

14 League Play Tournaments (L)

Not all regions offer participation in League play. Leagues are closed groups of teams which play in multiple different League Meet events typically spread over several weeks or months. All the teams in the same League should have the opportunity to play in a roughly equal number of MATCHES. A minimum of 10 League Meet MATCHES should be played by all teams in the League.

League Meet events each play between five (5) and six (6) qualifications MATCHES per team as described in section [13.5 Qualification MATCHES](#) but do not include playoff MATCHES or judging for awards.

In addition, the behavior described in section [10.6.1 YELLOW and RED CARDS](#), verbal warnings and CARDS also clear at the end of each League Meet event.

Teams may belong to only one League per season and can participate in only one League Tournament per season. A team can participate in a League outside their region, provided that is the only league they participate in. A team may not advance from a League Tournament to a Regional Championship that is outside of their region unless the program delivery partners in both regions have agreed to move a team to a new region for the entire season.

League Tournaments function the same as a Qualifying Tournament including for judging and advancement except that qualification rankings as described in section [13.5 Qualification MATCHES](#) are calculated with the addition of each team's top 10 MATCHES played at any League Meet and the matches played at the League Tournament. (Top MATCHES are defined by the sort order in Table 13-1.) Averages for rankings are calculated based on ten (10) MATCHES, regardless of the number of MATCHES played by a team at League Meets. Teams that played fewer than ten (10) MATCHES at League Meets will have RANKING POINTS and MATCH Points that are effectively zero (0) for the missing MATCHES.

