

Modern Hockey League

Regular Season & Game Night 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 **regular season and game nights** work in MHL.

The goal is simple:

- Get games played.
- Keep things fair.
- Keep things organized.
- Use the MHL-Bot and website.
- Make life easier for players and managers.
- Report problems clearly when something breaks.

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

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

- Signups
- Roles
- Rosters
- ECUs

- Weekly game posts
- Availability
- Lines
- Schedules
- Stats
- Standings
- Roster moves
- Waivers
- Playoff tracking

Staff only steps in when something needs to be reviewed, fixed, or manually corrected. Season 1 is a pilot season, so some rules may be adjusted if the bot, website, schedule, or rules need to be fixed.

This document works with the other MHL documents, including:

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

Simple Rule: The MHL-Bot and website run the league. Staff helps fix issues when something breaks.

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1. Purpose of This Rulebook

This rulebook explains how MHL regular season games should be handled.

It covers:

- Weekly schedule
- Game times
- Availability
- Weekly lines
- Player game limits
- Legal players
- ECUs
- Game setup
- Late starts
- Forfeits
- Disconnects
- Restarts
- Stats
- Bot or website issues
- Game night expectations
- Gameplay rules and exploits

Season 1 is a pilot season, so MHL Staff may adjust this rulebook if something needs to be fixed or explained better.

Simple Rule: This rulebook tells players and managers how to handle regular season game nights.

2. MHL-Bot and Website

MHL is run through the **MHL-Bot and MHL website**.

Players and managers should use the official system whenever possible.

The MHL-Bot and website are used for:

- Signups
- Team roles
- Team Discord access

- Rosters
- ECU assignments
- Weekly game posts
- Availability
- Lines
- Schedules
- Game results
- Stats
- Standings
- Waivers
- Roster moves

If something is wrong in the bot or website, report it to MHL Staff.

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

Simple Rule: Use the bot and website first. Staff only helps manually if the system is not working.

3. Official Timezone

MHL's official league timezone is **Eastern Time**.

Official league times and deadlines are based on Eastern Time unless MHL Staff says otherwise.

The MHL-Bot and website should show game times in each user's local timezone whenever possible.

If there is ever confusion between a local time display and the official league schedule, the official Eastern Time schedule will be used.

Simple Rule: The bot may show your local time, but official MHL deadlines are based on Eastern Time.

4. Weekly Schedule

MHL regular season games are played on:

- Wednesday
- Thursday
- Friday

Each team plays **9 games per week**.

Each team plays three games per night.

4.1 Game Times

Wednesday games are played at:

- 9:00 PM ET
- 9:35 PM ET
- 10:10 PM ET

Thursday games are played at:

- 9:00 PM ET
- 9:35 PM ET
- 10:10 PM ET

Friday games are played at:

- 9:00 PM ET
- 9:35 PM ET
- 10:10 PM ET

Simple Rule: Games are Wednesday, Thursday, and Friday. Three games per night.

5. Standings and Points

The regular season is used to determine playoff seeding.

Standings are tracked through the **MHL-Bot and MHL website**.

5.1 Points System

The regular season points system is:

- Win = 2 points
- Overtime loss = 1 point
- Regulation loss = 0 points
- Forfeit win = 2 points
- Forfeit loss = 0 points

If the game goes to overtime, players must finish the game until the game gives a winner.

Do not quit after regulation.

Simple Rule: Play until the game is officially over.

5.2 Official Standings

The MHL-Bot and website are the official place for:

- Team records
- Points
- Wins
- Losses
- Overtime losses
- Goals for
- Goals against
- Playoff seeding

If the bot or website shows something incorrectly, MHL Staff may manually correct it.

Simple Rule: The MHL-Bot and website track the standings.

5.3 Tiebreakers

If teams are tied in points, MHL Staff may use tiebreakers to determine final seeding.

Regular season tiebreakers may include:

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

More detailed tiebreaker rules may be listed in the MHL Playoff Rulebook.

Simple Rule: Points decide the standings. Tiebreakers are used if teams are tied.

6. Weekly Deadlines

MHL uses the same weekly structure every week.

6.1 Availability Deadline

Availability is due every week by:

Wednesday at 11:59 AM ET

This means availability is due before noon on Wednesday.

Players should not wait until the last minute.

6.2 Weekly Lines Deadline

Weekly lines are due every week by:

Wednesday at 7:59 PM ET

Managers must have weekly lines submitted before 8:00 PM ET on Wednesday.

Lines must be submitted through the **MHL-Bot or MHL website**.

6.3 Stats Deadline

Stats are due by:

11:59 PM ET the day after the game

Examples:

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

Simple Rule: Availability is due Wednesday before noon. Lines are due Wednesday before 8:00 PM ET. Stats are due the next night.

7. Availability

Players must submit availability every week.

Availability tells managers which games players can play.

MHL uses weekly game posts in the league-assigned team Discords to collect availability.

7.1 Where to Submit Availability

All weekly games will be posted automatically in each team Discord by the MHL-Bot.

Players must submit availability on those official weekly game posts.

Do not rely only on:

- Private messages
- Voice chat
- Xbox messages
- PlayStation messages
- Random Discord chats
- Unofficial team servers

Those can be missed or forgotten.

Simple Rule: Submit availability on the official weekly game posts.

7.2 Availability Deadline

Availability is due by:

Wednesday at 11:59 AM ET

If the bot or team Discord game posts are not working, MHL Staff may allow a temporary backup method.

7.3 Availability Minimum

Roster players are expected to give at least:

6 out of 9 games per week

A good example of 6 out of 9 availability is:

- One full game night
- Plus three more games on the other nights

If a player gives less than 6 games of availability, the manager may have fewer options to schedule them.

If a player does not submit availability, they may be treated as fully available unless MHL Staff says otherwise.

7.4 Right to Be Scheduled

If a roster player submits proper availability, they should be scheduled for **3 games** that week.

If a roster player does not submit proper availability, they may lose that protection.

This means the manager may not be able to fit them into the lineup.

Simple Rule: If you give proper availability, your manager should schedule you. If you do not, you make it harder.

7.5 ECU Availability

ECUs should also submit availability if they want to be used.

ECUs are part of their assigned team, but they are not active roster players unless officially called up.

Being active, available, and easy to reach is the best way for an ECU to earn more chances.

7.6 Availability Changes

If a player's availability changes after they submit it, they should tell their manager as soon as possible.

Players should not wait until game time to say they cannot play.

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

Simple Rule: Post your availability, and tell your manager early if something changes.

8. Weekly Lines

Managers are responsible for creating weekly lines.

Weekly lines tell players which games they are scheduled to play.

8.1 Lineup Deadline

Weekly lines are due by:

Wednesday at 7:59 PM ET

This gives players time to see when they are playing before the first game of the week.

8.2 How Lines Must Be Submitted

Weekly lines must be submitted through the **MHL-Bot or MHL website**.

Managers should use the official system whenever possible.

If the bot or website is not working, MHL Staff may allow a temporary manual backup through Discord.

Simple Rule: Use the bot or website for lines. Staff only helps manually if the system is not working.

8.3 Fair Scheduling

Managers are expected to schedule players fairly based on:

- Player availability
- Position needs
- Team needs
- Roster rules
- ECU rules
- Weekly game limits

Managers should not purposely ignore active players who are giving proper availability.

8.4 Late Lines

If weekly lines are not submitted by the deadline, they may be considered late.

Late or missing lines may lead to:

- Game penalties
- Manager discipline
- Staff review
- Other action under the MHL Discipline & Complaints Rulebook

If the bot or website caused the issue, managers should report it right away with proof.

Simple Rule: Lines are due before 8:00 PM ET on Wednesday. Do not wait until game time.

8.5 Lineup Changes

Managers may make lineup changes if a player cannot attend or if the team needs to avoid a forfeit.

Lineup changes must use legal players.

Legal players include:

- Active roster players
- Assigned ECUs
- Properly approved one-night signup players

A player who is not signed up or not properly assigned cannot play.

Simple Rule: Use availability, make fair lines, and only use legal players.

9. Player Game Limits

Player game limits keep the league fair.

Managers are responsible for making sure players do not go over their limits.

Players are also responsible for knowing if they are being scheduled too much.

9.1 Skater Game 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.

Simple Rule: Skaters get 3 games max per week.

9.2 Goalie Game Limit

Goalies may play a maximum of:

6 games per week

Goalies should be scheduled fairly.

If both goalies are available, managers should make an honest effort to give both goalies games.

9.3 Goalie Minimum

Goalies should receive at least:

3 games per week when available

If a goalie does not provide proper availability, the manager may have fewer options to schedule them.

9.4 ECU Game Limits

ECUs may be used when needed to fill games.

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.

9.5 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: Do not overplay players. Skaters max 3. Goalies max 6.

10. Legal 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

10.1 Active Roster Players

Active roster players are the 17 players on the team's active roster.

Each team has:

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

Active roster players must follow roster position rules.

10.2 ECUs

ECUs are members of their assigned team, but they are not on the active roster unless they are officially called up.

ECUs can fill in at any position when needed.

ECUs must play for the team they are assigned to.

An ECU cannot play for another team.

10.3 Called-Up ECUs

If an ECU is officially called up to the active roster, they become an active roster player.

Once called up, they must follow active roster rules.

That includes roster legality, waivers, and position rules.

If an ECU is called up to the active roster, another active roster player must be moved off the roster through the proper MHL process.

10.4 One-Night Signup Players

For Season 1 only, MHL allows a one-night signup rule to help prevent forfeits.

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

That player must be temporarily assigned through the **MHL-Bot or MHL website** before playing.

After that night, the player is removed from the temporary team assignment and assigned into the ECU system as evenly as possible.

If the bot or website cannot process the assignment correctly, MHL Staff may manually fix it.

Simple Rule: The player must sign up and be placed in the MHL system before playing.

10.5 No Unregistered Players

A team may not use:

- A random player who is not signed up
- A secret fill-in
- Someone playing on another person's account
- A player who has not been properly assigned
- A player who is not eligible

Simple Rule: Everyone who plays must be in the MHL system first.

11. ECUs on Game Night

ECUs are important to keeping games active.

They help teams fill games and avoid forfeits.

11.1 ECU Position Flexibility

ECUs may play any position when filling in for games.

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

However, if an ECU is officially called up to the active roster, they must follow active roster rules.

11.2 ECU Team Assignment

ECUs must play for the team they are assigned to.

They cannot play for another team.

Managers should use their own assigned ECUs before using the one-night signup rule.

11.3 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

11.4 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. Stay active and be ready.

12. Game Night Setup

Managers are responsible for getting their team ready for games.

Players are responsible for being ready on time.

12.1 Before the Game

Before every game, managers should confirm:

- The lineup is legal
- All players are signed up and assigned
- ECUs are legal if being used
- Players are using the correct game code
- Players are using the correct server
- Players are using the correct home or away jerseys
- Players are using legal builds and traits
- The team is ready before puck drop

Players should be online and ready before the scheduled game time.

Do not wait until game time to load in.

Simple Rule: Be ready before the game starts.

12.2 Legal Lineup

A normal MHL game is played with:

- Left Wing
- Center
- Right Wing
- Left Defense
- Right Defense
- Goalie

Teams should make every effort to play with a full human lineup.

If a team cannot field the required lineup by the forfeit deadline, the other team may be eligible to claim a forfeit.

12.3 Game Code, Server, and Setup

The MHL-Bot or MHL website will provide the game information.

Both teams are responsible for using the correct:

- Game code
- Server
- Home/away assignment
- Jerseys or uniforms
- Lineup
- Legal players
- Legal builds and traits

Both teams must enter the correct game code and server provided by the MHL-Bot or website.

If there is a problem with the code, server, or game setup, both managers should communicate right away and report the issue if needed.

Do not start the game if the setup is clearly wrong.

Simple Rule: Use the game code and server from the MHL-Bot or website.

12.4 Home and Away Jerseys

Teams must use the correct jersey or uniform based on the schedule.

The team listed as the home team should use home jerseys.

The team listed as the away team should use away jerseys.

If the wrong jerseys are selected before puck drop, teams should back out and fix it.

If the game has already started, teams should save proof and report the issue if it causes confusion.

Simple Rule: Home team wears home jerseys. Away team wears away jerseys.

12.5 Setup Problems

If either team has a setup issue, managers should communicate right away.

Setup issues may include:

- Wrong game code
- Wrong server
- Wrong home/away setup
- Wrong jerseys
- Wrong lineup
- Missing player
- Illegal player
- Illegal build or trait

If the problem is noticed before puck drop, teams should fix it before playing.

If the problem is noticed after puck drop, teams should save proof and continue unless MHL Staff tells them to stop.

Simple Rule: Fix setup problems before puck drop whenever possible.

13. Player Builds and Traits

MHL will have a channel in the official MHL Discord that shows the banned player loadouts and banned traits.

This channel will include a graphic showing what is banned.

13.1 Simple Build Rule

The simple build rule is:

If it is not on the banned graphic, it is allowed.

Players do not need to guess.

Check the official banned loadout and trait graphic in the MHL Discord.

If a loadout or trait is shown as banned, it cannot be used in official MHL games.

If it is not shown as banned, it is allowed unless MHL Staff announces a change.

13.2 Player Responsibility

Players are responsible for checking the banned build and trait channel before playing.

A player using a banned build or banned trait may face:

- Game penalties
- Stat changes
- Suspensions
- Other discipline

The exact ruling will depend on the situation.

13.3 Staff Updates

Because Season 1 is a pilot season, MHL Staff may update the banned loadout and trait list if needed.

Any update will be posted in the official MHL Discord.

Simple Rule: Check the graphic before you play.

14. Gameplay Rules and Exploits

Players are expected to play real hockey and avoid abusing broken game mechanics.

MHL Staff may review any gameplay issue if proof is provided.

Proof should include a video clip, stream/VOD, or clear screenshots when possible.

Simple Rule: Play hockey. Do not abuse the game.

14.1 Puck Ragging

Puck ragging is not allowed.

Puck ragging means holding the puck in a way that is clearly meant to waste time and avoid playing hockey.

Examples may include:

- Skating around the defensive zone just to waste the clock
- Refusing to move the puck up ice when pressured
- Hiding behind the net for too long
- Constantly circling back only to kill time
- Avoiding normal hockey play to protect a lead

Teams are allowed to reset a breakout, regroup, or make a smart hockey play.

The difference is intent.

A normal regroup is allowed.

Ragging to waste time is not allowed.

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

14.2 Laying Down and Diving

Players may not abuse laying down or diving.

Diving or laying down should only be used as a real hockey play.

Examples of allowed use:

- Blocking a shot
- Diving to stop a pass
- Diving to poke the puck
- Desperation defensive play

- Trying to stop a real scoring chance

Examples of abuse:

- Laying down for no real hockey reason
- Staying down to block player movement
- Laying down to trap or interfere with play
- Diving repeatedly to abuse animations
- Staying on the ice too long after a dive

Players should get back up quickly after diving or laying down.

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

14.3 Goalie Interference and Goalie Abuse

Players may not abuse goalie contact or goalie animations.

This includes intentionally interfering with the goalie or using game mechanics to create unfair goals.

Examples may include:

- Purposely bumping the goalie
- Standing in the crease to block the goalie
- Trapping the goalie in animations
- Forcing contact that prevents the goalie from playing the puck or making a save
- Using broken goalie animations to create a goal

Goalie interference will be reviewed based on proof.

Not every contact with the goalie is automatically illegal.

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

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

14.4 Dunking and Unsportsmanlike Goals

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

This includes goals that rely on forcing unrealistic goalie animations, broken cover animations, or other unfair game behavior.

MHL Staff may review these plays if proof is provided.

A normal hockey goal is allowed.

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

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

14.5 Glitch Goals and Exploits

Glitch goals and gameplay exploits are not allowed.

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

Examples may include:

- Known glitch goals
- Broken goalie animations
- Exploiting AI behavior
- Exploiting puck cover animations
- Exploiting faceoff or restart situations
- Abusing game bugs
- Any repeatable play that clearly breaks normal gameplay

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

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

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

14.6 Full Pressure Manipulation

Players may not abuse restart situations to build full pressure.

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

Players should not enter the offensive zone, hold the puck, or intentionally build pressure before the game situation is properly recreated.

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

14.7 Refusing to Play Hockey

Teams are expected to play the game normally.

A team may be reviewed if they are clearly refusing to play real hockey.

Examples may include:

- Refusing to advance the puck
- Intentionally hiding with the puck
- Intentionally wasting time outside normal hockey strategy
- Repeatedly abusing mechanics instead of playing
- Trying to force a technicality instead of playing the game

Simple Rule: Play the game. Do not turn it into nonsense.

14.8 Proof Required

Gameplay complaints require proof.

The best proof is:

- Video clip
- Stream/VOD
- Screenshot with context
- Game clock time
- Score at the time
- Names of players involved

MHL Staff may deny gameplay complaints if there is not enough proof.

Simple Rule: If you want staff to review gameplay, bring a clip.

15. Game Start Times

Games should start at the scheduled time.

Players should not be showing up at the scheduled time.

Players should be ready before the scheduled time.

15.1 Be Early

Players should try to be ready at least 5 to 10 minutes before their game.

This gives the team time to:

- Confirm players
- Fix lobby issues
- Replace missing players
- Contact ECUs
- Avoid late penalties

15.2 Communication Before Game Time

If a player is running late, they should tell their manager as soon as possible.

If a manager knows their team has an issue, they should communicate with the other team's manager.

Do not wait until the last second.

Simple Rule: Being ready on time prevents most problems.

16. Late Starts and Forfeits

Teams are expected to be ready at the scheduled game time.

The goal is to play games, not hunt for forfeits.

However, teams must also respect everyone's time.

16.1 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

These penalties apply if a team is not ready because of missing players, lobby delays, or team setup issues that are their fault.

16.2 Forfeit Eligible

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

MHL Staff may review the situation before confirming the forfeit.

Staff may consider:

- Bot issues
- Website issues
- Server issues
- Xbox or PlayStation issues
- EA issues
- Team communication
- Whether both teams were trying to play

16.3 Avoiding Forfeits

Teams should try to avoid forfeits whenever possible.

Managers should use:

- Active roster players
- Assigned ECUs
- The one-night signup rule, if needed and legal

The one-night signup player must sign up before game time and be properly assigned before playing.

16.4 Playing Under Protest

If teams disagree about a rule issue, they should try to play the game and save proof.

After the game, the issue can be reviewed by MHL Staff.

Do not refuse to play unless MHL Staff tells you to stop.

Simple Rule: Play the games whenever possible. Bring proof if there is a problem.

17. Disconnects and Restarts

Disconnects happen.

The goal is to handle them fairly, quickly, and clearly.

Players and managers should stay calm, communicate, and save proof when needed.

Simple Rule: Do not guess. Stop at the right time, record what happened, and restart properly.

17.1 Player Disconnects Before the Game Starts

If a player disconnects before both teams fully load into the game, the game should be restarted.

No penalty is required.

The team with the disconnected player gets time to bring the player back or use an eligible replacement.

Reconnect time limits:

- First disconnect by that team = 10 minutes

- Second disconnect by that team = 8 minutes
- Third disconnect by that team = 5 minutes
- Any disconnect after that = 5 minutes

A team may choose to use an eligible ECU instead of waiting for the disconnected player.

If a replacement is used, the original disconnected player cannot return for that game.

17.2 Player Disconnects at the Opening Faceoff

If a player disconnects at or before the opening faceoff, play should stop right away.

All players should back out and restart the game.

No penalty is required.

Simple Rule: If the game basically has not started yet, restart it.

17.3 Player Disconnects During the Game

If a player disconnects after the opening faceoff, play continues until the next whistle.

At the next whistle:

1. Record the exact game clock time.
2. Save screenshots or video if possible.
3. Both teams should leave the game.
4. The game should be restarted.
5. The disconnected player's team must take a 2-minute penalty when play resumes.

The team that had the disconnect should be allowed to win the opening faceoff after the restart so the game situation can be recreated properly.

Simple Rule: Play to the next whistle, write down the time, restart, and the disconnected team takes a penalty.

17.4 Added Time on Restarts

Some disconnects require extra time to be added during the restart.

This is done to make sure the restarted game gives both teams a fair amount of playing time.

17.5 First Period Disconnect

For a 1st period disconnect:

- Restart from the same time as the recorded whistle.
- The disconnected team takes a 2-minute penalty.

17.6 Second Period or Intermission Disconnect

For a 2nd period disconnect or intermission disconnect:

- Restart from the recorded time.
- Add 5:00 of in-game time.
- The disconnected team takes a 2-minute penalty.

17.7 Third Period Disconnect

For a 3rd period disconnect before the final 48 seconds:

- Restart from the recorded time.
- Add 5:00 of in-game time.
- The disconnected team takes a 2-minute penalty.

For a 3rd period disconnect in the final 48 seconds:

- If 0:37 to 0:48 is left, add 4:00.
- If 0:25 to 0:36 is left, add 3:00.
- If 0:13 to 0:24 is left, add 2:00.
- If 0:01 to 0:12 is left, add 1:00.

The disconnected team still takes a 2-minute penalty.

17.8 Overtime Disconnect

If a disconnect happens in overtime:

- No added time is needed.
- Restart from the proper situation.
- The disconnected team takes a 2-minute penalty.

17.9 If the Player Cannot Return

If the disconnected player cannot return, the team must use an eligible ECU.

The team has the same reconnect window to get the player back or find an eligible ECU:

- First disconnect by that team = 10 minutes
- Second disconnect by that team = 8 minutes
- Third disconnect by that team = 5 minutes
- Any disconnect after that = 5 minutes

If the team cannot get the player back and cannot get an eligible ECU in time, the other team may be eligible to claim a forfeit.

If an ECU replaces the disconnected player, the original player cannot return to that game.

Simple Rule: Once a replacement enters, the original player is done for that game.

17.10 Goalie Disconnects

If a goalie disconnects, the game **will end automatically**.

When this happens, both teams must stay calm and save proof right away.

Both teams should get:

- Screenshot of the game ending
- Screenshot of the score
- Screenshot of the game clock/time if possible
- Screenshot of any available stats if possible
- Video clip or stream/VOD if available

Both teams should also write down:

- Period
- Time left in the period
- Score at the time of the disconnect
- Which team had the goalie disconnect
- Any active penalties

The game should then be restarted using the normal disconnect restart rules.

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

If the teams disagree about the score, time, penalties, or restart situation, MHL Staff will review the proof.

Simple Rule: If a goalie disconnects, the game will end automatically. Get screenshots, write down the time, and restart properly.

17.11 Multiple Player Disconnects

If multiple players disconnect before or at puck drop, restart the game with no penalty.

If multiple players disconnect after puck drop, play continues until the next whistle.

At the next whistle:

1. Record the time.
2. Save proof if possible.
3. Leave and restart.
4. Apply penalties based on which team had the disconnects.

If both teams lose the same number of players, the penalties may cancel out.

If one team loses more players than the other, that team may need to take the required penalty or penalties.

17.12 Black Screen or Visual Glitch

If a player gets a black screen or another visual glitch that makes the game unplayable, the player should tell their team immediately.

The team may stop and request a restart, but proof should be saved.

Proof can include:

- Screenshot
- Video clip
- Stream or VOD

If proof is valid, MHL Staff may allow the game to restart without a disconnect penalty.

If there is no proof, MHL Staff may treat it like a normal disconnect.

Simple Rule: If your screen is broken, get proof right away.

17.13 Timeout Rule After a Restart

Each team gets one timeout per game.

If a team used its timeout before a disconnect, that timeout does not reset after the restart.

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

17.14 AI Players After a Disconnect

If a player disconnects after puck drop, the game may temporarily show an AI player.

Teams should play to the next whistle and then follow the disconnect procedure.

Do not keep playing with the AI after the whistle.

Simple Rule: If someone disconnects, play to the whistle, then fix it.

17.15 Proof and Staff Review

Teams should save proof for any disconnect or restart issue.

Useful proof includes:

- Screenshots
- Video clips
- Stream or VOD
- Game clock time
- Messages between managers
- Proof of players trying to reconnect

If teams disagree about what happened, MHL Staff may review the proof and make a decision.

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

18. Reschedules

Games are expected to be played at their scheduled time.

Reschedules should be rare.

18.1 When Reschedules May Be Allowed

MHL Staff may allow a reschedule for:

- EA server issues
- Xbox Network issues
- PlayStation Network issues
- Major bot or website issues
- League-wide technical problems
- Other serious issues approved by MHL Staff

18.2 When Reschedules Should Not Be Used

Teams should not expect a reschedule just because:

- A player forgot the game time
- A player did not post availability
- A team did not have enough players
- A manager did not check the lineup
- A team did not use its ECUs
- A team did not try the one-night signup rule

18.3 Staff Approval

A reschedule must be approved by MHL Staff.

Managers should not privately agree to move games without staff approval.

Simple Rule: Games should be played on time unless MHL Staff approves a reschedule.

19. Stats Submission

Stats are important because they affect standings, player profiles, team records, and website testing.

Stats and game results must be submitted through the **MHL-Bot or MHL website**.

19.1 Who Submits Stats

The winning team is responsible for making sure the result and stats are submitted unless MHL Staff says otherwise.

Both teams should still save proof.

Managers should not assume the other team handled it.

Simple Rule: Submit stats through the bot or website and save proof.

19.2 Stats Deadline

Stats must be submitted by:

11:59 PM ET the day after the game

Examples:

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

19.3 Required Proof

Teams should save screenshots or clips when possible.

Useful proof includes:

- Final score
- Team stats
- Player stats
- Goalie stats
- Box score
- Game summary
- Any stat screen the bot or website requires

19.4 Bot or Website Stats Issues

If the stat system does not work, managers should:

1. Save screenshots or clips.
2. Report the issue to MHL Staff.
3. Include the game matchup and time.
4. Explain what went wrong.
5. Submit manual proof if needed.

MHL Staff may manually adjust stats during Season 1.

Simple Rule: Save proof and submit stats on time.

20. Bot or Website Issues

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

Season 1 is being used to test these systems.

Problems may happen.

That is part of the pilot season.

Simple Rule: The bot and website run the league. Staff helps fix issues when something breaks.

20.1 What To Report

Players and managers should report:

- Missing game posts
- Wrong game times
- Wrong timezone display
- Missing availability posts
- Wrong roles
- Missing team access
- Roster mistakes
- ECU assignment issues
- Lineup submission problems
- Stats problems
- Standings problems
- Website errors
- Bot command errors

20.2 How To Report Bugs

When reporting a bug, include:

- What happened
- What should have happened
- Screenshot or clip if possible
- Game ID or matchup if available
- Team affected
- Player affected

- Time and date
- Device or platform if relevant

Do not just say “bot is broken.”

That does not help staff fix it.

Simple Rule: The more details you give, the easier it is to fix.

20.3 Manual Backup

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

This may include:

- Manual availability
- Manual lines
- Manual stats
- Manual roster fixes
- Manual role fixes
- Manual ECU assignments

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

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

21. Gameplay Expectations

MHL players are expected to play fair and use common sense.

21.1 Play the Game Properly

Players should not:

- Cheat
- Use exploits
- Abuse glitches
- Throw games
- Quit games
- Play on another person’s account
- Let someone else play on their account
- Use banned builds or traits

- Harass opponents
- Waste time on purpose

21.2 Finish the Game

If there is a rule issue during a game, teams should usually finish the game and save proof.

MHL Staff can review the issue after.

Do not quit because you are mad.

Do not refuse to play unless MHL Staff tells you to stop.

21.3 Respect Other Players

Players and managers should be respectful.

Trash talk may happen, but harassment, threats, hate speech, and personal attacks are not allowed.

Serious behavior issues may be handled under the MHL Discipline & Complaints Rulebook.

Simple Rule: Play hard, play fair, and do not be a problem.

22. Game Night Complaints

If something goes wrong, bring proof.

22.1 What Proof Helps

Useful proof includes:

- Video clips
- Screenshots
- Full Discord message context
- Game screenshots
- Stream or VOD links
- Bot command screenshots
- Website screenshots
- Game clock time
- Matchup information

22.2 No Proof

If there is no proof, MHL Staff may not be able to rule on the issue.

Staff cannot fairly punish someone based only on “he said, she said.”

22.3 False Complaints

False complaints, edited evidence, or misleading reports may result in discipline.

22.4 Where To File Complaints

Complaints should be filed through the proper MHL Discord channel, bot process, website process, or staff process.

More detailed complaint rules may be included in the MHL Discipline & Complaints Rulebook.

Simple Rule: If you want staff to review something, bring proof.

23. Manager Responsibilities

Managers are expected to keep their team organized.

Managers must:

- Use the team Discord MHL gives them
- Use the MHL-Bot and website
- Review availability from the weekly game posts
- Submit weekly lines through the bot or website
- Make fair lineups
- Follow player game limits
- Use legal players
- Use assigned ECUs properly
- Avoid forfeits whenever possible
- Communicate with players
- Communicate with opposing managers when needed
- Submit stats through the bot or website
- Save proof when needed
- Report bot or website issues clearly
- 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 use the bot and website. Staff helps when something needs fixing.

24. Player Responsibilities

Players are expected to help keep the league running smoothly.

Players must:

- Join the official MHL Discord
- Join their assigned team Discord
- Submit availability on weekly game posts
- Show up for scheduled games
- Communicate early if unavailable
- Use their correct gamer tag or online ID
- Use legal builds and traits
- Stay for the full game
- Save proof if there is a problem
- Respect teammates, opponents, managers, and staff

Players should not make managers chase them every week.

Simple Rule: Show up, communicate, and be easy to manage.

25. Final Note

The goal of MHL game nights is simple:

- Be organized.
- Be on time.
- Use the bot.
- Use the website.
- Use your team Discord.
- Submit availability.
- Play your games.
- Save proof when needed.
- Report issues clearly.

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 things and make the league better.

Simple Rule: Play the games, report problems clearly, and help us build a better league.

