SUBSPACE RECLAMATION



RECLAMATION PREMIER

Season One

Season Format

01 Season Format

Six captains. A seeded snake Draft. Ten rounds on Thursdays and Sundays, then best-of-three playoffs for every team through the Final on 22 November. Official matches are hosted on Subspace Reloaded; Reclamation keeps the permanent record.

6	12	11	66
TEAMS	ROSTER SIZE	PICKS PER TEAM	TOTAL PICKS

S1	**The field**	Six teams. Twelve players each: a captain and eleven drafted players.
S2	**Match nights**	One round every Thursday (10 and 11 PM ET) and every Sunday (1, 3 and 5 PM ET). In the regular season both captains may agree to another time slot on the same day. Every team plays every round; start times rotate fairly.
S3	**Regular season**	Ten rounds, 1 October to 1 November. Every team plays every other team twice. Each match is a single game.
S4	**Postseason dates**	Playoffs are Sundays at 3 PM ET: quarterfinals 8 November, semifinals 15 November, the Final 22 November. No match night falls on a holiday.
S5	**Standings**	Ranked by wins. Ties are broken by head-to-head record, then score difference, then total score.
S6	**Playoffs**	All six teams qualify. Seeds 1 and 2 get a bye. Quarterfinals 3 v 6 and 4 v 5, then semifinals and the Final — all best of three.
S7	**No postponements · Flex**	No postponements. Every match is played on its scheduled day. In the regular season, both captains may agree to move their match to another time slot on the same day (flex) and must tell the commissioner. Playoff matches are never moved. Without that agreement the scheduled time stands, and a team that does not show forfeits. The season finishes on time.

02 Playoffs

Every team plays for the title. The regular season decides who rests and who gets the easier road.

QUARTERFINALS · BO3

- 3 v 6
- 4 v 5

SEMIFINALS · BO3

- 1 v lowest
- 2 v other

FINAL · BO3

- Season One Champion

Seeds 1 and 2 earn a bye. After the quarterfinals, seed 1 plays the lowest remaining seed.

03 The Captains

Seeded by player value. Seed 1 is on the clock first.

SEED 1	SEED 2	SEED 3	SEED 4	SEED 5	SEED 6
Suri	Seven	Uku	Loveless	Rojo	Saiyan

04 The Draft

Sixty-six picks, eleven rounds, one snake. Understandable in a minute.

Reference values are scouting information, not a roster budget. The only Season One value guardrail is that each team's four highest-valued players, captain included, may total no more than 30.50.

D1	**Captains**	Six captains, appointed by the commissioner. A captain who withdraws before the Draft is replaced in the same seed.
D2	**Seeding**	Captains are seeded by player value, lowest first. Seed 1 opens the Draft; seed 6 closes Round 1 and opens Round 2 with back-to-back picks.
D3	**Snake order**	Round 1 runs seed 1 to 6. Round 2 runs 6 to 1. The order keeps reversing for eleven rounds — 66 picks.
D4	**Player values**	Every player carries a value on a 0.00 to 10.00 scale, set by the commissioner from current Reloaded rating and last season’s salary. Values are scouting information, not a roster budget.
D5	**Snake hybrid: top-four cap**	The snake runs with one cap. A team's four highest-valued players, captain included, may total no more than 30.50. The Draft Room blocks any pick that would exceed the limit.
D6	**Draft pace**	The Draft runs live under commissioner control. Captains may make their own selection in the Draft Room; if a captain is delayed or drafting through Discord, the commissioner may enter that team's announced pick on its behalf.
D7	**Picks stand**	A made pick is final. Only the commissioner may void one, for an ineligible player or an operator error.
D8	**Remaining players**	The snake ends at pick 66. There is no round-7 lock and there are no extra rounds. Players still on the board are then assigned one at a time: the highest-valued remaining player goes to the team with the lowest total value, and this repeats until the board is clear. The top-four cap does not apply to these assignments.

05 The Snake

Round 1 runs seed 1 to 6, then the order flips every round.

ROUND	PICK 1	PICK 2	PICK 3	PICK 4	PICK 5	PICK 6	OVERALL	DIR
R01	**SEED 1**	SEED 2	SEED 3	SEED 4	SEED 5	SEED 6	1-6	→
R02	**SEED 6**	SEED 5	SEED 4	SEED 3	SEED 2	SEED 1	7-12	←
R03	**SEED 1**	SEED 2	SEED 3	SEED 4	SEED 5	SEED 6	13-18	→
R04	**SEED 6**	SEED 5	SEED 4	SEED 3	SEED 2	SEED 1	19-24	←
R05	**SEED 1**	SEED 2	SEED 3	SEED 4	SEED 5	SEED 6	25-30	→
R06	**SEED 6**	SEED 5	SEED 4	SEED 3	SEED 2	SEED 1	31-36	←
R07	**SEED 1**	SEED 2	SEED 3	SEED 4	SEED 5	SEED 6	37-42	→
R08	**SEED 6**	SEED 5	SEED 4	SEED 3	SEED 2	SEED 1	43-48	←
R09	**SEED 1**	SEED 2	SEED 3	SEED 4	SEED 5	SEED 6	49-54	→
R10	**SEED 6**	SEED 5	SEED 4	SEED 3	SEED 2	SEED 1	55-60	←
R11	**SEED 1**	SEED 2	SEED 3	SEED 4	SEED 5	SEED 6	61-66	→

06 Player Values

V1	**Scale**	0.00 to 10.00 in quarter steps. Higher is stronger.
V2	**How they are set**	Mostly current Reloaded 4v4 rating, with last season's salary as a smaller second signal. The commissioner reviews every value and has the final word.
V3	**What they are for**	Scouting and seeding captains. Values are not a roster budget. Availability is shown separately and never lowers a value.
V4	**Top-four guardrail**	The captain and the three other highest-valued players on a team may total no more than 30.50. The Draft Room blocks picks that would exceed it.
V5	**Freeze**	Values lock before Draft Night and do not change during the Draft.