



Article II: Scheduling And Game Night Procedures CHL



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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 23:59:00 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.
- 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 three games per week.
 - The only exception is during the playoffs in a best of seven series.
- In situations where players submit no availability, or less than four games a week availability, or offers availability later than the weekly deadline, the player is forfeiting their right to be scheduled.
- If a player forfeits their right to be scheduled, and is scheduled for a game they are not available for; no judicial punishment can be sought against the management group

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 new league or in a week that has ten games that will occur once a season.
- 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 that will occur once a season.
- 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 required availability, the player forfeits their right to play three games a week. Therefore the team's manager will not face judicial punishment for the player not playing three games in a week.
- Being in a forfeit (win or loss) results in one of the three games a week a player is scheduled for and technically counts as a "game played." For statistical 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. These will not show on a player's skater card.



1.4: Weekly Lines

- Managers are required to submit lines for all games every week before games begin.
- **ALL** Lines for the entire week are due by Sunday at 8 PM EST.
 - This means all games must have lines in by the above deadline

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 line up is correct after the game stats have been entered.
- In the situation where a game results in a forfeit, the line up listed at the "official game time" is locked into the said game regardless of possible pending adjustments. To ensure players who were not going to make a game anyways 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 or play an additional game.**
 - In this situation, Players may end up not playing three games a week.
- The deadline for a forfeit line up to lock is the official game time. Therefore any Players 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's for a game is still eligible to play three games in a single week during the regular season.
- A Player or goalie who submits less than the minimum required availability or gives his or her availability **LATE**; forfeits their ability to file complaints against their Management for not scheduling them for games in which they were available.
- In some situations, Management 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 Player for removal 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 currently on a CHL roster who are scheduled for a CHL game are ineligible to be scheduled/play as an emergency call up (ECU) for their affiliate (AHL/NHL) team.
 - The only exception is in the situation where the Management who scheduled the Player releases the Player to be used as an ECU.
 - **ACTIVE PERMISSION IS REQUIRED BY THE PLAYERS MANAGEMENT GROUP**

Section Two: Scheduling Break Down

LG's CHL 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: CHL Schedule

The CHL plays a 72 game season that spans over an eight-week season.

2.2: Game Times

All game times are listed in PM EST

- Sunday 8:30, 9:10, 9:50
- Monday 8:30, 9:10, 9:50
- Tuesday 8:30, 9:10, 9:50

***All times Eastern, 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, Christmas Eve
- New Years Eve, New Years Day
- Canada Day, 4th Of July
- Thanksgiving (Canadian and American)
- Super Bowl

Section Three: Game Night Procedures

Sunday through Tuesday, 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 EASHL Pro Club Dressing Room, 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.
 - Teams can agree to swap jersey schemes as long as they are in agreement prior to puck drop
 - I.e. Home is White, Away is Dark



3.1.2: Team Arena/Rink Set-Up

- Due to some issues with screen tear and lagging, all junior stadium/rinks are **BANNED** from being used as the team's home in-game stadium/rink.
 - 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 other stadium/rinks have been unlocked.
- All goal posts in the arena/rink need to be set to a standard **RED** color.
 - Punishment for Non-Compliance is a complete replay of the game.
 - There are **NO EXCEPTIONS** to this

3.2: Game Night Session Set-Up

From the EASHL screen, the Private game option shall be utilized. Team managers are required to update the website with their official club name.

3.3: Game Night Timeline

Official Game Time

- Both teams are expected to search using the Private Matchmaking ID provided by the LG site for the game.
- If the home team is changing the Private Matchmaking ID, the away team will need to be notified before the game invites being sent.
 - The Private Matchmaking ID should only be changed if EA rejects the code provided by LG or if it matches with an incorrect team.
- If an LG game is not completed by the start time of the next scheduled game, Management should inform the other team via site PM, Discord Private chat, or a message from your console.

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.
- The timer ends once the clock reaches xx:05:00 on the dot.

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.
- The timer ends once the clock reaches xx:08:00 on the dot.



Eleven Minutes Past the Official Game Time

- The home team's MOC will send the official club challenge no later than this time.
- If the club challenge has been sent, and the timer in the club challenge window expires, a forfeit can be claimed at this time.
- The timer ends once the clock reaches xx:11:00 on the dot.

3.4 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.

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 6 game servers and average a location to each server per user in the game:
 - North America North-West = NA-Northwest – Portland (Oregon)
 - North America West = NA-West – San Jose (California)
 - North America South-Central = NA-South Central – Dallas (Texas)
 - North America Central = NA-Central – Ohio
 - North America East = NA-East – Virginia
 - North America North-East = NA-Northeast – Montreal (QC)
- 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.

3.4.2: 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.

3.4.3: Server Selection Determination

- Both teams are to communicate with one another.
- The away team is to **VETO** one of the top three server selections.
 - The away team will also only get **ONE VETO** selection!
- The home team is to then **SELECT** from one of the two remaining servers.



- 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 by the home team.
 - The deadline for the away team to contact the home team to communicate with the server being vetoed will be the 5-minute mark after the official game time, normal search rules still apply along with the forfeit rules (Section 3.2 & Section 5.3).
 - Once a server veto has been made, it **CANNOT** be changed!
 - If the away team communicates on a server veto, but the home team does not accept the veto, or notifies the away team with their server preference, the away team will be **ELIGIBLE** to take a forfeit within the search rules. This forfeit can be taken by the away team at the 11-minute mark past 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.
- If there is a dispute in which one of the teams is searching using an invalid server selection, the staff reserves the right to ask that both teams provide a proof of search.
 - Upon the request from the 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 sync'd.
 - Failure to follow instructions will subject the team to forfeit the game.

3.5: Inputting Stats

LG has introduced the full automatic stats API. 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 managers are responsible for ensuring the stats are entered on time.

Stats are considered "late" if not entered within 24 hours AFTER the game's completed.

There are sometimes known site issues, please enter stats ASAP

3.5.2: Inputting Options

All stats should be entered via the API:

- The API can be accessed by players or managers via the "My LG" tab (in your league forums) then by selecting "input score."
- Pictures are required to be taken for ALL GAMES. If the API cannot be used, results/stats may need to be entered by staff, and these pictures will be used to verify stats. **If pictures are NOT taken, and the API fails, games can be marked as 1-0 or 0-0 if stats cannot be verified.**

3.5.3: Required Stats and Pictures

- **Ensure that pictures are TAKEN, or a stream of the game is recorded as well as saved to reference any stat discrepancies.**
- **These should include the Box Score, End of Game summary, and Player Summary.**
 - **YOU SHOULD BE TAKING PICTURES EVERY GAME, IF AT ALL POSSIBLE**



3.5.4: Forfeit Games Stats

- Use the "forfeit" button located in the API for forfeit games.
- 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 unless the game was tied or the team claiming the forfeit was losing at the time.

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.

3.5.6: Lag Out Stats

- In the situation where a lag out occurs, resulting in a game being restarted, both teams are required to gather all six of the required stat pictures from above.
- The team that wins will then be the team required to upload all the photos from the game or utilize the API system.

3.5.7: 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.
- A roster player who lags out mid-game (or lags out anytime after the opening face-off) cannot be replaced 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.
- If that decision is made, the player who lost connection is ineligible to return for play.

Recommended Best Practice:

- Follow the process outlined for addition 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 a player loses connection after the opening face-off of a game, the play **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 **05:00 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).
 - This additional time is not to be added in if there is a disconnection in the actual final minute of the 3rd Period. Teams are required to finish out the game as is (explained further below).
- 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, if the lagout occurred during the 2nd or 3rd Periods.
 - 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 -if needed, 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.

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).
 - As an example, if a player loses connection ten minutes into the 2nd Period, and the play continues until the 10-minute mark of the 2nd Period prior to both teams backing out.
 - The game will be required to resume play from the 15-minute mark of the 1st Period.
 - This time is calculated from the 10:00 minutes plus the 05:00 minutes from the player disconnection.
- For a further explanation, please reference the information below for when a player disconnects.

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 goalie leave the game session which will prompt the game to end immediately.
- The team that had the disconnection occur will be required to take a minor penalty upon restarting the game.
 - This time is determined when the exact time a player disconnects from the game.



- 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 goalie leave the game session which will prompt the game to end immediately.
- The team that had the disconnection occur will be required to take a minor penalty upon restarting the game.
 - This time is determined when the exact time a player disconnects from the game.
- An additional 05:00 minutes of in-game time will be added to the time of the disconnection.
 - If the disconnection occurs between 20:00 and 15:00 of the 2nd Period, additional time is not needed.
 - Teams are recommended to take the minor penalty right off the opening face-off of the game restart.
 - If the disconnection occurs between 14:59 and 00:00 of the 2nd Period, the 05:00 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 goalie leave the game session which will prompt the game to end immediately.
- The team that had the disconnection occur will be required to take a minor penalty upon restarting the game.
 - This time is determined when the exact time a player disconnects from the game.
- An additional 05:00 minutes of in-game time will be added to the time of the disconnection.
 - If the disconnection occurs between 20:00 and 15:00 of the 3rd Period, additional time is not needed.
 - Teams are recommended to take the minor penalty right off the opening face-off of the game restart.
 - If the disconnection occurs between 14:59 and 1:01 of the 3rd Period, the 05:00 minutes of in-game time will need to be added.
 - If the disconnection occurs between 01:00 and 00:00 of the 3rd Period, the 05:00 minutes of in-game time will **NOT** be added.
 - Teams are recommended to finish out the game and the game will not be restarted.

Recommended Best Practice:

- This is where having an ECU on-call can be helpful. If the player cannot 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 player must be replaced with an ECU, not another roster Player.
- The game will register as both a game played by the player who lost connection, as well as 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 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 game is to resume.
- Once the time is reached, the team whose goaltender lost connection is to take a delay of game penalty by having the goaltender skate into the restricted area with the puck, and 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 2+ 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.

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 effectively.

4.5: Additional Information

- In the situation where a goalie lags out, or a multiple Player lag out 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 BOG determines an infraction occurred that directly affected the result of the game, a replay 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 MOCs from both teams can file a formal reschedule request in the action center or via PM.
 - Both teams need to be aware that official reschedules hosted within the same week of play, on Thursdays if both teams do not agree to an alternative time.
- Therefore if an agreement to reschedule cannot be agreed on, the BOG will move the game to a time slot of the BOG's 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

Forfeits can **ONLY** be taken in the following situations during :



- Prior to the game start, one of the teams informs their opponent that they are unable to get six skaters.
- Anytime at and 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 **due to previous LG games still being played.**
- If a team has a player lags out, his or 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 the Management of one of the two teams scheduled to play states they are forfeiting.
- Teams are not eligible to take a forfeit if they are not searching for a game session.
- 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 fact.
- In the situation where a player loses connection resulting in the game to be restarted, a forfeit cannot be taken until ten minutes after the game has been exited. 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

- Line-ups 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 line up that was listed at official game time is the line up that is locked into said forfeit game.
- Teams can play their game if they both agree to start, even after the "eleven minutes past-game time"
 - In this scenario, a FF cannot be taken unless other disconnections occur

Section Six: Tie Breakers

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 positive goal differential between goals for and goals against the entire season.
- If two teams remain tied after the above criteria are met, a tiebreaker game will be played between the tied teams.