



MSEA . AESM
MANITOBA SCHOOL ESPORTS ASSOCIATION

2026-2027

MSEA MIDDLE YEARS

ROCKET LEAGUE

FALL SEASON

UPDATED SEPT 2026



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 Middle Years Rocket League tournament.

Tournament Dates:

Exhibition: One day of Exhibition to sort out technical issues on October 1st (Optional)

Round Robin: Weekly matches on Wed. OR Thurs. from October 7 to October 29, 2026

Wild Card Playoffs: November 4/5, 2026

Provincial Playoffs: November 21, 2026 (SATURDAY) in-person @ DMCI* High School

NATIONALS: December 5, 2026 (SATURDAY) online for Top 8 AA Qualifiers

Registration Deadline: October 2, 2026

We will be playing 3v3 Rocket League matches with 1 day of exhibition play, a 4-week season, a wild card qualification and an in-person playoffs at the end.

QUESTIONS

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

*DMCI is shorthand for Daniel McIntyre Collegiate Institute located at 720 Alverstone St, Winnipeg, MB R3E 2H1



REGISTRATION INSTRUCTIONS

ONLINE REGISTRATION

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

[2026 MSEA Middle Years Rocket League Season Spreadsheet](#)

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 commissioner 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 commissioner on the discord server and should use discord for rescheduling matches if you need.

Join the discord server here: <https://discord.gg/33xRyYhmvf>

COACHES MEETING

There will be a 60-minute coaches meeting held online at **8:00pm on Thursday, September 24 AND 2:00pm on Saturday, September 26**. All coaches must attend ONE of these meetings. This meeting will be held on the MSEA Discord Server, in the **Middle 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 1 will not be eligible for playoffs.



SEASON CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Sept 27	28	29	30 Truth and Reconciliation Day	Oct 1 Exhibition Week 1	2 Registration Deadline	3
4	5	6	7 Week 1: Round Robin	8 Week 1: Round Robin	9	10
11	12 Thanksgiving	13	14 Week 2: Round Robin	15 Week 2: Round Robin	16	17
18	19	20	21 Week 3: Round Robin	22 Week 3: Round Robin	23 SAGE PD Day	24
25	26	27	28 Week 4: Round Robin	29 Week 4: Round Robin	30	31
Nov 1	2	3	4 Wild Card Tournament (Last Chance Qualifier)	5 Wild Card Tournament (Last Chance Qualifier)	6	7
8	9	10	11 Remembrance Day	12	13	14
15	16	17	18	19	20	21 MSEA Provincial Playoffs

- All evenings consist of three matches made up of three games (Known as a Fixed-3)
- Matches start at: (Match 1 / Match 2 / Match 3)
 - A Wednesday & Thursday Division: 4:00pm / 4:25pm / 4:50pm
 - AA Wednesday & Thursday Division: 4:30pm / 5:00pm / 5:30pm
 - Game Changers Division (only 2 matches): Wednesdays 4:10pm / 4:45pm
- **MSEA Provincial Playoffs** will be held in-person on **Sat. November 21** at DMCI
- **Esport Canada Nationals** will be an online tournament held for Top 8 AA Teams on **Sat. December 5**



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 two-three matches each week.
2. All team members log in to rocket league, at least 15 minutes prior to match start.
3. Check **the shared spreadsheet** for match codes
 - 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.
 - c. OPTIONAL: use the "**MSEA Game Day Organizer**" with your teams to help them build independence and organization skills
4. After your match: report the results on **the shared spreadsheet**



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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.

All Coaches will:

- Be present with their team(s) at all times during competition, whether in person or in voice chat, and to supervise and support students during their competition with MSEA



ROCKET LEAGUE RULES

THIS TOURNAMENT IS IN NO WAY SPONSORED, ENDORSED, OR ADMINISTERED BY, OR OTHERWISE ASSOCIATED WITH, PSYONIX LLC. THE INFORMATION PLAYERS PROVIDE IN CONNECTION WITH THIS TOURNAMENT IS BEING PROVIDED TO TOURNAMENT ORGANIZER AND NOT TO PSYONIX LLC.

IMPORTANT TERMS:

- *Game* refers to a single game played.
- *Match* refers to a series of games played (example, a best-of-3 or fixed-3).
- *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.
- *Protest* refers to an official complaint brought up by a coach to the commissioner.
- *Coach* refers to an employed teacher or educator that is actively supporting and instructing a team of students from a school in a district or division that they are an active employee of. Coaches will be bound by the professional obligations and responsibilities that their union, provincial government, and/or other governing body(s) holds them to.

ROCKET LEAGUE RULES:

1. Teams

- There is no limit to how many teams a school can register at the Middle Years level if they can be properly supervised and supported with practice time – See Section 7 for specific info on Middle Years Teams
- When registering, coaches should consider the rank of each player to determine the division they register for. The website <https://rocketleague.tracker.network> is a good resource for this. Students should look up their 3v3 and 2v2 ranking.



- Each team must have a minimum of 4 players and a maximum of 5 players.
- AA ONLY RULE:
- AA teams must have a minimum of 3 players and a maximum of 5. However, if a team only plans on registering 3 players, a **4th player made be called upon from a lower division.**
- A coach's decision to register a team with 3 players should be done with the understanding that these students are committed to the scheduled dates/times and that rescheduling due to student commitments or availability should not be occurring.

2. Divisions

- Teams will be seeded into 2 divisions based on coach's judgement.
- We recommend the following based on a team's strongest player:
 - AA Teams – Platinum and Higher
 - A Teams – Bronze to Gold
- Round robin groups will be created randomly based on what day coaches register their teams to compete on.
- Commissioners reserve the right to re-seed teams based on performance.
- *2026* 2v2 Game Changers Division
- Game Changers refers to a division of teams comprised entirely of female and gender diverse individuals
 - There will be no planned ranked divisions for Game Changers with all teams competing on Wednesdays ONLY
 - See **Section 18 Game Changers Division** for specific rules and settings for teams competing here.



3. Season Structure

- Exhibition/Seeding Play – two matches per week – confirm A/AA Seeding and offer coaches practice for getting into matches.
- Season Stage
Note: for the season stage, exact details for each point may vary slightly depending on how many teams register for the tournament.
- Round robin matches will take place over a 4-week period, where teams will play matches against the other teams in their round robin group.
- Each team will have three (3) round robin matches scheduled each week, with the possibility of a bye or extra match depending on registrations.
- Each match is a fixed-3 match – meaning each team plays all 3 games.
- Teams earn two (2) points for each match win, one (1) point for each match loss and zero (0) points for a match forfeit. Teams also earn one (1) point for each game win. A total of six (6) points are distributed per match, except in forfeits where five (5) points are earned by the team who does not forfeit.
- At the end of the season stage, schools will be seeded based on the total points they earned. Top 3 teams in each pool on each day will automatically qualify for playoffs.
- There are 4 pools: AA Wednesday, AA Thursday, A Wednesday, A Thursday
- Tie breaker
- First: Match(es) against each other.
- Second: Strength of schedule.
- The Commissioner reserves the right to make final determinations regarding playoff seeding.



4. Match Structure:

- 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.
- The first match should be started at match start time UNLESS OTHERWISE INDICATED.
- See the MSEA Rules on rescheduling for more detail.
- Coaches will be responsible for communicating when their team is ready. Only after both teams have indicated that they are ready should the match begin. Teams who will be more than 5 minutes late should communicate in Discord and/or Comments in weekly matchup spreadsheet.
- Match Times (Match 1/Match 2/Match 3):
 - A Division Wed & Thurs (4:00/4:30/5:00pm)
 - AA Division Wed & Thurs (4:30/5:00/5:30pm)

5. Rocket League Private Match Settings

- Mode: Soccar
- Arena: DFH Stadium
- Team Size: 3v3
- Region: US-Central (US-East is acceptable)
- Bot Difficulty: No Bots
- Mutators: Series Length – 5 Games
- Time limit: 5 Minutes
- Tie breaker: First to score
- Team Names: Should be used to indicate the HOME (BLUE) and AWAY (ORANGE) teams so that games that may be streamed are easier to commentate on

6. Reporting

- Both teams must report the match results on the game day spreadsheet.
- Coaches, please screenshot/photo of end screen after each game in case match verification is required.
- Evidence may be requested from the commissioner regarding match results if results are contested or not agreed upon.

7. Registration

- Registrations must be done in the game day spreadsheet.
- Schools should be named after their mascot. In the event a school runs multiple teams they should use colours to denote the difference. (e.g. VG Blue Bears or Munroe Mustangs Gold).
 - Team names are limited to 16 characters for team names (INCLUDING SPACES).
- Registrations must be completed by the deadline Friday, October 2 @9:00pm.
- Coaches Meeting will be held on Wednesday, September 24th @8:00pm OR Saturday, September 27th @2pm (pick most convenient).
- Each school may register multiple teams. There is **no limit** to how many teams a middle school may register, however schools should note that coaches are expected to provide practice time and match support, so MSEA recommends the following for all programs:
 - A limit of 2-3 teams per coach.
 - Playing and competing in-person allows for more flexibility.
- Middle Years teams are allowed to compete online AS LONG AS a coach is actively online and supporting the students in voice chat.



8. Substitutions

- Teams may start a match with any combination of three (3) Players from their registered roster.
- Substitutions are not allowed during a game except in the event of a disconnect. If a substitution occurs, they CANNOT swap back until the end of the game (sub finishes the game)
- Teams may substitute players between games in a match.
- 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.

9. Individual Player Requirements

- Players must be in Grades 6-8, registered and in good standing.
- All Players under the age of 13 MUST have a signed and completed Parent Consent Form – Coaches are responsible for keeping and maintaining consent forms and they must be made available to MSEA in the event they are requested.
- In extenuating circumstances, schools may include Grade 5 players on A Division teams, but their teams must include at least one Grade 6 player. These are allowed with expressed commissioner consent ONLY.
- Players must compete for the school where they are currently registered and attending.
- Players must not allow others to play in their place (e.g., An older sibling or a friend playing in their place).
- This includes Ai / Bot-assisted play.
- Coaches are responsible for ensuring that the person competing is in fact a registered student.
- Players must play with the account that they are registered with.



- Exceptions will not be made for an account that has been temporarily/permanently banned. If a Player is serving a ban from the game servers, that student is INELIGIBLE to compete until the ban has been served.
- Exceptions may be made for a student playing on school equipment with a school account. In this case, the student should be registered with their “main” epic account name, and the coach must communicate who is using the account with the commissioner.
- Players may not use an account with an offensive/inappropriate account name. MSEA has the right to revoke a player username if deemed inappropriate. If an account name is revoked the player will be disqualified from the current game and must change their account name before the next game.
- Players or Teams may not change their usernames, in-game names, or team names during the season without approval from the commissioner, except names deemed inappropriate.
- All such names must comply with the MSEA Community Guidelines Agreement and commissioners will have the final call on them.

10. Rescheduling/Forfeits:

- 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.
 - Teams requesting a reschedule MUST give a minimum of 24 hours' notice.
- Emergency Situations: Teams that are not able to play due to an emergency situation (sudden coach or student illness) must inform the opposing coach(es) by 12:30 pm on the day of the match. This will count as a forfeit loss for that team.
- If a team does not contact their opponent prior to 12:30 pm then their school will be subject to immediate review by the commissioner.



- Commissioners can respond to reviews with formal warnings, forfeiture of points/matches, deeming a Team ineligible to compete for any duration of a season, or disqualifying a school from the MSEA season.
- In case of emergencies or other unforeseen circumstances, teams may still reschedule a match so long as they contact the opposing team 24 hours prior to the match start. **Note: players “not showing up” is not an emergency.**
- All game time changes must be updated on the Weekly Matches Spreadsheet and must be completed 48 hours prior to the next week’s match start time (by Monday).
- It is incumbent on the team who requested the rescheduling to take the initiative to reschedule matches and accommodate the team which did not. If both teams have made a reasonable effort to reschedule a match and it still cannot be rescheduled within the scheduled dates, the match will count as a loss for the team requesting a reschedule and a win for the other team.
- If teams do not make a reasonable effort to complete a match before these deadlines it will count as a forfeiture. MSEA has final say on what constitutes “reasonable effort”.
- Teams who forfeit matches over 2 separate days will be subject to immediate review by the commissioner.
- Middle Years teams are expected to make every effort to compete on game day. Reschedules should only be made as a last resort. Teams requiring more than 1 reschedule in a 4-week season may be put under review of the commissioner.
- Commissioners can respond to reviews with formal warnings, forfeiture of points/matches, deeming a Team ineligible to compete for any duration of a season, or disqualifying a school from the MSEA season.



11. Game Issues:

- Connectivity Issues:
 - PRIOR TO THE START OF A GAME:
 - The disadvantaged team will be given 5 minutes of grace to address the issue. Coaches should confer.
 - After 5 minutes the match will continue with the team suffering from the connectivity issue playing disadvantaged.
 - DURING A GAME:
 - The team with the connection issue 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.
 - 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.
- Replaying games:
 - 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
 - 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)
 - Both coaches **MUST** agree to this, and both agree that the original game **WILL NOT COUNT**. This must be done in writing over Discord and both coaches should save a screenshot in the event the result is disputed.
 - 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.



12. Communication/Discord

- Coaches will be expected to join the MSEA discord server and follow the MSEA Discord Etiquette Guidelines.
- Schools/Coaches will be responsible for finding a tool to be in voice chat and communicating with students on game day.
- Coaches MUST be available to MSEA Commissioners and other coaches during matches. Teams are NOT to be left unsupervised during matches.
- Game codes, score reporting, and confirmations must all be done through the game day spreadsheet.
- Teams without a coach that attempt to or do compete during game day will be subject to immediate review by the commissioner.
- Commissioners can respond to reviews with formal warnings, forfeiture of points/matches, deeming a Team ineligible to compete for any duration of a season, or disqualifying a school from the MSEA season.

13. Sportsmanship/Player Behaviour

- MSEA supports, encourages and expects sportsmanship and fair play. It is by these standards that we expect all teams to conduct themselves.
- Any actions considered to be unsportsmanlike or inappropriate may result in discipline of the offending party. The MSEA has final say on what constitutes “unsportsmanlike” or “inappropriate”.
- Coaches are to always hold themselves to the highest standards of professionalism, 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.
- Forward any potential rule violations to the MSEA Rocket League commissioner with evidence. Due to the nature of Rocket League, coaches will 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.

14. Dispute Mechanism

- 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.
- Types of protests:
 - Sportsmanship
 - Eligibility
 - Rule Interpretation
- 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 may be referred to the MSEA board for resolution.
- Commissioners have the duty to work toward ensuring the spirit of the rules, not the letter of the rules, are upheld.
- 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 season.
- “Match Under Protest”
 - Have the players complete the game/match in question
 - 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.
 - Screenshots, replays, evidence should accompany a protest when possible.

- All protests MUST be made within 24 hours of the completion of a match.

15. Rules Specific to Middle Years Competition

- NO QUICK CHAT
- Players will NOT use quick chat at any time during a match. It is frequently used to harass and is not acceptable in Middle Years competition.
- EXCEPTION: The only exception to this rule is that all players should say “GG” (Good Game) at the end of each Game/Match as a sign of sportsmanship.
- 7-GOAL MERCY RULE
- A game in a match will end as soon as a team has extended a lead by 7 goals.
- 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.
- 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
- NO DEMOLITION / BUMP TARGETING
- Demolitions (demo) are when one car drives fast into another car of the opposing team and causes it to explode and be removed from play for 3 seconds, are part of the game and game strategy and are not a reportable offence.
- However, at the Middle Years level players may not yet be skilled enough to dodge or avoid demolitions.
- Players may NOT target and constantly demo or bump into an opponent(s) to make it impossible for that player to compete in a game.
- Targeting and consistent bumping and demoing are easy to spot. Have students save and send a replay or a clip of the behaviour to you and submit it to the commissioner as soon as possible.



16. Rules Specific to Play Location/Equipment

- Students are encouraged to play together from school. Coaches should be in the same room as their students as they play.
- Middle Years teams are allowed to compete online AS LONG AS a coach is actively online and supporting the students in voice chat.
- Players may play from a PC, an Xbox, a PlayStation or a Nintendo Switch.
- Players may compete with either school or personal equipment.
- If using school equipment and your school has multiple teams, there must be enough systems so all teams can play simultaneously.
- 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.
- MSEA is NOT responsible for any fees associated with playing online (i.e. if they need a Nintendo account or an Xbox live account), equipment, damage to equipment, or other such costs related to competing in hosted tournaments.

17. Playoffs

- Playoffs refer to both the Wild Card Tournament (November 4/5th) and the Rocket League Provincial Finals (November 21st)
- There will be a separate playoff for each division.
- The top 3 teams in each pool will automatically qualify for the Rocket League Playoff Finals on Saturday, November 21st at DMCI.
- The remaining playoff seeds in each division will be determined by the Wild Card Tournament.

Wild Card Tournament

- Teams will play a best-of-3 match – the matches will follow a single-elimination bracket based on regular season seeding.



- The tournament will end with the two undefeated teams and a final matchup between the losers of the semi-finals – the Finals match will NOT be played.
- Seeding for the Wild Card teams for the Rocket League Finals Tournament will be done based on Regular Season standings.

Rocket League Finals

- A, AA and GC Divisions will be represented by the qualifying teams in an in-person tournament on Saturday, November 21st at DMCI
- Will include a Group Stage and Finals
- NOTE: The Top 8 AA Division teams will be invited to represent Manitoba in the ESPORT CANADA EDU SCHOLASTIC NATIONAL MIDDLE YEARS FINALS on Saturday, December 5th
- There is **NO** A or GC Division National Finals
- Matches will be played as a best-of-5
- Structure and time TBA
- Rules regarding playoff rules or structure are subject to change. Any changes will be provided IN WRITING on the MSEA Discord server by the commissioner with as much notice as possible.

18. Game Changers Division

- Rules, dates, playoff location and expectations listed above will also apply to the Game Changers Division except for specifics around the season structure.
- Commissioner reserves the right to make changes based on registration numbers, structure, skill, and fairness
- Game Settings will be same as Section 5 except
- Team size 2v2 and Mercy Rule
- This division is open only to female and gender diverse individuals
- Match Times – Only 2 matches per week – Match 1/Match 2):
 - Wednesday ONLY (4:10/4:45pm)



Game Changers Mercy Rule – 5 GOALS DIFFERENTIAL

- If one team is leading by 5-goals, they will stop trying to actively score and will play defensively for as long as there is a 5-goal differential
 - If the other team scores and the lead is less than 5, then they can go back to actively trying to score

19. APPENDIX

1. 2026-2027 Esport Canada EDU x MSEA U13 Consent Form (3 Pages)
2. 2025-2026 Esports Canada EDU x MSEA Registration Declaration
3. 2025 MSEA Middle Years Fall Game Day Organizer (9 Pages)
4. 2025 MSEA Middle Years Fall Printable Calendar (2 Pages)



APPENDIX 1

2026-2027 ESPORT CANADA EDU X MSEA U13 CONSENT FORM

***TO BE COMPLETED BY STUDENT(S)
UNDER THE AGE OF 13
AND RETAINED BY SCHOOLS***

2026-2027 MSEA and Esport Canada Participation Consent Form

(Student Under 13)

Welcome to Esports!

This year we will be competing in many different titles made by a variety of publishers. All students below the age of 13 need to have a parent/guardian-signed waiver that demonstrates they understand the risks about the data that might be collected about them and who might have access to it when they participate. Please see the title list at the end of the document.

What is my parent signing?

My parent is acknowledging that by participating in competition with the Manitoba School Esports Association (MSEA) or Esport Canada (EC), the school will be registering me as a participant and that you need your parents to acknowledge that information about you will be collected, that the school, MSEA, and EC will minimize how much of that data is actually stored or shared, and that it will only be held as long as necessary.

What data will be collected and who will it be shared by?

The data we will collect is only on this form and it will be stored at the school with your esports coach. We will be collecting the date this is signed, your name, your birthdate, your age, and a parent/guardian name and signature acknowledging this form has been read and understood. The data will not be shared with MSEA or with EC unless required. MSEA and EC will be trusting your coach and school to register you on your behalf and will only identify you by your Gamer Tag, or, if you do not provide that to them in time for registration, by your first name and first initial of your last name. MSEA and EC reserves the right to verify that data if there are questions about your eligibility to compete within a certain division, but MSEA and EC will not retain your data if requested and will only request the minimum that is required.

Can anything bad happen?

Anytime data is involved there is a potential for it to be taken or lost. However, every precaution will be taken about minimizing any data that might need to be shared, and your coach and school already have policy and procedure about how they will keep and store data like this.

Can people identify me?

As far as competing in the various titles that we offer, MSEA and EC have rules to protect you even in an online environment. Rules such as no chatting or communication between students from different schools or programs, that a teacher must be supervising you in-person or in a voice-chat during all competition, and that you have a contact teacher who is able to help you debrief and problem solve if/when issues arise while playing. There will be no cash or monetary prizing for any MSEA or EC tournaments, and no personally identifying information during any streams or broadcasts during competition aside from your Gamer Tag or your school you are competing with. We strongly recommend you do not use your name in your Gamer Tag to reduce any personal information that could be gleamed from that.

How will this benefit me?

MSEA and EC both strongly believe and advocate for scholastic esports competition. We believe that it is a great opportunity for students to learn leadership, critical thinking, time management, teamwork, and communication skills. We believe that it offers many of the skills traditional athletics offers for students who may not participate in traditional athletics. And without your parent acknowledging and granting permission for you to share this information with MSEA or EC if requested, many publishers will not allow a student under the age of 13 to compete in any organized community tournament because of the strict laws Canada has around youth and data. Being allowed to compete with MSEA and EC is a benefit to you based on what we believe about scholastic esports.

Who will know about this information?

Only your parents and your esports coach will know about this information. MSEA and EC will have no identifying information except for your Gamer Tag (unless you did not provide it in time for registration, in which case they will have your first name and first initial).

Do you have any questions?

If you have any questions you can ask your parents. If your parents don't know the answer, they can contact your esports coach who can direct any questions to either MSEA or EC depending on who you are competing with.

Title List (MSEA & EC)

Rocket League / Psyonix Minecraft / Mojang Brawlhalla / Blue Mammoth Pokémon Unite / TiMi

2026-2027 MSEA and Esport Canada Participation Consent Form (Student Under 13)

MUST BE COMPLETED BY STUDENT'S LEGAL GUARDIAN AND RETURNED TO SCHOOL

Consent to participate:

Before you decide if you want to participate in this competition, make sure you understand what you need to do and that all of your questions have been answered.

Do you agree to take part in competition with MSEA and/or EC this year? ☐ Yes ☐ No

If yes, please fill in the following on the lines below:

_____	_____	_____
Child's first and last name	Birth Date	Age

Parent/Guardian Acknowledgement

By signing this form, I attest that:

- ☐ I understand the risks to the participant and attained the answer to any questions we have
- ☐ I have a copy/record of this consent form for myself
- ☐ I give consent for the child listed above to participate in any MSEA/EC event this 2026-2027 season, and for this information to be shared with MSEA or EC if requested

_____	_____	_____
Name	Signature	Date

APPENDIX 2

2026-2027 ESport CANADA EDU X MSEA REGISTRATION DECLARATION

***TO BE COMPLETED BY EDUCATOR
AND SUBMITTED TO MSEA***

2026-2027 Esport Canada EDU x MSEA – Registration Declaration

Welcome to Rocket League Esports!

This year we will be competing in the title ROCKET LEAGUE made by the company PSYONIX. This document is REQUIRED to be signed by an educator representing the school being registered who confirms:

1. The educator has reviewed and understands the rules and the eligibility requirements for all students and coaches in this league / tournament.
2. The educator has confirmed that all students registered meet the eligibility requirements for the division they have been registered for.
3. The educator guarantees that only these registered students will be competing on the team during the competition.
4. The educator understands that disciplinary action, including disqualification and the ability to compete in future Manitoba School Esports Association (MSEA) and Esport Canada EDU (EC EDU) events, is possible for the students, the educator(s), and the school, in the event that these rules are breached or ineligible players are used.

Declaration (Please Check Each Box as you

- ☐ I declare that all rosters that were submitted to represent my school are accurate and complete, and that all students are eligible to compete in the registered division.
- ☐ I declare that I am an educator representing the school being registered.
- ☐ I declare that I have reviewed the rules and my school will be in compliance with them.
- ☐ I declare that any students aged younger than 13 years old prior to the start of any competition require a participation consent form, that I have collected the completed form and will safely retain this form according to the policies and procedures of relevant governing bodies for 12 months (or the longer of the duration of your school division's data storage policy) following the date of the tournament in the event that MSEA or EC EDU requires it to confirm a students' registration.

Tournament/League: MSEA Middle Years 2026 Fall Rocket League Season

Your Name (Printed): _____

Your School: _____

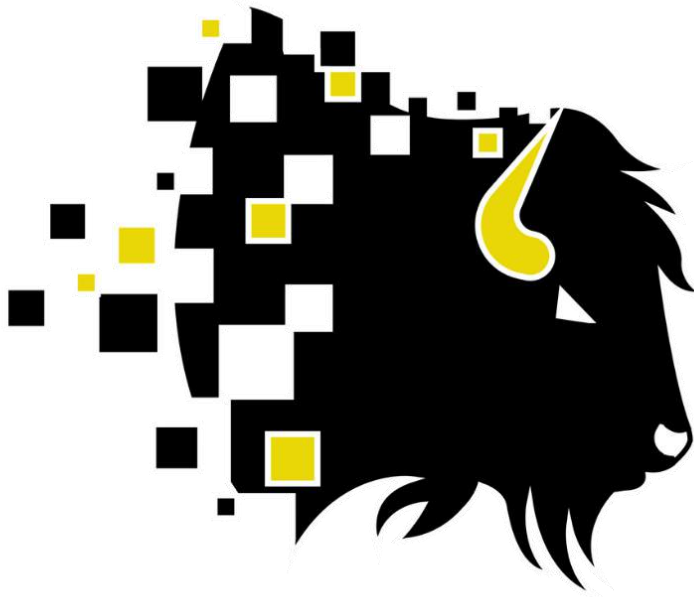
Your Signature: _____ Date: _____

Send this form to nkoblun@sunrisesd.ca one-week prior to the competition from a school divisional or district email address

APPENDIX 3

2026 MSEA MIDDLE YEARS FALL GAME DAY ORGANIZER

OPTIONAL TOOL FOR EDUCATORS/PROGRAMS



MSEA . AESM
MANITOBA SCHOOL ESPORTS ASSOCIATION

FALL 2026 Regular Season
Game Day Organizer
UPDATED SEPTEMBER 2026

Team Name

If found, please return to: ESPORT COACHES NAME

Captain

Player 2

Player 3

Player 4

Player 5

WHEN YOU ARE THE HOME TEAM

Player Rotations	Game 1	Game 2	Game 3 *(If necessary)*
Who Plays	Player 1,2	Player 1,3	Player 2, 3

Step 1: Get into a Party – **Team Captain is Party Leader**

Step 2: Party Leader must Click Play → Custom Game → Private Match → Create Private Match

Step 3: Private Match Settings:

- Game Mode: Soccar
- Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Region: US-Central
- Joinable By: Name/Password
- Team Settings:

Team 1: Home Team Name Primary/Secondary Colour: Default

Team 2: Away Team Name Primary/Secondary Colour: Default

- Mutators: Series Length – 5 Games

Step 4: Click “Create Match” 5-10 minutes before the Match Starts.

Step 5: You can now enter the Name/Password

Name: (all uppercase)

Password: (all uppercase)

Step 6: **DO NOT JOIN A TEAM! The AWAY TEAM JOINS FIRST. When the AWAY team joins then you can join.** Otherwise, the game will start and you will have to do it again. **If not all players are in at the match start time,** wait until 5 minutes. Please have your coach message in the discord that the other team is not all there. Have fun!

If you need to remake a match, Home team should use the same Match Code Name provided, but add a 1 at the end of it.
Example: MSEAM1A becomes MSEAM1A1. If it has to be done again, create MSEAM1A2, etc.
Coaches use the Comments to communicate current codes.

Recording the Score - Example

Match 1:	4:00pm	User:	MSEAM11A	Password:	2026MSEA
		Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):	JH RED	3	2	5	
Away Team (ORANGE):	Munroe Mustangs	1	4	4	
Match Winner: JH RED defeats Munroe Mustangs 2 Games to 1 (2-1)					

WHEN YOU ARE THE AWAY TEAM

<u>Player Rotations</u>	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u> <u>*(If necessary)*</u>
Who Plays	Player 1,2,3	Player 1,2,4	Player 1,3,4

Step 1: Get into a Party – **Team Captain is Party Leader**

Step 2: Party Leader must Click Play → Custom Game → Private Match → Join Private Match

Step 3: You can now enter the Name/Password

Name: (all uppercase)
Password: (all uppercase)

Step 4: Click “Join Game” 5 minutes before the start of the match.

Step 5: **DO NOT JOIN A TEAM** until **MATCH START TIME** **AND your team is ready**. Otherwise, the game will start and you will have to do it again. **AWAY TEAM JOINS FIRST**, so join your team when your team is ready and the match will start. If you are having trouble joining the match, please have your coach message in the MSEA discord. Have fun!

If you need to remake a match, Home team should use the same Match Code Name provided, but add a 1 at the end of it.
 Example: MSEAM1A becomes MSEAM1A1. If it has to be done again, create MSEAM1A2, etc.
 Coaches use the Comments to communicate current codes.

Recording the Score - Example

Match 1:	4:00pm	User:	MSEAM11A	Password:	2026MSEA
		Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):	JH RED	3	2	5	
Away Team (ORANGE):	Munroe Mustangs	1	4	4	
Match Winner: JH RED defeats Munroe Mustangs 2 Games to 1 (2-1)					

October 1st – Exhibition Week 1

Match 1: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

October 7/8th – Week 1 Regular Season

Match 1: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 3: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

October 14/15th – Week 2 Regular Season

Match 1: 	User: <u> MSEAM </u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u> MSEAM </u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 3: 	User: <u> MSEAM </u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

October 21/22nd – Week 3 Regular Season

Match 1: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 3: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

October 28/29th – Week 4 HAUNTED HALLOWEEN

Match 1: 	User: <u> MSEAM </u>		Password: 2026MSEA
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u> MSEAM </u>		Password: 2026MSEA
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 3: 	User: <u> MSEAM </u>		Password: 2026MSEA
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

REMEMBER TO SUBMIT YOUR “HAUNTED HALLOWEEN CAR” to MSEAM by 9pm!

November 4/5th – WILD CARD TOURNAMENT

Match 1: 	User: <u> MSEAM </u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u> MSEAM </u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 3: 	User: <u> MSEAM </u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

***NOTE* Playoffs on Saturday, November 21 @ DMCI**

Top 8 AA Teams Make Nationals on Saturday, December 5 (online)

APPENDIX 4

2026 MSEA MIDDLE YEARS FALL GAME DAY ORGANIZER

****GAME CHANGERS DIVISION ONLY****

OPTIONAL TOOL FOR EDUCATORS/PROGRAMS



MSEA.AESM

MANITOBA SCHOOL ESPORTS ASSOCIATION

UPDATED SEPTEMBER 2026

Game Changers 2v2

FALL 2026 Regular Season

Team Name

If found, please return to: _____

Captain

Player 2

Player 3

Player 4

Player 5

WHEN YOU ARE THE HOME TEAM

Player Rotations	Game 1	Game 2	Game 3 *(If necessary)*
Who Plays	Player 1,2,3	Player 1,2,4	Player 1,3,4

Step 1: Get into a Party – **Team Captain is Party Leader**

Step 2: Party Leader must Click Play → Custom Game → Private Match → Create Private Match

Step 3: Private Match Settings:

- Game Mode: Soccar
- Arena: DFH Stadium
- Team Size: 2v2
- Bot Difficulty: No Bots
- Region: US-Central
- Joinable By: Name/Password
- Team Settings:

Team 1: Home Team Name Primary/Secondary Colour: Default

Team 2: Away Team Name Primary/Secondary Colour: Default

- Mutators: Series Length – 5 Games

Step 4: Click “Create Match” 5-10 minutes before the Match Starts.

Step 5: You can now enter the Name/Password

Name: (all uppercase)

Password: (all uppercase)

Step 6: **DO NOT JOIN A TEAM! The AWAY TEAM JOINS FIRST. When the AWAY team joins then you can join.** Otherwise, the game will start and you will have to do it again. **If not all players are in at the match start time,** wait until 5 minutes. Please have your coach message in the discord that the other team is not all there. Have fun!

If you need to remake a match, Home team should use the same Match Code Name provided, but add a 1 at the end of it.
Example: MSEAM1A becomes MSEAM1A1. If it has to be done again, create MSEAM1A2, etc.
Coaches use the Comments to communicate current codes.

Recording the Score - Example

Match 1:	4:00pm	User:	MSEAM11A	Password:	2026MSEA
		Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):	JH RED	3	2	5	
Away Team (ORANGE):	Munroe Mustangs	1	4	4	
Match Winner: JH RED defeats Munroe Mustangs 2 Games to 1 (2-1)					

WHEN YOU ARE THE AWAY TEAM

<u>Player Rotations</u>	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u> <u>*(If necessary)*</u>
Who Plays	Player 1,2,3	Player 1,2,4	Player 1,3,4

Step 1: Get into a Party – **Team Captain is Party Leader**

Step 2: Party Leader must Click Play → Custom Game → Private Match → Join Private Match

Step 3: You can now enter the Name/Password

Name: (all uppercase)
Password: (all uppercase)

Step 4: Click “Join Game” 5 minutes before the start of the match.

Step 5: **DO NOT JOIN A TEAM** until **MATCH START TIME** **AND your team is ready**. Otherwise, the game will start and you will have to do it again. **AWAY TEAM JOINS FIRST**, so join your team when your team is ready and the match will start. If you are having trouble joining the match, please have your coach message in the MSEA discord. Have fun!

If you need to remake a match, Home team should use the same Match Code Name provided, but add a 1 at the end of it.
 Example: MSEAM1A becomes MSEAM1A1. If it has to be done again, create MSEAM1A2, etc.
 Coaches use the Comments to communicate current codes.

Recording the Score - Example

Match 1:	4:00pm	User:	MSEAM11A	Password:	2026MSEA
		Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):	JH RED	3	2	5	
Away Team (ORANGE):	Munroe Mustangs	1	4	4	
Match Winner: JH RED defeats Munroe Mustangs 2 Games to 1 (2-1)					

October 1st – EXHIBITION WEEK

Match 1: 	User: <u>MSEAM</u>		Password: <u>2026MSEA</u>	
	Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):				
Away Team (ORANGE):				
Match Winner:				

Match 2: 	User: <u>MSEAM</u>		Password: <u>2026MSEA</u>	
	Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):				
Away Team (ORANGE):				
Match Winner:				

October 7/8th – Week 1 Regular Season

Match 1: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

October 14/15th – Week 2 Regular Season

Match 1: 	User: <u> MSEAM </u>		Password: <u> 2026MSEA </u>	
	Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):				
Away Team (ORANGE):				
Match Winner:				

Match 2: 	User: <u> MSEAM </u>		Password: <u> 2026MSEA </u>	
	Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):				
Away Team (ORANGE):				
Match Winner:				

October 21/22nd – Week 3 Regular Season

Match 1: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

October 28/29th – Week 4 HAUNTED HALLOWEEN

Match 1: 	User: <u>MSEAM</u>		Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):				
Away Team (ORANGE):				
Match Winner:				

Match 2: 	User: <u>MSEAM</u>		Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score	
Home Team (BLUE):				
Away Team (ORANGE):				
Match Winner:				

REMEMBER TO SUBMIT YOUR “HAUNTED HALLOWEEN CAR” to MSEA by 9pm!

November 4/5th – WILD CARD TOURNAMENT

Match 1: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 2: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

Match 3: 	User: <u>MSEAM</u>	Password: 2026MSEA	
	Game 1 Score	Game 2 Score	Game 3 Score
Home Team (BLUE):			
Away Team (ORANGE):			
Match Winner:			

***NOTE* Playoffs on Saturday, November 21st @ DMCI**

APPENDIX 5

2026 MSEA MIDDLE YEARS FALL PRINTABLE CALENDAR

OPTIONAL TOOL FOR EDUCATORS/PROGRAMS



Manitoba School Esports Association

Rocket League: AA / A / Game Changers

Fall 2026 - Middle Years – WEDNESDAY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				Oct. 1 FEATURING ROCKET LEAGUE Exhibition Week	2	3
4	5	6	7 FEATURING ROCKET LEAGUE Week 1	8	9	10
11	12 Thanksgiving	13	14 FEATURING ROCKET LEAGUE Week 2	15	16	17
18	19	20	21 FEATURING ROCKET LEAGUE Week 3	22	23 MTS PD DAY	24
25	26	27	28 FEATURING ROCKET LEAGUE Week 4	29	30	31
Nov. 1	2	3	4 FEATURING ROCKET LEAGUE Wildcard Tournament	5	6	7
8	9	10	11 Remembrance Day	12	13	14
15	16	17	18	19	20	21 FEATURING ROCKET LEAGUE PROVINCIALS (Top 12 @DMCI)
22	23	24	25	26	27	28
29	30	Dec. 1	2	3	4	5 FEATURING ROCKET LEAGUE NATIONALS (Top 8 AA Div.)

- All evenings consist of three matches made up of three games (Known as a Fixed-3)
- Matches start at: (Match 1 / Match 2 / Match 3)
 - A Wednesday Division: 4:00pm / 4:30pm / 5:00pm
 - AA Wednesday Division: 4:30pm / 5:00pm / 5:30pm
 - Game Changers (only 2 matches): 4:10pm / 4:45pm
- Provincials will be held in-person **@ DMCI**
- Nationals will be an online tournament for Top 8 AA Teams



Manitoba School Esports Association

Rocket League: AA / A

Fall 2026 - Middle Years – THURSDAY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				Oct. 1 FEATURING ROCKET LEAGUE Exhibition Week	2	3
4	5	6	7	8 FEATURING ROCKET LEAGUE Week 1	9	10
11	12 Thanksgiving	13	14	15 FEATURING ROCKET LEAGUE Week 2	16	17
18	19	20	21	22 FEATURING ROCKET LEAGUE Week 3	23 MTS PD DAY	24
25	26	27	28	29 FEATURING ROCKET LEAGUE Week 4	30	31
Nov. 1	2	3	4	5 FEATURING ROCKET LEAGUE Wildcard Tournament	6	7
8	9	10	11 Remembrance Day	12	13	14
15	16	17	18	19	20	21 FEATURING ROCKET LEAGUE PROVINCIALS (Top 12 @DMCI)
22	23	24	25	26	27	28
29	30	Dec. 1	2	3	4	5 FEATURING ROCKET LEAGUE NATIONALS (Top 8 AA Div.)

- All evenings consist of three matches made up of three games (Known as a Fixed-3)
- Matches start at: (Match 1 / Match 2 / Match 3)
 - A Thursday Division: 4:00pm / 4:30pm / 5:00pm
 - AA Thursday Division: 4:30pm / 5:00pm / 5:30pm
- Provincials will be held in-person **@ DMCI**
- Nationals will be an online tournament for Top 8 AA Teams