

- Four team captains are assigned
- A random draft order #1-4 is assigned to the four captains
- Captains take turns choosing from the available player pool in that order
 - All players from the pool are assigned a team, whether active, less active, or inactive. Because of this, captains should take into consideration **skill** and **availability** when choosing players
 - New players who join mid-season without a team would be assigned to one of the four teams, starting with teams who have an uneven number of players compared to others
- Teams will be shared somewhere accessible so that teams are known by all or can be searched
- Players will remain on their current LU teams so that these are unaffected
 - This will make an accessible list necessary so players can check who's on which teams
- Matches for the season can be played between any two teams using the /offi command
 - /offi command will let (most) late joiners know there is a match in progress
 - /offi mixed vs. mixed won't affect current team stats, only personal ELO (?)
- One of the two teams will report the scores to admins who can then add to a spreadsheet
- Captains can communicate amongst one another to trade players, similar to professional sports
 - Thinking of assigning a trade window?
- After the conclusion of the x-week long season, teams will be ranked #1-4 for a playoff

[Mock Draft/Seasons Spreadsheet](#)