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MANITOBA SCHOOL ESPORTS ASSOCIATION

# 2026-2027

# MSEA SENIOR YEARS

# ROCKET LEAGUE

## FALL SEASON

MANITOBA SCHOOL ESPORTS ASSOCIATION
PO BOX 239
GRUNTHAL, MB
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## OVERVIEW

MSEA is pleased to invite you to our 2026-2027 Rocket League season! Rocket League is a fun game involving rocket-powered cars playing soccer. It is free to play and can be played from PC, Xbox, PlayStation and Nintendo Switch. Please read this document for information on the rules and setup for the MSEA Senior Years Rocket League tournament.

**Tournament Dates:**

> **Round Robin: Weekly matches on Wednesdays from October 7 to November 12*, 2026. Matches begin at 4:15pm.**
>
> **Playoffs: November 21, 2026 (SATURDAY) in person**

**Registration Deadline: October 2, 2026**

**Coaches Meeting: October 29, 8pm on discord**

We will be playing 3v3 rocket league matches in a 6-week season with playoffs at the end.

## CHANGES FOR THIS YEAR:

- Mercy Rule
  - We are adding a "mercy rule" for seeding week. If your team is up by 7 goals or more at any point in a game, end the match, report the score and enter "mercy" in the comments on the reporting sheet. If there are games remaining to play in the match (e.x. game 2), restart the game lobby and play the next match.
  - If you need to remake a match, Home team should use the same Match Code Name provided, but add an "A" at the end of it. Example: MSEA12 becomes MSEA12**A**. If it has to be done again, create MSEA12**B**, etc. Use the Comments to communicate current codes.
- Game Changers Division
  - This year we will be offering a Game Changers division. Game Changers refers to a division of teams comprised entirely of female and gender diverse individuals.
  - Game Changers teams will compete in their own division against other Game Changers teams. (Dependent on registration numbers)
  - Indicate if your team is a "Game Changers" team when you register, and on the registration spreadsheet.

## QUESTIONS

If you have questions or need more information, please contact the commissioner via the MSEA discord or email shawn.sadler@srsd.ca

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# SEASON STRUCTURE

## WEEKLY MATCHES:

a. Each team will have 3 round robin matches scheduled each week, with the possibility of a bye or extra match depending on registrations.
b. The first match should be started by 4:15pm. The second and third matches of the day should be played as soon as both teams are ready.
c. If you need to reschedule a match to another day, you will need to contact the opposing coach. See the MSEA Rules on rescheduling for more detail.

## SEASON STRUCTURE

**Note: for all stages, exact details for each point may vary slightly depending on how many teams register for the tournament.**

1. Seeding Week (1 week)
    a. The first week of matches will be played in round robin groups of 4. Teams will be seeded based on information from registration.
    b. Results of the first week will be used to seed teams into the second stage.
2. Round Robin Groups Stage (4 weeks)
    a. The next 4 weeks of matches will be played in round robin groups of 4.
    b. After each week, the top team in each group will be moved “up” to the next higher group, and the bottom team in each group will be moved “down” to the next lower group.
3. Playoff Qualifications (1 week)
    a. Based on the results from the round robin groups matches, teams will be divided into 3 divisions (AAA, AA, and A divisions)
    b. Each division will play a double-elimination mini-tournament in order to qualify for the in-person playoffs. Seeding will be based on results of the round-robin stage.
    c. The top 4 teams from each division will qualify for the in-person playoffs
4. Playoffs
    a. Final playoffs will take place on November 21, 2026. These playoffs will take place in-person.
    b. Details on location and time will be communicated when they are available.
    c. Playoffs will be a double-elimination structure, with best-of-3 matches except for the grand finals which will be best-of-5.

# SEASON CALENDAR

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| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|---|---|---|---|---|---|
| Sept 27 | 28 | **29 Coaches Meeting 8:00pm** | 30 Truth and Reconciliation Day | Oct 1 | **2 Registration Deadline** | 3 |
| 4 | 5 | 6 | **7 Week 1: Seeding matches begin at 4:15pm** | 8 | 9 | 10 |
| 11 | 12 Thanksgiving | 13 | **14 Week 2: Round robin matches begin at 4:15pm** | 15 | 16 | 17 |
| 18 | 19 | 20 | **21 Week 3: Round robin matches begin at 4:15pm** | 22 | 23 SAGE PD Day | 24 |
| 25 | 26 | 27 | **28 Week 4: Round robin matches begin at 4:15pm** | 29 | 30 | 31 |
| Nov 1 | 2 | 3 | **4 Week 5: Round robin matches begin at 4:15pm** | 5 | 6 | 7 |
| 8 | 9 | 10 | **11 Remembrance Day** | 12 **Week 6: Playoff qualifiers begin at 4:15pm** | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 **Playoffs** |

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# REGISTRATION INSTRUCTIONS

## ONLINE REGISTRATION

Register through the form here (this link will also be on discord):

https://forms.cloud.microsoft/r/iyFFnLQyNQ

After you register, I will share a spreadsheet with you for you to input your team information.

If you are planning on registering a team, please fill out the form asap so that I can send you the registration spreadsheet.

**Registration Deadline is Friday, October 2, 2026. All teams with player information must be registered by this date.**

Please review team requirements and team name requirements in the rules.
The main contact email must be the teacher/coach in charge and should be sent to the league convener by email or via Discord after registration is complete.

## DISCORD

You will need to join the discord server to get in-game tournament codes. You can also chat directly with the convenor on the discord server, and should use discord for rescheduling matches if you need.

Join the discord server here: **https://discord.gg/jmWxK7j3rS**

## COACHES MEETING

There will be a 30-minute coaches meeting held online at **8:00pm on Tuesday, September 29.** All coaches must attend. This meeting will be held on the MSEA Discord Server, in the **Senior Years Meeting channel.**

## FEES

Schools must be members of MSEA to compete in this Rocket League season. MSEA membership includes registration for all of your teams for this Rocket League season (up to the maximum of 3 teams). Visit msea.gg or check the #msea-resources channel on discord for membership application and information. If your school is not an MSEA member when you register, we will send you the membership information.

Schools that are not MSEA members in good standing by November 8 will not be eligible for playoffs.

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# WEEKLY INSTRUCTIONS

Each week, your team will need to do the following.

1. Check on **the shared spreadsheet** to see who you are playing. You will have three matches each week.
2. All team members log in to rocket league, at least 15 minutes prior to match start.
3. Check in discord for match code
    a. Home team: create a private match in Rocket League. See the coaches' info package for details.
    b. Away team: join the private match in Rocket League once the home team has created it. See the coaches' info package for details.
4. After your match: report the results on the shared spreadsheet

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# ROCKET LEAGUE RULES

1. Teams
    a. Each school may register any number of teams.
        i. Coaches are still responsible for communicating with your opposing coach in a timely manner, along with managing match codes/lobbies for all of your teams. because of this, we recommend schools have 1 coach per 2 or 3 teams, to keep the management duties to a reasonable level.
    b. Each team must have a minimum of 3 players and a maximum of 6 players

2. Match Rules:
    a. Each match is a best-of-3 series.
    b. Teams earn 2 points for each match win, and 1 point for each game win within a match.
    c. During round robin, ties will be decided by head-to-head match results, then by points-per-match (when teams play a different number of matches), then by score differential (points for minus points against), then by total number of points scored.
    d. Matches will be played using private matches in rocket league. One team captain will be responsible for creating a private match which the opposing team captain will join.
    e. Team captains will be responsible for communicating when their team is ready. Only after both teams have indicated that the are ready should the match begin.
    f. No Player is allowed to switch teams, or switch into spectate and then rejoin the original team during the kick-off sequence as that can lead to a lasting advantage in where a Player lines up for the kick-off. Any team that suspects their opponent of taking advantage of kick-off placement must save and submit video evidence/replay to the commissioner.
    g. Rocket League In-game Rules
        i. Mode: Soccar
        ii. Arena: DFH Stadium
        iii. Team Size: 3v3
        iv. Bot Difficulty: No Bots
        v. Mutators: Series Length – 3 Games
        vi. Time limit: 5 Minutes

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vii. Tie breaker: First to score

3. Substitutions
    a. Teams may start a Match with any combination of three (3) Players from their registered Roster.
    b. **Substitutions are not allowed during a game, except in event of disconnections.** See official MSEA rules for more info.
    c. Teams may substitute out players between games in a best-of-3 or best-of-5 match.
4. 7-Goal Mercy Rule
    a. A game in a match will end as soon as a team has extended a lead by 7 goals.
    b. Each team should take a screenshot of the score, exit the game, and then the home team can create the next game in the match using the modified game code.
    c. If there are no other games to be played, then a simple "GG" in the chat from all players will suffice before exiting the match
    d. If you need to remake a match, Home team should use the same Match Code Name provided, but add an "A" at the end of it. Example: MSEA12 becomes MSEA12**A**. If it has to be done again, create MSEA12**B**, etc. Use the Comments to communicate current codes.

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# Senior Years Rule Guide

## 2026-2027

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# Rules

**MSEA Community Guidelines Agreement**

Manitoba School Esports Association strives to provide a safe and welcoming environment for players to compete and an inclusive space for spectators, coaches, and organizers to connect and enjoy the game. Participation in any MSEA tournaments or events requires adherence to the following set of community guidelines for sportsmanship, conduct and ethics.

**All Players, Coaches, Spectators, and Organizers must:**

- Strive to enhance the safety of all esports participants, spectators, coaches, and organizers by treating everyone with respect, never condoning the use of offensive language, nicknames, or any form of insult towards yourself or others. This includes, but is not limited to racism, sexism, gender identity, sexual orientation, religion, age, or physical ability.
- Uphold the values of sportsmanship, digital citizenship, and integrity by creating a space that is free of language or gestures (physically or in-game) inferring sexual violence or inciting other forms of violence, spamming, or cheating and use of appropriate screen names.
- Respect all participant and spectator information as private and confidential. All age restrictions, Terms of Service, and Privacy Policies for each game, client, and program must be strictly adhered to.

## Important terms:

*Game* refers to single game played.

*Match* refers to a series of games played (example, a best-of-3 or best-of-5)

*Season* refers to a series of matches over the span of several weeks to months, including both round robin stages and playoffs.

*Player* refers to an individual student competitor/participant.

*Team* refers to a group of players competing together

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# MSEA Senior Years Competition Rules

1. Registration
    a. Registrations must be done on the appropriate web site. See discord or the info package for a link to registration, and for instructions on how to register.
    b. Registrations must be completed by the deadline above. Late registrations will not be accepted.
    c. After the registration deadline there is a "grace period" where you may change your rosters (swap/add/remove players). You may not add another team. Withdrawing a team will result in forfeiture of your fee. Rosters will be considered locked when matches begin during the second week of competition.
    d. Registrations must include real names as well as valid in-game names for all players.

2. Teams
    a. Each school may register multiple teams. The number of teams will depend on the esport in question.
    b. Each team must have a minimum number of players and may have some alternates. Exact number depend on the esport in question.
    c. If you are fielding more than one team, those teams should be, as much as possible, composed of players of similar skill level. In-game ranking system provides a method to gauge player skill.
    d. The first team from a school should be named after their school mascot (e.g. SAC Lynx). Second and third teams should be named after the school colours (e.g. SAC Red and SAC Black)
    e. Each team must have a team captain (and may have an alternate captain as well)

3. Individual Player Requirements
    a. Players must be in Grades 9-12, registered and in good standing.
    b. Players may only compete as a high school student during their age-appropriate Grade 9-12 school years. Students returning for a fifth or more high school year may not compete.
    c. Players must compete for the school where they are currently registered.
    d. Exceptions to rules 4a-c may be made at the discretion of the convener. Exceptions must be requested by the coach prior to active participation, or results may be voided.
        i. Examples of exceptions may include older students in an alternative education setting, younger students in a mixed middle/high school, or students attending vocational programming.
    e. Players must use their "main" account to provide an accurate reflection of skill level.

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f. Players may not compete on multiple teams or for multiple schools
g. Players must play with the account that they registered with.
    i. If a player's registered account has been temporarily/permanently banned, the player is not able to use an alternative account for the duration of the ban. (i.e. the player is not able to participate in MSEA sanctioned games.)
    ii. An exception may be made for a student playing on school equipment with a school account. In this case, the student must be registered with their "main" account, and the coach must communicate who is using the account with the commissioner.
h. If any team uses a player with an in-game name that does not match what is registered for the team:
    i. If the player is otherwise eligible to compete for that team, the match will count as a loss for that team. *(i.e. a player has changed their in-game name or registered incorrectly)*
    ii. If the player is ineligible to compete for that team, then that team will forfeit the match in which the ineligible player or players played. *(i.e a player registered for another team or otherwise ineligible to compete)*
    iii. *Note: If you or your players encounter a team fielding players who are not listed on their team, please have them take a screenshot and forward to the MSEA commissioner for investigation.*
i. Player account names will be shared with other teams to provide equal opportunity for scouting opposing teams.
j. Players may not use an account with an offensive/inappropriate account name as determined by the MSEA.
    i. MSEA has the right to revoke a player username if deemed inappropriate.
    ii. If an account name is revoked the player will be disqualified from the current match and must change their account name before the next match.
    iii. Examples of inappropriate names include, but are not limited to, names containing racial slurs, references to alcohol or drug use (such as "420"), or sexual content (such as "69"). Coaches, please be aware that your players are representing your school and their names will be publicly posted.
k. Account name changes may not be done after the start of the season, except names deemed inappropriate.
    i. If a player changes their account name during season, it can result in that player being expunged from the current season/tournament/competitive outlet.

4. Rescheduling:
    a. Teams that are unable to make the scheduled match times will be permitted to reschedule their games by directly contacting the opposing coach to set up an alternate time.

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i. It is the responsibility of the team who requested the rescheduling to take the initiative in order to reschedule matches and accommodate the team which did not.
ii. Teams that are not able to play must let their opponents know no later than 12:30 pm on the day of the match, but teams should attempt to give their opponents at least 24 hours notice.
iii. If a team does not contact their opponent prior to 12:30 pm on the day of the match, the match will count as a forfeit.
iv. In case of emergencies or other unforeseen circumstances, teams may still reschedule a match so long as they contact the opposing team prior to the match start. **Note: players "not showing up" is not an emergency.**
v. In any case, if a team fails to contact their opponent before the match start time, the match will be forfeit.

b. All game time changes must be reported to the commissioner and must be completed 72 hours prior to the next week's match start time.
c. If the match cannot be rescheduled within the scheduled dates:
   i. If both teams have made a reasonable effort to reschedule, the match will count as a loss for the team initially requesting a reschedule and a win for the other team.
   ii. If both teams requested a reschedule, the match will count as a draw.
   iii. If teams do not make a reasonable effort to complete a match before these deadlines it will count as a forfeiture.
   iv. MSEA has final say on what constitutes "reasonable effort".
d. **Provincial Tournament/Playoff matches cannot be rescheduled** and will result in forfeit if they cannot be played.
   i. If a team forfeits a match during playoffs, they will be eliminated from playoffs.
e. Teams who forfeit matches over 2 separate days will be disqualified from the tournament.
f. Teams must compete in at least 50% of the regular season matches in order to qualify for playoffs.

5. Reporting:
   a. Teams must report match results using the website for the tournament.
      i. Coaches, please screenshot/photo of end screen after each game in case match verification is required
   b. Matches must be reported by 9pm on match day.
   c. If there is a problem with the website for match reporting, report match results to the commissioner via discord.
   d. If neither team reports results, the match will count as a loss for both teams.

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6. Game Issues:
    a. Connectivity Issues:
        i. In the event of connectivity issue **PRIOR TO THE START OF A GAME**:
            1. The disadvantaged team will be given 5 minutes of grace to address the issue. Coaches should confer.
            2. After 5 minutes the match will continue with the team suffering from the connectivity issue playing disadvantaged
        ii. In the event of a connectivity issue **DURING A GAME**:
            1. The game should be paused if possible (some games cannot be)
            2. If the game can be paused, the disadvantaged team will be given 5 minutes of grace to address the issue. Coaches should confer.
            3. If the game cannot be paused, the team will finish out the game with a disadvantage then be given up to 5 minutes to address the issue before the next game starts. If the player can reconnect mid-game, they will be permitted to play.
            4. If the team has a substitute the substitute can join the game in place of the disconnected player, if possible from within the game. However, the substitute MUST THEN FINISH THE GAME and cannot swap back out.
    b. Replaying games:
        i. In the event of a problem during a match related to the fairness of competition (i.e., a team started the match early, or an entire team loses connectivity within the two minutes of a game), both coaches can agree to replay a game in a match
        ii. The ENTIRE GAME must be started over. You cannot play a part of a game (i.e., replaying the final 2 minutes of a game)
        iii. Both coaches must agree to this, and both agree that the original game will not count
        iv. If the coaches do not agree on this outcome, then they should complete the match including the original game score, and protest the game by contacting the commissioner following the match.

7. Play location and equipment
    a. Students are expected to play from school. Coaches should be in the same room as their students as they play.
        i. If a team is not able to play from school due to policy, equipment or connectivity issues, they may receive a play-from-home exemption from MSEA. Contact the league commissioner for more information.
        ii. If a team is playing from home, the coach must be in voice or video contact with their team while they play. Coaches are also encouraged to spectate matches,

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either through in-game spectating or have a player share their screen through discord.

b. Players may play from a PC or video game console, as appropriate for the game in question.
c. Players may compete with either school or personal equipment.
d. If using school equipment and your school has multiple teams, there must be enough systems so all teams can play simultaneously.
e. Note that an internet connection is required for playing online.
If students are bringing in their own Xbox, PlayStation or Switch, they will need to connect it to an internet connection.
f. Students are responsible for any fees associated with playing online (i.e. if they need a Nintendo account or an xbox live account)

8. Communication/Discord
    a. Coaches are expected to join the MSEA discord server. This will be the primary means of communication for information about matches, playoffs and other events.
    b. Teams should primarily use the MSEA discord server for rescheduling matches. A list of coaches and teams will be posted at the start of the season to help with communication.

9. Streaming
We encourage teams to stream their games!
    a. It is the responsibility of the coach to make sure their players have all necessary media release forms as required by their school/division if they wish to stream.
    b. If a team wishes to stream the game, they must ask the other team for permission before the game starts. Teams have the right to ask the game not be streamed, unless it is taking place at a MSEA event.
    c. Only other rostered players on the team (or the coach) may spectate/stream.
        i. If there is another person who streams, please verify by emailing the MSEA convenor connected to the esport you are participating in.
    d. Representatives from the MSEA may stream games for promotional purposes.

10. Sportsmanship/Player Behaviour
    a. MSEA supports, encourages and expects sportsmanship and fair play. It is by these standards that we expect all teams to conduct themselves.
    b. Coaches are expected to monitor player communication applications (In game chat and/or third-party applications.

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i. MSEA recommends that an in-game captain be the only player who participates in chat (unless they are not in attendance, or an emergency).

c. Any actions considered to be unsportsmanlike or inappropriate will result in discipline of the offending party. The MSEA has final say on what constitutes "unsportsmanlike or inappropriate".

d. The MSEA expects all competitors to play to the best of their ability. "Throwing" a match is considered grounds for immediate expulsion.

e. There will be a "Three Strike System" in place. Any player found to be breaking any of the rules in this document will receive a strike.
   i. Strike 1: Suspension from the next game.
   ii. Strike 2: Suspension from the next two games.
   iii. Strike 3: Disqualification from the event.

f. Coaches are to hold themselves to the highest standards of professionalism at all times, instructing and expecting their students to embody the qualities of sportsmanship and fair play in all MSEA activities. Coaches not doing so will be addressed in accordance with the MTS Professional Code of Conduct.

g. Any player or coach actions considered serious enough to warrant significant discipline will be addressed with the MSEA Discipline Committee and may warrant immediate suspension or expulsion from the event.

h. Forward any potential rule violations to the MSEA commissioner with evidence.
   i. *Note due to how some games work, or if players are playing from home, coaches may not be able to monitor in-game chat unless they are present with the players. If your players encounter objectionable behavior or chat, please have them take a screenshot for forwarding to MSEA*

11. Dispute Mechanism
   a. All rules are subject to change and interpretation with an emphasis on fair competition and the spirit of the game. The commissioner will communicate those interpretations as need be in a timely manner by making rulings.
   b. Types of protests:
      i. Sportsmanship
      ii. Eligibility
      iii. Rule Interpretation
   c. Concerns or protests are to be addressed by contacting the league commissioner first. The league commissioner will use the rules and regulations listed to determine an outcome. Should a situation arise which does not fit into the league rules and regulations, it will be referred to the MSEA board for resolution.
   d. Commissioners have the duty to work toward ensuring the spirit of the rules, not the letter of the rules, are upheld.

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e. Commissioners can respond to protests with formal warnings, forfeiture of points/matches, requests to replay a game/match, deeming a Player ineligible to compete for any duration of a season, deeming a Team ineligible to compete for any duration of a season, or disqualifying a school from the MSEA championship
f. In the event of a match being played "under protest"
    i. Have the players complete the game/match in question
    ii. Then one or both coaches can contact the commissioner via Discord, providing as much contextual information as possible to officially protest the results of a match
    iii. Screenshots, replays, evidence should accompany a protest when possible
g. All protests MUST be made within 24 hours of the completion of a match
h. Should a school/coach feel a decision needs to be appealed, they must give notice to the MSEA vice-chair of their intent to do so and the reasons.
    i. The vice-chair will decide whether to review an appeal or reject it without review.
    ii. If the request is reviewed, it will be reviewed by a minimum of three members of the MSEA board who were not involved in the initial ruling. Their decision after review will be final.

12. Playoff Hosting
    a. A school that is hosting an in-person playoff event will have one team automatically qualified for playoffs in the appropriate competition division.