple Rule: Managers can manage, but they cannot abuse players.

24. Team Discord Rules

Teams must use the team Discord assigned by MHL for league activity.

The MHL-Bot helps manage these team Discords.

Managers do not need to be Discord experts.

24.1 Required Team Discord Use

Teams must use their league-assigned team Discord for:

- Availability
- Game posts
- Team communication
- ECU communication
- Lineup organization
- League activity

Teams may have other servers for scouting or casual use, but official MHL activity should stay in the league-provided team Discord.

24.2 Do Not Damage Team Discords

Managers and players may not:

- Delete important channels
- Remove MHL-Bot
- Remove staff access
- Hide league activity from staff
- Delete evidence
- Lock players out unfairly
- Change important setup without approval
- Use the server to harass players

24.3 Leaving Team Discord

Players are expected to stay in their assigned team Discord.

Leaving the team Discord or refusing to join may be treated as inactivity.

24.4 Staff Review

MHL Staff may review team Discord issues if a ticket is opened or if staff notices a problem.

Simple Rule: Use the MHL team Discord. Do not break it.

25. Bot, Website, and Ticket System Abuse

MHL depends on the MHL-Bot, website, and ticket system.

Players and managers may not abuse these systems.

25.1 System Abuse Examples

System abuse may include:

- Entering fake information
- Using bot commands dishonestly
- Trying to bypass roster rules
- Trying to bypass game limits
- Trying to break the website
- Hiding illegal players
- Manipulating availability
- Manipulating stats
- Submitting fake results
- Using bugs for an advantage

25.2 Ticket System Abuse

Ticket system abuse may include:

- Opening fake tickets
- Opening repeated tickets for the same issue
- Harassing staff through tickets
- Filing tickets only to annoy another player or team
- Using tickets to create drama
- Refusing to provide proof
- Lying in tickets

25.3 Reporting Bugs

If you find a bot or website bug, report it through the **Website / Bot Issue** ticket category.

Do not abuse it.

Do not keep it secret.

Do not use it to win games or manipulate rosters.

25.4 Punishment

System abuse may result in:

- Warning
- Roster correction
- Stats correction
- Suspension
- Manager removal
- Season removal
- League ban in serious cases

Simple Rule: If the bot, website, or ticket system breaks, report it. Do not abuse it.

26. Repeat Offenses

Repeat offenses will be punished more seriously.

A first mistake may be a warning.

The same mistake multiple times may become a suspension or removal.

26.1 What Staff May Consider

MHL Staff may consider:

- Previous warnings
- Previous suspensions
- Previous complaints
- History of no-shows
- History of toxic behavior
- History of illegal players
- History of manager mistakes
- Whether the person learns from mistakes

26.2 Staff Does Not Need to Start Over Every Time

If a player or manager keeps causing problems, staff does not need to treat every issue like a first offense.

26.3 Serious First Offenses

Some issues are serious enough for major punishment even the first time.

Examples:

- Threats
- Hate speech
- Account sharing
- Throwing games
- Cheating

- Fake evidence
- Major harassment
- Staff impersonation
- Serious league sabotage

Simple Rule: Repeating the same problem makes the punishment worse.

27. Final Note

The goal of MHL discipline is not to make the league scary.

The goal is to keep the league fair, organized, and enjoyable.

Players and managers should:

- Use the bot.
- Use the website.
- Use the ticket system.
- Bring proof.
- Communicate clearly.
- Respect staff rulings.
- Avoid public drama.
- Do not cheat.
- Do not use illegal players.
- Do not abuse roster moves.
- Do not harass people.
- Play the games properly.

Season 1 is a pilot season, so staff may adjust rules as the league learns.

That is part of building MHL the right way.

Simple Rule: Bring proof, use tickets, and do not be the reason staff needs a rulebook.

