

MLBR

MAJOR LEAGUE BATTLE RAP



OFFICIAL RULEBOOK

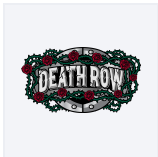
SEASON 1 (2026)

THE OFFICIAL RULES AND PROCEDURES
GOVERNING MAJOR LEAGUE BATTLE RAP

FRONT MATTER

OWNERSHIP COMMITTEE

Major League Battle Rap is governed by its Ownership Committee — the league's highest governing authority, responsible for administration, operation, competitive integrity, and long-term development. For Season 1 (2026), the Committee consists of the following franchise representatives.

**PLAYMAKERS**Owner — **CXVCH HUGG**<https://www.facebook.com/play4coach>**PALLBEARERS**Owner — **Dan Bluit**<https://www.facebook.com/dan.bluit>**DEATH ROW**Owner — **Suge**<https://www.facebook.com/daijah.williams.9634>**THE FAMILY**Owner — **Ant**<https://www.facebook.com/anthonydeonrobertson/>**OWNERSHIP COMMITTEE ABSTENTION**

When a disciplinary matter directly involves a Team Owner, that Owner shall abstain from the final disciplinary vote while retaining the ability to provide relevant information and context.

FRONT MATTER

VERSION HISTORY

VERSION	EFFECTIVE	SUMMARY OF CHANGES
1.0	Upon publication	Initial release — governs all Season 1 (2026) competition.
1.1	—	Reserved for Ownership Committee amendments.

Effective Date

This Rulebook becomes effective upon official publication by Major League Battle Rap and shall govern all Season 1 (2026) competition unless subsequently amended by the Ownership Committee.

Rulebook Authority

This document serves as the official governing rulebook for MLBR Season 1 competition. All league operations, competitive procedures, judging standards, playoff procedures, disciplinary actions, and participant obligations shall be governed by the provisions contained within this Rulebook.

FRONT MATTER

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SECTION 1

INTRODUCTION

§ 1.1 – § 1.12

Purpose, mission, and competitive philosophy of the league — and the authority and good-faith principles that govern everything that follows.

SECTION 1 INTRODUCTION

1.1 Purpose of the Rulebook

The MLBR Season 1 Rulebook establishes the rules, procedures, standards, and expectations governing official Major League Battle Rap competition.

Its purpose is to provide a clear and consistent framework for competition while promoting fairness, transparency, competitive integrity, and long-term league development.

This Rulebook shall govern all official MLBR competition, events, participants, judges, team representatives, and league personnel unless otherwise specified.

1.2 League Mission

Major League Battle Rap exists to create a structured, season-based battle rap competition that rewards performance, consistency, preparation, and competitive achievement.

MLBR combines the culture and creativity of battle rap with the structure and accountability commonly found in traditional sports leagues.

The league seeks meaningful competition where results are earned through performance and championship success is determined through season-long achievement.

1.3 Competitive Philosophy

MLBR is founded upon the following principles:

Team Competition

MLBR is a team-based league in which individual performances contribute to team success.

Season-Based Competition

Championships are earned through sustained performance across an entire season rather than a single event.

Competitive Accountability

Results carry meaningful consequences and contribute to standings, playoff qualification, historical records, and championship outcomes.

Bias-Resistant Judging

MLBR utilizes structured judging systems designed to reduce the influence of favoritism, reputation, popularity, and other external factors.

Competitive Integrity

All participants are expected to compete honestly and in good faith while preserving confidence in the legitimacy of league competition.

1.4 Bias-Resistant Judging Principle

Battle rap judging is inherently subjective. MLBR does not seek to eliminate subjectivity. Instead, the league reduces unnecessary bias through structure, transparency, and statistical safeguards.

MLBR's judging philosophy is based upon:

- Independent judge evaluations
- Standardized scoring options
- Consensus scoring methodology
- Statistical normalization
- Removal of outlier scores
- Transparent scoring procedures

The purpose of these systems is to create a judging process that is as fair, consistent, and reliable as reasonably possible while respecting the subjective nature of battle rap competition.

1.5 League Authority

This Rulebook serves as the primary governing document for official MLBR competition. All participants are expected to comply with the rules, procedures, and standards established herein.

League activities not specifically addressed by this Rulebook may be governed through official rulings issued pursuant to the authority established elsewhere in this document.

1.6 Ownership Committee

The MLBR Ownership Committee consists of the recognized Team Owners of all active MLBR franchises.

The Ownership Committee serves as the governing body of Major League Battle Rap and is responsible for the administration, operation, and long-term development of the league.

The Ownership Committee may establish league policies, approve league initiatives, interpret league rules, and oversee league operations.

1.7 Governance of MLBR

MLBR is governed by its Team Owners acting collectively as the MLBR Ownership Committee, the league's highest decision-making authority. Responsibilities include:

- Rule interpretation
- Rule amendments
- League operations
- Disciplinary actions
- Competitive integrity matters
- Playoff & championship administration
- Scheduling decisions
- Expansion decisions
- Long-term league development

Unless otherwise specified, league decisions shall be determined by a simple majority vote. The Committee may delegate operational responsibilities to league staff, event staff, timekeepers, judges, or other representatives; such delegation does not transfer final governing authority.

All official rulings issued by the Ownership Committee shall be considered final. In situations not specifically addressed, the Committee may issue rulings consistent with the spirit and intent of league competition and competitive integrity.

1.8 Participant Responsibility

All participants are responsible for understanding and complying with league rules and procedures.

Failure to read or understand this Rulebook shall not excuse violations of league rules or standards.

Participants are expected to seek clarification when questions arise regarding league procedures or requirements.

1.9 Acceptance of League Rules

Participation in any official MLBR competition, event, or league activity constitutes acceptance of the rules, policies, and procedures established by this Rulebook.

Participants agree to be bound by official league decisions and rulings as a condition of participation.

1.10 Amendments and Revisions

The Ownership Committee may amend, revise, or clarify this Rulebook when necessary. Unless otherwise specified, amendments shall become effective upon official publication.

The Ownership Committee shall make reasonable efforts to communicate significant rule changes to participants in a timely manner.

1.11 Official Definitions

Definitions used throughout this Rulebook shall be interpreted according to Appendix E: Official Definitions. Where a term is not specifically defined, it shall be interpreted according to its commonly understood meaning within the context of league competition.

1.12 Spirit of the Rules

No rulebook can anticipate every circumstance. When situations occur that are not expressly addressed by written league rules, the Ownership Committee may interpret and apply rules consistent with:

- The spirit of the Rulebook
- Competitive fairness
- Competitive integrity
- The long-term interests of MLBR

SECTION 2

LEAGUE STRUCTURE

§ 2.1 – § 2.16

How the league is built: four teams, three battlers each, a round-robin regular season, and a three-team postseason that crowns the champion.

SECTION 2 LEAGUE STRUCTURE

2.1 Purpose

This section establishes the organizational structure of MLBR competition, including league composition, team structure, season format, playoff qualification, and championship procedures.

MLBR operates as a structured, team-based competitive league in which teams compete throughout a season to determine a league champion.

2.2 League Composition

For Season 1, MLBR consists of four (4) teams. Each team shall maintain an active roster of three (3) battlers.

Teams compete throughout the regular season and postseason under the procedures established by this Rulebook. Future seasons may expand league membership at the discretion of the Ownership Committee.

2.3 Team Structure

Each MLBR team consists of one Team Owner and three Active Battlers.

The Team Owner serves as the official representative of the franchise and participates in league governance through the Ownership Committee.

Active Battlers represent their team in official league competition and contribute to team standings through individual battle performance.

2.4 Season Format

The MLBR season consists of two phases.

Regular Season

Teams compete in a round-robin format. Each team competes against every other team once.

Postseason

The postseason consists of one Semifinal Match and one Championship Match, and determines the official MLBR Champion.

2.5 Match Structure

An official MLBR match consists of three (3) individual battles. Each team provides three battlers for competition.

The team that wins the majority of battles wins the match. A match may proceed even if one or more battles are forfeited, provided competition remains reasonably possible.

2.6 Battle Structure

An official battle consists of two battlers, three rounds per battler, and one judged outcome.

Battles contribute to:

- Team results
- Individual records
- League standings
- Historical statistics

2.7 Regular Season Competition

During the regular season, each team shall compete against every other team once. The purpose of the regular season is to:

- Determine league standings
- Establish playoff seeding
- Reward season-long performance
- Identify championship contenders

Regular season results remain part of the official historical record of the league.

2.8 League Standings

Teams shall be ranked according to official league standings, which are used to determine:

- Playoff qualification
- Playoff seeding
- Statistical rankings
- Historical records

Standings shall be maintained using the tie-breaking procedures established in this Rulebook.

2.9 Playoff Qualification

At the conclusion of the regular season, the top three teams in the standings shall qualify for postseason competition. The fourth-place team shall be eliminated from championship contention.

Playoff qualification shall be determined solely through official league standings.

§ 2.9 – § 2.12 POSTSEASON STRUCTURE

PATH TO THE CHAMPIONSHIP

The top three teams qualify. The first seed earns a bye directly to the Championship Match; the second and third seeds meet in the Semifinal. The fourth-place team is eliminated.

SEASON 1 FIELD

 **PLAYMAKERS**

 **PALLBEARERS**

 **DEATH ROW**

 **THE FAMILY**

FINAL STANDINGS

1ST SEED
Bye to Championship

2ND SEED
Enters Semifinal

3RD SEED
Enters Semifinal

4TH SEED
Eliminated

SEMIFINAL

2ND SEED
VERSUS
3RD SEED

WINNER ADVANCES →

CHAMPIONSHIP

1ST SEED
VERSUS
SEMIFINAL WINNER

MLBR CHAMPION



2.10 Playoff Seeding

Qualified teams shall receive postseason seeds according to their final regular season standings.

First Seed

Advances directly to the Championship Match and receives the First Seed Bye.

Second Seed

Advances to the Semifinal Match.

Third Seed

Advances to the Semifinal Match.

2.11 Semifinal Competition

The Semifinal Match shall be contested between the second and third seeded teams.

The winner advances to the Championship Match. The loser is eliminated from postseason competition.

2.12 Championship Competition

The Championship Match shall be contested between the First Seed and the Semifinal Winner.

The winner shall be recognized as the official MLBR Champion. The losing team shall be recognized as the season runner-up.

2.13 Seasonal Scheduling

The Ownership Committee shall establish and publish the official season schedule prior to the beginning of competition. The schedule may include regular season matches, playoff matches, championship competition, promotional activities, and league events.

Official schedules may vary from season to season.

2.14 Standings Tie-Breaking Procedures

When two or more teams finish with identical standings, ties shall be resolved using the following criteria in order:

- First — Match Record
- Second — Total Points Earned
- Third — Point Differential
- Fourth — Head-to-Head Result

If a tie remains after all established tie-breakers have been exhausted, the Ownership Committee may determine final placement through majority vote.

2.15 Tied Battles

A battle may end in a tie. If two battlers finish with identical round-win totals, point differential shall determine the battle winner. If point differential is also tied:

- The battle shall be recorded as a tie
- Each battler shall receive one-half (0.5) of a battle win
- Each battler shall receive one-half (0.5) of a battle loss

Battle ties are expected to be uncommon due to the structure of the Consensus scoring system.

2.16 Future Expansion

The Ownership Committee may expand, reduce, reorganize, or otherwise modify league structure in future seasons. Such changes shall not affect completed competition results or historical records unless expressly approved by the Ownership Committee.

SECTION 3

COMPETITION & STANDINGS

§ 3.1 – § 3.14

How results are recorded and reported — match, battle, and round outcomes; Consensus points; point differential; standings; and the statistics that define the season.

SECTION 3 COMPETITION & STANDINGS

3.1 Purpose

MLBR maintains official records and statistics to:

- Determine league standings
- Establish playoff qualification
- Preserve historical records
- Recognize competitive achievement
- Support tie-breaking procedures

All official statistics shall be maintained using league-approved records and Consensus scoring data.

3.2 Match Results

Match Win

Awarded to the team that wins the majority of battles contested within the match.

Match Loss

Awarded to the team that loses the majority of battles contested within the match.

Match results serve as the primary factor in determining league standings.

3.3 Battle Results

Battle Win

Awarded to the battler who wins the battle according to official league scoring procedures.

Battle Loss

Awarded to the battler who loses the battle according to official league scoring procedures.

Battle Tie

Awarded when a battle remains tied after all official tie-breaking procedures have been exhausted.

Battle results contribute to individual statistics, team statistics, and historical records, but do not directly determine league standings.

3.4 Round Results

Round Win

Awarded to the battler receiving the higher official round score.

Round Loss

Awarded to the battler receiving the lower official round score.

Round Tie

Awarded when both battlers receive identical final round scores.

Round results contribute to battle outcomes, statistics, and compensation calculations.

3.5 Consensus Points

Consensus Points are the official numerical scores generated through the Consensus scoring system.

Consensus Points are used to:

- Determine round winners
- Track statistical performance
- Calculate point differential
- Support tie-breaking procedures

Consensus Points shall be recorded for every officially judged round.

3.6 Total Points Earned

Total Points Earned represents the sum of all Consensus Points accumulated by a participant or team throughout competition.

Total Points Earned may be used for:

- Statistical rankings
- Historical records
- Tie-breaking procedures

3.7 Point Differential

Formula — Point Differential = Points Earned - Points Allowed

Point Differential serves as a measure of competitive performance across a season, and may be used for:

- League standings tie-breakers
- Battle tie-breakers
- Statistical rankings

3.8 Official League Standings

League standings shall be determined using the procedures established in Section 2, maintained throughout the regular season, and updated following the completion of official results.

Standings are used to determine:

- Playoff qualification
- Playoff seeding
- Historical records

3.9 Individual Statistics

MLBR shall maintain official statistics for individual battlers.

Overall Statistics

- Battle Record
- Round Record
- Battle Win %
- Round Win %
- Consensus Points Earned
- Consensus Points Allowed
- Point Differential
- Average Round Score
- Average Battle Score

Head-to-Head Statistics

- Head-to-Head Battle Record
- Head-to-Head Round Record
- Battle & Round Win %
- Head-to-Head Point Differential
- Average Round Score

Postseason Statistics

- Playoff Battle Record
- Playoff Round Record
- Championship Battle Record
- Championship Round Record

3.10 Team Statistics

MLBR shall maintain official team statistics, which may include:

- Match Record
- Battle Record
- Round Record
- Consensus Points Earned
- Consensus Points Allowed
- Point Differential
- Head-to-Head Team Statistics
- Playoff Statistics
- Championship Statistics

The Ownership Committee may approve additional team statistical categories as needed.

3.11 Official Records

All league statistics and competitive results shall be maintained as official MLBR records, which may be used for:

- Historical archives
- League publications
- Promotional materials
- Statistical reporting
- Competitive recognition

3.12 Statistical Corrections

The Ownership Committee may correct statistical errors when necessary. Corrections may result from:

- Data entry errors
- Mathematical errors
- Technical errors
- Verified administrative mistakes

Approved corrections shall become part of the official record.

3.13 Competitive Integrity of Records

Official statistics shall reflect the results of competition as accurately as reasonably possible.

Participants shall not attempt to manipulate, falsify, or otherwise improperly influence official league records.

Any attempt to compromise the integrity of league statistics may result in disciplinary action under this Rulebook.

3.14 Historical Recognition

MLBR recognizes statistical achievement as an important part of league competition. Official records may be used to recognize:

- Individual accomplishments
- Team accomplishments
- Seasonal leaders
- Championship achievements
- Historical milestones

All historical recognition shall be based upon official league records maintained by MLBR.

SECTION 4

TEAM ROSTERS & PLAYER REPLACEMENT

§ 4.1 – § 4.13

Roster requirements and the limited, exception-based replacement process — unanimous approval, the three-week waiting period, and postseason roster finality.

SECTION 4 TEAM ROSTERS & PLAYER REPLACEMENT

4.1 Purpose

This section establishes the roster requirements, player replacement procedures, and roster management rules governing MLBR competition.

MLBR is designed around roster stability and season-long team competition. Roster changes are intended to be limited and used only when reasonably necessary to allow teams to continue competing.

4.2 Official Team Rosters

Each MLBR team shall maintain an active roster consisting of three (3) battlers. Only officially rostered battlers may compete in league competition.

Each team's official roster shall be recognized and maintained by the Ownership Committee.

4.3 Roster Stability

MLBR places significant value on roster continuity and team identity.

Teams are expected to compete with their established roster throughout the season whenever reasonably possible. Roster changes are considered exceptions rather than routine roster management tools.

4.4 Trades and Free Agency

Trades and free agency are not utilized during MLBR Season 1.

- Players may not be traded between teams during the season.
- Teams may not acquire free agents except through the replacement procedures in this section.

The Ownership Committee may establish separate trade and free agency systems in future seasons.

4.5 Player Replacement Requests

A team may request a roster replacement when a rostered battler becomes unavailable or is otherwise unable to continue participating.

Replacement requests shall be submitted to the Ownership Committee for review.

Approval of a request does not automatically authorize the replacement player to compete; all additional requirements established by this section must also be satisfied.

4.6 Unanimous Team Approval Requirement

Replacement players require approval from all opposing teams within the league.

For Season 1, a replacement player may only be added if every opposing team grants approval. Failure to obtain unanimous approval shall result in denial of the request.

4.7 Three-Week Waiting Period

Once approved, a replacement player shall not become immediately eligible to compete.

A replacement player must observe a waiting period of three (3) weeks before participating in official MLBR competition. The waiting period begins upon official approval of the request.

4.8 Forfeits During Waiting Period

If a team is unable to field an eligible battler during the waiting period, any affected battle shall be forfeited.

Such forfeits shall be governed by the forfeiture procedures established elsewhere in this Rulebook. The waiting period shall not be shortened due to scheduling conflicts, missed events, or competitive circumstances.

4.9 Permanent Roster Replacement

Once a replacement player is approved and added, the replaced player shall be considered removed from that roster for the remainder of the season.

The removed player may not return to active competition during the same season, regardless of the reason for the original replacement.

4.10 Status of Replacement Players

Once eligible, an approved replacement player assumes all rights, responsibilities, and obligations of a rostered MLBR battler.

Replacement players shall be treated as full members of the team for the remainder of the season unless otherwise determined by league rules.

4.11 Extraordinary Circumstances

The Ownership Committee may review unusual roster situations not specifically addressed by this Rulebook. Any ruling shall be consistent with:

- Competitive fairness
- Competitive integrity
- The spirit of the Rulebook

The purpose is not to bypass established roster requirements, but to address unforeseen circumstances in a reasonable manner.

4.12 Postseason Roster Finality

No roster changes shall be permitted during postseason competition. All playoff and championship participants must be drawn from the eligible roster in place at the conclusion of the regular season.

Replacement requests shall not be considered once postseason competition has begun.

4.13 Roster Authority

The Ownership Committee shall maintain final authority over roster recognition, replacement approvals, player eligibility, and roster-related disputes. All roster determinations shall be considered final.

SECTION 5

PLAYER PARTICIPATION & AGREEMENTS

§ 5.1 – § 5.14

What participation requires: eligibility, the Player Agreement, availability and scheduling priority, conduct, financial responsibility, and the term of participation.

SECTION 5 PLAYER PARTICIPATION & AGREEMENTS

5.1 Purpose

This section establishes the requirements, responsibilities, and expectations associated with participation in MLBR competition.

Participation in MLBR is voluntary and contingent upon compliance with league rules, event obligations, and player agreements.

All participants are expected to conduct themselves in a manner that supports the successful operation of the league and the integrity of competition.

5.2 Player Eligibility

MLBR Season 1 does not establish specific eligibility requirements regarding prior battle experience, rankings, league affiliation, or competitive history.

Eligibility is determined through roster selection and compliance with league requirements.

The Ownership Committee reserves the right to deny participation to individuals whose involvement would conflict with league operations, competitive integrity, or league interests.

5.3 Player Agreement Requirement

All rostered battlers must execute an official MLBR Player Agreement before participating in league competition.

The Agreement confirms that the participant:

- Understands the league format
- Understands the published schedule
- Agrees to comply with league rules
- Accepts the obligations associated with participation

No participant shall compete without a completed Player Agreement.

5.4 Acceptance of League Rules

By signing a Player Agreement and participating, a player agrees to comply with:

- This Rulebook
- Official league policies
- Ownership Committee rulings
- Official event procedures

Failure to comply with league rules may result in disciplinary action.

5.5 Availability Commitment

Players are expected to make reasonable efforts to remain available for all league dates identified within the Player Agreement.

Because MLBR operates as a team-based seasonal competition, player availability is considered an important component of participation.

Players are responsible for managing personal schedules in a manner that supports their team's ability to compete.

5.6 Non-Exclusivity

MLBR does not require exclusive participation.

Players may compete in other battle rap leagues, events, tournaments, or competitive opportunities during the season.

Participation in outside competition does not alter a player's obligations to MLBR.

5.7 Scheduling Priority

Players are expected to honor the dates and commitments identified within their MLBR Player Agreement.

A player's participation in outside events does not excuse absence from scheduled MLBR competition.

Failure to satisfy MLBR scheduling commitments may result in forfeits, roster replacement, or disciplinary review.

5.8 Failure to Appear

Players who fail to appear for scheduled competition may be subject to:

- Forfeiture procedures
- Replacement procedures
- Disciplinary action
- Other remedies authorized by this Rulebook

The Ownership Committee shall evaluate each situation based upon the circumstances involved.

5.9 Player Conduct Obligation

MLBR does not seek to broadly regulate participant conduct outside of league competition. However, participants are expected to avoid conduct that materially undermines:

- Competitive integrity
- League operations
- Public confidence in competition

The Ownership Committee may review conduct when necessary to protect the integrity of MLBR competition.

5.10 Media Participation

Players may be asked to participate in reasonable promotional and media activities related to league operations. Examples may include:

- Interviews
- Promotional content
- League announcements
- Marketing materials
- Event promotion

MLBR shall make reasonable efforts to avoid unnecessary burdens on participants.

5.11 Player Financial Responsibility

Unless otherwise provided by league policy, players are responsible for their own:

- Transportation
- Travel expenses
- Lodging expenses
- Meals
- Personal expenses
- Tax obligations

Participation in MLBR does not create an obligation for the league to reimburse such expenses.

5.12 Team Assistance & Expense Transparency

Team Owners, managers, sponsors, or other third parties may choose to assist players with participation-related expenses (travel, lodging, transportation, event-related expenses).

Such assistance is voluntary. MLBR is not responsible for any private agreements between participants and third parties. For transparency, Owners are encouraged to notify the league when significant assistance is provided.

5.13 Term of Participation

Participation obligations remain in effect for the season unless:

- The player is removed from a roster
- The player is replaced pursuant to league rules
- The player becomes otherwise ineligible
- The season concludes

Participation rights and obligations terminate upon the conclusion of the season unless renewed for a future season.

5.14 Authority of Player Agreement

The official MLBR Player Agreement serves as the primary document governing an individual participant's relationship with the league.

In the event of a conflict between a Player Agreement and this Rulebook, the Ownership Committee shall determine the appropriate interpretation consistent with the intent of league competition.

The existence of a Player Agreement does not exempt any participant from compliance with this Rulebook.

SECTION 6

PLAYER COMPENSATION & COMPETITIVE AWARDS

§ 6.1 – § 6.13

A performance-based compensation model — show fees, round-win pay, championship and first-seed-bye bonuses — plus competitive awards and illustrative earnings.

SECTION 6 PLAYER COMPENSATION & COMPETITIVE AWARDS

6.1 Purpose

MLBR utilizes a performance-based compensation model designed to reward participation, competitive success, and championship achievement. Compensation may be earned through:

- Event participation
- Round victories
- Continued postseason participation
- First Seed Bye qualification
- Championship success
- League-approved bonuses

All compensation shall be subject to league policies and applicable laws.

6.2 Show Compensation

Players shall receive compensation for participating in official MLBR competition.

Show Compensation — \$200 per battle

Earned by appearing and competing in a scheduled MLBR battle, regardless of outcome — whether the battle is won, lost, or tied.

6.3 Round Victory Compensation

MLBR rewards competitive success at the round level.

Round Victory Compensation — \$100 per round won

Round victories shall be determined using official Consensus scoring results. Round ties do not qualify for Round Victory Compensation.

SEASON 1 COMPENSATION STRUCTURE

WHAT A BATTLER EARNS

\$200

SHOW COMPENSATION

Per battle — earned win, lose, or tie. § 6.2

\$100

PER ROUND WON

Determined by official Consensus results. Ties don't qualify. § 6.3

\$1,500

CHAMPIONSHIP BONUS

Per team — split equally; \$500 per player. § 6.6

FIRST SEED BYE COMPENSATION

§ 6.7

The regular season first-place team advances directly to the Championship Match — and is paid as if all three battlers had competed in the Semifinal and won every round.

Show Compensation — per battler	\$200
Three round wins — per battler	\$300
Per-battler total × three battlers	\$500 × 3
TEAM TOTAL	\$1,500

MAXIMUM SEASON 1 EARNINGS

\$3,000

per battler, either championship path — § 6.13

PLAYOFF COMPENSATION

Postseason battles pay the same show + round structure as the regular season — until elimination or a championship. § 6.5

6.4 Battle Victory Recognition

Battle victories are recognized as an official competitive achievement within MLBR. Battle victories contribute to:

- Player statistics
- Team statistics
- League standings calculations
- Historical records

Battle victories do not automatically generate additional compensation unless otherwise established by league rules.

6.5 Playoff Compensation

Players competing in postseason competition shall continue to receive the same compensation structure utilized during the regular season; postseason participation does not create a separate compensation category.

Eligible players continue to receive, for each postseason battle:

- Standard Show Compensation
- Standard Round Victory Compensation

Compensation continues until the player's team is eliminated or wins the championship.

6.6 Championship Bonus

Members of the championship-winning team shall be eligible to receive a Championship Bonus, rewarding the highest competitive achievement recognized by MLBR.

Championship Bonus — \$1,500 per team

Divided equally among all eligible rostered members. For Season 1, a three-player roster receives \$500 per player, unless otherwise determined by the Ownership Committee.

6.7 First Seed Bye Compensation

The regular season first-place team receives an automatic berth into the Championship Match. Because the first seed does not compete in the Semifinal, MLBR recognizes the competitive value of the bye.

First Seed Bye Compensation — \$1,500 per team

Calculated per battler as \$200 show + \$300 (three round wins) = \$500. Three battlers × \$500 = \$1,500, distributed equally among eligible rostered members.

6.8 Payment Timing

The Ownership Committee shall establish payment schedules. Payments may be distributed:

- On event day
- Following event completion
- According to published league schedules

Payment schedules shall be communicated in advance whenever reasonably possible.

6.9 Tax Responsibility

Players are solely responsible for:

- Reporting income
- Paying applicable taxes
- Complying with applicable tax laws

MLBR does not provide tax advice. Participants are encouraged to consult qualified tax professionals regarding their individual circumstances.

6.10 Compensation Modifications

The Ownership Committee reserves the right to modify compensation structures, bonuses, or prize pools prior to the start of a season.

Changes shall not be applied retroactively to completed competition unless required by law or administrative necessity, and shall be communicated before competition begins.

6.11 Competitive Awards

In addition to monetary compensation, MLBR may recognize outstanding performance through league awards. Examples may include:

- Most Valuable Player (MVP)
- Battler of the Year
- Rookie of the Year
- Most Round Wins
- Highest Average Round Score
- Team of the Year
- Championship Team

Award criteria shall be determined by the Ownership Committee; awards may be competitive, statistical, honorary, or promotional in nature.

6.12 Official Compensation Records

MLBR may maintain official records regarding compensation earned through league competition, which may include:

- Show Compensation earned
- Round Victory Compensation earned
- Postseason Compensation earned
- First Seed Bye Compensation earned
- Championship Bonuses earned
- Career Earnings within MLBR

These records may be maintained for administrative, statistical, historical, or promotional purposes.

SEASON 1 EARNINGS SCENARIOS

ILLUSTRATIVE — § 6.13

SCENARIO	SHOW FEES	ROUND WINS	BONUS SHARES	TOTAL
MINIMUM REGULAR SEASON All three battles, zero rounds won	\$600	\$0	—	\$600
FIRST SEED → CHAMPION Perfect season + bye + championship sweep	\$800	\$1,200	\$1,000	\$3,000
2ND/3RD SEED → CHAMPION Perfect season + semifinal + championship sweep	\$1,000	\$1,500	\$500	\$3,000

Examples are provided for illustration only and do not constitute guarantees of compensation. — § 6.13

CONSENSUS RATING → NORMALIZED SCORE

§ 11.2 — § 11.3

TRASH	VERY BAD	BELOW AVERAGE	AVERAGE	ABOVE AVERAGE	VERY GOOD	FIRE
0.00	1.67	3.33	5.00	6.67	8.33	10.00

Consensus scale: TRASH (0.00) → FIRE (10.00). Labels are placeholders for the official Consensus scale names.

SECTION 7

MATCH & BATTLE FORMAT

§ 7.1 – § 7.15

The standardized competition format — three-battle matches, three-round battles, coin-toss matchup selection, two-minute rounds, and the Timekeeper's authority.

SECTION 7 MATCH & BATTLE FORMAT

7.1 Purpose

This section establishes the official procedures governing MLBR matches, battles, round structure, timing, matchup selection, and competition flow.

MLBR utilizes a standardized competition format to ensure consistency, fairness, and competitive integrity throughout the season.

7.2 Team Match Format

An official MLBR match consists of three (3) individual battles contested between two teams. Each team shall provide one battler for each scheduled battle.

The team that wins the majority of battles shall be awarded the match victory. Battle results contribute to both team and individual records.

7.3 Battle Format

An official MLBR battle consists of two battlers, three rounds per battler, and one judged outcome.

Each battler shall perform one round before the opposing battler performs their corresponding round. Battle outcomes shall be determined through the Consensus scoring system.

7.4 Matchup Selection Process

Prior to each official match, a coin toss shall be conducted between the competing teams. The winner shall choose one of the following options:

Option A — Select the First Matchup

The coin toss winner selects the first battle matchup. The opposing team then selects the second matchup, and the remaining eligible battlers compete in the third.

Option B — Defer

The opposing team selects the first matchup. The deferring team then controls the second matchup, with the final eligible battlers competing in the third.

7.5 Round Order Selection

For each battle, the team that did not select the matchup shall determine which battler performs first.

The decision may be made at any time before the battle begins. Once communicated to league officials, the decision becomes final.

7.6 Round Length

All rounds shall be limited to two (2) minutes. The official Timekeeper shall be responsible for enforcing all time limits.

7.7 Official Timekeeper

MLBR shall designate an official Timekeeper for every event. The Timekeeper shall have sole authority regarding:

- Round timing
- Clock stoppages
- Clock restarts
- Expiration of time limits

Timekeeper decisions are final during competition. Questions regarding timing may be submitted to the Ownership Committee after the event.

7.8 Clock Stoppages

The official round clock may be stopped when circumstances prevent the fair continuation of a round. Examples may include:

- Significant crowd reaction
- Technical failures
- Broadcast interruptions
- Audio issues
- Venue disruptions
- Outside interference
- Operational interruptions

Clock stoppages shall not be used to provide a competitive advantage.

7.9 Crowd Reaction

Crowd reaction is considered a normal part of battle rap competition.

When significant crowd reaction prevents a battler from reasonably continuing their material, the Timekeeper may pause the clock. The clock shall resume when the battler begins delivering a new line.

7.10 Restarting the Clock

When a stoppage occurs, the clock shall resume from the point at which it was stopped. The clock shall never restart from the beginning of a round.

Following technical or operational interruptions, the Timekeeper shall restart the clock once competition can reasonably continue.

7.11 Running Clock Standard

The clock shall continue running during:

- Chokes
- Stumbles
- Material recall attempts
- Drinking water
- Strategic pauses
- Hesitation
- Delays caused by the battler

Only approved clock stoppages shall pause the clock.

7.12 End of Round

A round ends when the battler concludes their material, or the Timekeeper determines that time has expired.

When time expires, the Timekeeper may allow a battler reasonable opportunity to complete their current sentence, thought, or bar, to avoid unnecessarily cutting off material in progress. The Timekeeper's determination is final.

7.13 Timekeeper Authority

Timekeeper decisions may not be disputed during an active battle or match. Participants are expected to comply with all timing rulings during competition.

Concerns regarding timing decisions may be submitted to the Ownership Committee following the event.

7.14 Match Completion

A match shall be considered complete once:

- All scheduled battles have concluded or been resolved through forfeiture; and
- All required Consensus scores have been submitted

Official results remain subject to the review procedures established elsewhere in this Rulebook.

7.15 Competition Continuity

MLBR competition is intended to proceed whenever reasonably possible.

The existence of a forfeited battle, technical issue, delayed participant, or other operational challenge shall not automatically prevent a match from continuing.

League officials and the Ownership Committee shall make reasonable efforts to preserve competition whenever practical and consistent with league rules.

SECTION 8

BATTLE RULES

§ 8.1 – § 8.15

Standards for live competition — chokes and stumbles, props, notes, physical contact, no-touch requests, outside assistance, and how unaddressed situations are interpreted.

SECTION 8 BATTLE RULES

8.1 Purpose

This section establishes the standards, expectations, and procedures governing in-battle competition within MLBR.

MLBR recognizes that battle rap is a live performance art and competitive discipline; not every circumstance can be precisely defined in advance.

Unless otherwise specified, battle-related matters shall be evaluated according to reasonable judgment, competitive fairness, and the spirit of competition.

8.2 General Competition Standard

Battlers are expected to compete in good faith and make a reasonable effort to perform the material they choose to present.

Judges shall evaluate performances based upon what occurs during the battle itself.

MLBR does not impose automatic scoring penalties for most battle-related performance issues unless specifically stated by league rules.

8.3 Chokes and Stumbles

MLBR does not impose automatic scoring deductions for chokes or stumbles.

Judges shall evaluate the impact of a choke, stumble, or material lapse as part of the overall performance; severity and effect are determined by the judges.

The official clock shall continue running during a choke or stumble.

8.4 Premature Ending of a Round

A battler may conclude a round before the full time limit expires. A premature ending does not automatically result in a penalty.

Judges may consider the impact of an early ending when evaluating the round; its significance is determined at the discretion of the judges.

8.5 Rebuttals and Freestyle Material

Rebuttals and freestyle material are fully permitted and judged under the same standards as any other material presented during the round.

No additional time shall be granted for rebuttals or freestyle material; they are part of the battler's round and subject to the same time limits.

8.6 Props

Props are permitted during MLBR competition. Judges may evaluate the effectiveness or ineffectiveness of props as part of the overall performance.

MLBR does not guarantee that props will receive positive consideration. Battlers assume responsibility for the successful use of any props they choose to incorporate.

8.7 Notes and Electronic Devices

The use of notes, phones, tablets, or other electronic devices during an active round is prohibited.

If a battler references notes or uses an electronic device, judges shall evaluate the incident similarly to a choke or significant lapse. The clock shall continue running; no automatic deduction shall be imposed beyond judge evaluation.

8.8 Physical Contact

MLBR follows generally accepted battle rap standards regarding physical contact.

Participants are expected to exercise reasonable judgment and professionalism regarding physical interaction during competition.

Not every situation involving physical contact can or should be specifically defined; questions shall be evaluated according to the circumstances involved.

8.9 No-Touch Requests

A battler may request a no-touch battle prior to the start of competition; once communicated, both battlers shall refrain from physical contact.

A no-touch directive may also be issued during a battle by:

- Either battler
- Event staff
- The Ownership Committee

Once issued, both battlers shall refrain from further physical contact for the remainder of the battle.

8.10 Verbal Interaction

Verbal interaction is a normal and accepted part of battle rap competition.

Battlers, teammates, and team representatives may react, respond, and communicate during competition provided such activity does not create significant disruption.

MLBR does not attempt to establish exhaustive definitions; questions regarding disruption shall be evaluated according to the circumstances involved.

8.11 Outside Assistance

Outside assistance during an active round is prohibited. Examples may include:

- Feeding lines
- Providing material
- Assisting a battler in remembering material
- Other forms of direct competitive assistance

Judges shall evaluate such incidents similarly to a choke. Assistance outside an active round is not part of battle scoring, but repeated or intentional assistance may be reviewed by the Committee.

8.12 Material Reuse

MLBR does not maintain a blanket prohibition against recycled material during Season 1.

Questions involving material reuse shall be handled on a case-by-case basis; the Ownership Committee may review concerns when necessary.

No automatic penalties shall apply solely because allegations of material reuse are raised.

8.13 Refusal to Continue

If a battler refuses or is unable to continue after competition has begun, any completed rounds shall remain valid and shall be judged normally.

Rounds that have not yet started shall be forfeited, and the battle shall be scored using all completed and forfeited rounds. Additional disciplinary action may be considered when appropriate.

8.14 Battle Completion

A battle shall be considered complete once all scheduled rounds have concluded, or the battle has been resolved through forfeiture, and official scoring has been submitted through Consensus.

Battle results remain subject to the review procedures established elsewhere in this Rulebook.

8.15 Battle Rule Interpretation

Battle rap is a live and dynamic form of competition; not every situation can be specifically addressed. When circumstances arise that are not expressly governed, officials and the Committee may apply reasonable interpretations consistent with:

- Competitive fairness
- Competitive integrity
- The spirit of battle rap competition
- The intent of this Rulebook

Such interpretations shall be considered official league rulings.

SECTION 9

BATTLER INTEGRITY & COMPETITIVE CONDUCT

§ 9.1 – § 9.10

Competition decided by performance, not manipulation — good-faith competition, protecting judging independence, conflicts of interest, and integrity investigations.

SECTION 9 BATTLER INTEGRITY & COMPETITIVE CONDUCT

9.1 Purpose

This section preserves competitive integrity, protects confidence in league competition, and establishes expectations regarding participant conduct within MLBR.

MLBR is built upon the principle that competition should be decided by performance rather than manipulation, favoritism, or outside influence.

Participants are expected to conduct themselves in a manner that supports the legitimacy, fairness, and long-term success of the league.

9.2 Good Faith Competition

All participants are expected to compete in good faith. Battlers are expected to make a reasonable effort to perform to the best of their abilities.

Teams, Team Owners, judges, and league representatives are likewise expected to support honest and legitimate competition.

The purpose of competition is to determine results through performance rather than arrangement or manipulation.

9.3 Competitive Integrity

Participants shall not engage in conduct intended to improperly influence competitive outcomes. Examples include:

- Intentionally losing battles
- Intentionally losing rounds
- Predetermining outcomes
- Match manipulation
- Collusion between competitors
- Other actions undermining legitimate competition

The Ownership Committee may review any conduct that reasonably appears inconsistent with good-faith competition.

9.4 Attempts to Influence Judging

Participants shall not attempt to improperly influence judges or judging outcomes. Prohibited conduct may include:

- Offering compensation
- Offering gifts or favors
- Threats or intimidation
- Harassment
- Pressure campaigns
- Other attempts to influence active scoring

The purpose of this rule is to preserve confidence in the independence of the judging process.

9.5 Respect for Judging Decisions

Battlers and teams may disagree with judging decisions and express opinions regarding outcomes, but all participants are expected to respect official results once finalized.

No individual judge shall be subjected to:

- Harassment
- Threats
- Personal attacks
- Public disrespect targeting that judge for a scoring decision

MLBR's concern is not disagreement, but the preservation of a healthy and functional judging environment.

9.6 Conflicts of Interest

Participants should disclose known conflicts of interest when such conflicts may reasonably affect league competition or judging.

The Ownership Committee may review potential conflicts and determine whether action is necessary to protect competitive integrity.

9.7 Protection of League Integrity

Participants are expected to avoid conduct that materially undermines confidence in the fairness or legitimacy of MLBR competition. MLBR does not seek to broadly regulate personal conduct outside of league competition. However, conduct that directly affects:

- Competitive integrity
- League operations
- Public confidence in competition

may be reviewed by the Ownership Committee.

9.8 Investigation Procedures

The Ownership Committee may investigate any matter involving potential violations of league rules, competitive integrity, or league operations. Review may include:

- Participant statements
- Team Owner statements
- Judge statements
- Event footage
- Broadcast footage
- League records
- Other relevant information

The Committee may request information when necessary, and following review may take any action authorized by this Rulebook.

9.9 Reporting Integrity Concerns

Participants are encouraged to report suspected violations of league rules or competitive integrity to the Ownership Committee. Reports may include concerns involving:

- Match manipulation
- Improper influence
- Collusion
- Rule violations
- Other conduct affecting league integrity

The submission of a report does not guarantee disciplinary action; all reported matters shall be evaluated according to the facts available at the time of review.

9.10 Integrity Determinations

The Ownership Committee shall maintain final authority regarding competitive integrity matters.

Integrity determinations shall be based upon the information reasonably available to the Committee at the time a decision is made.

All rulings issued pursuant to this section shall be considered official league decisions and shall be subject to the disciplinary procedures established elsewhere in this Rulebook.

SECTION 10

JUDGES & JUDGING PROCEDURES

§ 10.1 – § 10.13

How battles are judged — odd-numbered panels of at least five, the Consensus platform and rating scale, evaluation standards, judge conduct, and judging authority.

SECTION 10 JUDGES & JUDGING PROCEDURES

10.1 Purpose

The purpose of judging within MLBR is to determine the winner of each round, battle, and match through a fair, transparent, and bias-resistant evaluation process.

Judges are responsible for evaluating only the performances delivered during the competition being judged, and shall not consider factors unrelated to the battle itself.

The integrity of the judging process is essential to the legitimacy of league competition.

10.2 Bias-Resistant Judging Principle

MLBR recognizes that battle rap judging is inherently subjective. The purpose of the judging system is not to eliminate subjectivity, but to reduce unnecessary bias through structure, transparency, and statistical safeguards. The philosophy is built upon:

- Independent judge evaluations
- Standardized scoring options
- Consensus scoring methodology
- Statistical normalization
- Removal of outlier scores
- Transparent scoring procedures

10.3 Judge Requirements

All official MLBR battles shall be judged by an odd number of judges. A minimum of five (5) judges is required for official competition.

Additional judges may be utilized when approved by the Ownership Committee. An odd-numbered panel reduces the likelihood of unresolved scoring disputes and improves the reliability of Consensus calculations.

10.4 Judge Responsibilities

Judges are responsible for:

- Watching the entire battle
- Evaluating performances honestly and independently
- Submitting scores through the Consensus platform
- Following league procedures
- Avoiding conflicts of interest
- Preserving confidence in the judging process

Judges are expected to exercise reasonable care and attention while performing their duties.

10.5 Approved Judging Platform

All official judging shall be conducted through the Consensus platform, which serves as the official system for score collection, calculation, statistical reporting, and official judging records.

Only scores submitted through the official Consensus process shall be recognized as official league scores.

10.6 Approved Scoring Scale

Judges shall evaluate each battler's performance using the approved Consensus rating scale (see § 11.2), assigning the rating that best reflects the quality of the performance delivered.

The Consensus platform shall operate according to the configuration approved by the Ownership Committee, which may determine whether identical ratings are permitted and may modify such settings as necessary.

10.7 Judge Evaluation Standards

Judges are expected to evaluate the performance presented during the battle itself.

Judges shall not consider:

- Reputation
- Popularity
- Previous accomplishments
- Personal relationships
- Team affiliation
- League standing
- Social media influence
- Public opinion

The purpose of judging is to evaluate the battle being performed, not the history of the competitors.

10.8 Score Submission

All official scores must be submitted through the Consensus platform, accurately and completely. Incomplete ballots shall not be accepted.

Once submitted, scores become part of the official judging record.

10.9 Judge Conduct

Judges shall not:

- Coordinate scores with other judges
- Accept compensation from competitors
- Accept favors intended to influence judging
- Reveal active scores before official publication
- Participate where significant conflicts of interest exist

Judges are expected to preserve both the reality and appearance of impartiality.

10.10 Judge Review Procedures

Review may include

- Score analysis
- Judge statements
- Event footage
- Other relevant information

Potential outcomes

- No action
- Removal from a judging panel
- Suspension from judging duties
- Permanent removal from judging duties

10.11 Technical Failures

In the event of technical issues involving the Consensus platform, league officials may utilize alternative methods of score collection (manual collection, written ballots, temporary administrative procedures).

Scores collected through alternative methods may later be entered into Consensus. Results remain unofficial until all required scores have been verified.

10.12 Judge Availability

Judges are expected to check in no later than thirty (30) minutes before the published broadcast start time, by notifying a Team Owner that the judge is present at the venue.

Judges who fail to check in and are determined to be absent may be replaced; replacement judges shall be selected through agreement of all participating teams.

10.13 Judging Authority

Judges are responsible for evaluating competitive performance. Judges do not possess authority over:

- League operations
- Rule interpretation
- Disciplinary actions
- Scheduling matters

Such authority remains with the Ownership Committee; judges perform their duties independently within established procedures.

SECTION 11

CONSENSUS SCORING SYSTEM

§ 11.1 – § 11.15

The official scoring engine — rating, normalization to a ten-point scale, outlier removal and aggregation, round and battle winners, point differential, and data ownership.

SECTION 11 CONSENSUS SCORING SYSTEM

11.1 Purpose

The Consensus Scoring System provides a structured, transparent, and bias-resistant method for determining round winners, battle winners, league statistics, and official records. It is designed to:

- Reward performance quality
- Reduce the influence of judging outliers
- Promote consistency across events
- Support league statistics and standings
- Preserve confidence in competitive results

11.2 Official Rating Scale

Judges evaluate performances using the approved Consensus rating scale established in Section 10. The approved values are:

- Fire — 10.00
- Very Good — 8.33
- Above Average — 6.67
- Average — 5.00
- Below Average — 3.33
- Very Bad — 1.67
- Trash — 0.00

These ratings represent the judge's evaluation of the round performance. (Labels shown are placeholders for the official Consensus scale names.)

11.3 Score Normalization

After ratings are submitted, Consensus converts the rating values into a standardized ten-point scoring scale.

Normalization allows all ratings to be compared using a consistent numerical range. The quality of the performance does not change — only the numerical scale used for calculation.

The Ownership Committee may modify normalization procedures in future seasons if necessary to improve league operations.

11.4 Score Aggregation

Consensus combines scores from all judges to reduce the influence of unusually high or low scores.

Five-Judge Panels

- The highest score is removed
- The lowest score is removed
- The remaining three scores are averaged

Panels Larger Than Five

- The highest one-third of scores are removed
- The lowest one-third are removed
- The remaining scores are averaged

The resulting average becomes the official round score.

11.5 Official Round Scores

The final Consensus score becomes the official round score, used to:

- Determine round winners
- Calculate point differential
- Generate statistical records
- Support battle and standings calculations

11.6 Round Winners

The battler receiving the higher official round score shall be awarded the round victory; the opposing battler shall receive a round loss. Round victories contribute to:

- Battle outcomes
- Statistical records
- Round Victory Compensation

11.7 Tied Rounds

If both battlers receive identical official round scores, the round shall be recorded as a tied round, contributing to round statistics, battle calculations, and historical records.

Tied rounds do not qualify for Round Victory Compensation.

11.8 Battle Winners

Battle outcomes shall be determined by total rounds won. Examples include:

- 3-0
- 2-1
- 2-0-1
- 1-0-2

The battler with the greater number of round victories shall be awarded the battle victory.

11.9 Point Differential

Formula — Point Differential = Points Earned - Points Allowed

Point Differential reflects the overall scoring margin accumulated during competition, and may be used for:

- Battle tie-breakers
- Team tie-breakers
- Standings tie-breakers
- Statistical rankings

11.10 Tied Battles

If two battlers finish with identical round-win totals, Point Differential shall determine the winner. If Point Differential is also tied:

- The battle shall be recorded as a tie
- Each battler receives 0.5 of a battle win
- Each battler receives 0.5 of a battle loss

Battle ties are expected to be uncommon due to the structure of the Consensus system.

11.11 Statistical Reporting

Consensus data shall serve as the foundation for official league statistics, and may be used to generate:

- Player statistics
- Team statistics
- League standings
- Historical records
- Statistical rankings
- League publications

11.12 Consensus Configuration

The platform shall operate according to the configuration approved by the Ownership Committee, which may enable, disable, or modify available scoring options and settings:

- Rating availability
- Tie permissions
- Platform settings
- Scoring procedures

Judges shall utilize the scoring options available within the official version of Consensus at the time of competition.

11.13 Technical Failures

In the event of technical failures, league officials may collect scores through alternative methods (manual collection, written ballots, administrative entry).

No result shall become official until all required scores have been validated and verified.

11.14 Ownership of Consensus Data

All scoring, statistical, ranking, and record data generated through Consensus during official MLBR competition shall be considered official league data. MLBR retains the right to use such data for:

- Competition administration
- Historical recordkeeping
- Statistical reporting
- Promotional purposes
- League operations

Consensus data shall remain part of the official historical record of MLBR competition.

11.15 Official Scoring Authority

The Consensus Scoring System serves as the official scoring authority for MLBR competition.

All official results, statistics, standings calculations, and historical records shall be based upon Consensus scoring data unless otherwise determined by the Ownership Committee.

Consensus results remain subject to the official review procedures established elsewhere in this Rulebook.

SECTION 12

PLAYOFFS & CHAMPIONSHIP COMPETITION

§ 12.1 – § 12.14

The postseason — three-team qualification, seeding and the first-seed bye, the Semifinal and Championship matches, tie-breaking, and recognition of the champion.

SECTION 12 PLAYOFFS & CHAMPIONSHIP COMPETITION

12.1 Purpose

The purpose of the postseason is to determine the official MLBR Champion.

The postseason rewards regular season success while providing qualified teams an opportunity to compete for the league championship.

Postseason competition is separate from the regular season standings and serves as the final stage of Season 1 competition.

12.2 Playoff Qualification

At the conclusion of the regular season, the top three teams in the official standings shall qualify for postseason competition. The fourth-place team shall be eliminated from championship contention.

Playoff qualification shall be determined solely through the official standings procedures established by this Rulebook.

12.3 Playoff Seeding

First Seed

- Receives the First Seed Bye
- Advances directly to the Championship Match
- Receives First Seed Bye Compensation (\$ 6)

Second Seed

Advances to the Semifinal Match.

Third Seed

Advances to the Semifinal Match.

12.4 First Seed Bye

The First Seed Bye is awarded to the team that finishes first in the regular season standings, rewarding regular season excellence with a direct path to the Championship Match.

The first seed shall not be required to compete in the Semifinal Match and shall receive First Seed Bye Compensation in accordance with Section 6.

12.5 Semifinal Match

The Semifinal Match shall be contested between the second and third seeded teams. The winner advances to the Championship Match; the loser is eliminated.

The Semifinal Match shall otherwise follow all standard MLBR match procedures.

12.6 Championship Match

The Championship Match shall be contested between the First Seed and the Semifinal Winner, and determines the official MLBR Champion.

All standard league rules remain in effect unless otherwise specified by this Rulebook.

12.7 Postseason Eligibility

Only players who are eligible members of an official MLBR roster at the conclusion of the regular season may participate in postseason competition.

No roster additions, replacements, or modifications shall be permitted once postseason competition begins.

12.8 Postseason Statistics

Postseason statistics shall be tracked separately from regular season statistics. Examples may include:

- Playoff Battle Record
- Playoff Round Record
- Championship Battle Record
- Championship Round Record
- Postseason Point Differential

Postseason statistics remain part of a participant's official historical record.

12.9 Teams Without Postseason Participation

Because only three teams qualify, one team shall conclude its season following the regular season.

The non-qualifying team shall not accumulate postseason statistics; its regular season statistics and records shall remain part of the official historical record.

12.10 Championship Tie-Breaking Procedures

First Tie-Breaker — Postseason Statistics

The team with the superior postseason statistical performance shall be declared the winner.

Second Tie-Breaker — Regular Season Statistics

If a tie remains, the team with the superior regular season statistical performance shall be declared the winner.

Final Determination

If a tie remains after all tie-breakers have been exhausted, the Ownership Committee shall determine the champion through majority vote.

12.11 Championship Recognition

The winner of the Championship Match shall be recognized as the official MLBR Champion. The Championship Team shall receive:

- Championship recognition
- Championship historical status
- Championship bonuses established by league rules
- Any additional awards approved by the Committee

The losing team shall be recognized as the Season 1 Runner-Up.

12.12 Championship Bonus Distribution

Championship Bonus distribution shall be governed by Section 6. For Season 1, the Championship Team Bonus is \$1,500.

The bonus shall be distributed equally among eligible rostered members of the championship-winning team unless otherwise determined by the Ownership Committee.

12.13 Official Champion

The team that wins the Championship Match — or is otherwise determined to be the winner through the Championship Tie-Breaking Procedures — shall be recognized as the official MLBR Season 1 Champion.

The official champion shall be recorded in the historical records of Major League Battle Rap.

12.14 Future Postseason Modifications

The Ownership Committee may modify playoff formats, qualification procedures, postseason structures, or championship procedures in future seasons.

Such modifications shall not affect completed competitions or previously awarded championships unless expressly approved by the Ownership Committee.

SECTION 13

LEAGUE OPERATIONS & EVENT PROCEDURES

§ 13.1 – § 13.15

Running an event — scheduling and availability, check-in, the one-hour grace period and late-arrival penalty, forfeits, the two-day review period, and rescheduling.

SECTION 13 LEAGUE OPERATIONS & EVENT PROCEDURES

13.1 Purpose

This section establishes the operational procedures governing official MLBR events, intended to promote consistency, professionalism, and efficient event execution while supporting fair competition.

All participants are expected to comply with official event procedures and cooperate with reasonable operational requests made by league representatives.

13.2 Event Administration

Official MLBR events operate under the authority of the Ownership Committee. The Committee may assign operational responsibilities to:

- Event staff
- Broadcast staff
- Timekeepers
- Judges
- League representatives
- Other designated personnel

Such assignments do not transfer final governing authority from the Ownership Committee.

13.3 Official Event Schedule

The Ownership Committee shall establish and publish the official season schedule, which may include:

- Regular season matches
- Playoff matches
- Championship competition
- Promotional activities
- Broadcast activities
- Other league events

Participants are responsible for remaining informed regarding published league schedules.

13.4 Availability Requirement

Battlers, judges, Team Owners, and other required participants shall be available no later than thirty (30) minutes before the published broadcast start time, to allow sufficient time for:

- Check-in procedures
- Technical preparation
- Event coordination
- Broadcast preparation
- Operational planning

13.5 Battler Check-In

Battlers shall complete check-in by notifying a Team Owner that they are present at the venue. No specific form or procedure is required beyond communicating arrival.

Battlers who fail to check in may be considered late or absent.

13.6 Judge Check-In

Judges shall complete check-in by notifying a Team Owner that they are present at the venue.

Judges who fail to check in and are determined to be absent may be replaced. Replacement judges shall be selected through agreement of all participating teams.

13.7 Grace Period

A grace period of one (1) hour shall be provided following the published broadcast start time.

Participants arriving during the grace period shall not be considered late for purposes of league penalties. Participants arriving after its expiration shall be considered late.

13.8 Late Arrival Penalty

When a battler arrives after the expiration of the grace period, the opposing battler may elect to enforce a late-arrival penalty.

Penalty — a deduction of one (1.0) Consensus Point from the offending battler's highest-scoring round.

The opposing battler may choose to waive the penalty. The decision to enforce or waive shall be final once communicated to league officials.

13.9 Absent Participants

Participants who fail to appear may be considered absent and may be subject to:

- Forfeiture procedures
- Replacement procedures
- Disciplinary review
- Other remedies authorized by this Rulebook

Absent judges may be replaced according to the procedures established in this section.

13.10 Incomplete Team Lineups

MLBR competition is intended to proceed whenever reasonably possible.

A team that cannot provide an eligible battler for a scheduled battle shall forfeit that battle. A forfeited battle counts as a battle loss but does not automatically result in a match loss.

Remaining eligible battles shall proceed whenever reasonably possible.

13.11 Event Delays

Events may be delayed when necessary to address operational concerns. Examples may include:

- Participant delays
- Venue issues
- Technical issues
- Broadcast issues
- Safety concerns
- Other operational considerations

The Ownership Committee shall make reasonable efforts to minimize unnecessary delays.

13.12 Official Results & Review Period

Results become official once all required Consensus scores have been submitted and announced, and remain subject to review for two (2) calendar days following announcement.

During the review period, the Committee may correct:

- Technical errors
- Data-entry errors
- Mathematical errors
- Administrative errors

The process corrects mistakes rather than reconsidering judging decisions. After the review period, results become final.

13.13 Event Cancellation & Rescheduling

The Ownership Committee may postpone, reschedule, relocate, or cancel official events when necessary. Reasons may include:

- Venue issues
- Safety concerns
- Technical concerns
- Weather conditions
- Force majeure events
- Operational considerations

Reasonable efforts shall be made to communicate schedule changes as quickly as possible.

13.14 Official Announcements

Official league announcements may be issued by:

- The Ownership Committee
- Designated league representatives
- Official MLBR communication channels

Participants are responsible for remaining informed regarding official league communications.

13.15 Operational Authority

The Ownership Committee maintains final authority regarding league operations, event administration, scheduling matters, and procedural questions.

Operational decisions issued pursuant to this section shall be considered official league decisions.

Participants are expected to comply with operational directives issued in support of league competition and event execution.

SECTION 14

BROADCAST, MEDIA & INTELLECTUAL PROPERTY

§ 14.1 – § 14.10

League ownership of event content and the broadcast, streaming, VOD, promotional, and likeness rights that support MLBR's long-term growth.

SECTION 14 BROADCAST, MEDIA & INTELLECTUAL PROPERTY

14.1 Purpose

This section establishes ownership, usage rights, and media policies relating to official MLBR competition.

Media rights are an important part of the long-term growth, promotion, and preservation of Major League Battle Rap.

Participation in MLBR competition constitutes acceptance of the media provisions established in this section.

14.2 League Ownership of Event Content

MLBR retains ownership of all official event content created, produced, recorded, streamed, or distributed as part of league competition. Examples include:

- Broadcasts
- Livestreams
- Video recordings
- Audio recordings
- Event footage
- Promotional content
- Highlight packages
- Post-event content
- League-produced media

Official event content shall remain the property of MLBR unless otherwise determined by the Ownership Committee.

14.3 Broadcast Rights

MLBR retains exclusive authority regarding the broadcast of official league competition. The Ownership Committee shall determine:

- Broadcast platforms
- Distribution methods
- Broadcast schedules
- Broadcast partnerships
- Broadcast presentation

No participant shall acquire ownership rights to official league broadcasts solely through participation.

14.4 Streaming Rights

MLBR retains exclusive streaming rights to official league competition. The Ownership Committee may determine:

- Streaming platforms
- Pay-per-view distribution
- Subscription distribution
- Free distribution
- Delayed distribution

Streaming decisions shall be made in the best interests of the league and its audience.

14.5 Video-On-Demand Rights

MLBR retains exclusive authority regarding the distribution and management of official Video-On-Demand content. This authority includes:

- Release schedules
- Archive access
- Monetization decisions
- Distribution methods
- Platform selection

Official VOD content remains the property of MLBR.

14.6 Promotional Rights

MLBR may utilize official competition footage and related media for promotional purposes. Examples include:

- Advertisements
- Social media content
- Marketing campaigns
- Event promotion
- Sponsorship materials
- League announcements
- Historical content

Promotional use may occur before, during, or after the season.

14.7 Likeness Rights

By participating in MLBR competition, participants grant MLBR permission to utilize their name, stage name, nickname, image, likeness, voice, statistics, and performance footage, for purposes including:

- League operations
- Broadcasting
- Promotion
- Marketing
- Historical recordkeeping
- Statistical reporting

These rights are granted solely for purposes related to MLBR and its affiliated activities.

14.8 Statistical & Historical Content

MLBR may publish and utilize official league statistics, rankings, records, standings, and historical information for:

- League publications
- Promotional materials
- Broadcast content
- Historical archives
- Statistical reporting

Official league statistics shall remain part of the historical record of MLBR competition.

14.9 Team Branding

MLBR may utilize official team names, logos, branding elements, uniforms, and related identifiers for league operations and promotion. Examples include:

- Broadcast graphics
- Marketing materials
- League websites
- Social media content
- Event promotion
- Historical records

Use of team branding by MLBR shall not require additional compensation beyond that established elsewhere unless separately approved by the Committee.

14.10 Media Rights Authority

The Ownership Committee maintains final authority regarding:

- Broadcast rights
- Streaming rights
- Media distribution
- Promotional usage
- League-owned content
- Intellectual property matters governed by this Rulebook

All decisions regarding official league media shall be determined in the best interests of MLBR and its long-term development.

SECTION 15

DISCIPLINARY ACTIONS, FORFEITS & ENFORCEMENT

§ 15.1 – § 15.15

Enforcing the rules and protecting competitive integrity — grounds for discipline, the three-level ladder, forfeit procedures, owner abstention, and final authority.

SECTION 15 DISCIPLINARY ACTIONS, FORFEITS & ENFORCEMENT

15.1 Purpose

This section establishes the procedures used to enforce league rules, preserve competitive integrity, and address violations of league standards.

MLBR seeks to maintain a fair, competitive, and professional environment while recognizing that disciplinary matters should be handled reasonably and consistently.

The primary objective of league enforcement is to protect the integrity of competition rather than to punish participants unnecessarily.

15.2 Enforcement Authority

The Ownership Committee serves as the final disciplinary authority of MLBR, with authority to:

- Investigate potential rule violations
- Review integrity concerns
- Issue disciplinary actions
- Interpret league rules
- Resolve enforcement matters
- Determine appropriate remedies

All disciplinary authority ultimately resides with the Ownership Committee.

15.3 Grounds for Discipline

Disciplinary action may result from conduct including, but not limited to:

- Rule violations
- Competitive integrity violations
- Failure to comply with league procedures
- Event disruption
- Misconduct affecting league operations
- Failure to satisfy participation obligations
- Failure to comply with official rulings

15.4 Disciplinary Levels

Warning

A formal notice that a participant has violated league rules, procedures, or expectations — issued when education or correction is more appropriate than stronger action.

Suspension

Removes a participant from one (1) official MLBR event. All Season 1 suspensions shall be limited to one event.

Removal

Removal from competition for the remainder of the season. A removed participant is not eligible to return during Season 1; future-season eligibility is reviewed by the Committee.

15.5 Ownership Committee Abstention

When a disciplinary matter directly involves a Team Owner, that Owner shall abstain from any disciplinary vote relating to the matter.

The affected Owner may:

- Provide information
- Submit statements
- Offer relevant context

However, the affected Owner shall not participate in the final disciplinary vote. The purpose is to reduce conflicts of interest while allowing relevant information to be considered.

§ 15.4 DISCIPLINARY LEVELS

THE DISCIPLINE LADDER

MLBR utilizes three primary disciplinary levels during Season 1. Each level escalates in scope; all rulings are issued by the Ownership Committee and are final.

LEVEL

1

WARNING

FORMAL NOTICE

A formal notice that a participant has violated league rules, procedures, or expectations. Issued when education or correction is more appropriate than stronger action.

LEVEL

2

SUSPENSION

ONE (1) EVENT

Removes a participant from one official MLBR event — no competing, judging, or participating unless expressly authorized. All Season 1 suspensions are limited to one event.

LEVEL

3

REMOVAL

REST OF SEASON

Removal from competition for the remainder of the season. A removed participant is not eligible to return during Season 1; future-season eligibility is reviewed by the Ownership Committee.

OWNER ABSTENTION

§ 15.5

When a matter directly involves a Team Owner, that Owner abstains from the final disciplinary vote — while retaining the ability to provide information and context.

NO APPEALS — § 15.12**ALL RULINGS ARE FINAL**

15.6 Investigations

The Ownership Committee may investigate alleged rule violations, integrity concerns, or operational issues. Review may include:

- Participant statements
- Team Owner statements
- Judge statements
- Event footage
- Broadcast footage
- League records
- Other relevant information

Participants may be asked to provide information; the Committee shall determine what is necessary to complete a review.

15.7 Player Forfeits

A player may forfeit through:

- Failure to appear
- Refusal to compete
- Ineligibility
- Failure to continue a battle
- Other circumstances recognized by league rules

Player forfeits shall be handled according to the procedures established throughout this Rulebook.

15.8 Battle Forfeits

When a battle is forfeited:

- The opposing battler receives a battle victory
- Completed rounds remain valid
- Any round not yet started is forfeited
- Judges score all completed rounds normally

The battle result shall reflect both completed and forfeited rounds.

15.9 Team Forfeits

A team may forfeit individual battles by failing to provide an eligible battler.

A forfeited battle counts as a battle loss but does not automatically result in a match loss. Remaining battles shall continue whenever reasonably possible, to preserve competition whenever practical.

15.10 Replacement Waiting-Period Forfeits

Replacement-player waiting periods are governed by Section 4. Teams remain responsible for satisfying roster requirements during any waiting period.

If an eligible battler cannot be provided, the affected battle shall be forfeited. The waiting period shall not be shortened due to competitive circumstances.

15.11 Failure to Continue

If a battler refuses or is unable to continue after competition has begun:

- Completed rounds remain valid
- Unstarted rounds are forfeited
- The battle is resolved using all completed and forfeited rounds

The Ownership Committee may consider additional disciplinary action when appropriate.

15.12 No Appeals

MLBR does not currently provide a formal appeals process.

Disciplinary decisions, enforcement decisions, and official rulings issued by the Ownership Committee shall be final.

Participants remain free to provide information prior to a decision, but no formal appeal mechanism exists following the issuance of a final ruling.

15.13 Rule Interpretation

The Ownership Committee may interpret and apply league rules to resolve disputes, clarify ambiguity, or address unforeseen circumstances. Interpretations shall be guided by:

- Competitive fairness
- Competitive integrity
- The spirit of the Rulebook
- The long-term interests of MLBR

Official interpretations shall carry the same authority as written league rules.

15.14 Enforcement of Unwritten Situations

No rulebook can anticipate every circumstance. When situations occur that are not expressly governed by written rules, the Committee may issue rulings consistent with:

- The spirit of the Rulebook
- Competitive fairness
- Competitive integrity
- The long-term interests of MLBR

Such rulings shall be considered official league decisions and shall carry the same authority as written rules for Season 1 competition.

15.15 Final Authority

The Ownership Committee serves as the final authority on all disciplinary, enforcement, and league-governance matters. Unless otherwise specified, decisions issued by the Committee shall be considered final and binding upon all participants. The purpose of this authority is to ensure the consistent administration and long-term stability of MLBR competition.

APPENDIX A

CONSENSUS SCORING EXAMPLES

§ A.1 – § A.5

Worked examples demonstrating how the Consensus scoring system converts judge ratings into official round scores, battle outcomes, and tie resolutions.

APPENDIX A CONSENSUS SCORING EXAMPLES

A.1 Purpose

This Appendix provides examples demonstrating how the Consensus scoring system operates.

The examples below are illustrative and are intended to assist participants in understanding the scoring process. In the event of a conflict between an Appendix and a numbered Rulebook section, the numbered section shall control.

A.2 Rating Scale Reference

Consensus uses a seven-point rating scale, normalized to a ten-point scale for calculation (see § 11.2 – § 11.3):

- Fire — 10.00
- Very Good — 8.33
- Above Average — 6.67
- Average — 5.00
- Below Average — 3.33
- Very Bad — 1.67
- Trash — 0.00

A.3 FIVE-JUDGE EXAMPLE

With a five-judge panel, the highest and lowest normalized scores are removed and the remaining three are averaged. The resulting average becomes the official round score.

BATTLER A

NORMALIZED JUDGE SCORES

10.00

10.00

8.33

10.00

6.67

— high removed — low removed

10.00 + 8.33 + 10.00 = 28.33 → 28.33 ÷ 3

OFFICIAL ROUND SCORE 9.44

BATTLER B

NORMALIZED JUDGE SCORES

6.67

8.33

6.67

8.33

6.67

— high removed — low removed

6.67 + 8.33 + 6.67 = 21.67 → 21.67 ÷ 3

OFFICIAL ROUND SCORE 7.22

★ ROUND WINNER — BATTLER A ★

A.4 BATTLE EXAMPLE

ROUND 1
BATTLER A

ROUND 2
BATTLER B

ROUND 3
BATTLER A

RESULT
A WINS 2–1

If round wins are tied, Point Differential determines the winner. If Point Differential is also tied, the battle is recorded as a tie — each battler receives 0.5 battle wins and 0.5 battle losses. (§ A.5)

APPENDIX B

TIMING EXAMPLES

§ B.1 – § B.6

Examples demonstrating how timing procedures — clock stoppages, crowd reaction, chokes, water breaks, and time expiration — are applied during competition.

APPENDIX B TIMING EXAMPLES

B.1 Purpose

This Appendix provides examples demonstrating how timing procedures are applied during competition.

B.2 Crowd Reaction Example

A battler delivers a line that generates substantial crowd reaction. The Timekeeper pauses the clock while the reaction continues, and resumes it when the battler begins delivering a new line.

B.3 Technical Issue Example

A broadcast audio issue prevents competition from continuing. The Timekeeper pauses the clock; once the issue is resolved, the clock resumes from the point at which it was stopped. The round does not restart from the beginning.

B.4 Choke Example

A battler forgets material and pauses for several seconds. The clock continues running, and judges evaluate the impact of the choke when scoring the round.

B.5 Drinking Water Example

A battler pauses to take a drink of water. The clock continues running; no clock stoppage is granted.

B.6 Time Expiration Example

A battler reaches the two-minute limit while in the middle of a bar. The Timekeeper may allow the battler to complete the current sentence, thought, or bar before ending the round.

APPENDIX C

LATE ARRIVAL EXAMPLES

§ C.1 – § C.5

Examples demonstrating how the one-hour grace period and the optional late-arrival penalty are applied during competition.

APPENDIX C LATE ARRIVAL EXAMPLES

C.1 Purpose

This Appendix demonstrates how late-arrival procedures are applied.

C.2 Arrival During Grace Period

Broadcast start time 1:00 PM; participant arrival 1:42 PM.

Result: the participant is not considered late. No penalty applies.

C.3 Arrival After Grace Period

Broadcast start time 1:00 PM; participant arrival 2:15 PM.

Result: the participant is considered late. The opposing battler may choose whether to enforce the late-arrival penalty.

C.4 Penalty Example

Highest round score 9.33; late penalty –1.00 Consensus Point; adjusted highest round score 8.33.

C.5 Waived Penalty Example

A participant arrives late and the opposing battler elects not to enforce the penalty. No deduction is applied.

APPENDIX D

COMPENSATION EXAMPLES

§ D.1 – § D.5

Examples demonstrating how show fees, round-win pay, the first-seed bye, and the championship bonus combine into a battler's earnings.

APPENDIX D COMPENSATION EXAMPLES

D.1 Purpose

This Appendix provides examples demonstrating how compensation is calculated.

D.2 Battle Compensation Examples

- 3-0 Victory — $\$200 \text{ show} + 3 \times \$100 = \$500$
- 2-1 Victory — $\$200 \text{ show} + 2 \times \$100 = \$400$
- 1-2 Loss — $\$200 \text{ show} + 1 \times \$100 = \$300$
- 0-3 Loss — $\$200 \text{ show} + \$0 = \$200$

D.3 First Seed Bye Compensation Example

Per battler: $\$200 \text{ show} + \$300 \text{ (three round wins)} = \500 . Team total: $3 \text{ battlers} \times \$500 = \$1,500$.

D.4 Championship Bonus Example

Championship Team Bonus $\$1,500 \div \text{three eligible battlers} = \$500 \text{ individual share}$.

D.5 Maximum Earnings Example

A championship-winning battler may earn:

- Regular season compensation
- Postseason compensation or bye compensation
- Championship bonus share

Maximum possible earnings: \$3,000. These examples are provided for illustration only and do not constitute guarantees of compensation.

APPENDIX E

OFFICIAL DEFINITIONS

Defined terms

Definitions of the key terms used throughout this Rulebook. Where a term is not defined, it is interpreted according to its commonly understood meaning in league competition.

APPENDIX E

OFFICIAL DEFINITIONS

Definitions of the key terms used throughout this Rulebook. Where a term is not specifically defined, it shall be interpreted according to its commonly understood meaning within the context of league competition.

Ownership Committee

The governing body of MLBR consisting of the active Team Owners.

Match

A team competition consisting of three individual battles.

Battle

A contest between two battlers consisting of three rounds per battler.

Round

An individual timed performance segment within a battle.

Consensus Point

A numerical value generated through the Consensus scoring system after score normalization and aggregation.

Point Differential

The difference between Points Earned and Points Allowed (Points Earned – Points Allowed).

Forfeit

A loss awarded due to failure to compete, failure to appear, ineligibility, refusal to continue, or other circumstances recognized by league rules.

Tie

A result in which no winner can be determined through standard scoring and tie-breaking procedures.

First Seed Bye

Automatic advancement to the Championship Match awarded to the regular season first-place team.

Championship Bonus

The monetary award granted to the championship-winning team pursuant to Section 6.

Official Result

A result that has completed the two-day review period established by this Rulebook.

Late Arrival

Arrival occurring after the expiration of the one-hour grace period established by league procedures.

Eligible Participant

A participant who satisfies all requirements necessary to compete, judge, or otherwise participate in official MLBR competition.

Competitive Integrity

The principle that competition should be determined through legitimate performance rather than manipulation, favoritism, collusion, or improper influence.

Bias-Resistant Judging

MLBR's judging philosophy that reduces unnecessary bias through structured scoring, independent evaluation, statistical safeguards, and Consensus methodology.