



MSEA . AESM
MANITOBA SCHOOL ESPORTS ASSOCIATION

2025-2026

**MSEA MIDDLE YEARS
ROCKET LEAGUE
FALL SEASON**

PUBLIC DOCUMENT



OVERVIEW

MSEA is pleased to invite you to our 2025-2026 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: Weekly matches on Wednesday and Thursdays from October 1 – October 9

Round Robin: Weekly matches on Wednesdays from October 15 to November 6, 2025

Playoffs: November 22, 2025 (SATURDAY) in-person

Registration Deadline: October 9, 2025

We will be playing 3v3 Rocket League matches with 2-weeks of exhibition play, a 3-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 nkoblun@sunrisesd.ca

REGISTRATION INSTRUCTIONS

ONLINE REGISTRATION

Register through the Season Spreadsheet File. This can be found on the Educator Discord server

Registration Deadline is Thursday, October 9, 2025. 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.

Please email nkoblun@sunrisesd.ca or info@msea.gg for more information about how to join our Educator Discord server.

COACHES MEETING

There will be a 60-minute coaches meeting held online at **7:30pm on Thursday, September 24 AND 2:00pm on Saturday, September 27**. 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 8 will not be eligible for playoffs.

SEASON CALENDAR

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Sept 28	29	30 Truth and Reconciliation Day	Oct 1 Exhibition Week 1	Oct 2 Exhibition Week 1	3 Registration Deadline	4
5	6	7	8 Exhibition Week 2	9 Week 1: Seeding matches begin at 4:15pm	10	11
12	13 Thanksgiving	14	15 Week 1: Round Robin	16 Week 1: Round Robin	17	18
19	20	21	22 Week 2: Round Robin	23 Week 2: Round Robin	24 SAGE PD Day	25
26	27	28	29 Week 3: Round Robin	30 Week 3: Round Robin	31	Nov 1
2	3	4	5 Wild Card Tournament (Last Chance Qualifier)	6 Wild Card Tournament (Last Chance Qualifier)	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22 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 Division: 4:25pm / 4:50pm / 5:15pm
 - AA Thursday Division: 4:40pm / 5:05pm / 5:30pm
 - Game Changers Division (only 2 matches): Wednesdays 4:10pm / 4:45pm
- **MSEA Provincial Playoffs** will be held in-person in a to-be-confirmed location on **Sat. November 22**
- **Esport Canada Nationals** will be an online tournament held for Top 8 AA Teams on **Sat. December 6**

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.
- *NEW 2025* 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 3-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 (4:00/4:25/4:50pm)
 - AA Division Wednesday (4:25/4:50/5:15pm)
 - AA Division Thursday (4:40/5:05/5:30pm)

5. Rocket League Private Match Settings

- Mode: Soccarr
- 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).
 - Teams are limited to 16 characters for team names (INCLUDING SPACES).
- Registrations must be completed by the deadline Friday, October 9th @9:00pm.
- Coaches Meeting will be held on Wednesday, September 24th @7:30pm 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 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 5/6th) and the Rocket League Finals (November 22nd)
- 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 22nd.
- 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

- Both A and AA Divisions will be represented by the qualifying teams in an in-person tournament at a location yet to be determined on Saturday, November 22nd
- 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 6th
- There is no A 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)
- 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. 2025-2026 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)

NOTE APPENDIX FILES ARE NOT
AVAILABLE IN THE PUBLIC RULEBOOK

Please join our Educator Discord server to
gain access to the full SEASON PKG