

# Modern Hockey League

## Draft, Rosters & Transactions 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

**Last Updated:** May 21st, 2026



## Read This First

This rulebook explains how the **draft, rosters, ECUs, waivers, trades, and roster moves** work in MHL.

Season 1 is a pilot season.

That means this is a real season, but it is also being used to test the MHL-Bot, website, rosters, ECUs, waivers, trades, and transaction tools before Season 2.

MHL is built around the **MHL-Bot and MHL website**.

The MHL-Bot and website handle the main roster systems, including:

- Signups
- Draft eligibility
- Team rosters
- Team roles
- ECU assignments
- Waivers
- Trades

- Roster moves
- Active roster promotions
- Player status
- Team Discord access

Staff only steps in when something needs to be reviewed, fixed, or manually corrected.

Season 1 uses a **snake draft**.

Season 1 draft order will be decided by a **live draft lottery** where all 8 teams have equal odds.

Each team will draft until it has a full active roster of **9 forwards, 6 defensemen, and 2 goalies**.

Season 2 is planned to begin the official MHL bidding system.

**Simple Rule:** The MHL-Bot and website handle rosters. Staff helps fix issues when something breaks.

## TABLE OF CONTENTS

Draft, Rosters & Transactions Rulebook -----	1
Read This First -----	1
TABLE OF CONTENTS-----	2
1. Purpose of This Rulebook-----	3
2. MHL-Bot and Website -----	4
3. Season 1 Draft Format-----	5
4. Draft Eligibility-----	7
5. Draft Rules-----	7
6. Active Roster Size -----	11
7. Player Positions-----	11
8. Player Game Limits -----	13
9. Late Signups and ECUs-----	14
10. ECU Rules -----	15
11. ECU Fill-Ins & Active Roster Promotions-----	16
12. One-Night Signup Rule-----	18

13. Waivers -----	19
14. Waiver Claims -----	22
15. Unclaimed Players-----	23
16. Roster Moves -----	24
17. Player Removal-----	26
18. Inactive Players and No-Shows -----	28
19. Trades -----	29
20. Illegal Players -----	32
21. Bot, Website, or Roster Issues-----	34
22. Manager Responsibilities -----	36
23. Player Responsibilities-----	36
24. Season 2 Transition-----	37
25. Final Note -----	38

## 1. Purpose of This Rulebook

This rulebook explains how MHL teams are built and changed during Season 1.

It covers:

- Draft eligibility
- Draft format
- Draft lottery
- Snake draft order
- Draft rounds
- Draft position limits
- Active roster size
- Player positions
- ECUs
- ECU fill-ins

- ECU promotions to the active roster
- Waivers
- Waiver claims
- Trades
- Roster moves
- Player removals
- Late signups
- One-night signup rule
- Illegal players
- Bot or website issues
- Discord tickets

This rulebook works with the other MHL documents, including:

- MHL Season 1 Pilot Guide
- MHL Regular Season & Game Night Rulebook
- MHL Discipline & Complaints Rulebook
- MHL Playoff Rulebook
- MHL Manager Handbook
- MHL Bot & Website Guide

**Simple Rule:** This rulebook explains who can be on a team and how roster moves work.

## 2. MHL-Bot and Website

MHL rosters are handled through the **MHL-Bot and MHL website**.

Managers and players should use the official system whenever possible.

The MHL-Bot and website are used for:

- Player signups
- Draft lists
- Active rosters
- ECU assignments

- Waivers
- Waiver claims
- Trades
- Active roster promotions
- Roster moves
- Player statuses
- Team Discord roles
- Team Discord access

If something is wrong in the bot or website, report it through the proper MHL Discord ticket system.

Do not try to work around the system unless MHL Staff tells you to.

**Simple Rule:** Use the bot and website first. Manual fixes are only for problems.

## 3. Season 1 Draft Format

Season 1 will use a **standard snake draft**.

A snake draft means the draft order reverses each round.

Example:

- Round 1 goes from Pick 1 to Pick 8.
- Round 2 goes from Pick 8 back to Pick 1.
- Round 3 goes from Pick 1 to Pick 8 again.
- Round 4 goes from Pick 8 back to Pick 1 again.
- This pattern continues until all active roster spots are filled.

Season 1 draft order will be decided by a **live draft lottery**.

All 8 teams will have equal odds in the lottery.

The lottery will be done by spinning a wheel that selects teams from the **8th overall pick down to the 1st overall pick**.

Once a team is selected, that team is removed from the wheel.

The final team left on the wheel receives the **1st overall pick**.

Each team will draft until it has a full active roster of:

- 9 forwards
- 6 defensemen
- 2 goalies
- 17 total active roster players

With 8 teams and 17 players per team, the Season 1 draft will have:

**17 rounds and 136 total picks**

The MHL-Bot or website will track roster limits during the draft.

Once a team has selected the maximum number of players at a position, the system will not allow that team to draft another player at that position.

This means:

- A team with 9 forwards cannot draft another forward.
- A team with 6 defensemen cannot draft another defenseman.
- A team with 2 goalies cannot draft another goalie.

There will be:

- No bidding
- No salary cap
- No player contracts
- No re-signs
- No long-term player rights
- No draft pick trading unless MHL Staff announces otherwise

The snake draft is being used to create teams quickly and fairly for the pilot season.

Season 1 draft results do not create long-term rights for Season 2.

Season 2 is planned to begin the official MHL bidding system.

**Simple Rule:** Teams draft until they have 9 forwards, 6 defensemen, and 2 goalies.

## 4. Draft Eligibility

A player must be eligible before they can be drafted.

To be draft eligible, a player must:

- Be signed up through the MHL-Bot or website
- Be in the official MHL Discord
- Have their correct EA ID listed
- List their correct platform
- List their position
- Agree to MHL rules
- Not be removed, suspended, or banned from MHL

MHL Staff may remove a player from the draft list if their signup is incomplete, fake, incorrect, or not approved.

Players are responsible for making sure their signup information is correct.

**Simple Rule:** If your signup is wrong or incomplete, you may not be draft eligible.

## 5. Draft Rules

The Season 1 draft will be run through the MHL-Bot, MHL website, or another official MHL process.

MHL Staff will announce draft details before the draft begins.

Draft details may include:

- Draft date
- Draft time
- Draft order
- Pick timer
- Draft room or channel
- Manager instructions
- Bot or website instructions

- Backup process if the bot or website has an issue

Managers must draft players from the official eligible player list.

Managers may not draft players who are not signed up or not draft eligible.

If a manager makes an illegal pick, MHL Staff may reverse the pick or require the team to make a new legal pick.

## 5.1 Draft Lottery

Season 1 draft order will be decided by a live draft lottery.

All 8 teams have equal odds.

The lottery will be done by spinning a wheel.

The wheel will select the draft order from **8th overall pick to 1st overall pick**.

The process is:

1. All 8 teams are placed on the wheel.
2. The first team selected receives the 8th overall pick.
3. That team is removed from the wheel.
4. The next team selected receives the 7th overall pick.
5. This continues until only one team remains.
6. The final team left receives the 1st overall pick.

This makes the lottery fair, simple, and easy for everyone to watch.

**Simple Rule:** First team selected gets Pick 8. Last team remaining gets Pick 1.

## 5.2 Snake Draft Order

After the lottery decides the Round 1 order, the draft will use a snake format.

This means the pick order reverses every round.

Example:

- Round 1: Pick 1 to Pick 8.
- Round 2: Pick 8 to Pick 1.
- Round 3: Pick 1 to Pick 8.
- Round 4: Pick 8 to Pick 1.

This continues until every team has filled its active roster.

**Simple Rule:** The team that picks last in one round picks first in the next round.

## 5.3 Draft Rounds and Position Limits

The Season 1 draft will continue until every team has a full active roster.

Each team must draft:

- 9 forwards
- 6 defensemen
- 2 goalies

That means each team will make **17 picks**.

With 8 teams, the full draft will be **136 total picks**.

The MHL-Bot or website will track each team's position totals during the draft.

If a team has already filled a position group, the system will block that team from drafting another player from that position group.

Examples:

- If a team already has 9 forwards, it cannot draft another forward.
- If a team already has 6 defensemen, it cannot draft another defenseman.
- If a team already has 2 goalies, it cannot draft another goalie.

Managers are responsible for paying attention to their roster needs during the draft.

**Simple Rule:** The system will not let you draft over the position limits.

## 5.4 Skipped or Missed Picks

Managers are expected to be ready when it is their turn to pick.

If a team does not make its pick before the pick timer expires, that pick will be skipped and the draft will move on to the next pick.

A skipped pick is not lost.

Skipped picks will be made at the very end of the draft after all normal draft picks are complete.

If multiple picks are skipped, those skipped picks will be made in the order they were originally skipped.

Example:

- Pick 22 is skipped.
- Pick 41 is skipped.
- Pick 77 is skipped.

At the end of the draft, Pick 22 would be made first, then Pick 41, then Pick 77.

Skipped picks must still follow all draft rules, position limits, and roster requirements.

The MHL-Bot or website will still block illegal picks.

This means a team cannot use a skipped pick to draft over the position limits.

**Simple Rule:** If you miss your pick, it moves to the end of the draft. Skipped picks are made in their original order.

## 5.5 Draft Mistakes

If a mistake happens during the draft, MHL Staff may fix it.

Examples may include:

- Wrong player selected
- Bot issue
- Website issue
- Duplicate pick
- Ineligible player selected
- Position requirement issue
- Manager technical issue
- System incorrectly blocking a legal pick
- System incorrectly allowing an illegal pick

Managers should report draft issues right away through the proper MHL Discord ticket system.

Do not wait until later.

**Simple Rule:** Draft from the official list and report problems right away.

## 6. Active Roster Size

Season 1 active rosters have a set size.

Each team will have:

- 9 forwards
- 6 defensemen
- 2 goalies
- 17 total active roster players

This is the official Season 1 active roster structure.

A team may not go over the active roster limit unless MHL Staff announces a pilot-season exception.

A team may not play illegal players to get around roster limits.

**Simple Rule:** Each team has 17 active roster players: 9 forwards, 6 defensemen, and 2 goalies.

## 7. Player Positions

Players sign up with a position.

Player positions help managers build legal rosters and lineups.

### 7.1 Active Roster Positions

Active roster players must follow the position rules for their roster spot.

For Season 1, active rosters are built with:

- Forwards
- Defensemen
- Goalies

Forwards may be used at forward positions.

Defensemen may be used at defense positions.

Goalies may be used at goalie.

A player cannot be forced to play outside their rostered position group.

A forward should not be forced to play defense.

A defenseman should not be forced to play forward.

A goalie must play goalie.

## **7.2 In-Game Position Rules**

Players must play the position group they are rostered as.

Forwards may play forward spots.

Defensemen may play defense spots.

Goalies may only play goalie.

Players should not switch position groups in-game to get around roster rules.

Examples of illegal position switching may include:

- A forward playing as a defenseman
- A defenseman playing as a forward
- A goalie playing out
- A skater playing goalie without being eligible

MHL Staff may review position issues if proof is provided.

## **7.3 Loadout Position Rules**

Players must use the correct player class for their position group.

Forwards must use forward-eligible loadouts.

Defensemen must use defense-eligible loadouts.

Goalies must use goalie.

Players must also follow the official banned build and trait list posted in the MHL Discord.

## **7.4 ECU Position Flexibility**

ECUs may play any position when filling in for games.

This is allowed because ECUs are used to help teams fill games and avoid forfeits.

However, once an ECU is promoted to the active roster, they must follow active roster position rules.

That means they must play the position they are rostered as once they become an active roster player.

## 7.5 Position Mistakes

If a player's position is listed incorrectly in the MHL-Bot or website, the player or manager should open a ticket through the MHL Discord ticket system.

Do not use a position mistake to gain an unfair advantage.

**Simple Rule:** Active roster players follow roster position rules. ECUs can fill any position until promoted to the active roster.

# 8. Player Game Limits

Player game limits are covered in the MHL Regular Season & Game Night Rulebook, but they also matter for roster management.

## 8.1 Skater Limit

Skaters may play a maximum of:

**3 games per week**

This applies to forwards and defensemen.

A skater cannot play more than 3 games in one week.

## 8.2 Goalie Limit

Goalies may play a maximum of:

**6 games per week**

Goalies should receive at least:

**3 games per week when available**

## 8.3 ECU Game Limits

ECUs should follow the same weekly game limits based on the position they are playing.

If an ECU is playing as a skater, they should not exceed the skater game limit unless MHL Staff approves a pilot-season exception.

If an ECU is playing goalie, they should follow goalie limits unless MHL Staff approves a pilot-season exception.

## 8.4 Illegal Overuse

Using a player over the weekly game limit may result in:

- Game review
- Stat adjustment
- Forfeit review
- Manager discipline
- Other discipline if needed

**Simple Rule:** Skaters max 3 games. Goalies max 6 games.

## 9. Late Signups and ECUs

Players who sign up after the draft will be placed into the league's ECU system.

Late signups will be assigned across the league as evenly as possible through the MHL-Bot, website, or MHL Staff if a manual fix is needed.

ECUs are assigned to one team.

ECUs are members of their assigned team, but they are not on the active 17-player roster unless they are officially promoted.

ECUs are expected to be active, submit availability, communicate with management, and be ready to play when needed.

Being active as an ECU is the best way to earn more chances and possibly move up to the active roster.

### 9.1 Late Signup Assignment

Late signups cannot choose their team.

Managers cannot promise a late signup that they will be assigned to their team.

Players cannot sign up late just to force their way onto a specific team.

Late signups are assigned as evenly as possible through the MHL system.

This random/even assignment rule only applies to players joining the league after the season has started.

This helps protect competitive balance and prevents teams from stacking extra players.

## 9.2 Assignment Corrections

If the MHL-Bot or website assigns a late signup incorrectly, MHL Staff may manually correct the issue.

Manual corrections are only for fixing problems.

They are not used to help a team choose a specific late signup.

**Simple Rule:** Late signups become ECUs and are assigned as evenly as possible.

# 10. ECU Rules

ECUs are important to keeping games active.

They help teams fill games and avoid forfeits.

## 10.1 ECUs Are Team Members

An ECU is a team member who is not currently on the active roster.

ECUs are still part of their assigned team.

They should be included in team communication and should stay active in their team Discord.

## 10.2 ECUs Can Play Any Position

ECUs may play any position when filling in for games.

This means an ECU can fill wherever the team needs help for that game.

## 10.3 ECUs Must Play for Their Assigned Team

ECUs must play for the team they are assigned to.

An ECU cannot play for another team.

This rule does not change with approval.

ECUs belong to their assigned team only.

## 10.4 When Managers Can Use ECUs

Managers may use ECUs when:

- A roster player cannot make a game
- The team needs help filling a lineup
- The team is trying to avoid a forfeit
- The team has a missing position for that game

## 10.5 ECU Communication

ECUs are expected to:

- Stay in their team Discord
- Submit availability when possible
- Respond to management
- Be ready when called on
- Stay active if they want more chances

**Simple Rule:** ECUs are part of their assigned team. They can only play for that team.

# 11. ECU Fill-Ins & Active Roster Promotions

ECUs can fill in for games without being promoted to the active roster.

This is very important.

A normal ECU fill-in is **not** the same thing as promoting an ECU to the active roster.

## 11.1 ECU Fill-Ins

An ECU may fill in for their assigned team when the team needs help for a game.

An ECU fill-in does not require the ECU to be added to the active roster.

ECUs may fill in when:

- A roster player cannot make a game
- The team needs help filling a lineup
- The team is trying to avoid a forfeit

- The team has a missing position for that game

ECUs may play any position when filling in.

They still must follow all game-night rules, player game limits, build rules, and team assignment rules.

**Simple Rule:** ECUs can fill in without being promoted to the active roster.

## 11.2 Active Roster Promotion

An ECU may also be promoted to the active roster.

This is different from simply filling in for a game.

Once an ECU is promoted to the active roster, they become one of the team's 17 active roster players.

All ECU promotions must go through the MHL-Bot or MHL website.

If the bot or website is not working, MHL Staff may manually fix the issue.

A manager cannot simply announce that an ECU is now on the active roster.

The move must be processed through the MHL system.

## 11.3 Roster Must Stay Legal

If an ECU is promoted to the active roster, another active roster player must be moved off the active roster through the correct MHL process.

This may include:

- Waivers
- Approved player removal
- Another approved roster move

Managers cannot simply add an ECU to the active roster without making the roster legal.

## 11.4 Promoted ECU Position Rules

Once an ECU is promoted to the active roster, they must follow active roster position rules.

ECUs may play any position while filling in as an ECU.

Once promoted, they are an active roster player and must follow the position rules for their roster spot.

## 11.5 Promotion Minimum

Once an ECU is promoted to the active roster, that player cannot be immediately waived, removed, or moved back to ECU before playing at least **3 games** unless MHL Staff approves it.

This rule helps prevent managers from abusing promotions, testing players for one game, or moving players around unfairly.

MHL Staff may approve an exception for:

- Player quitting
- Player discipline
- Player unavailable for the rest of the season
- Bot or website mistake
- Roster correction
- Other serious issue

**Simple Rule:** ECU fill-ins are temporary. ECU promotions are active roster moves.

## 12. One-Night Signup Rule

For Season 1 only, MHL allows one special rule to help prevent forfeits.

If a team cannot get one of their assigned ECUs for a game, they may use a player who is not currently signed up for MHL, but only if that player signs up before game time.

This is the only legal way to use a new player on short notice.

### 12.1 One-Night Signup Process

The process is:

1. The team cannot get one of their assigned ECUs.
2. The team finds a player who is not signed up for MHL.
3. That player must complete MHL signup before the game starts.
4. The player must be temporarily assigned through the MHL-Bot, website, or staff manual fix if needed.
5. The player may play for that team that night only.

6. After that night, the player is removed from the temporary assignment.
7. The player is then assigned into the ECU system as evenly as possible.

## 12.2 One-Night Signup Limits

A one-night signup player:

- Must sign up before game time
- Must be properly assigned before playing
- May only play for that team that night
- Must use their own account
- Must use legal builds and traits
- Must follow all MHL rules

## 12.3 No Signup Means No Game

A team may not use a random player who is not signed up.

A team may not use a secret fill-in.

A team may not use someone playing on another person's account.

## 12.4 No Team Choice After One-Night Use

After the one-night assignment ends, the player is assigned into the ECU system as evenly as possible.

The player is not guaranteed to stay with the team they helped for one night.

Managers cannot use the one-night signup rule to secretly add a player to their team long-term.

**Simple Rule:** No signup = cannot play.

# 13. Waivers

Waivers are used when an active roster player is being moved off the active roster.

Waivers help keep roster moves fair across the league.

A player may be placed on waivers when:

- A team promotes an ECU and must move someone off the active roster
- A team removes a roster player from the active roster
- A team needs to make the active roster legal
- A roster move requires waivers under MHL rules

All waiver moves must go through the MHL-Bot or MHL website.

If the bot or website is not working, MHL Staff may manually fix the issue.

## **13.1 When Waivers Are Required**

A roster player must go through waivers when they are being moved off the active roster unless MHL Staff announces another approved process.

This includes cases where:

- An ECU is being promoted to the active roster
- A roster player is being removed from the active roster
- A team is making room for another player
- A roster needs to be corrected

## **13.2 Waiver Window**

For Season 1, a player placed on waivers will remain on waivers for:

**8 hours**

During this 8-hour window, eligible teams may submit a claim through the MHL-Bot or MHL website.

If the bot or website is not working, MHL Staff may allow a temporary manual claim process.

## **13.3 Waiver Retraction**

A team may ask to cancel a waiver only if no claim has been placed yet.

Once a claim has been placed, the waiver cannot be cancelled unless MHL Staff approves it because of a clear mistake, bot issue, or website issue.

Managers should not place players on waivers unless they are sure.

## 13.4 Waiver Restrictions

A player may not be placed on waivers if:

- The player is not actually on the active roster
- The player is already involved in another pending roster move
- The player is currently suspended
- The player is being moved to abuse the system
- The player is being moved to hide them from other teams
- The move would create an illegal roster issue that is not fixed before the next game
- MHL Staff has blocked the move for review

MHL Staff may deny or reverse waiver moves that appear abusive, unfair, illegal, or harmful to the pilot season.

## 13.5 Player Eligibility While on Waivers

A player on waivers may not play in an official MHL game until the waiver process is complete.

The player must be properly claimed, cleared, returned, or assigned before playing again.

If a player on waivers plays before the process is complete, they may be considered illegal.

## 13.6 Waiver Timing Near Games

Managers should not wait until the last minute to make waiver moves.

If a waiver or roster move happens too close to game time and causes confusion, MHL Staff may review the situation.

A player must be properly assigned before game time to be eligible.

**Simple Rule:** A waived player sits on waivers for 8 hours and cannot play until the waiver process is complete.

# 14. Waiver Claims

Waiver claims must be submitted through the MHL-Bot or MHL website.

Managers should not submit claims through random DMs, voice chat, or unofficial team servers.

If the bot or website is not working, MHL Staff may allow a temporary manual claim process.

## 14.1 Claim Priority

Waiver claim priority will be handled through the MHL-Bot or website.

For Season 1, waiver priority will generally be based on reverse standings.

This means the team lower in the standings gets priority over the team higher in the standings.

If teams are tied, MHL Staff may use tiebreakers or a system ruling.

Possible tiebreakers may include:

- Fewer points
- Fewer wins
- Worse goal differential
- Earlier claim time
- Staff ruling if needed

MHL Staff may adjust claim priority during Season 1 if the bot, website, or standings display needs to be fixed.

## 14.2 Legal Claim Required

A waiver claim must be legal.

A team claiming a player must be able to make its active roster legal.

This may require another roster move.

A team cannot use waivers to create an illegal roster.

## 14.3 Claimed Player

If a player is claimed on waivers, they join the claiming team through the MHL-Bot or website.

The player must receive the correct team role and team Discord access before playing for the new team.

If the role or Discord access is not working, the manager or player should open a ticket through the MHL Discord ticket system.

## 14.4 Claiming Team Responsibility

The claiming team is responsible for making sure the claimed player can legally join its active roster.

If the claim creates a roster issue, the team must correct it before its next game.

This may require another player to be placed on waivers or another approved roster move.

## 14.5 No Claim Abuse

Teams may not claim players just to block other teams, hide players, or abuse the waiver system.

MHL Staff may reverse a waiver claim if it appears abusive or harmful to the pilot season.

**Simple Rule:** Waiver claims must go through the MHL-Bot or website and must keep rosters legal.

# 15. Unclaimed Players

If a player clears waivers and is not claimed after the 8-hour waiver window, they become an ECU for their current team.

They do **not** get randomly assigned to another team.

That player stays with their current team as an ECU unless MHL Staff announces a different ruling.

Once moved to ECU status, the player must follow ECU rules.

That means:

- They are still assigned to their team

- They can only play for that team
- They are not on the active roster unless promoted
- They may play any position while filling in as an ECU
- They must stay active if they want more chances

Random or even ECU assignment only applies to players who join the league after the season has started.

This includes late signups and one-night signup players after their temporary one-night assignment ends.

**Simple Rule:** If a player clears waivers, they become an ECU for their own team.

## 16. Roster Moves

Roster moves must go through the MHL-Bot or MHL website.

Managers cannot make official roster moves only by posting in Discord.

A roster move is not official until it is processed through the MHL system or manually corrected by MHL Staff.

### 16.1 Types of Roster Moves

Roster moves may include:

- ECU promotion to active roster
- Player placed on waivers
- Player claimed from waivers
- Player moved to ECU status
- Player removed from team
- Player trade
- ECU trade
- Player status correction
- Position correction
- Team assignment correction
- Manual staff correction

## **16.2 Roster Move Timing**

Roster moves must be completed before a player plays.

If a player is not properly assigned before game time, they may be considered illegal.

Managers should not wait until the last second to make roster moves.

## **16.3 Roster Move Review**

MHL Staff may review, deny, or reverse any roster move that appears:

- Illegal
- Abusive
- Unfair
- Incorrect
- Harmful to the pilot season
- Caused by a bot or website error

## **16.4 Roster Corrections**

Because Season 1 is a pilot season, some roster corrections may be needed.

Examples include:

- Wrong role
- Wrong team
- Wrong position
- Wrong status
- Missing Discord access
- Player not showing properly on the website
- Bot or website did not process the move correctly

Managers and players should report these issues through the MHL Discord ticket system.

## 16.5 Bad-Faith Roster Moves

MHL Staff may reverse any roster move, waiver claim, trade, promotion, or assignment that appears to be made in bad faith.

Examples may include:

- Moving players only to hide them
- Waiving players only to help another team
- Using late signups to stack a team
- Promoting a player with no intent to use them
- Removing a player unfairly
- Trading players with a secret agreement
- Trading players only to avoid waiver rules
- Trying to avoid position rules
- Trying to avoid game limits
- Trying to manipulate the MHL-Bot or website

**Simple Rule:** Roster moves are not official until they are in the MHL system.

## 17. Player Removal

A player may be removed from an active roster only through the proper MHL process.

Player removals may happen for:

- Waivers
- Inactivity
- Repeated no-shows
- Rule violations
- Discipline
- Approved roster move
- Bot or website correction
- Other MHL Staff ruling

Managers cannot secretly remove players.

Players cannot secretly leave a team and play somewhere else.

All removals must be tracked by the MHL-Bot, website, or staff manual fix.

## **17.1 Removal for Roster Reasons**

If a player is removed from the active roster for roster reasons, waivers may be required.

This helps prevent teams from hiding players or moving players unfairly.

## **17.2 Removal for Discipline**

If a player is removed because of discipline, MHL Staff will decide the correct status.

The player may be:

- Suspended
- Removed from team
- Removed from Season 1
- Blocked from playing until reviewed
- Given another ruling

Discipline details may be listed in the MHL Discipline & Complaints Rulebook.

## **17.3 Player Quitting**

If a player quits their team or refuses to play, MHL Staff may review the situation.

A player who quits or refuses to play may face discipline.

Players should not abandon their team because they are unhappy with playing time, position, or management.

## **17.4 Player Removal Requests**

Managers should provide proof when asking for a player removal.

Useful proof may include:

- Missed games
- Missed availability
- No-show evidence

- Messages showing refusal to play
- Messages showing the player quit
- Staff complaint or discipline evidence

MHL Staff may deny a removal request if there is not enough proof or if the move appears unfair.

**Simple Rule:** Player removals must go through the MHL system or staff.

## 18. Inactive Players and No-Shows

Players are expected to stay active and communicate.

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

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

### 18.1 No-Shows

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

Managers should save proof of no-shows.

Useful proof includes:

- Lineup screenshot
- Availability screenshot
- Discord messages
- Game post
- Player not responding
- Time of attempted contact

## 18.2 Repeated No-Shows

Repeated no-shows may lead to:

- Warning
- Loss of scheduling protection
- Roster removal
- Waivers
- Suspension
- Other discipline if needed

## 18.3 Communication Matters

Players should tell their manager as soon as possible if they cannot make a game.

Managers should use common sense for real-life situations, but players are expected to communicate early.

## 18.4 Full Week No-Show

If a player no-shows or disappears for a full week, MHL Staff may review the player's status.

A player who disappears for a full week may be:

- Warned
- Removed from the active roster
- Placed on waivers if eligible
- Moved into the ECU system if appropriate
- Suspended or disciplined if needed

**Simple Rule:** If you cannot make it, tell your manager early.

# 19. Trades

Season 1 will allow trades.

Trades must go through the MHL-Bot, MHL website, or official MHL Staff process.

A trade is not official until it is approved and processed through the MHL system.

Managers cannot make official trades through random Discord messages, voice chat, DMs, or private agreements.

## 19.1 What Can Be Traded

Teams may trade:

- Active roster players
- ECUs
- A mix of active roster players and ECUs

All trades must keep both teams legal.

If a trade creates a roster issue, that issue must be fixed before either team plays its next game.

A player involved in a trade cannot play for their new team until the trade is approved and processed.

The player must have the correct team assignment, team role, and team Discord access before playing.

## 19.2 Weekly Trade Window

Because MHL games are played on Wednesday, Thursday, and Friday, trades should be completed before the game week starts.

The Season 1 weekly trade window is:

**Saturday at 12:00 AM ET through Tuesday at 11:59 PM ET**

Trades must be submitted before:

**Tuesday at 11:59 PM ET**

Trades submitted after the deadline may be held until the next trade window.

No trades should be processed during Wednesday, Thursday, or Friday game nights unless MHL Staff approves an emergency correction.

This keeps rosters stable during the playing week.

**Simple Rule:** Trades are open Saturday through Tuesday. Game nights are for playing, not roster chaos.

## 19.3 Trade Approval

All trades are subject to MHL Staff review.

MHL Staff may approve, deny, or reverse a trade if it appears:

- Illegal
- Unfair
- Abusive
- One-sided in a harmful way
- Made in bad faith
- Connected to a side deal
- Harmful to the pilot season
- Caused by a bot or website error

Because Season 1 is a pilot season, staff may use common sense to protect the league.

## 19.4 Roster Legality After Trades

After a trade, both teams must still follow active roster rules.

Each active roster should stay legal with:

- 9 forwards
- 6 defensemen
- 2 goalies
- 17 total active roster players

If a trade involves an active roster player and an ECU, the player status must be clear when the trade is submitted.

MHL Staff or the MHL system may require a team to make another roster move to stay legal.

## 19.5 Trade Deadline

MHL Staff may announce a final Season 1 trade deadline.

After the final trade deadline, trades will close for the rest of the season unless MHL Staff approves an emergency correction.

The final trade deadline should be announced in the official MHL Discord.

## 19.6 Draft Pick Trading

There is no draft pick trading in Season 1 unless MHL Staff announces otherwise.

Season 1 is meant to test the league, bot, website, rosters, and game systems.

Draft pick trading may be added in future seasons if the league decides to support it.

## 19.7 No Side Deals

Managers may not make secret roster deals, future promises, or unofficial agreements outside the MHL system.

Examples may include:

- “We will give you this player later.”
- “We will let you use this player if you help us now.”
- “Sign up and we will make sure you land on our team.”
- “We will waive this player so your team can claim them.”
- “We will trade this player back later.”

MHL Staff may reverse or deny any move connected to a side deal.

**Simple Rule:** Trades are allowed, but they must be official, legal, and approved.

# 20. Illegal Players

Every player in an official MHL game must be legal.

A legal player must be:

- Signed up for MHL
- Properly assigned before game time
- Eligible to play that game
- Using their own account
- Using a legal build and traits
- Within weekly game limits

## 20.1 Illegal Player Examples

Illegal player examples may include:

- A player who is not signed up
- A player not assigned to that team
- An ECU playing for the wrong team
- A player over the weekly game limit
- A player using another person's account
- A player using a banned build or trait
- A player who is suspended
- A player who was not properly promoted
- A player who was not properly assigned through the one-night signup rule
- A player who is on waivers and not cleared or claimed yet
- A player playing the wrong roster position group
- A traded player playing before the trade is approved and processed

## 20.2 Illegal Player Review

If an illegal player is used, MHL Staff may review the game.

Possible results may include:

- Game penalty
- Forfeit review
- Stat adjustment
- Player discipline
- Manager discipline
- Roster correction
- Other ruling if needed

## 20.3 Manager Responsibility

Managers are responsible for making sure their lineup is legal.

Players are responsible for making sure they are allowed to play.

If something looks wrong, open a ticket or report it before the game starts.

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

## 21. Bot, Website, or Roster Issues

Season 1 is being used to test the MHL-Bot and website.

Problems may happen.

That is part of the pilot season.

Roster, transaction, bot, or website problems should be reported through the **MHL Discord ticket system** unless MHL Staff says otherwise.

### 21.1 What To Report

Players and managers should open a ticket for:

- Signup issues
- Wrong team assignment
- Wrong role
- Wrong position
- Missing team Discord access
- Wrong roster status
- ECU assignment issues
- Waiver issues
- Trade issues
- Promotion issues
- Roster move issues
- Website errors
- Bot command errors

### 21.2 How To Report Issues

When opening a ticket, include:

- What happened
- What should have happened
- Player name
- Team name
- Screenshot or clip if possible
- Bot command used if applicable
- Website page if applicable
- Time and date of the issue

Do not just say “bot is broken.”

That does not help staff fix it.

## 21.3 Manual Backup

If the bot or website fails, MHL Staff may allow a temporary manual backup.

This may include:

- Manual roster correction
- Manual role correction
- Manual ECU assignment
- Manual waiver processing
- Manual trade processing
- Manual promotion
- Manual player status update

Manual backups are only used when the official system is not working or staff approval is needed.

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

## 22. Manager Responsibilities

Managers are responsible for keeping their roster legal and organized.

Managers must:

- Use the MHL-Bot and website
- Use the team Discord MHL gives them
- Draft legal players
- Keep the active roster legal
- Follow position requirements
- Follow player game limits
- Use assigned ECUs properly
- Make active roster promotions through the MHL system
- Use waivers properly
- Submit trades properly
- Avoid illegal players
- Avoid side deals
- Report roster issues through tickets
- Communicate with players
- Keep team activity inside the league-assigned team Discord when possible

Managers do not need to be Discord experts.

The MHL-Bot is built to help.

**Simple Rule:** Managers run the roster. The bot and website track it.

## 23. Player Responsibilities

Players are responsible for keeping their signup and availability accurate.

Players must:

- Sign up with accurate information
- Use their correct EA ID

- Join the official MHL Discord
- Join their assigned team Discord
- Know whether they are active roster or ECU
- Submit availability
- Respond to management
- Use their own account
- Follow position rules
- Follow game limits
- Follow roster rules
- Report issues if their team, role, or status is wrong

Players should not make managers or staff chase them.

**Simple Rule:** Keep your info correct, stay active, and communicate.

## 24. Season 2 Transition

Season 2 is planned to begin the official MHL bidding system.

Season 1 draft results do not create long-term player rights.

Season 2 is expected to introduce:

- Bidding
- Salary cap
- Player contracts
- More formal roster rules
- More detailed roster moves
- Expanded team count if supported
- Improved bot and website systems
- Updated rulebooks based on Season 1 feedback

Unless MHL Staff announces otherwise, all Season 1 players will return to the Season 2 player pool.

**Simple Rule:** Season 1 uses a snake draft. Season 2 starts the bidding era.

## 25. Final Note

The goal of MHL roster rules is simple:

- Keep teams legal.
- Keep teams active.
- Keep ECUs organized.
- Keep waivers fair.
- Allow trades in an organized way.
- Use the bot.
- Use the website.
- Use the ticket system.
- Report problems clearly.
- Do not use illegal players.
- Do not abuse roster moves.

Season 1 is a pilot season, so problems may happen.

That is okay.

What matters is that players, managers, and staff work together to fix problems and make the league better.

**Simple Rule:** Keep rosters legal, use the MHL system, and help us build a better league.

