



**The CBJGaming
Spring Kroger Classic**
presented by Leaguegaming

Eligibility – Roles and Responsibilities	2
Player Eligibility	2
Team Eligibility	2
Scheduling – Roster Restrictions – Game Night Setup	2
Season Schedule	2
Seasonal Format	3
Playoff Format	4
Rosters Information – Restrictions	5
Game Night Set-up – Server Selection (Beta)	5
How Does It Work?	5
How Do I Use It?	5
The Server Selection Determination	6
Game Night Set-up – Club Challenge	6
Game Night Set-up – Forfeit Procedure	7
Game Night Set-up – Roster Substitutions	7
Game Night Set-up – Player Loses Connection During the Game	7
Additional Information	8
Game Night Set-up – Rescheduling a Game	8
Game Night Set-up – Inputting Game Stats	9
Game Night Set-up – Streaming	9
Standings Tie Breakers	9
Judicial Process	10
Committee	10
Season Overturns	10
In-Game Rules	10
EASHL Builds – Traits – Height and Weight	10
Goal Review	10
Game "Looping"	10
Rink Appearance	10

Eligibility – Roles and Responsibilities

Player Eligibility

- This is a PlayStation exclusive event.
- All players who are in good standing with the Columbus Blue Jackets Organization and Leaguegaming.
 - This means that users 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 user has an outstanding ban, the user must have fully paid out or served the ban in full in order to participate in this event.
- For full eligibility please read the [CBJ Gaming Legal Rules](#).

Team Eligibility

- Team names **MUST** be appropriate and respect the Columbus Blue Jackets 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 **NOT** eligible to use trademarked team names and branding.

Scheduling – Roster Restrictions – Game Night Setup

The event sign-ups will close on Wednesday, April 21st at 11:59:59 AM ET.

Season Schedule

- Seasonal games will be played on Wednesdays at the following times and dates.
- Game dates listed below are the default dates if teams cannot flex/reschedule their games.

Regular Season Schedule:

- **Week One** – Wednesday, April 21st
 - Teams can flex their games between April 21-25
- **Week Two** – Wednesday, April 28th
 - Teams can flex their games between April 28-May 2
- **Week Three** – Wednesday, May 5th
 - Teams can flex their games between May 5-9
- **Week Four** – Wednesday, May 12th
 - Teams can flex their games between May 12-16
- **Week Five** – Wednesday, May 19th
 - Teams can flex their games between May 19-23
- **Week Six** – Wednesday, May 26th
 - Teams can flex their games between May 26-30

Playoff Schedule:

- **Round One** – Wednesday, June 2nd

- Pick your own opponent and pick your own scheduling
- Teams can flex their games between June 2-6
- **Round Two** – Wednesday, June 9th
 - Pick your own opponent and pick your own scheduling
 - Teams can flex their games between June 9-13
- **Round Three** – Wednesday, June 16th
 - Pick your own opponent and pick your own scheduling
 - Teams can flex their games between June 16-20
- **Semi-finals** – Saturday, June 19th @ **8:00 PM ET**
 - Pick your own opponent, no flex dates
- **Finals** – Sunday, June 20th @ **8:00 PM ET**
 - Highest seed will be given the home-ice, no flex dates

Seasonal Format

- The regular season will be 6 weeks (24 games) where all the teams are together and we will use a modified version of the "Swiss Format."
- On Wednesday, we will give each team 2 opponents to play a home and home (2 games vs Team A & 2 games vs Team B, 4 games in one night) series based on how the standings are coming into that day. Instead of a series win, the format used will be a Win/Loss/OTL format.
- This event must have an even number of teams. After the signup deadline, if there are an uneven number of teams, there will be an "empty" team 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, there are 112 teams. We divide the standings by a "block" of teams.
 - In this example we will use the 112 teams and divide the teams into 8 equal blocks of 12 teams and 1 block of 16 teams.
 - This order of 1-112 will be decided by the official standings sort. Once we get a block of 12 teams, we randomize the list inside that block. We continue this process until we get down to the final block of 16 teams.
 - Then, we match up teams to play each other inside that block.
 - If a team has played the same team before from a previous matchup, we randomize the block again.
 - In the event that there is a mathematical impossibility and teams can not play each other in a given block, Leaguegaming reserves the right to expand the blocks for that given week to create that week's schedule.
- The number of blocks was determined based on the amount of team signups by Wednesday, April 21st at 11:59:59 AM ET.

Key points about the season format:

- This event is a "modified swiss format." This means that the top teams will continue to rise to the top of the standings and play each other, while the middle of the pack teams will play each other, and then eventually the lower end teams will play each other.
- 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 shortly after 01:00 PM ET after reviewing any final changes.

- In the event there is a reschedule issue, the schedule will be generated after the rescheduled game.
 - Once the event schedule has been generated, no additional changes will be made. The schedule is generated based on being perfect to the time of the standings and no other adjustments will be made after.
- Games are scheduled as four games on Wednesdays (shown above for dates where the schedule may change). Teams play the same opponent home and home each series.
- The Top 32 teams 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 \$2,500 USD.
 - 1st Place Team = \$2,000 USD
 - 2nd Place Team = \$500 USD

The schedule for this event is the following:

- 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 are as followed unless noted otherwise (dates above):
 - **Game 1** – 09:00 PM ET
 - **Game 2** – 09:30 PM ET (same opponent as Game 1)
 - **Game 3** – 10:15 PM ET
 - **Game 4** – 10:45 PM ET (same opponent as Game 3)

Playoff Format

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

The game times are as followed for all playoff defaulted nights:

- **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

The playoff format will consist of the following:

- The first two rounds (Rounds 1 and 2) will be all 5 games played in a combination of days (agreed to times by management) between Wednesday through Sunday.
- The third round (Round 3) will be all 5 games played in a combination of days (agreed to times by management) between Wednesday through Thursday.
- The semi-finals and finals will be all 5 games on the same day (Sat/Sun respectively).
- All 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. We will conduct this via a Leaguegaming Group PM with the team managers.
- 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 features 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 for streaming purposes.

Rosters Information – Restrictions

- Each roster must have a minimum of six players and up to a maximum of nine players.
- There is **NO POSITION LOCK** for this event.
- All players **MUST** use an appropriate PSN Online ID as well as an 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 until June 18th, 2021 at 08:00 PM ET.
- All players **MUST NOT** have been **ON** another team roster for the duration of this event.
 - The deadline which locks a player to a set team for this event will be 09:00 PM ET of the opening Wednesday Night of the event (April 21).
- Teams are **NOT** eligible to sub a player **BACK** onto their team roster who was previously on the team roster **AFTER** the deadline stated above (April 21st, 09:00 PM ET).
 - The only exception to this situation is if a player was cut from a team. There will be a 24-hour grace period for accidental roster cuts only.
- All players **MUST BE** on the roster prior to the start of the game!

Game Night Set-up – Server Selection (Beta)

Thanks to EA's NHL 21 server selection when playing EASHL 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 "how to" understand the server selection process.

How Does It Work?

- The tool will look at each user 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 user on the website.
 - From this location, the tool will measure the distance to each of EA's 6 game servers and average a location to each server per user in the game:
 - NA-Northwest – Portland
 - NA-West – San Jose
 - NA-South Central – Dallas
 - NA-Central – Ohio
 - NA-East – Virginia
 - NA-Northeast – Montreal
- The server determination will require at least 10 users to be confirmed for each game and will base it off the closest 12 users to a server. This is the server that Leaguegaming will recommend to use for each individual game.

How Do I Use It?

- Prior to the start of each game, 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 users 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.

The 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.
- 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.
 - The deadline for the teams to communicate is ten minutes past gametime, where normal 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 a 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 players from NA-East or NA-Northeast vs NA-Central, the following will occur:

- The away team will veto one of those three servers
- The home team will then choose from the remaining two server veto options

If the matchup consists of players from NA-East, NA-Northeast, or NA-Central vs NA-West, the following will occur:

- The game will be placed on the predetermined NA-South Central server by default.
- For this to occur, a minimum of six players must be present in the team lineups from the team that has West Coast players.

If the matchup consists of players from NA-East, NA-Northeast, or NA-Central vs NA-Northwest, the following will occur:

- The game will be placed on the predetermined NA-Northeast server by default.
- For this to occur, a minimum of six players must be present in the team lineups from the team that has West Coast players.

If the matchup consists of players from NA-West vs NA-Northwest, the following will occur:

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

Game Night Set-up – Club Challenge

- All games will be handled via the EASHL Club Challenge System.
- The Home Team listed on the site will have home-ice for the gameplay.

- The official pin number for each team to use shall be listed on the website within the game match-up screen.

Game Night Set-up – Forfeit Procedure

- Teams are given 10 minutes from **OFFICIAL GAME**; 09:10 – 09:40 – 10:25 – 10:55 PM ET to ensure that their complete six skater roster is in the dressing room, and actively searching for their opponent.
- Teams **MUST** communicate between 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 as to 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 **THEN** 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 skaters with no positional lock.
- Teams are eligible to roster sub players in and out of the line as often as required prior to the game beginning.
- If the game begins, and a player loses connections and cannot return, that player can be roster subbed out of the game.
- When a roster sub occurs, the team making the roster sub 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 sub player to come in and play in the Left Wing position.

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

- In the situation whereby a player loses connection, "lags-out", the play **WILL** continue up until the very next stoppage in play.
 - Teams will take note of the time the disconnection occurs as it will come into play for the restart.
 - Approximately **05:00 minutes of in-game time** will need to be added to the disconnection time.
- 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 goalie leave the game session which will prompt the game to end immediately.
 - Prior to the game restarting, teams are to calculate out the added time to the game to compensate for the player disconnection.
 - Upon the game restarting, at the opening face-off the team in which had a player lose connection to the game shall win the face-off and maintain possession of the puck.
 - That team will retain possession of the puck until the in-game score clock reaches approximately the same time plus 05:00 minutes added on in which both teams left the previous game.

- At that said time, the team with the puck possession is to take a "delay of game" minor penalty, by dumping the puck over the glass from within their own defensive zone.
- This penalty is taken due to the fact the team had a player lose connection during the game.
- The game will then resume as normal and continue until there is a winner.

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.
 - As an example, if a player loses connection ten minutes into the second period, and the play continues until the 10-minute mark of the second period prior to both teams backing out.
 - The game will be required to resume play from the 15-minute mark of the first period.
 - This time is calculated from the 10:00 minutes plus the 05:00 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 waiting for the penalty 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 required to be honored as well. 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 first 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 his or her own zone.
 - The next face-off, that same team is required to be allowed to win the draw, then they 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 the player **SHALL** then take a "delay of game" minor penalty, by dumping the puck over the glass in his or her own zone prompting a delay of game penalty.
 - This then will honor the powerplay prior to the disconnection as well the powerplay owed due to a player losing connection.
 - In a situation whereby a team is on the powerplay and a player loses connection, upon restarting the game, the disconnection and current powerplay are **OFFSET** resulting in the game starting full strength, 5-on-5.
 - 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.
- 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 on PlayStation Network or with the EA 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.
 - As an example, if a game from Wednesday at 10:15 PM ET requires to be rescheduled, that game **SHALL BE** replayed **PRIOR TO** games beginning on the next official game night.
 - The cut-off point will be 11:59:59 PM ET Sunday. All games must be played and scores reported by this time.
 - An exception can be made at the discretion of the Event Staff based on any server related issues, resulting in increased reschedule numbers.
- Teams will be given the option to reschedule a game from Wednesday night to any day until Sunday night if both teams come to an agreement on a rescheduled time.
- Teams will be given **ONLY ONE** reschedule attempt per series.
 - If both teams cannot make the rescheduled game, the game will be marked as a 0-0 game.
- If both teams cannot agree to a rescheduled time, the game is to be played at the default game time.
- Teams that are selected to be the featured series of the night are **NOT ELIGIBLE** 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 OUR OFFICIAL 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 and every one of their games!
- 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.
 - A stream with a camera angle that is **NOT** from a goalie's perspective.
 - A stream without any additional overlays, streamer cam, music, or party audio.

Standings Tie Breakers

Points in regulation are:

- 3 Points awarded for a regulation win
- 2 Points awarded for a overtime win
- 1 Point awarded for a overtime loss
- 0 Points awarded for a regulation loss

The standings will be sorted by the following criteria:

- 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, append any issues based on the judicial process.
- The Event Staff will use past practice per the League Gaming Constitution upon making any judicial rulings.

Season Overturns

- All game overturns will have a 24-hour period for a dispute.
- In the event someone is underaged, teams 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 is not on a roster, then there is a 24-hour window period for dispute.

In-Game Rules

EASHL Builds – Traits – Height and Weight

- There are no EASHL build restrictions for this event.
- All traits are eligible to be used.
- Any height and weight combination can be used.
- If a disconnection occurs, a player is able to change their loadout prior to the game restart.

Goal Review

- Any goal scored in-game that is deemed a goal by NHL 21 **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 their own games, 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 showing where the game loops back to a time prior to the game being scored.

Rink Appearance

- We require each home rink to have a "dark" color for the goalposts.