



# The CBJGaming Kroger 6v6 Finale

presented by Leaguegaming

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## Eligibility – Roles and Responsibilities

### Player Eligibility

- This is an Xbox Series X|S & PlayStation 5 exclusive event.
- All player(s) who are in good standing with the Columbus Blue Jackets | CBJ Gaming organization and Leaguegaming.
  - This means that player(s) who are **not** currently serving a League Ban, Capital Offense, or have an outstanding ban fine to pay out are eligible to participate in this event.
    - If a player(s) has an outstanding ban, the player(s) must have fully paid out or served the ban in full in order to participate in this event.
  - Please reference this list of player(s) who are **ineligible** to participate in the event – [LINK](#).
- For full eligibility please read the CBJ Gaming Legal Rules – [LINK](#).
- Be sure to join the Leaguegaming Discord server for communication purposes – [LINK](#).
  - Information on how to set up and connect your Leaguegaming account to your Discord account – [LINK](#).

### Team Eligibility

- Team names **must** be appropriate and respect the Columbus Blue Jackets | CBJ Gaming Code of Conduct as well as the **Leaguegaming Code of Conduct**.
- Teams will be **eligible** to add their custom branding and logo to their team front office.
- Team registration is handled by the Team "Owner" only.
  - The Team Owner must be over the age of 18 for legal payment reasons.
  - In order to transfer Ownership of the Team, a Site PM on Leaguegaming must be sent to the Event Staff from the current Team Owner to acknowledge the Transfer of Ownership of the Team to the new Team Owner.
- Team Owners will represent the organization for the duration of the event.
- Team Owners can register their team at <https://www.leaguegaming.com/cbjgaming>.
- Teams are **ineligible** to use trademarked team names and branding.

## Scheduling – Roster Restrictions – Game Night Setup

- The event sign-ups will open on **Thursday, April 11th at 13:00:00 PM ET**.
- The event sign-ups will close on **Wednesday, April 24th at 11:59:59 AM ET**.
  - This deadline is for the Contender's Division only as the Main Stage Division will remain open through the start of Week Four; **Wednesday, May 15th at 11:59:59 AM ET**

### Event Schedule

- Seasonal games will be played on Wednesdays and Thursdays at the following times and dates.
- Game dates listed below are the default dates if teams cannot flex/reschedule their games.
- In the event there is a server outage/issues, Leaguegaming reserves the right to off-set games on a non-scheduled game night.

### Regular Season Schedule

- **Week One** – Wednesday, April 24 | Thursday, April 25
  - **Night One (04/24)** – Teams cannot flex, opening night
  - **Night Two (04/25)** – Teams can flex between April 25-28
- **Week Two** – Wednesday, May 01 | Thursday, May 02
  - **Night Three (05/01)** – Teams can flex between April 29-May 01

- **Night Four (05/02)** – Teams can flex between May 02-05
- **Week Three** – Wednesday, May 08 | Thursday, May 09
  - **Night Five (05/08)** – Teams can flex between May 06-08
  - **Night Six (05/09)** – Teams can flex between May 09-12
- **Week Four** – Wednesday, May 15 | Thursday, May 16
  - **Night Seven (05/15)** – Teams can flex between May 13-15
  - **Night Eight (05/16)** – Final night of the season, no flex option

### Playoff Schedule

- **Round One** – Wednesday, May 22
  - Pick your own opponent and pick your own scheduling
  - Teams can flex their games between May 20-22
- **Round Two** – Thursday, May 23
  - Pick your own opponent and pick your own scheduling
  - Teams can flex their games between May 23-25
- **Round Three** – Wednesday, May 29
  - Pick your own opponent and pick your own scheduling
  - Teams can flex their games between May 27-29
- **Semi-Finals** – Thursday, May 30
  - Pick your own opponent and pick your own scheduling
  - Leaguegaming reserves the option to off-set the semi-finals for coverage
- **Finals** – Wednesday, June 05
  - The highest seed will be given the home-ice, with no flex date option

### Regular Season Format

- The regular season will be 4 weeks (32 games), where all the teams will use a “Schedule 10” format.
  - This means that each night, teams placed 10-seeds higher or 10-seeds lower will have the opportunity to match up against one another.
- On Wednesday, Leaguegaming will assign each team two opponents to play a home-and-home (two games against Team A & two games against Team B, totaling four games in one night) series based on how the standings shape up coming into gameday.
- All games will be recorded using the traditional Win/Loss/OTL format (3-2-1-0 system).
- The event must have an even number of teams. After the signup deadline, if there are an uneven number of teams, an “empty” team will be added, and all opponents who are scheduled against this “empty” team will be issued a 1-0 forfeit win.

### How Will Your Opponent(s) be Decided?

- For this event, let’s say there are 68 teams. Depending on how those teams shape up in the standings is where the matchups will be determined.
  - In this example we will use the 68 teams, if a team is placed 27th in the standings, they will only be **eligible** to play a team that is 10-seeds above them, so teams that are placed 17-26th or 10-seeds below them, so teams that are placed 28-37th.
  - The official standings sort will decide this order of 1-68. We continue this process until we get down to the final set of teams.
  - Then, we match up teams to play each other inside that specific +/- 10 block.
  - The scheduler will go from the top team to the bottom team to determine matchups.

- Once there are 20 unscheduled teams remaining, those 20 teams will be placed in a block of 20 to determine the final set of matchups.
- If a team has played the same team before from a previous matchup, we will randomize the matchups again.
- In the event that there is a mathematical impossibility and teams can not play each other in a given +/- 10 block, Leaguegaming reserves the right to expand the blocks for that given week to create that week's schedule.

### Key Points About the Regular Season Format

- This event is a "Schedule 10" format. This means that teams in the standings have the opportunity to match up against teams within 10-seeds above or 10-seeds below them in the standings.
- The event's schedule will be generated based on the standings prior to that night's slate of games.
  - The event schedule will be generated on **Mondays & Thursdays** shortly after **01:00 PM ET** after reviewing any final changes.
    - In the event there is a rescheduling issue, the schedule will be generated after the rescheduled game.
  - Once the event schedule has been generated, no additional schedule changes will be made. The schedule is generated based on being perfect to the time of the standings with no other adjustments will be made after.
- Games are scheduled as **four games** on **Wednesdays** and **four games** on **Thursdays** (shown above for dates where the schedule may change). Each team will play the same opponent, a home-and-home for each series.
- The top 32 teams of the Main Stage and the top 16 teams of the Contenders Division based on the standings will qualify for the playoffs.
- The playoff format will be a "pick your opponent" style.
  - This means that the highest seed will be **eligible** to pick which opponent they wish to match up against.
  - This playoff format will continue all the way through the finals.
  - For the finals, the highest remaining seeded team will be the designated home team.
- The prize pool for this event is **\$5,000 USD**.
  - 1st Place Team = **\$4,000 USD**.
  - 2nd Place Team = **\$1,000 USD**.
- The prize pool for the Contender's Division is **CBJ Gaming merchandise**, all awarded to the 1st Place Team.

### Main Stage Division

The **Main Stage Division** will consist of all team(s) that wish to play for the total grand prize above. All team(s) that sign up after the initial sign-up deadline of **Wednesday, April 24**, will be placed in the **Main Stage Division**.

### Contender's Division

The **Contender's Division** will be determined prior to the event starting and will consist of 20-36 team(s) that opt-in via the signup to be in the **Contender's Division**. Those initial teams will be calculated based on the Leaguegaming ESHL Leaderboard rankings.

Once a team starts in the **Contender's Division**, teams are **ineligible** to move to the **Main Stage Division**. The **Contender's Division** will play for **CBJ Gaming merchandise**. This division will have its own 16 or 32-team playoffs (based on how many teams are in the **Contender's Division** prior to the start of the event).

### Scheduled Game Times

- If a series is selected to be the featured series, the Event Staff reserves the right to adjust the series game times. The Event Staff will let the teams know ahead of time which games are being featured.
- All game times are listed for **Wednesdays & Thursdays** are as followed unless noted otherwise (dates above):
  - **Game One** – 09:00 PM ET
  - **Game Two** – 09:30 PM ET (same opponent as Game One)
  - **Game Three** – 10:15 PM ET
  - **Game Four** – 10:45 PM ET (same opponent as Game Three)

### Team Forfeiture

- Team forfeitures will result in any of the following **two** reasons below:
  - In the event a team folds/disbands, or all players are removed from a team, the entire team will be considered as forfeited and will be removed from the regular season scheduling process.
  - In the event a team forfeits more than or the equivalent of 25-percent of their games, the entire team will be considered as forfeited and will be removed from the regular season scheduling process.

### Playoff Format

The playoffs will consist of five rounds in which all five rounds are a Best-of-Five series. The dates are listed above.

- The **First Round** (Round One) will be all 5 games played in a combination of days (agreed to times by management) between Monday through Wednesday.
- The **Second Round** (Round Two) will be all 5 games played in a combination of days (agreed to times by management) between Thursday through Sunday.
- The **Third Round** (Round Three) will be all 5 games played in a combination of days (agreed to times by management) between Monday through Wednesday.
- The **Semi-finals** will be all 5 games on the same day (Thursday).
- The **Finals** will be all 5 games on the same day (Wednesday).
- All playoff seeding is "pick your opponent" all the way through the **Finals**.
  - This means that the highest-seeded team will get to pick each round who they play. The Event Staff will conduct this via a Leaguegaming Group PM with the team's management.
- Once a team selects their opponent, that matchup is final, and under no conditions that may happen after the pick, will the team selection start over.
- If a series is selected to be the featured series, the Event Staff reserves the right to adjust the playoff times for the series.
- If a series is not selected to be the featured series, teams are **eligible** to reschedule their series. A message to the Event Staff with an agreement between the two teams must be sent.
- Leaguegaming reserves the right to require all participants in the semi-finals and/or finals to require a camera/webcam on each player(s) for streaming purposes.

### Scheduled Game Times 1-5

- **Game 1** – 09:00 PM ET
- **Game 2** – 09:30 PM ET
- **Game 3** – 10:00 PM ET
- **Game 4** – 10:30 PM ET
- **Game 5** – 11:00 PM ET

### Rosters Information – Restrictions

- Each team roster **must** have a minimum of **six** players and up to a maximum of **nine** players.
  - Teams are **eligible** to combine Xbox Series X|S and PlayStation 5 players on the same team due to the introduction of cross-play being integrated in the EA Sports' NHL 24 videogame.
- There is **no position lock** for this event.
- All player(s) **must** use an appropriate Xbox Network Gamertag, PlayStation OnlineID, and in-game on-ice skater name.
- Each team is **eligible** to make as many roster substitutions as required within the following guidelines for the duration of the entire event through **Wednesday, May 22, 2024, at 08:59:59 PM ET**.
- All player(s) **must not** have been **on** another team roster for the duration of this event.
  - The deadline which locks a player(s) to a set team for this event will be **09:00 PM ET** on the opening Wednesday Night of the event (**April 24**).
- Teams are **ineligible** to substitute a player(s) **back** onto their team roster who were previously on the team roster **after** the deadline stated above (**April 24, 09:00 PM ET**).
  - The **only** exceptions to this situation are if a player(s) was accidentally cut from a team (there will be a 24-hour grace period for accidental roster cuts) or if the player had **zero games played** (was on the roster previously).
- Any player(s) who have been on a roster as of **April 24, 09:00 PM ET**, but have **zero games played**, are **eligible** to transfer to another team if they wish by contacting the Event Staff.
  - **Note:** This is **only a one-time exception**. Player(s) will be **ineligible** to transfer to multiple teams after accepting any player offers.
- All player(s) **must be** on the team roster prior to the start of each and every game!

### Game Night Set-up – Server Selection (Beta)

Thanks to EA Sports' NHL 24 server selection when playing EASHL Pro Club games, we have brought this feature to Leaguegaming. This tool will be used to determine which server to use based on the "best" location of the users in each game.

Click [here](#) to reference the "how to" thread in order to understand the server selection process.

### How Does It Work?

- The tool will look at each player in the game and get the City and their Internet Service Provider (ISP), then convert both into a GPS location.
  - This location would be the center of the city's ISP (not a precise location) and will not share your personal information with any other player on the website.
  - From this location, the tool will measure the distance to each of EA Sports' nine in-game servers and average the location to each server per player in the game:
    - North America North-West = NA-North West – Portland (Oregon)
    - North America West = NA-West – Los Angeles (California)
    - North America West-Central = NA-West Central – Denver (Colorado)



- North America North-Central = NA-North Central – Minnesota
- North America Central = NA-Central – Chicago (Illinois)
- North America South-Central = NA-South Central – Dallas (Texas)
- North America North-East = NA-North East – Montreal (QC)
- North America East = NA-East – Virginia
- North America South-East = NA-South East – Atlanta (Georgia)
- The server determination will require a **minimum** of **six** (6) players to be confirmed for each game and will be based on the closest **twelve** (12) players to a server. This is the server that Leaguegaming will recommend to use for each individual game (if an agreement is not met, see below).

### How Do I Use It?

- Prior to the start of each game (**official game time**), teams will be **required** to confirm their lineups.
  - Failure to post a lineup will have the team disqualified from picking a **Server Selection** listed below.
- Once all the players have been confirmed for the game, press the **Server Selection Beta** button (green) on the game's page. The best server option will be listed based on the average distance to the server location.

### Server Selection Determination

#### In all cases (where present), the following will apply

- Both teams are to communicate with one another.
- In order to keep this process as simple as possible, the **away team** will be set to "**any**" when searching, while the **home team** will be set to the **selection made/pre-determined** by the home team.
- The away team is to **veto** one of the servers within the rules listed below.
  - The away team will also only get **one veto** selection and **cannot** change it after it has been made public to the home team.
  - The deadline for the away team to contact the home team to communicate with the server being vetoed will be **at the official game time**.
- The home team is to then **select** one server as the designated selection for the game from the remaining options.
  - The home team will also only get **one veto** selection and **cannot** change it after it has been made public to the away team.
  - The deadline for the home team to contact the home team to communicate with the server being vetoed will be **five minutes past the official game time**.
- If there is no form of communication from one of the teams, the team that communicated will be **eligible to choose** from any of the **top three** servers.
  - Standard forfeit rules apply as outlined below in the Forfeit Procedure section.
- If there is a dispute in which one of the teams is searching using an invalid server selection, the Event Staff reserves the right to ask that both teams provide proof of search.
  - Upon the request from the Event Staff, the streamer is to show the full screen of the game search.
    - No hiding any screens with overlays until the game has been found, matched, and synced.
  - Failure to follow instructions will subject the team to forfeit the game.

- Server vetoes will be in place for both the **Regular Season** and **Playoffs**.

**If the matchup consists of player(s) from NA-North East, NA-East, NA-South East, NA-North Central, NA-Central, NA-South Central, or NA-West Central the following will occur**

- The away team will veto one of the top three servers amongst the NA-North East, NA-East, NA-South East, NA-North Central, NA-Central, NA-South Central, or NA-West Central servers.
- The home team will then choose from the remaining two server veto options.

**If the matchup consists of player(s) from NA-North East, NA-East, NA-South East, NA-North Central, NA-Central, NA-South Central, or NA-West Central vs NA-West, the following will occur**

- The away team will veto one of the predetermined NA-North Central, NA-Central, NA-South Central, or NA-West Central servers.
- The home team will then choose from the remaining three server veto options.
- For this to occur, a minimum of six player(s) must be present in the team lineups from the team that has West Coast player(s).

**If the matchup consists of player(s) from NA-North East, NA-East, NA-South East, NA-North Central, NA-Central, NA-South Central, or NA-West Central vs NA-North West, the following will occur**

- The away team will veto one of the predetermined NA-North East, NA-North Central, NA-Central or NA-West Central servers.
- The home team will then choose from the remaining three server veto options.
- For this to occur, a minimum of six player(s) must be present in the team lineups from the team that has North West Coast player(s).

**If the matchup consists of player(s) from NA-North East, NA-East, NA-South East, NA-North Central, NA-Central, NA-South Central, or NA-West Central vs NA-West, or NA-North West (split), the following will occur**

- The away team will have the eligibility to veto a server based on the sections above.
- For this to occur, if there is a mixture of player(s) between NA-West and NA-North West, the server with more player(s) from that location will have its selection process occur.
- If there are more player(s) from NA-West, the away team will be **eligible** to veto between the predetermined NA-North Central, NA-Central, NA-South Central, or NA-West Central servers.
  - Then, the home team will choose from the remaining three.
- If there are more player(s) from NA-North West, the away team will be **eligible** to veto between the predetermined NA-North East, NA-North Central, NA-Central or NA-West Central servers.
  - Then, the home team will choose from the remaining three.
- If there is a split between the player(s)(3/3), the away team will be **eligible** to veto the server that is closest by distance (reference above).
  - Then, the home team will choose from the remaining three.

**If the matchup consists of player(s) from NA-West vs NA-North West, the following will occur**

- The home team will have the option to pick the server based on a better average distance.

## Game Night Set-up – Session Set-up & Matchmaking Settings

From the main menu, players will need to enter the **World of Chel** menu. From there, players will need to enter the ranked mode; **EASHL Clubs: 6v6** game mode, then select **Play as a Club**. The team captains of each team will need to make sure that all the player(s) have joined the EASHL Pro Club lobby by joining the EASHL Pro Club team roster or accepting a console invitation.

- The team captains of each team must change the game type to **Private Game**.
- The team captains of each team must enter the in-game password to the **Private Matchmaking GameID** listed on the Leaguegaming game page.
- The team captains of each team must select their side as **Away** or **Home** depending on which team is listed as away and home team per the Leaguegaming game page.
- The team captains of each team must select the correct server selection (see more information below) once it has been determined by both team captains.
- The team captains of each team must adjust the period length to **4 minutes**.

It is important that both teams have the same exact settings as the game will put you on another game server if not done correctly.

## Game Night Set-up – Forfeit Procedure

- Teams are given 10 minutes from the **official game**; 09:10 – 09:40 – 10:25 – 10:55 PM ET to ensure that their complete six-player roster is in the dressing room, and actively searching for their opponent.
- Teams **must** communicate with one another to ensure that both teams **are** searching.
- In order to contest a forfeit, a stream, clip, or conversation between the teams **must be** provided.
  - When providing a stream/clip, a timestamp referencing when the team in question was in the dressing room and when the search began must be provided.
- Teams are **ineligible to take a forfeit in the following situations**:
  - If there are game connection issues (**Ex**: "dressing room" errors), it is expected for both teams to work together, try a new host, etc. to ensure the game gets played.
  - If one team is currently in overtime or had a delay in their previous game, the team who is waiting and ready is **ineligible** to take a forfeit. Once their opponent has completed their previous game, the ten-minute clock will **begin** from the current time that the team completes their game.
  - In the event a team takes an **ineligible** forfeit, the team who cannot provide the evidence will be issued the 1-0 overturn win.
- Forfeits are put into the system as a 1-0 win.

## Game Night Set-up – Roster Substitutions

- Rosters are made up of up to **nine** players with no positional lock.
- Teams are **eligible** to roster substitute player(s) in and out of the line as often as required prior to the game beginning.
- If the game begins, and a player(s) loses connections and cannot return, that player(s) can be roster substituted out of the game.
- When a roster substitute occurs, the team making the roster substitute is also **eligible** to adjust their line.

- **Ex:** If the Center loses connection and cannot return to the game, the Left Wing from that same game is **eligible** to move to Center allowing the roster substitute player(s) to come in and play in the Left Wing position.

### Game Night Set-up – Player Loses Connection During the Game

- If a player loses connection after the opening face-off of a game, all plays **will** continue up until the very next stoppage in play.
  - The teams will take note of the time the disconnection occurs as it will come into play for the restart.
  - Approximately **02:30 minutes of in-game time** will need to be added to the disconnection time.
    - This additional time is only added on if the disconnection occurs in Period 2 or 3 (explained further below).
    - However, if the disconnection procedure is followed and another disconnection occurs after teams reset and add the original 02:30 minutes of in-game time, both teams are not required to add any additional time as the 02:30 minutes of in-game time would have been added with the prior disconnection.
- All plays including goals, penalties, etc – up until the very next stoppage in play **count and will be honored!**
- Once the stoppage has occurred, both teams are to have their goaltenders leave the game session which will prompt the game to end immediately.
  - Prior to the game restarting, teams are to determine the added time to the game to compensate for the player's disconnection.
  - Upon the game restarting, at the opening face-off the team which had a player(s) lose connection to the game shall win the face-off and maintain possession of the puck.
  - The team will retain possession of the puck until the in-game score clock reaches approximately the same time plus the 02:30 minutes added (**if needed**) in which both teams left the previous game.
  - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.

### 1st Period Disconnection

- If a player(s) disconnects in the 1st Period, teams are required to play until the next whistle or stoppage of play.
- Once the stoppage has occurred, both teams are to have their goaltenders leave the game session which will prompt the game to end immediately.
- Teams are then required to run down the clock to the approximate time remaining upon the disconnection.
  - This time is determined as the exact time a player disconnects from the game.
  - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.
- No additional time will be needed to add to the in-game clock.

### 2nd Period Disconnection

- If a player(s) disconnects in the 2nd Period, teams are required to play until the next whistle or stoppage of play.
- Once the stoppage has occurred, both teams are to have their goaltenders leave the game session which will prompt the game to end immediately.

- Teams are then required to run down the clock to the approximate time remaining upon the disconnection.
  - This time is determined as the exact time a player disconnects from the game.
  - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.
- An additional 02:30 minutes of in-game time will be added to the time of the disconnection.
  - If the disconnection occurs between 20:00 and 17:30 of the 2nd Period, teams are required to add 02:30 minutes of in-game time to the start of the 3rd Period.
    - If a disconnection occurs and gameplay continues after the first whistle, all stats will be deemed invalid after that point.
    - If a disconnection occurs during the extra 02:30 minute window of the 3rd Period (to compensate for the final minute lost), teams will be required to use the custom intervals listed below in the 3rd Period Disconnection section.
  - If the disconnection occurs between 17:29 and 00:00 of the 2nd Period, the 02:30 minutes of in-game time will need to be added.

### 3rd Period Disconnection

- If a player(s) disconnects in the 3rd Period, teams are required to play until the next whistle or stoppage of play.
- Once the stoppage has occurred, both teams are to have their goaltender leave the game session which will prompt the game to end immediately.
- Teams are then required to run down the clock to the approximate time remaining upon the disconnection.
  - This time is determined as the exact time a player disconnects from the game.
  - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.
- An additional 02:30 minutes of in-game time will be added to the time of the disconnection.
  - If the disconnection occurs between 20:00 and 00:31 of the 3rd Period, the 02:30 minutes of in-game time will need to be added.
  - If the disconnection occurs between 00:30 and 00:00 of the 3rd Period, a custom interval of time is to be added.
    - Disconnections between 00:25 and 00:30 will require 02:30 of added time. Teams are required to run down the clock until the 02:30 mark in the 1st Period if they cannot come to an agreement to start off the next restart game from 20:00.
    - Disconnections between 00:19 and 00:24 will require 02:00 of added time. Teams are required to run down the clock until the 02:00 mark in the 1st Period if they cannot come to an agreement to start off the next restart game from 20:00.
    - Disconnections between 00:13 and 00:18 will require 01:30 of added time. Teams are required to run down the clock until the 01:30 mark in the 1st Period if they cannot come to an agreement to start off the next restart game from 20:00.
    - Disconnections between 00:07 and 00:12 will require 01:00 of added time. Teams are required to run down the clock until the 01:00 mark in the 1st Period if they cannot come to an agreement to start off the next restart game from 20:00.
    - Disconnections between 00:00 and 00:06 will require 00:30 of added time. Teams are required to run down the clock until the 00:30 mark in the 1st Period if they cannot come to an agreement to start off the next restart game from 20:00.

### Additional Information

- In the above section, "approximately the same time" refers to the time and Period in which the game was stopped after the disconnection (Period 2 or 3).
  - For example, if a player loses connection seven minutes (13:00) into the 2nd Period, and the play continues until the ten-minute mark (10:00) of the 2nd Period prior to both teams backing out.
  - The game will be required to resume play from the 12:30-minute mark of the 1st Period.
    - This time is calculated from the 10:00 minutes plus the 02:30 minutes from the player disconnection.
- During the live broadcast events, teams are to ensure the score clock reflects what it was prior to the disconnection. This would mean the score should reflect what it was and not simply be 0-0.
- All restarts in play following a disconnection **shall** begin from a face-off!
  - Therefore, if a team is maintaining possession while waiting for the disconnection clock to count down to where it was prior to the game restart, a neutral zone face-off is required to be taken once the clock reaches the approximate time in which the game was restarted.
- If the team is **already** shorthanded when they have a player lose connection, that original penalty is also required to be honored. How that occurs is the following:
  - The team with the player who lost connection will win the face-off upon restarting the game and maintain possession of the puck until the clock reaches the time approximately the time in which the original penalty was taken (reference the box score prior to restarting the game).
    - At that time the player who was in the penalty box for the original penalty will take a delay of game penalty by dumping the puck over the glass in their own zone.
  - On the next face-off, that same team is required to be allowed to win the draw, then the team will maintain possession in their own zone until the in-game score clock reaches approximately the same time in which the original game ended.
    - At that time, another player on the team **shall** dump the puck into the boards to set-up a neutral zone face-off.
    - At this point, the penalties prior to the disconnection should be honored and the original powerplay will continue from that point onwards.
  - In a situation whereby an equal number of players on both teams lose connection when the game restarts both sides will remain 5-on-5.
  - In a situation whereby a player has a penalty shot or breakaway and the goalie in which he or she is coming down the ice and "loses connection" to the game, the player will be awarded a goal upon restarting the game.
    - This is the same call made if a player has a breakaway on an empty net and is tripped.
    - That situation does not result in a penalty shot, it results in an automatic goal.
- Teams are **ineligible** to skate around in the offensive zone and gain the full pressure meter when trying to reset a scenario/play. If this occurs, both teams are to back out and try again.
- It is **highly recommended** that communication between both teams during restarts be constant and documented to ensure that both sides fully understand what is required of their team.

### Game Night Set-up – Rescheduling a Game

Official reschedules from the Event Staff will be issued **only** in situations whereby there are outages with the Xbox Network, PlayStation Network, or with the EA Sports servers.

In situations whereby teams are running behind schedule, or where "dressing room" errors cause games to delay too long, teams then can request to have the game moved to the following day at the Event Staff's discretion.

All games that are rescheduled **are to be completed prior to** the next official game night.

- **For example**, if a game from **Wednesday at 09:00 PM ET** requires rescheduling, that game **shall be** replayed **prior to** games beginning on the next official game night.
- All games **must be played** and scores **must be reported** by the following times.
  - The cut-off point for any Wednesday game will be **Wednesday at 11:59:59 PM ET**.
  - The cut-off point for any Thursday game will be **Sunday at 11:59:59 PM ET**.
  - An exception can be made at the discretion of the Event Staff based on any server-related issues, resulting in increased rescheduled numbers.
- If both teams cannot agree to a rescheduled time, the game is to be played at the default game time.
- Teams selected to be the featured game/series of the night are **ineligible** to reschedule their games.
- All games **must be played** on the official game night when possible.

### Game Night Set-up – Inputting Game Stats

- **All games are required to have completed stats entered via the official Leaguegaming API stats system!**
- Full info on how to enter game stats can be found here at this link – [LINK](#).

### Game Night Set-up – Streaming

- Teams are recommended to stream each of their games unless the Event Staff requests for a game/series to be.
- For the final two rounds of the playoffs, the event production team requires the following:
  - A stream of the game that **does not have** the in-game commentators turned on.
    - Menu music turned off, in-game crowd volume and goal horns can be all the way up.
      - Master Volume = **10**
      - Announcer Volume = **0**
      - Crowd Volume = **8**
      - Menu Music = **0**
      - In-game/Arena Music = **0**
  - A stream with a camera angle that is **not** from a goaltender's perspective.
  - A stream without any additional overlays, streamer cams, music, or party audio.
  - The streamer, if possible, can include both teams' color indicators.
  - The streamer **must** check their streaming bitrate before streaming.
    - If you are streaming from a console, please be sure to check your settings and stream at **1080p** and **6000 kbps** before going live. These are the maximum settings for console streamers.

### Standings Tie Breakers

#### Points During the Regular Season

- 3 Points awarded for a Regulation Win
- 2 Points awarded for an Overtime Win
- 1 Point awarded for an Overtime Loss
- 0 Points awarded for a Regulation Loss

#### The Following Criteria Will Sort the Standings

- Total Points (greater)
- Total Wins (greater)
- Total Wins in Regulation (greater)
- Total Games Played (less)

- Total Goals Against (less)
- Total Goal Differential (greater)
- Total Goals For (greater)

## Judicial Process

### Committee

- The Event Staff reserves the right to overrule, and append any issues based on the judicial process.
- The Event Staff will use past practice per the Leaguegaming Constitution upon making any judicial rulings.

### Season Overtuns

- All game overturns will have a 24-hour period for a dispute.
- In the event someone is underaged, team(s) have up to 24 hours from the point of the incident to report it.
- All issues reported beyond the 24-hour window will be rejected.
- If a player(s) is not on a roster, then there is a 24-hour window period for dispute.

### Forfeitures

- Team(s) are eligible to claim a forfeit if **any** of the following conditions are met:
  - After ten minutes have passed from the official game time (no communication).
  - No in-game search/match after ten minutes have passed from the official game time (no communication).
  - A message from one of the team(s) in conversations claiming a forfeit prior to official game time (communication prior to official game time).
- A proof of search will be used as a back-up if there is a contested forfeiture.
  - This will be used if the Event Staff requests it for disputes.

## Gameplay Rules

### EASHL Builds – Traits – Height and Weight

- There are no EASHL player build restrictions for this event.
- All traits/perks are **eligible** to be used **except** the following:
  - **Truculence** (both gold and silver traits/perks) – **BANNED**.
  - **Unstoppable Force** (both gold and silver traits/perks) – **BANNED**.
  - **No Contest** (both gold and silver traits/perks) – **BANNED**.
  - **Big Tipper** (both gold and silver traits/perks) – **BANNED**.
- All pre-set player loadouts (current and future) made by EA Sports' are **ineligible** to be used.
  - **Bones - PMD** – **BANNED**.
  - **Hammer - GRN** – **BANNED**.
  - **Moonlight - PWF** – **BANNED**.
  - **Deepfreeze - DFD** – **BANNED**.
  - **Wally - STN** – **BANNED**.
  - **Surge - PLY** – **BANNED**.
  - **Vector - DNG** – **BANNED**.
  - **Bullseye - SNP** – **BANNED**.
- All in-game player models (current and future) made by EA Sports' are **ineligible** to be used.
  - **Bones** – **BANNED**.
  - **Hammer** – **BANNED**.



- **Moonlight – BANNED.**
- **Deepfreeze – BANNED.**
- **Wally – BANNED.**
- **Surge – BANNED.**
- **Vector – BANNED.**
- **Bullseye – BANNED.**
- Any height and weight combination is **eligible** to be used.
- If a disconnection occurs, a player is **eligible** to change their loadout prior to the game restart.
- Teams **will be required** to work with each other to check each player's individual player loadout for both their own team and their opponent's team.
- If a team(s) is found to have been caught using any of the banned traits/perks or player loadouts above, the team(s) are to report it directly to the Event Staff of the issue and submit a stream, clip, or screenshot of a player(s) using the banned traits/perks or player loadouts.
- If a violation is found, the game will be subject to forfeiture/overturn if the evidence is proven guilty.
  - This will include changing a loadout as the game is loading in.
  - Reference the information provided here – [LINK](#).

### Goal Review

- Any goal scored in-game that is deemed a goal by EA Sports' NHL 24 **shall be** honored and considered a goal.
- The Event Staff **will not** review footage post-game of any goals, thereby overturning goals that have counted in-game.

### Game "Looping"

- Since it is recommended that each team streams its own games, any goals scored prior to the game looping back to a time within the game where that goal **does not** officially show on the scoreboard will count!
- In this situation, the team **must** provide video evidence showing the goal being scored and then show where the game loops back to a time prior to the game being scored.

### Diving for the Puck

- A player may only dive to take the puck away in the defensive zone of the ice.
- The player may only remain in the dive position for a duration of three seconds.
- If a violation occurs, the goal is subject to an overturn.

### Ragging the Puck

- A player or team may not attempt to hold the puck in their defensive zone in order to kill time off the clock for any reason.
- Players are permitted to reset a breakout by moving the puck backward.
- If a violation occurs, the goal is subject to an overturn.

### Goaltender Interference

- Goaltenders **may not** draw an interference call away from their crease unless they are attempting to play the puck.
- A goaltender **may not** step out of their crease for the purpose of impeding a player's progress or to draw an interference call.
- There are no restrictions on a goaltender's movements with keeping the puck out of the net or coming out of the net to attempt to play the puck (not just to get in the way).

- If a violation occurs, the goal is subject to an overturn.

### Server Selection Manipulation

- Team(s) are ineligible to manipulate their in-game lineup to gain a better server advantage.
  - Examples of this can be putting in a player that is not playing.
- If a violation occurs, the team that manipulated their lineup to gain a better server advantage will take an in-game minor penalty to start the game.
  - The Event Staff will request for proof of a stream or clip/screenshot showing the lineup being used in-game.

### In-Game Rink Appearance

- We require each home rink to have a "dark" color for the goalposts.
  - For the sake of any future issues, make all goalposts the color **red**.
- If a violation occurs, the Event Staff reserves the right to make a decision based on the severity of the appearance.

### In-Game Timeout Usage

- Each team will get one timeout to use per game.
- If a game disconnects and a timeout was used prior to the disconnection, the team that used their timeout will not get another one back upon the restart.
- If a violation occurs, the team that takes a timeout upon restarting the game will be required to take an in-game minor penalty.
  - The Event Staff will request for proof of a stream or clip/screenshot showing a timeout being used.
  - This can be determined by a team gaining their player stamina/energy back.

### Intentional Game Disconnection

- Team(s) are **ineligible** to intentionally leave a game for any reason unless there is an issue such as a glitch/bug (see below for examples).
  - If a glitch/bug occurs, the Event Staff will request proof.
- The team that disconnected from the game will need to take an in-game minor penalty upon restarting the game again from the point of disconnection (if time needs to be added, see above for disconnection procedures).

### In-Game Glitches

- Goalies are **ineligible** to abuse the goalie sliding glitch where the goalie can slide across the ice into the other's goalie and knock them out of the play.
- If a violation occurs, the goal is subject to an overturn.

### Stamina | Full Pressure System Glitch

- This issue occurs when a team takes a timeout either while the full pressure is active or when a team is short-handed to try and negate the full pressure from the next face-off.
- Upon doing so, the team that takes the timeout does not gain their full energy/stamina back.
- Therefore, the following needs to occur in order to contest this if it occurs in the game.
  - Upon the next whistle, the team that has the issue needs to have their goaltender leave the game by quitting to the main menu.
  - Upon the next restart, all current in-game penalties (while active) will need to be reapplied to the point of the disconnection.



- Both teams are to communicate on the issue and replay the scenario from that starting point.
- If there is a disagreement between the two teams, proof of a stream will be required to show the issue.