

2025 Summer Mixed League Manual

The Summer Mixed League captain's meeting will cover this manual extensively.

Registration:

Team Based. A player must register and pay for their team spot (this does not have to be the eventual captain) on **a first-come, first-served basis**. Summer Mixed League is divided into four league nights.

- Monday Summer Mixed League
- Tuesday Summer Mixed League
- Wednesday Summer Mixed League
- Thursday Summer Mixed League

NO PLAYERS UNDER THE AGE OF 18 YEARS ARE ELIGIBLE FOR THESE PROGRAMS.

Team Requirements:

All teams must meet the following criteria (by the start of the league season) to be deemed eligible for the Summer Mixed League.

- A Team Captain designated
- A Team Spirit Captain designated
- At least one Rules Captain status (or be registered for the seasonal Rules Clinics; this does not have to be the Team Captain)
- A minimum of 10 rostered players

*Teams that do not meet these criteria by the start of the season may be charged a team performance fee or lose their spot entirely.

Adding Your Roster:

All captains will be given a unique team invite link on their team dashboard. Captains can share this unique team invite link to their prospective players, this will prompt players to add themselves to the team.

MODS Account + Memberships + Waivers

All MODS programming requires a MODS player account, a MODS membership and a waiver signed by all players participating on the field. Team invite links sent by captains will charge a MODS membership and prompt a waiver signature before allowing players to join the team roster; players with a membership and/or a waiver already signed can add themselves via the unique team invite link without further steps.

League Details:

All games take place at 7:00PM* at the weekly field listed in the league schedule (available on the league program page as well as your account dashboard) once posted. All games will be scheduled either at IJL Ultimate Park or Assiniboine Park.

*League start time will be changed to 6:45PM in mid-August and 6:30PM in late-August.

All games follow our league rules set, found on the Rules tab on the MODS website.

League Format + Schedule:

Following registration, teams will be placed in divisions of 6 or 8 teams based on their listed tier preference and prior season results. All games during the season will occur within your division in a given round.

All league nights' schedules will feature a 16-week season in addition to the MODS Summer Mixed Championships.

Regular season will be comprised of a Seeding Round (2 weeks), Round Robin #1(7 weeks), and Round Robin #2(7 weeks). Promotion and relegation between divisions will take place between Seeding and Round Robin #1, and Round Robin #1 and Round Robin #2. There will be no promotion and relegation between Round Robin #2 and the MODS Summer Mixed Championships.

MODS Summer Mixed Championships

Following Round Robin #2 all teams will be placed in a single-elimination 6 or 8-team bracket for playoffs. **All playoff games will take place at IJL Ultimate Park on August 22nd, 23rd, and 24th.**

Teams will play between 1-3 games depending on their results at the event. There will be no placement games (other than 3rd place).

The winner of each respective league night division will be crowned 'Division Champions', have a picture with the respective league night trophy, have their name engraved on the trophy for future seasons, and receive additional prizing.

MODS Sub Program + Roster Lock Deadline:

All subs for all Summer Mixed League programming will use the MODS Sub Program and Roster Lock Deadline.

How it Works

Players in the MODS Sub Program can sub on as many teams as wanted/needed up until the given league roster lock deadline.

The MODS Sub Program is a \$0 free registration that requires a MODS membership.

ROSTER CHECKS WILL BE DONE RANDOMLY THROUHGOUT THE SEASON. A TEAM WITH A PLAYER ON THE FIELD THAT IS NOT ON THE ROSTER OR THE SUBS PROGRAM WILL BE REQUIRED TO PAY A PERFROMANCE BOND PRIOR TO THEIR NEXT GAME.

There will be an individual Sub Program registration for each mixed league program (Summer Monday Night, Summer Tuesday night etc.).

Calling on Subs

All captains for the given program will have convener access to the MODS Sub Program list. This will provide captains with contact information willingly provided by those signing up for the program.

Players cannot sub for a team in a division or night that you are already listed on an official roster for.

Roster Lock

After the roster lock deadline, no additional players can be added to team rosters, and the MODS Sub Program list is not eligible for additions. Subs can only be added after the roster lock deadline in MODS approved emergency situations.

Important Program Details

- Players in the MODS Sub Program are only eligible to sub in the corresponding mixed league listed in the program. *Ex. You cannot be a sub in the Summer Monday Mixed Sub Program and playing as a sub in Summer Tuesday Mixed. This is a roster violation unless you are also registered for the Summer Tuesday Mixed Sub Program.*
- Captains no longer have a website roster function to add subs to their official roster. Players are either on the official roster, or not on the official roster, or are subs from the MODS Sub Program.
- All players not on an official roster MUST be signed up for the MODS Sub Program prior to taking the field. Registration occurring during or after play will be considered a team roster violation and subject to payment of a performance bond.
- Players can only be on one roster per division(indoor) or program night(outdoor), and cannot sub for teams in a division or night they are listed on an official roster in.
- Captains can contact subs via the Sub Program or if they want someone else, they can have that player register as a sub in that league's Sub Program.
- Roster violations (players not on an official roster or Sub Program, players added to rosters and programs after playing, membership violations) will result in being charged a team performance bond.
- Roster lock deadlines will vary by given league and will be provided by conveners to captains and membership prior to the start of league.

Team Performance Fees:

Team performance bonds are no longer being kept by the Manitoba Organization of Disc Sports; all prior cheques held by the office have been destroyed.

If any team incurs a roster violation, they commit a forfeit, or a conduct issue as deemed fineable by the conduct committee, that team will be sent a payment link immediately with a Team Performance Bond of \$150. The said team may not participate in further league programming until the fee has been paid; failure to do so prior to their next game (or a second offense incurred) will result in a second Team Performance Bond of \$150 being sent to the team.