SUBSPACE RECLAMATION



RECLAMATION PREMIER

Season One

Official Rules

01 Match Rules

Eight rules. Short on purpose.

R1	**The game**	4v4 on Subspace Reloaded's SVS league settings, in a private league lobby. Four eligible starting pilots and four slots per team, three lives per slot. 45:00 regulation. No greens.
R2	**Winning**	Eliminate the other team. At 45:00 a team wins if it leads and has six or more kills, or if it leads by two or more.
R3	**Start**	Join the lobby before start time. 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.
R4	**Subs**	Lives belong to the slot, not the pilot. Each team has two full subs; the first two replacements enter with full items. After that, only a death sub within sixty seconds is full. A late arrival may enter only after the game has started and only into a live slot; the same substitution timing applies. At exactly 35:00, full-item eligibility ends, including death subs. Any substitution after 35:00, including during overtime, is burned, and any unused full-sub allowance expires at 35:00. A lagout return is different: after the first or second lagout, the pilot may return to the same live slot within five minutes as a burned pilot, with all items stripped, without restoring lives or using a full sub. Once substituted out, that pilot cannot return.
R5	**Conceding**	A captain may concede. The game ends 12-X: the conceding team keeps its kills, and its remaining lives count as deaths for the pilots who held them. It counts as a played loss.
R6	**Rosters**	Only rostered players play. No trades. A player who leaves may be replaced from undrafted players with commissioner approval.
R7	**Results and disputes**	Results come from the Reloaded match record. Disputes go to the commissioner within 24 hours.
R8	**Conduct**	No harassment, cheating, aliases, account sharing or deliberate disconnects. The commissioner's ruling is final.

02 Match Night, Simply

Six steps. That is all a player needs to know.

LINK	Link your Reloaded account on the Reclamation site once. That is how the league puts you in your games.
JOIN	Log in to Subspace Reloaded before start time. Reloaded tells you that you have a league match. Join the lobby.
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.
PLAY	Four slots, three lives each. Two full subs; after that, only a death sub within 60 seconds is full. A lagout counts: after lagout one or two, return to the same live slot within five minutes, always burned with all items stripped; it uses no full sub and restores no lives. After lagout three or a missed window, you are out. At 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.
WIN	Wipe them out. At 45:00, a lead of two or a lead with six kills wins; otherwise use the credited-kill overtime rule.
DONE	Reloaded records the result and it goes on the Season One standings. A regular-season flex needs both captains and the same day.

APP Rules Clarifications

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.