

Modern Hockey League

Playoff 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 the **MHL Season 1 Playoffs** work.

This document does not replace the other MHL rulebooks.

If something is not covered in this playoff rulebook, the normal MHL rules still apply.

This document works with:

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

MHL games are played on:

- Wednesday
- Thursday
- Friday

Because of that, playoff schedules, line deadlines, complaints, staff review timelines, and roster lock timing are built around those nights.

The MHL-Bot and website will be used for playoff schedules, rosters, lines, stats, standings, and series tracking whenever possible.

Season 1 is still a pilot season, so MHL Staff may adjust playoff procedures if something needs to be fixed.

Simple Rule: Playoffs use the same MHL system, but with stricter scheduling, roster, and lineup rules.

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1. Purpose of This Rulebook

This rulebook explains the MHL playoff rules.

It covers:

- Playoff format
- Seeding
- Series format
- Game times
- Home-ice advantage
- Roster lock
- Playoff roster rules
- Availability
- Lineup deadlines
- Scheduling restrictions
- Game 7 rules
- ECU rules
- Substitutions
- Illegal players
- Forfeits
- Disconnects
- Reschedules
- Stats

- Complaints
- Discipline
- Bot or website issues

The goal is simple:

- Keep playoffs organized.
- Keep games fair.
- Make sure all roster players are used properly.
- Avoid roster abuse.
- Avoid Game 7 nonsense.
- Use the MHL-Bot and website.
- Use the ticket system when problems happen.

Simple Rule: This rulebook explains how playoffs work.

2. Playoff Format

Season 1 will have **8 teams**.

All 8 teams will qualify for the playoffs.

The regular season is used to determine playoff seeding.

The playoff rounds are:

- Round 1: Quarterfinals
- Round 2: Semifinals
- Round 3: MHL Final

Each round is a best-of-7 series unless MHL Staff announces otherwise.

The first team to win 4 games wins the series.

Simple Rule: All 8 teams make playoffs. Win 4 games to win a series.

3. Playoff Seeding

Playoff seeding is based on the regular season standings.

Standings are tracked through the MHL-Bot and website.

3.1 Round 1 Matchups

Round 1 matchups are:

- Seed 1 vs Seed 8
- Seed 2 vs Seed 7
- Seed 3 vs Seed 6
- Seed 4 vs Seed 5

3.2 Reseeding

MHL will reseed after each round unless MHL Staff announces otherwise.

This means the highest remaining seed plays the lowest remaining seed.

Example:

- If Seeds 1, 2, 5, and 6 advance, then Seed 1 plays Seed 6, and Seed 2 plays Seed 5.

3.3 Tiebreakers

If teams are tied in the standings, MHL Staff may use tiebreakers.

Possible tiebreakers include:

- Most wins
- Head-to-head record
- Goal differential
- Goals for
- Goals against
- Staff ruling if needed

Simple Rule: Higher seed plays lower seed, and MHL reseeds each round.

4. Series Format

Each playoff series is best-of-7.

The first team to win 4 games wins the series.

If a team wins the series before Game 7, the remaining games are not played.

Example:

- If a team wins Games 1, 2, 3, and 4, the series is over.
- If a team wins Games 1, 3, 5, and 6, the series is over after Game 6.
- If both teams have 3 wins after Game 6, Game 7 is played.

Simple Rule: First team to 4 wins moves on.

5. Playoff Schedule

MHL playoff series are normally played across one week.

Playoff game nights are:

- Wednesday
- Thursday
- Friday

A normal best-of-7 playoff series is scheduled like this:

- Games 1 and 2 on Wednesday
- Games 3 and 4 on Thursday
- Games 5, 6, and 7 on Friday, if needed

5.1 Round Timeline

The expected Season 1 playoff structure is:

- Round 1: Quarterfinals — Wednesday to Friday
- Round 2: Semifinals — Wednesday to Friday
- Round 3: MHL Final — Wednesday to Friday

Exact dates will be posted by MHL Staff in the official MHL Discord and on the MHL website.

5.2 Staff Adjustments

MHL Staff may adjust playoff dates if needed because of:

- EA server issues

- Xbox Network issues
- PlayStation Network issues
- Major MHL-Bot or website issue
- League-wide technical issue
- Emergency staff ruling

Simple Rule: Playoff rounds are normally Wednesday through Friday.

6. Playoff Game Times

MHL playoff game times are Eastern Time.

The MHL-Bot and website may show each user's local timezone when possible.

The official league times are:

6.1 Wednesday

Game 1:

Wednesday at 9:00 PM ET

Game 2:

Wednesday at 9:35 PM ET

6.2 Thursday

Game 3:

Thursday at 9:00 PM ET

Game 4:

Thursday at 9:35 PM ET

6.3 Friday

Game 5, if needed:

Friday at 9:00 PM ET

Game 6, if needed:

Friday at 9:35 PM ET

Game 7, if needed:

Friday at 10:10 PM ET

If a previous game runs late, MHL Staff may delay the next game slightly.

Simple Rule: Playoff games use the same MHL times: 9:00, 9:35, and 10:10 PM ET.

7. Home-Ice Advantage

The higher-seeded team has home-ice advantage.

The normal best-of-7 home/away format is:

- Game 1: Higher seed home
- Game 2: Higher seed home
- Game 3: Lower seed home
- Game 4: Lower seed home
- Game 5: Higher seed home
- Game 6: Lower seed home
- Game 7: Higher seed home

The MHL-Bot or website will show which team is home and which team is away.

Teams must use the correct home or away jerseys.

Simple Rule: Higher seed gets Games 1, 2, 5, and 7 at home.

8. Playoff Roster Lock

Playoff rosters lock at the end of the final week of the regular season.

That means once the final regular season game week is complete, teams may not make normal roster moves before or during playoffs unless MHL Staff approves an emergency correction.

Because MHL regular season games are played on Wednesday, Thursday, and Friday, the playoff roster lock will normally take effect after the final Friday regular season games are completed and processed.

MHL Staff will announce the official roster lock time in the MHL Discord.

The expected roster lock time is:

Friday at 11:59 PM ET after the final regular season game night

Once rosters lock, teams must enter playoffs with their locked active roster and assigned ECUs.

8.1 What Roster Lock Means

After roster lock:

- No normal trades
- No normal waiver moves
- No normal active roster changes
- No normal ECU reassignments
- No hiding players
- No adding players just because someone is better
- No moving players around to avoid playoff rules

8.2 What Can Still Be Fixed

MHL Staff may allow emergency corrections for:

- Bot or website error
- Wrong team assignment
- Wrong player status

- Wrong role
- Player removed by staff
- Suspended player issue
- Serious technical issue
- Other staff-approved reason

These are corrections, not normal roster moves.

8.3 Locked Roster Carries Through Playoffs

Once playoff rosters are locked, that roster carries through the playoffs.

A team's active roster and ECU pool remain locked unless MHL Staff approves a correction.

Teams cannot change their roster between playoff rounds just because they advanced.

8.4 New Signups After Roster Lock

Players who sign up after playoff roster lock are not normally playoff eligible.

The regular season one-night signup rule is not a normal playoff option.

MHL Staff may approve an emergency exception only if it is needed to prevent a serious issue or fix a system problem.

Managers should not expect to add new players during playoffs.

8.5 Staff Announcement

MHL Staff will announce when rosters are locked.

Managers are responsible for checking their roster before the lock.

If a manager believes something is wrong, they should open a **Roster / Transaction Issue** ticket before the lock whenever possible.

Simple Rule: Rosters lock after the final regular season week. Fix issues before playoffs start.

9. Playoff Roster Requirements

Teams must have a legal active roster for playoffs.

A legal active roster is:

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

9.1 Full Roster Requirement

Teams are expected to have a complete 17-player active roster before the final regular season roster lock.

If a team does not have a legal roster by the deadline, MHL Staff may review the situation.

Possible results include:

- Manual roster correction
- ECU requirement
- Game penalty
- Manager discipline
- Forfeit review
- Series forfeit in serious cases

9.2 Falling Below a Legal Roster During a Series

If a team falls below a legal roster during a playoff series, MHL Staff may allow the team to continue using approved ECUs.

Staff may also issue penalties if the roster issue was caused by poor management or rule abuse.

Possible results include:

- Required ECU usage
- 2-minute penalty to start games
- Roster correction

- Manager discipline
- Forfeit review

9.3 Suspended Players

Suspended players cannot play until their suspension is served.

If a suspended player is on the roster, the team must still follow the playoff scheduling and substitution rules.

MHL Staff may allow an ECU to replace a suspended player.

Simple Rule: Playoff teams must stay roster legal.

10. Playoff Availability

Players must submit playoff availability.

Playoff availability is important because series can end early or go all the way to Game 7.

10.1 Availability Deadline

Playoff availability is due by:

Tuesday at 11:59 PM ET before Game 1 of that round

Players should not wait until Wednesday.

10.2 Minimum Availability

Roster players should provide at least:

3 games of availability within the first 6 games of the series

This helps managers schedule players fairly and legally.

10.3 No Availability

If a player does not submit playoff availability, they may lose scheduling protection.

MHL Staff may still require the team to schedule players properly if the player is active and reachable.

10.4 Availability Changes

If a player's availability changes, they must tell management as soon as possible.

Do not wait until game time.

Simple Rule: Playoff availability is due Tuesday night before the round starts.

11. Playoff Lineup Deadlines

Playoff lines must be submitted through the MHL-Bot or website whenever possible.

The away team submits first.

The home team submits after the away team.

This allows home ice to matter.

11.1 Wednesday Line Deadlines

Game 1 at 9:00 PM ET:

- Away team lines due by **Wednesday at 5:59 PM ET**
- Home team lines due by **Wednesday at 7:59 PM ET**

Game 2 at 9:35 PM ET:

- Away team lines due by **Wednesday at 6:34 PM ET**
- Home team lines due by **Wednesday at 8:34 PM ET**

11.2 Thursday Line Deadlines

Game 3 at 9:00 PM ET:

- Away team lines due by **Thursday at 5:59 PM ET**
- Home team lines due by **Thursday at 7:59 PM ET**

Game 4 at 9:35 PM ET:

- Away team lines due by **Thursday at 6:34 PM ET**
- Home team lines due by **Thursday at 8:34 PM ET**

11.3 Friday Line Deadlines

Game 5 at 9:00 PM ET, if needed:

- Away team lines due by **Friday at 5:59 PM ET**
- Home team lines due by **Friday at 7:59 PM ET**

Game 6 at 9:35 PM ET, if needed:

- Away team lines due by **Friday at 8:34 PM ET**
- Home team lines due by **Friday at 9:04 PM ET**

If Game 5 runs late and Game 6 is needed, both teams must submit Game 6 lines as soon as possible after Game 5 officially ends.

Game 7 at 10:10 PM ET, if needed:

- Both teams should have Game 7 lines ready before Friday games begin.
- If Game 6 ends and Game 7 is needed, both teams must submit Game 7 lines as soon as possible.
- MHL Staff may delay Game 7 slightly if Game 6 runs late.

11.4 If the Away Team Misses Its Deadline

If the away team misses its lineup deadline, the home team does not need to wait.

The home team may submit its lineup by its own deadline.

The away team may be considered late.

11.5 If the Home Team Misses Its Deadline

If the home team misses its lineup deadline, the home team may be considered late.

MHL Staff may review the situation.

11.6 Bot or Website Line Issues

If the MHL-Bot or website is not allowing lines to be submitted properly, managers must open a ticket right away.

Managers should include:

- Screenshot of the issue
- Time of attempt

- Game number
- Matchup
- Player names affected
- What should have happened

Simple Rule: Away lines are due first. Home lines are due after.

12. Late Lines

Late playoff lines are serious because playoff games happen quickly.

12.1 Late Line Penalties

Late lines may result in:

- Warning
- 2-minute penalty
- Manager discipline
- Player eligibility issue
- Forfeit review in serious cases

12.2 Who Is Responsible

The manager who submits or confirms the lineup is responsible.

If nobody submits the lineup, the team's highest available manager may be held responsible.

12.3 Late Line Complaint

The opposing team must open a ticket if they want the late line issue reviewed.

Use the **Game Night Issue** or **Management Issue** ticket category.

12.4 Bot or Website Issue

If the MHL-Bot or website caused the late line issue, managers must open a ticket right away with proof.

Useful proof includes:

- Screenshot of error
- Time of attempt
- Game number
- Matchup
- Lineup screenshot
- Bot command screenshot
- Website screenshot

Simple Rule: Do not wait until game time to submit playoff lines.

13. Playoff Scheduling Rules

Playoff scheduling rules are stricter than regular season rules.

Managers must schedule players fairly and legally.

13.1 Active Roster Players Must Be Used

Every active roster player must be scheduled for at least:

1 game within Games 1 through 4

If the series reaches Game 6, every active roster player must be scheduled for at least:

2 games within Games 1 through 6

This applies to forwards, defensemen, and goalies.

13.2 Skater Limits

Skaters may not play more than:

2 games within Games 1 through 6

A skater may play a **3rd game only if the series reaches Game 7.**

13.3 Goalie Limits

Each goalie must be scheduled for at least:

1 game within Games 1 through 4

If the series reaches Game 6, each goalie must be scheduled for at least:

2 games within Games 1 through 6

A goalie may play up to:

4 games within Games 1 through 6

A goalie may play a **5th game only if the series reaches Game 7.**

13.4 Scheduled vs Played

Scheduled means the player was placed in the lineup.

Played means the player actually played in the game.

If a scheduled player is replaced by an ECU because the player cannot attend, MHL Staff may count that game as a scheduled game for the missing player.

The ECU also receives credit for playing the game.

13.5 Players Must Still Be Managed Fairly

Managers cannot use the schedule rules to hide players.

Managers cannot purposely avoid using a roster player and replace them with a stronger ECU.

ECUs are for filling games, not replacing roster players just because the ECU is better.

13.6 Scheduling Mistakes

If a team fails to schedule a roster player properly, MHL Staff may review the situation.

Possible results include:

- Warning
- Manager discipline
- Player eligibility restriction
- Required ECU
- Game overturn
- Forfeit review

Simple Rule: Every roster player must be used. Skaters get 2 games before Game 7. Game 7 is the extra game.

14. Game 7 Rules

Game 7 is different because the series is on the line.

14.1 Game 7 Eligibility

Any legal active roster player may play in Game 7 if they are not suspended, banned, or otherwise ineligible.

A skater may play their 3rd game in Game 7.

A goalie may play their 5th game in Game 7.

14.2 ECU Use in Game 7

ECUs are not allowed in Game 7 unless MHL Staff approves an emergency exception.

The most common emergency exception is:

- A goalie disconnects and cannot return
- A goalie is unavailable because of a verified emergency
- A major technical issue requires staff approval

MHL Staff must approve any Game 7 ECU use.

14.3 Game 7 Line Changes

Because Game 7 depends on the result of Game 6, both teams should have Game 7 lines ready before Friday games begin.

If Game 7 is needed, both teams must submit lines as soon as possible after Game 6 ends.

MHL Staff may delay Game 7 slightly if needed.

Simple Rule: Game 7 is active roster only unless staff approves an emergency.

15. Playoff ECU Rules

ECUs are allowed in playoffs, but they are limited.

ECUs are used to help avoid forfeits.

They are not meant to replace active roster players just because a manager wants a stronger lineup.

15.1 ECU Team Assignment

An ECU may only play for their assigned team.

An ECU cannot play for another team.

This rule does not change in playoffs.

15.2 ECU Position Flexibility

For Season 1, ECUs may fill any position when needed.

This matches the normal MHL Season 1 ECU system.

However, ECUs must still use legal builds and traits.

15.3 ECU Series Limit

An ECU may play a maximum of:

2 games per playoff series

MHL Staff may approve an emergency exception if needed to prevent a forfeit, but managers should not expect exceptions.

15.4 ECU Playoff Purpose

ECUs may be used when:

- A roster player cannot make the game
- A roster player no-shows
- A roster player disconnects and cannot return
- A goalie is missing
- A team is trying to avoid a forfeit
- MHL Staff approves the use

15.5 ECU Abuse

ECU abuse may include:

- Using an ECU when roster players are available
- Using a stronger ECU to bench a roster player

- Using an ECU for the wrong team
- Using an ECU over the series limit
- Using an ECU in Game 7 without staff approval
- Using a player who is not properly assigned

ECU abuse may result in discipline or game review.

Simple Rule: ECUs are emergency help, not playoff ringers.

16. Playoff Substitutions

Substitutions may happen when a scheduled player cannot play.

16.1 Active Roster Substitution

A team may make one active roster substitution per game before puck drop.

This means one active roster player may replace another active roster player.

The replacement must be legal.

16.2 Additional Replacements

After one active roster substitution, additional replacements should normally be ECUs.

This prevents teams from completely changing lineups after seeing the other team's lines.

16.3 Game 7 Substitutions

Game 7 allows more flexibility.

Because ECUs are normally not allowed in Game 7, teams may use any legal active roster player in Game 7.

MHL Staff may allow lineup changes if needed.

16.4 Substitution Must Stay Legal

A substitution cannot cause:

- Player overuse
- Wrong position group
- Suspended player playing
- Waiver player playing
- Traded player playing too early
- Illegal ECU use
- Banned build or trait issue

16.5 Illegal Substitution

An illegal substitution may result in:

- Game penalty
- Player ineligibility
- Manager discipline
- Stat correction
- Game overturn
- Forfeit review

Simple Rule: Substitutions are allowed, but they must stay legal.

17. Illegal Players in Playoffs

Illegal players are taken seriously in playoffs.

A legal playoff player must be:

- Signed up for MHL
- Properly assigned to the team
- Eligible for that playoff game
- Not suspended
- Not banned

- Not on waivers
- Not over game limits
- Using their own account
- Using legal builds and traits
- Following playoff scheduling rules

17.1 Illegal Player Examples

Illegal player examples include:

- Player not signed up
- Player not assigned to that team
- ECU playing for the wrong team
- ECU used in Game 7 without approval
- ECU over playoff series limit
- Player over playoff game limit
- Suspended player playing
- Player using another person's account
- Player using a banned build or trait
- Player playing wrong roster position group
- Player not processed properly through the MHL system
- Player added after roster lock without staff approval

17.2 Possible Results

Using an illegal player may result in:

- Game overturn
- Forfeit loss
- Stat removal
- Player suspension
- Manager suspension
- Player removal

- Series forfeit in serious cases

17.3 Manager Responsibility

Managers are responsible for checking their lineup before puck drop.

Players are also responsible for knowing if they are eligible.

Simple Rule: Illegal players can cost playoff games.

18. Forfeits and Late Starts

The goal is to play playoff games, not win by forfeit.

However, teams must respect everyone's time.

Regular season late start rules apply unless MHL Staff announces a playoff adjustment.

18.1 Late Start Penalties

If a team is late:

- 5 minutes late = 2-minute penalty
- 8 minutes late = second 2-minute penalty
- 11 minutes late = forfeit eligible

18.2 Forfeit Eligible

At 11 minutes late, the other team may be eligible to claim a forfeit.

MHL Staff may review before confirming the forfeit.

18.3 Avoiding Playoff Forfeits

Managers should use:

- Active roster players
- Assigned ECUs, if legal
- Approved emergency staff corrections

Teams should not wait until the last minute to find players.

18.4 Series Forfeit

A full series forfeit may be considered only in serious cases.

Examples may include:

- Team cannot field a legal roster
- Repeated forfeits
- Major illegal player issue
- Account sharing
- Staff determines the team cannot continue legally

Simple Rule: Play the games. Forfeits are a last resort.

19. Disconnects and Restarts

The normal MHL disconnect procedure applies in playoffs.

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

19.1 Player Disconnects

If a player disconnects after puck drop, teams should follow the normal restart procedure.

The disconnected player's team takes the required 2-minute penalty when play resumes.

Teams must save proof and record:

- Period
- Time left
- Score
- Who disconnected
- Any active penalties
- Any important game situation

19.2 Goalie Disconnects

If a goalie disconnects, the game will end automatically.

Both teams must get screenshots and proof right away.

Record:

- Score
- Period
- Time left
- Team with the goalie disconnect
- Any active penalties
- Any stats available

Then follow the normal goalie disconnect restart procedure.

19.3 Game 7 Disconnects

Game 7 disconnects may receive extra staff review because the series is on the line.

Teams must follow the normal disconnect procedure and save proof.

Do not make up your own restart rules.

19.4 Disputes

If teams disagree about a disconnect or restart, they should open a **Game Night Issue** ticket.

Simple Rule: Follow the normal disconnect rules and save proof.

20. Reschedules

Playoff games are expected to be played at the scheduled time.

Reschedules should be rare.

20.1 When Reschedules May Be Allowed

MHL Staff may allow a playoff reschedule for:

- EA server issues
- Xbox Network issues
- PlayStation Network issues
- Major MHL-Bot issue
- Major website issue
- League-wide technical problem
- Serious emergency approved by staff

20.2 When Reschedules Should Not Be Expected

Teams should not expect a reschedule because:

- A player forgot the game time
- A player did not submit availability
- A team did not prepare ECUs
- A manager did not submit lines
- A player chose another league or game
- A team did not communicate

20.3 Staff Approval Required

Managers cannot privately agree to move playoff games without MHL Staff approval.

If a game is moved without approval, MHL Staff may order the game replayed, voided, or reviewed.

Simple Rule: Playoff games only move if staff approves it.

21. Stats and Score Submission

Playoff stats matter.

They affect player profiles, team records, playoff records, and series tracking.

21.1 Stats Submission

Stats must be submitted through the MHL-Bot or website whenever possible.

If the bot or website fails, managers must save proof and open a ticket.

21.2 Stats Deadline

Playoff stats are due by:

11:59 PM ET the day after the game

Examples:

- Wednesday playoff stats are due Thursday by 11:59 PM ET.
- Thursday playoff stats are due Friday by 11:59 PM ET.
- Friday playoff stats are due Saturday by 11:59 PM ET.

21.3 Required Proof

Teams should save proof, including:

- Final score
- Team stats
- Player stats
- Goalie stats
- Game summary
- Any required screenshots
- Stream/VOD if available

21.4 Missing Stats

Missing playoff stats may result in:

- Warning
- Manager discipline
- Manual stat correction
- Loss of player stats if proof is missing
- Staff ruling

Simple Rule: Submit playoff stats and save proof.

22. Playoff Complaints

Playoff complaints must be filed quickly.

Do not wait until later in the series to report something that happened earlier.

22.1 Ticket Categories

Use the correct ticket category:

- Game Night Issue for game problems
- Player Report for player behavior
- Management Issue for manager problems
- Roster / Transaction Issue for roster or ECU problems
- Stats / Standings Issue for stats or score problems
- Website / Bot Issue for technical issues
- Appeal for appeals

22.2 Complaint Deadlines

Playoff game complaints should be filed as soon as possible.

Standard playoff complaint deadlines are:

- Wednesday game complaints due by Thursday at 12:00 PM ET
- Thursday game complaints due by Friday at 12:00 PM ET

- Friday game complaints due by Saturday at 12:00 PM ET

If the complaint affects the next game in the same series, it should be filed immediately.

Examples:

- Illegal player
- Wrong restart
- Game result issue
- Suspended player
- Game 7 eligibility issue
- ECU issue
- Forfeit dispute

22.3 Proof Required

Playoff complaints need proof.

Useful proof includes:

- Clips
- Stream/VOD
- Screenshots
- Game clock time
- Score
- Lineups
- Player names
- Bot or website screenshots
- Messages between managers

22.4 Strategic Waiting

Do not hold proof to use later.

If a team waits to report a playoff issue for a strategic advantage, MHL Staff may deny the complaint or discipline the team.

Simple Rule: In playoffs, report problems fast.

23. Playoff Discipline

Playoff discipline may be stricter than regular season discipline.

Playoff games matter more, and there is less time to fix problems.

23.1 Possible Punishments

Playoff punishments may include:

- Warning
- 2-minute penalty
- One-game suspension
- Multi-game suspension
- Player removal
- Manager discipline
- Game overturn
- Forfeit loss
- Series forfeit
- League ban in serious cases

23.2 Suspensions in Playoffs

A suspended player cannot play until the suspension is served.

If a suspension is not fully served during playoffs, MHL Staff may carry it into future MHL games or future seasons.

23.3 Serious Playoff Violations

Serious playoff violations include:

- Account sharing
- Second accounts
- Throwing games
- Using an illegal player

- Refusing to play
- Fake evidence
- Major harassment
- Threats
- Major exploit abuse
- Staff impersonation
- Roster manipulation

23.4 Staff Review

MHL Staff may review playoff violations quickly because the series may continue the next day or later the same night.

Staff rulings are official unless changed through appeal.

Simple Rule: Playoff mistakes can cost playoff games.

24. Bot or Website Issues

Season 1 is a pilot season.

Bot or website issues may happen.

24.1 What To Report

Open a **Website / Bot Issue** ticket for:

- Line submission issue
- Wrong game time
- Wrong team assignment
- Wrong home/away setup
- Wrong roster
- Wrong ECU status
- Roster lock issue
- Stats issue
- Role sync issue

- Website page issue
- Bot command issue

24.2 What To Include

When reporting a bot or website issue, include:

- What happened
- What should have happened
- Screenshot if possible
- Game number
- Matchup
- Team affected
- Player affected
- Time and date
- Bot command or website page used

Do not just say:

“The bot is broken.”

That does not help staff fix it.

24.3 Manual Backup

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

This may include:

- Manual lines
- Manual roster correction
- Manual ECU approval
- Manual stats
- Manual score update
- Manual series tracking

Manual backups are only for staff-approved situations.

Simple Rule: If the system breaks, open a ticket with proof.

25. Final Note

The MHL playoffs should be competitive, organized, and fair.

Players and managers should:

- Use the bot.
- Use the website.
- Use the team Discord.
- Submit playoff availability.
- Submit lines on time.
- Follow roster rules.
- Follow ECU rules.
- Save proof.
- Submit stats.
- Open tickets quickly.
- Respect staff rulings.
- Play the games properly.

Season 1 is a pilot season, so staff may adjust playoff rules if needed.

The goal is to test the MHL system, finish the season properly, and crown a champion the right way.

Simple Rule: Win the series on the ice, not through chaos.

