



Article I: League Structure Xbox Series X|S – PlayStation 5 CHL



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Section One: Commissioner's Office

The Commissioner Staff will be identified by an **ORANGE**-colored name.

These members of League Staff are responsible for the day-to-day operations of the LGHL, LGAHL, and LGCHL.

1.1: Commissioner's Position

- The position of the Commissioner is to be the League planner and organize the different sections of the League that make it operate.
- The Commissioner should be the League visionary working on ways always to improve while growing the League.
- The Commissioner should be the League's voice, always updating and informing the League.
- By doing all this, the Commissioner is tying the League together by working with both Site Staff and his League members to find a way always to improve the quality of the League.
- If a situation occurs that is **not outlined by an article in the constitution**; the Commissioner can make a ruling that is in the best interest of the League. This ruling is made by consulting the League Staff, reviewing the community's opinion, reviewing past practices, and using the best judgment to ensure the integrity and purpose of the League are upheld.

1.1.1: Hearing of Constitutional Amendment

- The Commissioner is allowed to call a Hearing of the Constitutional Amendment. This is a meeting to change the Constitution during the Season, where Commissioner Staff, and Owners, will each have a vote to decide on any changes. If both sides can not agree, the amendment will not be approved.
- Mid-season amendment suggestions can be made by any member of the League's Staff or any member of Management or Ownership. Official amendment ideas can be presented to the Commissioner via private message.
- Only three articles of the constitution can be amended; Article Two: Scheduling Process and Game Night Procedures, Article Three: Rosters and Transactions, and Article Four: The Rule Book. In some situations in regard to the league structure, league expansion may not require a League vote.
- Most changes to the League will be based on past experiences, manager opinions/suggestions, and player suggestions.

1.1.2: Letter of Understanding

A situation may occur where certain rules have been issued for several seasons in the past but may not currently be practical for the current season. A letter of understanding can be Drafted by the Commissioner and presented to the Owners for approval. If approved, the letter will be added to the constitution for the specific season that it was agreed upon, to allow for an exception to certain procedures outlined in that Article. These types of agreements are allowed to be suggested by any member of League Staff, Owners, or Managers.

1.1.3: Official Announcements

- The Commissioner will be responsible for **all** public relations on behalf of the entire League Staff.



- The Commissioner is the only member allowed to make declarations, give public updates, participate in interviews, or comment on any hearings, suspensions, or amendments.
- The Commissioner may delegate this responsibility to another League Staff member as they see fit but only at their discretion.

1.1.4: Executive Orders

The Commissioner has certain rights to order other League Staff Members, Owners, Management, or players, to perform a task, or uphold a standard. This can only be done in situations where the player has been given a position that requires a commitment past just playing in the games.

Examples are Staff Positions, Owners, Management, or Committee Members. The Commissioner can give no more punishment than the firing from that position unless it is otherwise stated in Article Four: The Rule Book.

1.1.5: Staff Training

The Commissioner is responsible for making sure the League Staff are well-trained and have superb knowledge of our Constitution and day-to-day operations.

1.2: Deputy Commissioners – League Directors

Each Deputy Commissioner is assigned a League which they are responsible for. The League Directors are also represented with an **ORANGE**-colored name on the website.

1.2.1: Management Assistance

- The Deputy Commissioners are to help Owners and Management and answer their questions when necessary.
- These League Staff members will assist Owners and Managers with their issues while trying to reference and educate those members on where these issues can be resolved in the Constitution.
- The League Directors are also responsible for ensuring the League Staff assigned to their league of operation are performing their duties on a day-to-day basis correctly and within a timely manner as outlined within the constitution.

1.2.2: Procedural Enforcement

- When Management complaints are filed, the Deputy Commissioner responsible for that specific League will be responsible for ensuring the complaints are handled within the timelines and procedures outlined in Article Four: The Rule Book.
- It is also the duty of the Deputy Commissioner to ensure League Staff are enforcing the rules consistently as per the constitution and past practice.

1.2.3: Management Training

- The Deputy Commissioners have the responsibility to make sure their Management is well trained and has superb knowledge of our Constitution and Rules. They must make sure they know our procedures inside and out.



- It is also extremely important for the Deputy Commissioners to reference the Constitution and/or Management Procedures when assisting Owners and Managers. This will help ensure if those Managers or Owners have future issues, they will at least have some information to reference and hopefully will be able to mitigate their own issues.
- Management training may also be tasked with the League's Development Committee.

1.2.4: Role of The Deputy Commissioner

- The Deputy Commissioners are responsible for monitoring, aiding, and overseeing the disciplining of Management, as well as providing assistance to the Commissioner.
- The Deputy Commissioners may be appointed special tasks by the Commissioner to help run the League, like Committee Work or Site Work.
- The Deputy Commissioners are also tasked with hiring their own League Staff.

1.3: League Directors

1.3.1: League Management

- League Directors are nothing more than Deputy Commissioners who have been given the task to watch over one specific League and its Managers.
- They are still responsible for the same tasks as all other Deputies and hold the same voting rights and powers.
- They are just more concentrated on one League.

1.4: Judicial Appeal Process and Player Representation

- The League Commissioner is responsible for reviewing and handling all League appeals.
- Since the Commissioner is removed from the judicial process, his/her ability to review the appeal with a fresh set of eyes is important.
- Since the Commissioner has a large position in writing the rules, his/her ability to understand how the rule is meant to be enforced will play a key factor in reviewing an appeal case.
- All appeals must be filed in the Action Center but also can be sent via Site PM directly to the League Commissioner.
- The League Commissioner can delegate the ability to review Management and Player reviews to the Commissioner's Staff – League Director.

1.5: Conduct

- Members selected by the Commissioner to be a part of the Deputy Commissioner Staff are required to meet the standards outlined within the LeagueGaming Code of Conduct.
- Being a member of this committee is considered a direct representation of the League, its beliefs, and its goals.
- Members who do not meet the conduct criteria will be removed from the League's Staff and or not considered for a position within the Staff structure.

Section Two: Board of Governors

The Board of Governors(BoG) will be identified by a **MAGENTA**-colored name.



2.1: Position

- The Board of Governors is responsible for providing rulings on player(s) infractions based on Article Four: The Rule Book.
- The Board of Governors is not responsible for seeking or investigating those issues. Their position is to judge the infractions and determine a course of action as outlined in the articles of the Constitution as per the League's judicial process.
- The Board of Governors is also responsible for handling any Management complaints outlined in Article Four: The Rule Book.
- The Board of Governors may be appointed special tasks to help run the League.
- The Board of Governors is also assigned a league in which they are responsible for.
- The Board of Governors is required to report directly to the League Director in which they are assigned to.

2.2: Suspensions

- The Board of Governors have the ability to suspend a player(s) when the evidence is brought to them via our complaint system.
- The Board of Governors must make their rulings based on the facts and evidence presented and on how those facts and evidence relate to Article Four: The Rule Book.

2.3: Board of Governors Vote

- The Board of Governors' rulings is based on a majority vote in regard to League Complaints.
- The Board of Governors will conduct these votes all week leading up to the 18:00:00 ET deadline on Sunday of every week.
- If a member of the Board of Governors does not vote in time, then it will always revert to a majority vote. If there are three votes, two of the votes must agree or disagree for a majority. There should never be a stalemate, however, if there is, the Commissioner will be the deciding vote.
- There are some exceptions to the judicial process that **do not** require the Board of Governors to vote on certain complaints. As an example, a player removal request that provides clear evidence of a player quitting would be an example of a complaint that can be actioned by one Board of Governors without a vote being held.

2.4: Board of Governors Selections

The Board of Governors will be selected by the Deputy Commissioners. They must pass the interview stage.

2.5: Conduct

- Members approved by the Commissioner to be a part of the Board of Governors Staff are required to meet the standards outlined within the LeagueGaming Code of Conduct.
- Being a member of this committee is considered a direct representation of the League, its beliefs, and its goals.
- Members who do not meet the conduct criteria will be removed from the League's Staff and or will not be considered for a League Staff position.



Section Three: Owners

The League Owners will be identified by a **BLUE**-colored name.

3.1: Position

- Owners are responsible for running, managing, and guiding their organization to victory in the NHL.
- The Owner must ensure all their teams are being run correctly by Management, and that they all have a good way to communicate with each other.
- The Owner is responsible for having all of their teams run smoothly. The Owner should be the first person to jump in and fix a problem on one of his/her teams, as he/she is ultimately responsible for every team in his/her organization.
- Communication between Owners and League Staff can ensure a successful season can be had and all serious issues **shall** be discussed on the website.
- Owners are also expected to meet the requirements outlined in the Manager Expectations.

3.2: Roster Transactions

- Owners are to oversee all roster transactions made by each General Manager and Assistant General Manager in their organization.
- No one League is more important than another. It is important, prior to the season starting, that Owners sit down with all of their Management and explain what is expected of each person in Management and how he wants his transactions to happen.

3.3: Compliance

- Owners must follow the League's policies and procedures at all times. They must promote the League standards to all of their players, and keep their teams playing within the League's rules. This includes promoting and ensuring that their Management teams are properly following those same policies and procedures.
- During investigations, Owners must be compliant by being honest and open to League Staff questions. Not being compliant could result in punishment if it is deemed so as per Article Four: The Rule Book.

3.4: Accountability

- Owners are responsible for every player in their organization and may be held accountable for any of their players' infractions.

3.5: Management

- Owners are responsible for selecting and/or replacing Management and submitting those selections for League approval based on the Management criteria.
- Assistant General Managers are promoted either before or after bidding via the contract system.
 - A player must currently be on the roster of the team they are taking as Assistant General Manager to accept the position.
 - Assistant General Managers retain their current contracts when promoted.



- An Owner may fire a Manager by submitting evidence of him/her not fulfilling his duties as Management. This will be sent to the League Director for review.

3.6: Management Office

- Owners will have access to this section of the forums for the CHL.
- This forum section is meant to brainstorm new ideas as well as have an open conversation with League Staff about issues that should be addressed to improve the League. When an Owner has an opinion regarding a League issue or a suggestion for improvement, it will be heard here. This is where they will conduct their Owner votes.

3.7: Filing Management Appeals

- The Owner may appeal a Management violation ruling made against themselves or their Management by the League Staff.
- These appeals can be filed in the action center and will be reviewed by the League Director.

3.8: Owner's Vote

Owners will have a vote in Constitutional Amendment Hearings or Constitutional Changes. They will count as one vote (majority) in matters involving adding, removing, or editing certain sections of the Constitution.

3.9: Ownership Selections

- Owners will be selected by the Commissioner's Office. They will be selected based on experience, and in some situations, the interview process.
- The League may select any player according to the player's status by definition (found in Article III) to fill an Ownership position. Being selected as an Owner negates the player's current contract (if applicable).
- If the League selects an Owner who is under contract to a team **during the season**, the Owner of the player selected to be promoted to Owner will be presented with two options:
 - Release that player freely.
 - Work out a compensation trade for the player who is being promoted to the Owner.
- During the off-season, teams have no rights to compensation for players who are selected for CHL Ownership.

3.10: Ownership Commitment

- CHL Ownership is currently a two-season commitment.
- Any Owner who steps down after accepting the offer to become an Owner will have to sit out the remainder of the season.
- Stepping down or being removed as an Owner also makes that player **ineligible** to exercise buying out the ban until the following off-season.

3.11: Ownership Team Selections

- During the off-season, the League Commissioner and/or the League Staff will contact the members of the League to accept Ownership.



- If an Owner wishes to return the following season, they may do so by contacting the League Commissioner and/or the League Staff.
- All returning Owners are **ineligible** to change their team selection/roster assets to a new team.
 - The only time this will be made an exception is if the previous team Owner decided to not return, but is willing to help the League by applying for one of the remaining teams.

3.12: Conduct

- Members selected by the Commissioner to be an Owner are required to meet the standards outlined within the LeagueGaming Code of Conduct.
- Being a member of Ownership is considered a direct representation of the League, its beliefs, and its goals.
- Members who do not meet the conduct criteria can be suspended or removed from their position as an Owner.
- Failure to comply with the Manager's Expectations can also result in an Owner being removed from their position.

3.13: Management Discord Server

- All Owners are required to be in the Management Discord server throughout the season.
- Failure to comply or join the Management Discord server can result in a game suspension or more until the Owner joins the server.
 - Subject to a ban or increased punishment if the Owner leaves the server.

Section Four: Management

The League General Managers will be identified by a **CYAN**-colored (CHL) name.

4.1: Management Position

- General Managers and Assistant General Managers are responsible for the day-to-day management of their teams.
- They may also be given additional tasks by their Owners as well. This may include scheduling, setting lines, negotiating trades, signing, releasing, and trading players.
- The General Manager may also delegate or share some of their day-to-day duties with his Assistant General Manager (AGM).
- Teams are required to have a General Manager (in the CHL). However, this is strongly discouraged.

4.2: Management Contracts

- Once a player accepts an offer to be a General Manager at the CHL level that player is locked into a one-season contract. If a player wishes to step down or is removed from the position by the League Staff, a seasonal ban is issued, and the player is **ineligible** to buy-out said ban until the following season.



4.2.1: General Managers

- CHL General Managers are selected prior to the start of NHL bidding and are issued a one-year, \$0 salary contract.
 - Players who are under contract, and wish to be a General Manager of another team, are required to be traded for in order to accept a General Manager contract with a new organization.
- Players may also be promoted mid-season to a General Manager position to fill a vacancy. Players who are promoted mid-season to General Manager will have their contract reduced to a one-year deal, and their salary reduced to a \$0 salary contract. In order for a player to be promoted to General Manager mid-season, the player must be on the team's active roster or must be acquired via trade.

4.2.2: Assistant General Managers

- CHL Assistant General Managers may be selected prior to NHL bidding or selected after CHL bidding. Assistant General Managers selected prior to bidding will retain their current salary and contract. Once a player is won in NHL bidding, the Owner has the ability to promote a player to an Assistant General Manager position.
 - The League Staff also can fire/remove a player from an Assistant General Manager position as well without issuing a league ban.
- Players may also be promoted mid-season to an Assistant General Manager position to fill a vacancy.
 - Players who are promoted mid-season to an Assistant General Manager position will retain their current salary and contract for the remainder of the season.
 - In order for a player to be promoted to an Assistant General Manager position mid-season, the player must either be on the team's roster or must be acquired via trade.

4.3: League Promotion

- This is the one situation where a General Manager will be allowed to finish the season as a player on their current team. This may include a player elected to fill a Commissioner or Board of Governors position.
- An Owner promoted to a League Staff position will be reverted to a one-year contract at the League minimum.
- A General Manager promoted to a League Staff position will be reverted to a one-year contract at the League minimum.
- In the situation where the Assistant General Manager is promoted to a League Staff position, they will remain at their current salary and contract.

4.4: League Intervention

When a player is currently serving a contract on one team, and the League wishes to promote the player to an Ownership position on another team, the League will coordinate with the Owner of the player to work out a trade/transaction or select compensation to free that player from their contract with their current team.



4.5: Management Removal

- When Management is not fulfilling their commitment or duties, their Owner or League Staff has the right to remove them from the team. After such removal, the Owner is responsible for filling the vacant Management spot.
- The Owner/League Staff must provide evidence showing that Management is not fulfilling their duties or commitment.
- An Owner wishing to remove Management must submit a case for removal to the League Director and Board of Governors Staff in a site private message.
- When players in Management are removed or step down, they are **ineligible** to play until the next season, unless issued a two or three-season ban (unless they have an appeal granted).
- Stepping down or being removed as a Manager also makes that player **ineligible** to exercise buying out the ban until the following off-season.
- The Commissioner's Staff may propose the removal of Management for issues of conduct, breach of rules or procedures, or failure to fulfill their commitment, or meet expectations.

4.6: Management Criteria

- Owners may only select players as Management that are not under contract to another organization, or that they have acquired the rights to.
- Players returning from a seasonal ban are **ineligible** to be selected as a Manager in the first season back after serving a ban.
 - Being issued a ban from either the Xbox or PlayStation league counts towards this rule.
 - This applies to **all management positions!**
 - If a player is granted an appeal and allowed to return to the league in good standing, this does not apply.
- Players listed on the "No Management List" are not able to accept a Management position.
 - This list is located in the league forums or can be found here - [LINK](#).
 - This list of players is updated on a seasonal basis.
 - Player(s) on this list can appeal their eligibility to the League Staff.
 - All players that have ever been issued a Capital Offense ban are **ineligible** to manage until cleared by the League's Commissioner.
- A player must be **eligible** to play in the League for which he/she is taking the management position.
 - **Ex:** Randomly Assigned (RA) players cannot take CHL management, etc.
- A player is **ineligible** to skip the NHL Entry Level Draft in order to become Management at **any level**. The only exception is if a player who is Draft eligible is considered **eligible** to take CHL Ownership under the understanding that if Drafted, the player is **eligible** to ECU in the first season of their contract. In the second season, if the player does not wish to return to the CHL as an Owner (after approval from the NHL Owner), the player will retain their Draft salary as well as retain their NHL call-up eligibility for an additional two seasons.
- Once the Draft is completed a Drafted player may become an CHL Manager.
 - By accepting a \$0 salary contract Management position, the player is forfeiting their Entry Level Draft contract.
- All CHL Management promotions that occur during the season **may only** be filled by players currently signed up for the current season of league play **and** listed on a current season roster. All other Management criteria must be met, as well.



- Players under contract who are retired **may not** come out of retirement **during** the season or playoffs to take a Management position.
- The League Staff **cannot** take a Management position for the Owner of a team at any level of the league that they work for (Xbox | PlayStation).

4.7: Conduct

- Members selected by their Owner to be a Manager are required to meet the standards outlined within the LeagueGaming Code of Conduct.
- Being a member of Management is considered a direct representation of the League, its beliefs, and its goals. Members who do not meet the conduct criteria can be suspended or removed from their position in Management.
- Failure to comply with the Manager's Expectations can also result in a Manager being removed from their position.

4.8: Management Discord Server

- All General Managers and Assistant General Managers are required to be in the Management Discord server throughout the season.
- Failure to comply or join the Management Discord server can result in a game suspension or more until the Manager joins the server.
 - Subject to a ban or increased punishment if the Owner leaves the server.

Section Five: Players

5.1: Position

- Players play a major position in the League. Without players, managers would have no one to manage, and League Staff would have no one to govern.
- Players have a set of rules they are required to follow to remain in good standing with the League.

5.2: Availability

- Players are required to give their team a **minimum of five games of availability each week.**
- Players are **only** entitled to **six games** of Injured Reserve per season.
 - Injured Reserve is an "excused absence" from the League.

5.3: In-Game Requirements

- Players are required to review and understand the rules outlined in Article IV, The Rule Book.

5.4: Disconnection Process

- Players are required to review and understand the process for a lag out during or prior to a game starting. All disconnection procedures are outlined in Article II: Scheduling and Game Night Process.



5.5: Participation and Quitting Policy

- Prior to signing up for a season, players are required to accept this policy in order to be **eligible** to play.
- **Policy Reference:** [LINK](#)

5.6: Ban Buy-outs

- **Ban Buy-out Policy:** [LINK](#)

5.7: General Conduct

Players are required to follow the website's code of conduct at all times.

Website Terms of Service

Section Six: NCAA

6.1: Position

- Players play a major position in the League. Without players, managers would have no one to manage, and League Staff would have no one to govern.
- Players have a set of rules they are required to follow to remain in good standing with the League.

6.2: Availability

- Players are required to give their team a **minimum of three** games available each week of the season.

6.3: In-Game Requirements

- Players are required to review and understand the rules outlined in Article IV, The Rule Book.

6.4: Disconnection Process

- Players are required to review and understand the process for a lag out during or prior to a game starting. All disconnection procedures are outlined in Article II: Scheduling and Game Night Process.

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