SUBSPACE RECLAMATION



RECLAMATION PREMIER

Season One

League Rulebook

OVERTIME · SUBS · FORFEITS · PLAYOFFS COMPETE · ENDURE · RECLAIM **WHERE SUBSPACE COMPETES.**

01 Words We Use

1.1	**Slot**	One of a team's four places on the field. Each slot has three lives. When a slot loses its third life it is out.
1.2	**Score**	Your score is the number of lives the other team has lost — kills, teamkills and suicides all count. The most you can score is 12.
1.3	**Burned**	A burned pilot enters with no items. A normal sub is burned.
1.4	**Full sub · Death sub**	A full sub enters with a full set of items. A death sub is a full sub made right after a pilot dies.

02 Before the Game

2.1	**Link your account**	Link your Subspace Reloaded account on the Reclamation site. The league uses it to put you in your scheduled games.
2.2	**The lobby**	Every official match is a private league lobby on Subspace Reloaded. When you log in before your match, Reloaded tells you that you have a league game. Join that lobby.
2.3	**Be there**	Be in the lobby fifteen minutes before start time. Your captain picks the starting four.
2.4	**Start**	When both teams have four eligible pilots and are ready, the match starts. A team that cannot field four by five minutes after the scheduled start forfeits, unless an approved same-day regular-season flex applies.
2.5	**Four to start**	Four eligible rostered pilots per team are required for an official match to start. A team cannot start with fewer than four. If a team cannot field four at the start deadline, it forfeits under Section 5.2. After a match has started, an eligible substitute may enter an empty live slot under Section 4.
2.6	**Greens**	Official matches are played with no greens.

03 Winning

3.1	**Elimination**	A team wins the moment the other team has no slots left.
3.2	**Regulation**	Regulation is 45:00. At 45:00 a team wins if it leads and has six or more kills, or if it leads by two or more.
3.3	**Overtime**	Tied at 45:00: sudden death - the next credited kill wins. Leading by one with fewer than six kills: play continues. The leader wins with its next kill; if the trailing team scores first the game is tied, and the next credited kill wins. Thus 4-4 becomes 5-4 and ends immediately; 5-4 at 45:00 gives the leader the next-kill win, while a trailer kill makes it 5-5 before the next kill decides.
3.4	**Credited event order**	Official server/bot credited kill order controls; mutual kills are not automatically draws. The first match-ending credited event determines the result, irrespective of client perceptions. If Reloaded lacks reliable order or delivers an indeterminate result, the match is DISPUTED for commissioner decision after event logs, replay and provider settlement. It is not an automatic half-win, draw or playoff replay.

04 Substitutions

4.1	**Lives stay with the slot**	A sub takes over the slot with the lives it has left. Subbing never gives a team extra lives.
4.2	**Two full subs**	Each team has two full subs per game. The first two subs a team makes are full subs automatically.
4.3	**Then death subs**	After the two full subs, a sub keeps full items only as a death sub - within sixty seconds of the pilot's death. Any other sub is burned.
4.4	**35:00 cutoff**	At exactly 35:00, full-item eligibility ends, including death subs. Any substitution after 35:00, including during overtime, is burned. A pilot who joins after 35:00 is burned, and any unused full-sub allowance expires at 35:00.
4.5	**Out means out**	A pilot plays one slot per game. Once substituted out, that pilot cannot return.
4.6	**Lagouts**	An actual lagout counts toward the three-lagout limit. After the first and second lagout, the pilot has five minutes to return to the same live slot via

05 Concede, Forfeit, No-Show

5.1	**Concede**	A captain may concede at any time. The game ends, the winner is recorded at 12 and the conceding team keeps the kills it had (12-X). The team's remaining lives count as deaths, charged to the pilots who held them; the same applies to a pilot who leaves the field with lives left. It counts as a played loss.
5.2	**No postponements · Flex · No-show forfeits**	There are no postponements. In the regular season, captains may flex a match to another time on the same day by mutual agreement and must tell the commissioner. Playoff matches are never moved. Without that agreement the scheduled time stands: a team that is not ready to start by five minutes after the scheduled time forfeits the game 12-0. In a playoff series, each game a team cannot start is forfeited.
5.3	**Both teams short**	If neither team can start by five minutes after the scheduled time, both teams take a forfeit loss. This is a double forfeit; neither team is awarded a 12-0 win.

06 Standings and Playoffs

6.1	**Standings**	Ranked by wins. Ties are broken by head-to-head, then score difference, then total score.
6.2	**Everyone qualifies**	All six teams make the playoffs. Seeds 1 and 2 get a bye.
6.3	**Series**	Quarterfinals (3 v 6, 4 v 5), semifinals and the Final are all best of three, so the season ends on Sunday 22 November. Playoffs are Sundays at 3 PM ET.
6.4	**Reseeding**	After the quarterfinals, seed 1 plays the lowest seed left and seed 2 plays the other.

07 Rosters and Identity

7.1	**One team**	A player is on one team for the whole season. No trades.
7.2	**Replacements**	A player who leaves may be replaced from undrafted players, with commissioner approval.
7.3	**One player, one name**	Every player competes under one linked account. Tell the commissioner about any other names you have played under. Playing on an alias is a conduct violation.
7.4	**Captain away**	A captain who cannot attend names a stand-in captain from the roster for that match.

08 Results and Disputes

8.1	**Official result**	The Reloaded match record is the official result.
8.2	**Disputes**	A captain may raise a dispute with the commissioner within 24 hours. The commissioner’s ruling is final.

09 Conduct and Authority

9.1	**Conduct**	No harassment, cheating, exploiting, account sharing, aliases or deliberate disconnects.
9.2	**Penalties**	Warning, then game forfeit, then suspension, then removal from Reclamation competition. Serious cases may skip steps.
9.3	**Commissioner**	The commissioner interprets these rules and rules on anything they do not cover. Changes are announced before they apply.

APP Rules Clarification Appendix

The score and substitution cases players ask about most, stated in one place.

45:00 SCORE TABLE

SCORE	DECISION
5-3	Regulation winner: lead by two.
6-5	Regulation winner: leader has six.
4-4	Overtime: next credited kill wins.
5-4	Leader's next kill wins; a trailer kill makes it 5-5, then the next kill wins.

35:00 SUBS TABLE

ENTRY	ITEMS
First two replacements	Full
After two, death within 60s before 35:00	Full
At or after 35:00, including death subs and late join	Burned
Any substitution after 35:00, including overtime	Burned; unused full-sub allowance expires
Valid lagout return	Same live slot; always burned

LAGOUT RETURNS

CASE	DECISION
Lagout 1 or 2	Same live slot within 5 minutes; 300 seconds is included
Every return	BURNED; all items stripped
Full-sub count	Uses no full sub; restores no lives
Third lagout	Return denied at any time
Over 5:00 / slot replaced	Return denied; only the remaining live slot may be replaced

A valid first- or second-lagout return is a burned return to the same live slot, not a generic replacement. At exactly 300 seconds it remains valid; after 300 seconds, a third lagout, or a prior slot replacement, the original pilot is denied a return. Official server/bot credited kill order controls. Mutual kills are not automatically draws; if Reloaded lacks reliable order or reports an indeterminate result, the match is DISPUTED for commissioner decision after event logs, replay and provider settlement. At exactly 35:00, full-item eligibility ends, including death subs; any substitution after 35:00, including during overtime, is burned, and unused full-sub allowances expire.