



Article II: Scheduling And Game Night Procedures NHL & AHL



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Section One: Weekly Scheduling Procedures and Restrictions

1.1: Availability

- Players are required to give their availability each week in the team's locker room via the red "sign up" button **OR** via the site's mobile app.
- Availability **MUST** be submitted no later than 23:59:59 ET the Saturday before the week of play in which a player is giving his or her availability. Failure to do so can also result in a player scheduled for games not based on the player's availability.
 - The only exception to this above rule is in regard to players who are acquired at the weekly trade deadline.
 - The availability system will not transfer a player from team to team when traded, waived, or claimed from waivers.
 - Players who are traded after the deadline listed above will be required to submit their availability no later than 17:59:59 ET on Sunday of the weekly trade deadline.
- A player must give a **MINIMUM OF FOUR** games availability each week to maintain their "right to play," and "right to be scheduled." This is required so that managers have adequate options when creating a weekly schedule.
- During the playoffs, a player is **ONLY** required to give a **MINIMUM OF TWO** games availability per series.
 - These two games **MUST** include **ONE GAME** in the **FIRST FOUR** games of the series to be deemed valid availability.

1.2: Right to be Scheduled

- Players must be scheduled for a minimum of three games per week.
 - The only exception is during the playoffs in a best of seven series.
- In situations where a player submits no availability, or less than four games a week availability, or offers availability later than the weekly deadline, the player forfeits their right to be scheduled. Therefore if the player is scheduled for a game he or she is not available for, no punishment will be issued to the manager in charge of scheduling.

1.3: Right to Play

- Skaters can **ONLY** play a maximum of three games a week while on an active roster.
 - The only exception to this rule is in the situation whereby a player is utilized as an ECU in a different league or in a week that has ten games (this occurs once a season, during week 5).
- Goalies can play a maximum of six games a week.
 - The only exception to this rule is in the situation whereby a goalie is utilized as an ECU in a new league or in a week that has ten games (this occurs once a season, during week 5).
- If a player is called up or sent down, he or she is still **NOT** eligible to play more than three games during that week of play.
- If a player gives less than the minimum required availability, the player forfeits their right to play three games that week. Therefore the team's manager will not face judicial punishment for the player not playing three games that week.
- Being in a forfeit (regardless of whether it is a win or loss) counts as a "game played" for scheduling purposes. This results in the player(s) for that game losing one of their games of eligibility for that week. For stat purposes, a forfeit win or loss will **NOT** show up on a player's



skater card. Players listed in a forfeit are ineligible to be removed from the forfeit to be given a new game of eligibility.

1.4: Weekly Lines

- Managers are required to confirm their team's lines every week.
- Lines are due by Sunday at 19:59:59 ET.
- Weekly lines that are required by the deadline are the **ENTIRE** allotment of games on your schedule from Sunday to Tuesday.

1.5: Restrictions and Exemptions

- Roster subs (swapping one roster player for another roster player) or ECU (use of an affiliate player) are **ONLY** options if a game is officially played!
 - All roster subs and or ECUs must be changed by the API stats, **BUT** it is the manager's responsibility to ensure that the stats and lineup are correct after the game stats have been entered.
- In the situation where a game results in a forfeit, the lineup listed at the "official game time" is locked into the said game regardless of possible pending adjustments. To ensure players who could not make a game anyway are **NOT** locked into a forfeit, it is recommended that the official lineup is changed before the official game time.
- A skater or goalie who is scheduled for a game that results in a forfeit is **not eligible to be scheduled for a new game to take the place of the forfeit game they were scheduled for.**
 - Therefore in this situation, players may end up not playing three games a week.
- The deadline for a forfeit lineup to lock is the official game time. Therefore any skaters listed in the line at the official game time, are ineligible to be subbed out, or ECU'd if the game results in a forfeit.
- A player who is ECU'd for a game is still eligible to play three games in the current week during the season.
- A player or goalie who submits less than the minimum required availability or gives his/her availability **LATE**, forfeits their ability to file complaints on their management for not scheduling them for games in which they were available.
- In some situations, managers may not be able to schedule a player due to the overall limited availability of the entire team.
- Management and Owners are ineligible to submit a strike for a player who misses a game(s) that the player did not post availability for.
 - The only exception is the situation where a player does not submit availability at all, or the player submits less than the required four games a week availability.
- Players or goalies who are scheduled for a game on their current roster are **INELIGIBLE** to be scheduled/play as an emergency call up (ECU) for their affiliate team if the game times potentially conflict.
 - The only exception is in the situation where the GM who scheduled the player consents to the player being used as an ECU.
- For weeks that have more than nine games a week, the team's manager may schedule as they deem fit, within the regulations posted above.
 - Each player and goalie **MUST** still be scheduled for their three games a week, but each player is eligible to play up to four games if necessary.



- Goalies in weeks with more than nine games are eligible to play a maximum of seven games.

Section Two: Scheduling Break Down

The LGHL has a series of set game times and a set schedule to ensure the community can have a consistent schedule season to season.

2.1: NHL and AHL Schedule

The LGHL and LGAHL both play an eighty-two game schedule that spans over nine weeks.

2.2: Game Times

The LGHL (Xbox) Times

- Sunday — 09:00 PM | 09:40 PM | 10:20 PM
- Monday — 09:00 PM | 09:40 PM | 10:20 PM
- Tuesday — 09:00 PM | 09:40 PM | 10:20 PM

The LGHL (PSN) Times

- Sunday — 09:30 PM | 10:10 PM | 10:50 PM
- Monday — 09:30 PM | 10:10 PM | 10:50 PM
- Tuesday — 09:30 PM | 10:10 PM | 10:50 PM

The LGAHL (Xbox) Times

- Sunday — 08:30 PM | 09:10 PM | 09:50 PM
- Monday — 08:30 PM | 09:10 PM | 09:50 PM
- Tuesday — 08:30 PM | 09:10 PM | 09:50 PM

The LGAHL (PSN) Times

- Sunday — 08:30 PM | 09:10 PM | 09:50 PM
- Monday — 08:30 PM | 09:10 PM | 09:50 PM
- Tuesday — 08:30 PM | 09:10 PM | 09:50 PM

In weeks with more than nine games in a week (week 5), the following times are used for both leagues:

- LGHL (Xbox) — Tuesday 11:00 PM
- LGHL (PSN) — Sunday 11:00 PM
- LGAHL (Xbox) — Tuesday 10:30 PM
- LGAHL (PSN) — Sunday 10:30 PM

*** For both leagues, all times are Eastern Time Zone, accounting for Daylight Savings Time when applicable.**



2.3: Holiday Game Schedule

In situations where League games are scheduled on holiday, the league will try their best to reschedule the entire league's games to avoid playing on holidays such as:

- Christmas Eve & Christmas Day
- New Years Eve & New Years Day
- Canada Day (July 1st) & Independence Day (July 4th)
- Thanksgiving Day (Canadian and American)

Section Three: Game Night Procedures

There are set procedures and guidelines outlined by the League to ensure League games are completed on time, start on time, and that if any unforeseen issue occurs, it can be addressed by the Managers quickly and effectively.

3.1: EASHL Pro Clubs Set-Up

- Prior to every game, please make sure that your club is available for use.
- If for some reason the EASHL Pro Club is locked or someone is still in the DR, teams are eligible to make a new EASHL Pro Club for the game after supplying proof that their original EASHL Pro Club is not available for use.

3.1.1: Team Uniforms Set-Up

- Upon receiving the team jersey Pro Clubs bag from EA, teams are to use the stock team assets for their EASHL Pro Club teams.
 - Please be sure to set the team's home jerseys to a dark/colored jersey scheme.
 - Please be sure to set the team's away jerseys to a Light/White jersey scheme.
 - For the team's alternate jerseys, teams can use any of the stock jerseys provided by EA.

3.1.2: Team Arena/Rink Set-Up

- Due to some issues with screen tear and lagging, we are **BANNING** the use of the junior stadium/rinks.
 - Please reference this post on why the junior stadiums/rinks have been **BANNED** — [LINK](#).
- Every EASHL Pro Club starts with a base stock rink. Please use the stock rink if no others have been unlocked.
- All goal posts in the arena/rink need to be set to a standard **RED** color.

3.2: Game Night Session Set-Up

From the EASHL screen, the 6v6 option shall be utilized.

3.3: Game Night Timeline

Official Game Time

- Both team captains set the "Game type" to "Private". For "Password", the Private Matchmaking ID listed on the LG game page is used. Team captains then set their side to Home or Away depending on the game and search.



- If a team is changing the password, the other team will need to be notified before searching.

NHL Official Game Times

- Xbox — 09:00 PM | 09:40 PM | 10:20 PM
- PSN — 09:30 PM | 10:10 PM | 10:50 PM

AHL Official Game Times

- Xbox — 08:30 PM | 09:10 PM | 09:50 PM
- PSN — 08:30 PM | 09:10 PM | 09:50 PM

3.3.1: Game Night Procedure

Five Minutes Past the Official Game Time

- If the two teams searching have not found each other, the team that has not begun searching will be required to take a 02:00 minute minor penalty on the opening faceoff. This would lead to a 5-on-4 power play start for the opposing team.
 - Any player in the game can take this penalty.

Eight Minutes Past the Official Game Time

- If the two teams searching have not found each other, the team that has not begun searching will be required to take a 02:00 minute double-minor penalty on the opening faceoff. This would lead to a 5-on-3 power play start for the opposing team.
 - Any player in the game can take the first penalty.
 - Once the first penalty is taken, another player on the same team must take the second penalty.

Eleven Minutes Past the Official Game Time

- The home team's MOC will send the official club challenge no later than this time UNLESS additional time has been required.
- If the club challenge has been sent, and the timer in the club challenge window expires, a forfeit can be claimed at this time.

3.4: Server Selection (Beta)

Thanks to EA's NHL 21 server selection when playing EASHL club games, we have brought this feature to LG. 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.

3.4.1 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 5 game servers [NA-West, NA-Northwest, NA-Central, NA-East, NA-Northeast] and average a location to each server per user in the game.
- 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 LG will recommend to use for each individual game.

3.4.2 How Do I Use It?

- Once all the users have been confirmed for a 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 determination is as followed:

NA-Central, NA-East, NA-Northeast

- If the best server option populates as one of the three options; NA-Central, NA-East, NA-Northeast, the following will occur:
 - The away team will **VETO** one of those three servers.
 - The home team will then **SELECT** from one of the two remaining servers.
 - This communication will be done between the team managers.
 - The away team will get only one **VETO** selection and cannot change their selection once stated.
 - The deadline for the away team to contact the home team will be the 5-min mark after game time, normal search rules still apply along with the forfeit rules (Section 3.2 & Section 5.3).
 - If the away team communicates on a server veto, but the home team does not accept the veto or lets the away team know their server preference, the away team will be **ELIGIBLE** to take a forfeit within the search rules.
 - If there is no form of communication between the managers, the home team will get to **SELECT** a server from any of the three.

NA-West, NA-Northwest

- No games will be played on one of these servers; NA-West, NA-Northwest, unless a **MINIMUM** of 10/12 players in the game are close to one of the western servers.
- The server that is determined as the best server will be used for any game that is found to be in the Western US.
- Normal search rules, similar to above along with the forfeit rules apply (Section 3.2 & Section 5.3).

3.5: Inputting Stats

LG has the full support of the fully automatic stats via the AP system from EA. Click [HERE](#) to reference "how to" do stats.

Please be sure to reference the post above to be able to utilize the Stats API fully.



3.5.1: Responsibility

The team's managers are responsible for ensuring that stats are entered on time.

Stats are considered "late" if not entered within 12 hours AFTER a game is completed (by Noon).

- If a game or part of a game is not found by the API, make sure to contact the league staff ASAP.

3.5.2: Inputting Options

There are two options for stat input:

1. Stats API
 2. Manual stat entry
- Both the API and manual stat entry are accessed by players or managers via the "My LG" tab (in your league forums) then by selecting "input score."
 - The API system is the required method for stat entry.
 - Games that have lag outs **CAN** be entered via the API, but pictures **SHALL** be taken as a back up to the API system.

3.5.3: Required Stats and Pictures

- The API does not require pictures to function. However, a player on your team **MUST** take a screenshot of the Team Stats screen, the "Box Score" screen, the Period Summary screen, and the "Player Summary" screens as a backup for the API system in the event that it fails to record a game.
- Ensure that any streams or clips of the game are archived as well to reference any stat discrepancies.

3.5.4: Forfeit Games Stats

- Use the "forfeit" button located in the API for forfeit games. **DO NOT** enter a forfeit via manual stats!
- In the situation where a team quits out of a game and does not return, or when a game results in a forfeit after the game has started, the current game stats are to be input into the system. The game is **NOT** to be entered as a 1-0 forfeit win.

3.5.5: Computer Stats

In any situation where a CPU player scores a goal(s), that goal(s) is to be added to the game stats. No human players are to be credited with the goal(s).

3.5.6: Goalie Stats

If a goalie scores a goal or records an assist, these stats can manually be added to the game by contacting league staff with proof (either pictures of the game's stats showing the assist, or a stream/clip showing the assist).



3.5.7: Lag Out Stats

- In the situation where a lag out occurs, resulting in a game being restarted, both teams are required to gather the Team Stats screen, the “Box Score” screen, and the “Player Summary” screens as a backup for the API system in the event that it fails to record a game.
- The team that wins will then be the team required to utilize the API system.

3.5.8: Player Replaced Mid Game

- In the situation where a player lags out and can not return to the game, the ECU **MUST** be listed in the same game at the same position.
- **DO NOT SUBSTITUTE** a roster player who lags out mid-game (or lags out anytime after the opening face-off) with another roster player!

Section Four: Disconnection Procedure

4.1: A Player Loses Connection

This section outlines what is to occur when a single player loses connection during a game, or prior to a game starting.

4.1.1: Player Loses Connection Prior to the Game's Start

- If a player loses connection before the game starts, that player is given a maximum of ten minutes to reconnect and join the game session.
- During that allotted time, the team who had the player lag out has the option to replace that player with an ECU or a roster substitute.
- If that decision is made, the player who lost connection is ineligible to return for play.

Recommended Best Practice:

- Follow the process outlined for additional time in Section 3.3.

4.1.2: Player Loses Connection on the Opening Face-Off

- If any player drops prior to or during the first face-off of a game, the game is to be stopped, and all players are to back out of the game.
- The game will then be restarted. There is no penalty for either team.

Recommended Best Practice:

- Restart the game ASAP so that the game can start as close to on time as possible.

4.1.3: Player Loses Connection During a Game

- If any single player loses connection after the opening face-off of a game, that team will play without that player until the next intermission. The team will be charged with a lag-out penalty. This penalty restitution must be applied immediately upon re-start.
- The player who lost connection must take the lag-out penalty, not a player the team chooses.
- The team is given a maximum of ten minutes to get the original player back into the game. Failure to do so results in a forfeit. The ten minutes starts from the time that the game is stopped.



- If a player loses connection during an intermission, the game is to be restarted right away. A lag-out penalty is to be applied upon the game resuming.

Recommended Best Practice:

- This is where having an ECU on-call can be helpful. If your player can not return, it can result in a forfeit. Therefore, the best option always has an ECU ready to fill in.

4.1.4: Unable to Return

- If for any reason, a player is unable to connect in order to finish a game that has started, that player must be replaced with an ECU, not another roster player.
- The game will register as both a game played for the player who lost connection and the ECU replacement. All stats are to be recorded for both players.
- The team is given a maximum of ten minutes to get an ECU player to replace the original skater. Failure to do so results in the other team being permitted to take a forfeit. The ten minutes starts from the time the game is stopped.

4.2: Goalie or Multiple Player Disconnections

This section outlines what is to occur in situations where a goalie or multiple players lag out at the same time.

4.2.1: Goalie Disconnections

- If the goaltender for either team loses connection, the game **SHOULD END** immediately due to how the game is programmed. If the game **DOES NOT** end immediately after the goalie lags out, the game will continue up until the next whistle!
- All plays up until the next whistle will count. Once the play stops, the game is to be paused, stat pictures are to be taken, and all players are to leave the game.
- Upon restart, both teams proceed to their ends of the ice and wait until the clock reaches the time in which the last game session ended.
- Once the time is reached, the team whose goaltender lost connection is to take a delay of game penalty by having a player of their choice skate into their own end and flip-dump the puck over the glass, creating a delay of game penalty, any other necessary penalties are to be applied, then the game is to resume.

4.2.2: Multiple Player Disconnections

- If any combination of two or more players (regardless of what team or combination of teams) lose connection during the game after the puck is dropped to start a period, the game is to be played out until the next whistle. All plays up until the next whistle will count.
- Once the play stops, the game is to be paused, stat pictures are to be taken, and all players are to leave the game. If an equal number of players on each team lose connection, their lag-out penalties cancel out.
- If two or more players lag out on only one team, those players must all take lag-out penalties upon restart.



4.3: Restitution Penalties

- Restitution penalties are taken once a game restarts after a disconnection. In order to take the penalty quickly and effectively, the team required to take the penalty is to be allowed to win the face-off. Once they win the face-off, the team is to give the puck to their player, who is required to take the penalty.
- Once that occurs, and the player has possession of the puck, that player is to skate into their own end and flip-dump the puck over the glass, creating a delay of game penalty.
- This is to be repeated in situations where multiple penalties are required.

Recommended Best Practice:

- The team that needs to take the penalty should be allowed to win the draw. Then the puck should be given to the player who is required to take the penalty. Once that player has possession, a delay of game penalty is the quickest and more effective penalty to take.

4.4: Coincidental Penalties

In situations where both teams have an equal amount of penalties, both teams are not required to take restitution penalties.

Recommended Best Practice:

- Common sense states that if both teams are to take an equal amount of lag out penalties, then no penalties are required to be taken by either team. This will allow for the game to be played more efficiently.

4.5: Restarting Process

After a disconnection occurs, a restart of the game session is required.

4.6: Additional Information

- In the situation where a goalie lags out, or a multiple player lagout occurs during a power play, once the game is restarted, the original power play must be honored.
- Once the clock reaches the time that was remaining in the original penalty, then the additional restitution penalty can be taken.

Section Five: Replays, Reschedules, and Forfeits

This section covers the rules and restrictions that apply to games being replayed, rescheduled, or resulting in a forfeit.

5.1: Replays

- In the situation where a complaint is filed, and the League's Board of Governors determine if an infraction occurred that directly affected the result of the game. If proven, a replay of the game may be ordered.



- Also, in situations where teams intentionally play in a different manner in order to change the outcome of the game, the League reserves the right to remove those players from the League and have the game replayed.

5.2: Reschedules

- In situations where both teams are having connection issues, the managers on call (MOC) from both teams can file a formal reschedule request in the Action Centre or via PM.
 - Both teams need to be aware that official reschedules hosted within the same week of play, on Thursdays of both teams do not agree to an alternative time.
- Therefore if an agreement to reschedule cannot be agreed on, the Board of Governors will move the game to a time slot on Thursday of the Board of Governors' choice.
- Also, in situations where major server issues, either with EA, Xbox, or PSN, the League reserves the right to reschedule League games.

5.2.1: Reschedule Restrictions

Due to the strict scheduling and playing rules outlined in this Article, the **ORIGINAL** roster scheduled for the **ORIGINAL** game prior to the reschedule is required to be scheduled for the rescheduled game. If one or more of the original players can not attend the rescheduled game, regardless of reason, an ECU is required to be used OR a player who did not play their maximum game allotment during the week of play in which the rescheduled game was originally scheduled for.

5.3: Forfeits

5.3.1 Forfeit Procedures

A forfeit may **ONLY** be taken in the following situations:

- Prior to the game start, one of the teams informs their opponent that they are unable to get six skaters.
- Anytime after the "eleven minutes past the official game start time," the team who has their complete six skaters is eligible to take a forfeit if the other team does not have six skaters and did not request additional time.
 - If this is the home team, it would be after the game search session expires.
 - If this is the away team, it would be if the game search session has expired by the "eleven minutes after official game time."
 - In both situations, additional time was not requested.
- If a team has a player lags out, his/her team is given ten minutes to replace the player with an ECU or allow the player to return. If the player **DOES NOT** return or an ECU is unable to play within the ten minutes window, their opponent is eligible to take a forfeit.

Forfeits are not eligible to be taken in the following situations:

- Prior to "eleven minutes to official game time," unless one of the two teams scheduled to play states that they are forfeiting.
- Teams are not eligible to take a forfeit if they are not searching for a game session unless one of the two teams scheduled to play states that they are forfeiting.
- In the situation where a team is intending to take a forfeit **BUT** is still searching for their opponent, which results in the two scheduled teams to match up in the lobby, a forfeit cannot be taken.



- If any of the above criteria occurs, but the scheduled game is played, a forfeit is ineligible to be taken after the game has been completed.
- In a situation where a player loses connection resulting in the game being restarted, a forfeit cannot be taken until ten minutes after the game has ended. The ten-minute window is to allow the player to return or his or her team to replace the player with an ECU.

In the situation whereby two teams are engaged in a forfeit dispute, if there is no stream footage to support the forfeit or dispute the forfeit, the game can be set to be replayed. This rule requires both sides to have a video to support both sides of the argument.

5.3.2: Forfeit Restrictions

- Lineups are now locked at official game time if the game is not played and a forfeit occurs. In the situation where a forfeit is taken or granted, whatever lineup that was listed at official game time is the lineup that is locked into said forfeit game.

5.3.3: Gentlemen's Agreement

Teams are able to agree to play after the "ten minutes past official game time" mark. But teams are reminded that rules allow a forfeit to be taken any time after the "ten minutes past official game time" mark.

Section Six: Tiebreakers

In situations where teams are tied with the same amount of points in a season, the LG Standings system will abide by the following set of criteria to break the tie.

Tie Breakers In Order of Determination:

- Greater number of regulation wins.
- Greater number of points between the tied teams (head to head).
- Greater goal differential (positive) between goals for and goals against for the season.
- If two teams remain tied after the above criteria are met, a tiebreaker game will be played between the tied teams.