



## Article IV: The Rule Book NHL & AHL



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## Section One: The LGHL Rule Book

### 1.1: Preamble

The LGHL is a simulation-style hockey League. We attempt to mimic professional hockey as closely as possible. While we may not always be able to succeed in that goal due to logistics or game controls, we will constantly seek to improve upon those aspects and implement further procedures in order to bring us as close as we can to our real-life counterparts.

This may involve adapting certain protocols to suit our needs, as well as creating rules in an attempt to make a video game more realistic. The LGHL provides its members with the opportunity to experience their own virtual career as either a player and or a member of a Management team.

### 1.2: General Conduct

When participating as a member of the community in an LGHL sanctioned event, or on the League Gaming website, you are to show respect and sportsmanship towards other members and follow the rules at all times.

General conduct expectations are currently outlined within the League Gaming Code of Conduct. Members of this website are considered ambassadors of League Gaming, which is why a general moral clause has been added to our code of conduct and terms of service allowing League Gaming to disassociate with members who represent themselves in a way that League Gaming does not portray.

### 1.3: Jurisdiction

- This rule book applies to any of the LGHL sanctioned events classified as any LG-related interaction that takes place outside of the website.
  - These include, but are not limited to; official games on Xbox or PSN, scouting sessions run by an organization, team chats (regardless of what platform is used), and any interaction between two members where the root cause of the interaction is related to or based on an event from LG.
- The League Staff must follow a statute of limitations. Punishment will not be issued in any situation where a violation has occurred but has gone a period of two weeks without a complaint filed.

\*\* The statute of limitations **ONLY** applies to a minor offense as deemed by the League Board of Governors \*\*

### 1.4: Complaint or Violation Disputes

Members are eligible to dispute rulings by:

- Appeal issued via the Action Centre.
- Then, sending a site PM to the Commissioner and League Staff following up on the official appeal.

The League reserves the right to not deal directly with a dispute until a complete twenty-four hours have passed after a determination has been voted on by the League Staff. This is to protect League Staff from unnecessary verbal abuse.



## Section Two: Judicial Process

### 2.1: Understanding the Judicial Process

- All members of the League need to have an understanding of how the judicial process works and what role the community has in this process.
- The website has a complaint system building via the Action Centre. The Action Centre can be accessed from **ANY** forum section on the website. The expectation of the League Staff of the community is that when an issue occurs that requires the Staff to review or address the said issue is to file a formal complaint in the Action Centre.
- Without a formal complaint filed, the Staff cannot address the concerns of the community effectively in a timely manner. Formal complaints need to be filed in the Action Center unless otherwise indicated by League Staff.
- The League Staff will not make any official rulings without a formal complaint filed with the exception of code of conduct issues that are witnessed by the League Staff in the site shoutbox.

### 2.2: Filing Formal Complaints

- Anytime an issue occurs, it **MUST** be brought to the attention of the League's Staff in the form of a formal complaint that is filed within the Action Centre.

#### 2.2.1: Complaint Categories

- There are several categories outlined in the Action Centre for complaints to be filed.
- Please ensure when filing a complaint, it is filed under the correct category.
- Complaints that are filed under the wrong category will be denied, and the member who filed the complaint will be instructed to refile said complaint under the correct category via the website's site alert.

#### 2.2.2: Filing False Complaints

- At any time a complaint is filed that provides false evidence, the League will void the complaint in question.
- Any member caught filing a complaint with false or fabricated evidence will be investigated. If the member who filed the false complaint is found guilty, the member will face a violation, which could lead to a League suspension or League removal depending on the situation.

#### 2.2.3: Providing Evidence

- In order for the League to come to a decision, complaints that are filed must include adequate proof about the infraction in question.
- Complaints that are filed that do not provide adequate proof will be marked as "rejected."
- Any member who has had a complaint marked as "rejected" has the ability to resubmit the complaint, providing evidence for review. During these situations, seeking League Staff's advice is recommended.
- It is recommended that when filing a complaint in regards to an in-game issue that a link to a stream is provided. The League Staff cannot make an official ruling on an in-game issue without video evidence.



- In the situation whereby a complaint requires photo evidence, the League recommends using a website like imgur.com to host your screenshots. From that point, the shared links can be copied and pasted into the Action Centre.
- When submitting "proof," be sure to link the appropriate videos and images. You may include streams, clips, or conversations. Always upload your evidence using any of the provided resources below. Acceptable forms of links are as followed:
  - Streaming platforms such as Twitch, Youtube
  - Image host sites such as Imgur, ImgBB, PostImage, Discord

#### 2.2.4: Viewing Ruling Decisions

- Once a complaint has been ruled on by League Staff, it is located in the "Recent Actions" section of the Action Centre.
- Members are encouraged to read and review this section of the Action Centre prior to messaging the League for an update on a complaint they filed.
- When a player or manager is issued a suspension, they will receive a notification about the action. When you click on the notification, it will redirect you to the recent action in which the player or management was involved with.

#### 2.2.5: Judging Complaints

- Certain members of League Staff are responsible for making decisions on complaints filed under certain categories.
- Website-related issues, such as code of conduct, chatbox issues, and more, are governed by the LG Commissioner and Commissioner's Staff.
- Any "in-game" violations are reviewed and decided by the Board of Governors (BoG).
- The Board of Governors is also responsible for handling trade compensation requests.
- Any management related violations are reviewed and decided by the Commissioner's Staff.
- The League Director is responsible for overseeing the decision process. The League Director is also responsible for educating and training his/her Staff to the standards in which all complaints are to be handled.
- In situations where a complaint(s) is filed that isn't outlined within the guidelines of the Constitution, the Commissioner has the responsibility to ensure the issue is handled in the best interest of the League as stated in Article I, Section 1.1.
- The Commissioner will try to remain out of the decision-making of day-to-day complaints. The Commissioner can be used to review situations under appeal, review major situations that the League Staff members assigned to the task are not comfortable with, and also deal with situations that are found not to be outlined within the Constitution.
- In the situation where a complaint is being voted on by the League Staff, any Staff member that is currently a member of the party in question is ineligible for voting.
- In the situation where evidence provided for a complaint incriminates others not listed in the official complaint, the League's Staff reserves the right to issue the same punishment to the others who have broken the similar rule(s).

#### 2.2.6: Violation Punishments

- Punishments are handed out at two different levels: Player and Manager.



- The type of violation and the role the member is currently in will determine what punishment will be issued.
- All punishments issued are based on a degree system, not a strike system.
  - That means the punishments are not cumulative.
  - Each rule violation has a predetermined punishment associated with it.
- There are four degrees of punishment; first-degree being the least serious, fourth-degree being the most serious.
- The League also has the ability to issue a warning for certain violations that are deemed not deserving of a degree punishment.
- Owners and Managers are also considered players, thereby can be issued punishment based on what is listed in the player violation section of this document.

### **Player Punishments:**

- Any member who physically plays scheduled games in the League is eligible to receive a punishment for a player infraction.
  - **First-Degree:** One-Game Suspension
  - **Second-Degree:** One-Week Suspension
  - **Third-Degree:** Seasonal Ban \*

### **Management Punishments:**

- Any member who was listed as a Owner, GM or AGM during the time of the infraction is eligible to receive a management punishment.
  - **First-Degree:** One-Game Suspension
  - **Second-Degree:** One-Week Suspension
  - **Third-Degree:** Seasonal Ban \*

\* Seasonal bans will be issued based on what the violation is and what is outlined in the ban policy \*

### **2.2.7: League Removal Policy**

- Seasonal bans can be issued in three different degrees:
  - A first-degree ban is defined as two-season punishment issued to a player/manager
  - A second-degree ban is defined as three-season punishment issued to a player/manager.
  - A third-degree ban is considered a Capital Punishment.
- The League Staff reserves the right to determine the degree of the ban.
- The League Commissioner will make an announcement prior to the season starting to educate players on what their responsibilities are.
- Management may also make a suggestion of what degree should be issued to the player who is receiving the ban.
- In the final three weeks of the season, and during the playoffs, the League reserves the right to upgrade two-season bans to three-season bans due to the timing of the season in which the ban occurs.

\*\* Being removed from the LGHL-LGAHL-LGCHL in the Xbox League **SHALL REMOVE** a player from the LGHL-LGAHL-LGCHL in the PSN League as well. This also applies for players removed vice versa. \*\*



### 2.2.8: Capital Punishment Ban Policy

Capital Punishment is a system added to replace site bans. The definition of a Capital Punishment is a ban in which a member **MUST** to sit-out **THREE** seasons **AND** pay the \$100 CAD fine associated with the ban. Paying the fine **WILL NOT** reduce the number of seasons a player has to sit-out while under a Capital Punishment ban.

Site bans **MAY** still occur but will be limited; users who are using a second account to circumvent a capital ban and spam.

Reference this [\*\*POST\*\*](#) for more information on the ban buy-out and ban policy.

A Capital Punishment may be issued for but the following, but not limited to:

1. Second tagging issues, account recovery issues (using and or knowing about and not co-operating with League Staff).
2. Refusal to play.
3. Acting in a manner deemed a detriment to the organization.
4. Threatening another member of LG.
5. Code of Conduct violations as outlined in the site-wide "Code of Conduct."
6. Threats against the website.
7. Three consecutive League bans within **the duration of a five year period**.
8. Doing any of the above offenses **WHILE** already on a Capital Punishment ban.

### 2.2.9: Right to an Appeal

- Any time a decision is made that results in a violation, the member in question has the right to file for an appeal.
- All appeals are filed via an Action Centre.
- Appeals are filed in situations where the member does not feel the process was handled fairly or the punishment is not adequate.
- All appeals filed in regards to player removals are handled by the League's Commissioner.
- Appeals filed in regards to in-game or League issues will be handled by the League's Director.
- If the member who has filed the appeal is not comfortable with the decision made by the LG Commissioner, all other inquiries will be forwarded to @Tris10.

#### **Recommended Best Practice (for players):**

- Always ensure that an appeal has enough valid proof to ensure that the complaint you are appealing will be overturned. Appeals that provide no new evidence will be voided by the League Staff.

### 2.2.10: Time Frame for Serving a Punishment

- Complaints are not reviewed and completed by the League's Staff until the week of play has concluded. The only exceptions to this statement are:
  1. Code of Conduct complaints are handled daily.
  2. Player removal requests are handled daily.
  3. Late line violations will be handled on a nightly basis.
- All suspensions issued from the League for the following week must be issued no later than Sunday at 17:59:59 ET, allowing managers enough time to account for suspended players.





- A suspension that is issued is required to be served by the player or manager in their next scheduled game.

### 2.2.11: Public Complaints

- The League Staff will ensure those who file complaints are kept anonymous when possible.
- Therefore, any time League Staff feels a complaint has been made public by the member who filed the complaint; the League reserves the right to have the complaint voided. This decision is made at the League's discretion, and in situations where the complaint reveals a serious infraction, the League will not void the complaint to preserve the best interest of the League.

### 2.3: Standard of Participation

- Management is afforded the opportunity to charge their own player(s) with a second-degree penalty, provided they submit it to the Commissioner's Staff prior to a ruling being made against that player.
- A second-degree penalty applied by management must be a suspension of one-game and must be served by the player according to the standards outlined in this Article. The suspension is to be served in the player's next scheduled game.
- League Staff reserves the right to lengthen the suspension based on the evidence provided by the manager.

### 2.4: Staff Timeline for Complaint Rulings

- The League Staff is ineligible to process complaints prior to the final night of games for the week being completed. The League Staff must have all complaint rulings completed by Sunday at 17:59:59 ET.
- The only exception is in relation to playoff violations, "player removal" requests, and certain time-sensitive issues.

### 2.5: Statute of Limitations

- The statute of limitations **only applies to less serious violations**.
  - Code of Conduct violations that would result in a player removal, will not fall into this category.
  - Account recovery or second tagging issues will not fall into this category.
- A complaint filed fourteen days **OR** more past the original date of the violation occurring will be deemed past the statute of limitations. Any complaint past the statute of limitations will be void.
- If the situation occurs where an offense takes place that impacts the League's standings, the League reserves the right to schedule a replay of the game or mark the game as a forfeit.

### 2.6: Withholding Information

- Complaints being held on for a long duration of time to benefit a player or a team will result in the player who filed a complaint to be issued a similar infraction as the player the complaint is filed upon.

## Section Three: Game Related Rules

This section outlines both the gameplay rules and the procedures involved in resolving broken rules before, during, and after games.



- As a player in the League, if you feel a violation has occurred, you are to play the game out as best as possible. Once the game is completed, it is highly recommended to file a complaint along with adequate proof explaining your issue.
- Adequate proof is defined as a video of the violation that shows enough of the play leading up to the violation as well as what occurs after the violation.
- Any infraction that occurs during the game, but does not directly influence the game's outcome, will be deemed incidental and no corrective action will be taken by the League.
- Any complaint filed in relation to in-game violations will follow the degree system outlined in Section Two of this Article. The only exception is there will be no warnings issued for in-game violations.

#### **Recommended Best Practice (for players):**

- If any of the violations below occur, players should remember that if instant restitution is given, no League punishment will follow.

#### **3.1: Pre-game EASHL Pro Club Set-Up**

For more information about the EASHL Pro Clubs Set-Up, reference Article II, Section 3.1 & 3.2.

#### **Punishment for non-compliance (for managers):**

- The punishment will be issued to the Manager on Call (if none, NHL Owner or AHL GM).
  - **First-Degree:** One-Game Suspension
  - **Second-Degree:** One-Week Suspension
  - **Third-Degree:** Seasonal Ban \*

#### **3.2: Game Night Deadlines**

##### **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.

### 3.3: Server Selection Determination

For more information about the EASHL Pro Clubs Set-Up, reference Article II, Section 3.4.

- If a team is found to abuse or manipulate the server selection procedure to gain an advantage of a better server for the game, the following punishments will be issued below.
  - Examples include: Inserting an invalid lineup

#### **Punishment for non-compliance (for managers):**

- The punishment will be issued to the Manager on Call (if none, NHL Owner or AHL GM).
  - **First-Degree:** One-Game Suspension
  - **Second-Degree:** One-Week Suspension
  - **Third-Degree:** Seasonal Ban \*

### 3.4: Diving for the Puck

A player may only dive to take the puck away in the defensive zone of the ice. You may only remain in the dive position for a duration of three seconds.

#### **Punishment for non-compliance (for players):**

- **First-Degree:** One-Game Suspension
- **Second-Degree:** One-Week Suspension
- **Third-Degree:** Seasonal Ban \*

### 3.5: Self Board Play

Self board play is **ONLY** legal in two situations that does not result in a goal scored:

1. A player may pin him/herself behind the goal line in the defensive zone.
2. A player may pin him/herself behind the goal line in the offensive zone **IF AND ONLY IF** they are the first to the puck in a footrace off of a dump from outside the zone (this includes hard around passes).

#### **Punishment for non-compliance (for players):**

- **First-Degree:** One-Game Suspension
- **Second-Degree:** One-Week Suspension
- **Third-Degree:** Seasonal Ban \*

### 3.6: Ragging the Puck

- A player or team may not attempt to hold the puck in their defensive zone in order to kill time off the clock for any reason.
- Players are permitted to reset a breakout by moving the puck backward.



#### **Punishment for non-compliance (for players):**

- **First-Degree:** One-Game Suspension
- **Second-Degree:** One-Week Suspension
- **Third-Degree:** Seasonal Ban \*

#### **3.7: Goaltender Interference**

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

#### **Punishment for non-compliance (for players):**

- **First-Degree:** One-Game Suspension
- **Second-Degree:** One-Week Suspension
- **Third-Degree:** Seasonal Ban \*

#### **3.8: Glitching**

- Exploits, cheats, mods, or any other form of tampering with the game or its intended gameplay are hereby prohibited.
- These things cannot be specifically covered by the rules, and therefore are all categorized as one.
- Any of these types of exploits need to be brought to the League Staff as quickly as possible to be able to identify its effect better. If possible, a rule may be later created where the League sees fit.

#### **Punishment for non-compliance (for players):**

- **First-Degree:** One-Game Suspension
- **Second-Degree:** One-Week Suspension
- **Third-Degree:** Seasonal Ban \*

#### **3.9: In-Game Loop**

- If at any time during a game, a loop occurs, both teams are to continue to play the game as normal.
- If the situation occurs when a goal is scored, then the game loops, thereby erasing the goal that was just scored, the team who scored has the ability to request the goal be added at the game's conclusion.
- In order to make the request, a complaint must be filed in the Action Centre that provides enough evidence that a goal was scored in the game in question and was not counted due to a loop.
- Failure to provide proof will result in the goal, not counting.

#### **3.10: AI Player Stats**

Regardless of the situation, anytime an AI player scores a goal, it will count.



### 3.11: Resolving Broken Rules During a Game

#### 3.11.1: Procedures

Accidental issues can occur during a game, and the League allows for restitution to be provided, ensuring the quality of the game is upheld. Restitution can be given in several forms.

#### 3.11.2: Goals

- When a goal is scored as the result of an infraction, the team scoring the goal has the option of returning that goal.
- Allow the other team possession of the puck, have all of your skaters move to the sideboards, so as not to impede the other team, and have your goaltender skate behind his/her net. This makes it quick and apparent to the other team that you are returning a goal to them.
- Neither the goal scored due to the infraction nor the goal scored in restitution, are included in the stats for that game or the individual stats for the players.
- The goals and assists from the game summary are subtracted from player stats, and the goals against are subtracted from both goaltenders' stats. When stats are adjusted in this manner, a note is to be made in the game summary for both teams and the League to see.
- In situations where a goal loop occurs, the team who was scored on may also allow the scoring team the opportunity to score the goal and then continue the game.

#### 3.11.3: Penalties

- When a penalty occurs as the result of an infraction, the team receiving the power play has the option of taking a penalty to return that power play.
- To do this, determine the position of the penalized player. The player in that position on the team is to take the penalty in return.
- The player to be penalized is to immediately take the puck into his/her own zone and dump the puck over the glass. Once the penalty has been called, the return is complete, and play resumes as normal.
  - There are no additional considerations for a difference on the clock between the two penalties, or the resulting 4-on-4 situations.
- If multiple penalties apply, multiple returns may be offered.
- If there is an occurrence that becomes too complicated for returns, either due to a multitude of infractions, penalties, or a major penalty, the game is completed as normal, and a complaint must be filed for a Board of Governors ruling.
- Neither the penalty applied due to the infraction nor the penalty taken in return is to be included in the individual stats for those players. When stats are adjusted in this manner, a note is to be made in the game summary for both teams and the League to see. The game stats are not adjusted in this situation.

#### 3.11.4: Possession

- When an infraction occurs that only includes a loss of possession, a return of possession can be made by giving possession of the puck to the other team and having all of your skaters touch your blue line.
- If you are unable to return possession, you may offer restitution the next time you do have possession of the puck. The main objective is to ensure that it is obvious to the other team, by your actions on the ice, that you are offering a return. Your goal in this situation is to avoid the filing of a



complaint. If you do not feel your restitution was apparent to the other team by your actions, it is recommended that you repeat it.

### 3.12 Adjusting Stats After an In-Game Infraction

#### 3.12.1: Goal Incident

- When a goal is scored as the result of an infraction, the Board of Governors will remove that goal from the result of the game. If a team wins by one goal, and one goal is overturned in this manner for that team (resulting in a tie score), then overtime will be scheduled to play.

#### 3.12.2: Penalty Incident

- When a discrepancy in penalties is proven, the Board of Governors have the right to institute a replay for that game. A replay will only be considered in cases where there are multiple penalty discrepancies, or the game was decided by one goal. Otherwise, standard penalties will apply.

#### 3.12.3: Possession Incident

- The only time a replay will be instituted for a possession-related incident is when there is sufficient evidence that either one team was ragging the puck to preserve a one-goal lead or the illegal method of obtaining possession directly impacted the deciding goal of a one-goal game. Otherwise, standard penalties will apply.

## Section Four: Player Rules

- As a player, you are responsible for your actions on and off the ice.
- The rules in this section detail what you as a player are required to both do and avoid doing in regards to specific off-ice aspects of participating in the LGHL.
- These rules apply to all who participate in the League, whether you are a Player, Manager, Owner, or Staff member.
- As a player on Leaguegaming.com, you need to fully understand your role as well as your responsibilities to ensure the experience you have here is positive and enjoyable.

Here are the expectations for players:

- The player is to ensure they understand that their role is to be an active team member who shows up to his/her scheduled games.
- Players are to ensure they understand the rules and restrictions that apply for game night. Article II goes into much detail as to when games start, when extra time can be requested, what happens when a player lags out, what happens if a game is a forfeit and more.
- Players are to ensure they understand the roster restrictions and rules that apply to them during the season. Article III outlines trade requests, trade deadlines, waivers, call up restrictions, ECU limits, positional requirements, etc.
- Players are to ensure they understand the in-game, out of the game, and conduct rules and restrictions that apply to the – Article IV outlines in-game rules, general conduct rules, appeal process, etc.
- Players are expected to understand the **League's Terms Of Service, Code of Conduct, Participation and Site Ban Buy-out Policy.**



- Players are expected to know their role is that of a player, and not the same as a manager. Therefore any privileged information a player may have heard shall remain private. Players are also reminded that they are **NOT** managers and are **NOT** permitted to partake in management duties such as trading, etc. Failure to comply with this rule will lead to a warning and possibly lead to a suspension if the behavior is not corrected.

#### 4.1: Availability

- Weekly games will appear within the player's locker room on a weekly basis. The games will also appear on the official LG Mobile App.
- Availability **SHALL** be given via the sign-up options on the website or app. No other form of availability will be deemed acceptable.
- Any player who submits less than four games of availability during the season, or no availability at all can be issued strikes for games they do not show up for regardless if the player was available or not for those games.
- 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.
- Players who are traded after the deadline listed above will be required to submit their availability no later than 18:59:59 ET on Sunday of the weekly trade deadline.
- Reference Article II, Section 1.1 for more information.

#### Punishment for non-compliance (for players):

- Subject to being scheduled for games outside of the player's availability.
- Subject to a League removal if the player has been issued valid struck for no-showing their games.
  - Reference Article IV, Section 4.2 below for more information.

#### Recommended Best Practice (for players):

- Ensure availability is given every week! Also, be sure to give a **MINIMUM** of four games of availability each week.

#### 4.2: No-Shows

- A player who no-shows for a scheduled game can be issued a "strike" by their Owner and/or Manager via the Management tools.
- Players can be removed from the League for the following strikes being issued:
  - Week One – Week Nine
    - A total of five missed games strikes (season)
  - Week One – Week Seven
    - A total of three strikes within the same playing week
  - Week Eight – Week Nine
    - A total of two strikes within the same playing week
    - A total of three strikes combined within weeks eight and nine
- A player who receives two strikes during the duration of the four-round playoffs can have a complaint filed on him/her, which will result in a three-season ban.



- Strikes **DO NOT AUTOMATICALLY** remove a player. Once the required amount of strikes has been achieved, a player removal request is required to be submitted via the Action Centre. If the removal is urgent, follow up with the League Staff via PM.

#### **Punishment for non-compliance:**

- Seasonal ban.

#### **Recommended Best Practice (for players):**

- Life happens, ensure to update your managers as to why you missed scheduled games. Also, ensure that the communication between yourself and your manager is done via the website to ensure you, in fact, did make an effort to contact your team.

#### **4.3: Maintaining an Active Console Account and LG User Profile**

- Each player who is a member of the LGHL and its affiliated Leagues must maintain an active LG Profile. In order to do so, members must periodically log onto the website. This should also be done on a weekly basis to submit availability.
- Members are also expected to maintain an active Xbox Live Gold account and or PlayStation Plus account throughout a season – playoffs.
- League Staff reserves the right to temporarily remove a player's eligibility to play in the League while the account goes through a secondary vetting process. Secondary vetting can be required in situations where a player no longer has an active account on his/her console or in a situation whereby the said player is now sharing a Xbox Live Gold account on Xbox or sharing a PlayStation Plus account on PlayStation.
  - This can also include situations where an incorrect Xbox Gamertag or PlayStation Online ID is listed incorrectly on the LG Profile, but playing on another Xbox Gamertag or PlayStation Online ID.

#### **Punishment for non-compliance:**

- Temporary suspension from League play.

#### **Recommended Best Practice (for players):**

- Self-explanatory, Ensure that if you make any changes to your console account, you inform League Staff as soon as possible.

#### **4.4: Demanding/Brokering a Trade**

- Players are eligible to request a trade based on the length of their contract. In order for their request to be met, the following standards must be followed:
  - The player is not eligible to publicly notify the League they have formally requested a trade.
  - The player is not eligible to demand which team(s) they wish to be traded to.
  - Players are **NOT** eligible to manipulate League and site systems, such as retirement, to force their way off of a team.
  - The player must remain active until they are traded (minimum of four games availability).





- Players must understand if they are not traded by the trade deadline, they will be placed on waivers. If the player is not claimed off waivers, they must report to the AHL affiliate that their rights were sent to.

If a player is issued a ban for demanding or brokering his/her own trade and buy-out their ban, the player will not be given their trade request back.

**Punishment for non-compliance:**

- Revoked trade request and potential removal from the League (situation will dictate).
- Seasonal ban.

**Recommended Best Practice (for players):**

- Understand that having a trade request is, in fact, a privilege that can be revoked if you do not handle yourself appropriately.

**4.5: Quitting the Team or League**

- A message from the player stating his/her intention not to play anymore, or quitting the team/League, is considered intent not to play. No appeal will be given for situations where Players, Managers, and Owners quit.
- Situations that occur where members ask to be removed due to technical issues or a sudden schedule change can be reviewed, and if proof can be provided to support an appeal, it will be granted.

**Punishment for non-compliance:**

- Seasonal ban.

**Recommended Best Practice (for players):**

- If you decide to quit, please ensure that it is 100% your intention. Once you state your intentions to quit, you will be ineligible to retract that statement. Your only option will be a League Ban Buy-out.

**4.6: Ineligible Player**

Players have a responsibility to ensure they are **NOT** playing a game when they are **NOT** eligible to play!

An ineligible player is described as, but is **NOT** limited to:

- Playing out of position
  - This does not apply to forwards playing another forward position they are not listed as.
  - This does not apply to defenders who are playing the opposite side. They are not listed as.
- Playing while being suspended or banned.
- Illegal Substitutions
  - Subbing a player out of a forfeit after official game time.
  - Making more than one roster sub in a single game during the playoffs.
- A player not on your roster.
- A player who has exceeded the max game limit.



- A player who does not meet the playing eligibility requirements for a specific League based on his/her player status.
- Failure to play games according to the playoff scheduling limit.
- Playing on a second tag or user account.
- Playing on an account that is not their own - Account recovery.

**Punishment for non-compliance:**

- In situations where the ineligible player had an influence on the outcome of a game and the team with the ineligible player won, the game will be overturned to a 1-0 forfeit loss. All stats will be removed from the game.
- If the team with an ineligible player lost in overtime, the game would be changed to a regulation loss, and all of the players on the team with the ineligible player would be removed from the stats.
- If the invalid roster had no influence on a game's outcome, game results would not be affected, but the team's manager will receive a one-game suspension for each game whereby the ineligible player was used.

**Recommended Best Practice (for players):**

- Players who understand this rule can help prevent their team forfeit games. Be aware of the restrictions that apply to your team.

**4.7: In-Game Communication**

In-game communication between teams is limited to Management **ONLY**. Players are not to message other Players or Management from the opposing team before or during the game, or in between restarts. If a different line of communication is needed for whatever reason, a team's Management may communicate with any player on the opposing team in an effort to resolve or clear up situations.

**Punishment for non-compliance:**

- Depending on the severity of the violations, it will dictate the degree of punishment.

**Recommended Best Practice (for players):**

- Common sense, be respectful.

**4.8: Website Etiquette**

The League Gaming Code of Conduct dictates what is deemed acceptable and what is not.

Players are responsible for knowing what is required of them in the following three documents:

- **Code of Conduct**
- **Terms of Service**
- **Participation and Site-Ban Buyout Policy**

**Recommended Best Practice (for players):**



- Reference the Code of Conduct. Also, remember this isn't a PG website. Therefore petty complaints will be void. That being said, there are predetermined things that are zero tolerance for, as outlined in the Code of Conduct.

#### 4.9: Second Tag Issues – Account Recovery Issues

Members of the LGHL or affiliate leagues are only eligible to have one account that is being used in the League at any given time.

Creating an additional account with the intention of; hiding one's identity, circumventing a ban, playing additional games, or any other activity deemed malicious and affecting the League's integrity is prohibited.

Sharing Xbox Live or PlayStation Network account information with the intention of; allowing a different player other than the account's owner to play or another activity deemed malicious and affecting the League's integrity is prohibited.

This section also applies to PSN players who share play during a League game.

In situations where a second tag or tag recovery maybe suspected the League reserves the right to:

- Share the account's IP address with third party companies during the investigation - players agree to this when they sign up for the League.
- Remove the player's eligibility to play in the League until the investigation is completed.

#### **Punishment for non-compliance:**

- Additional accounts will be permanently banned from League Gaming. Any member who has been proven to have played on the additional accounts created the accounts, or share their account information will receive capital punishment. Upon returning from the ban, the player(s) will be placed on probation and will be deemed ineligible for management until otherwise notified by the League's Commissioner.

#### **Recommended Best Practice (for players):**

- If you have information in regards to a second tag, contact the League's Staff, you will remain anonymous if possible.

#### 4.10: Conduct Unbecoming

A player can be issued a violation for conduct unbecoming, which could result in a suspension, seasonal ban, or capital offense depending on the severity of the violation.

Conduct Unbecoming is defined as but **NOT** limited to:

- Rage Quitting
  - Upgrades to auto second-degree after Week 7.
- Blackmailing
- Confessing to Breaking Rules
- Causing a Panic or Riot
- Filing False League Information \*
- Circumventing the intent of a rule



- Acting in a manner with the intent of trying to influence a trade

The League Staff reserves the right to issue a Conduct Unbecoming violation to a player for other offenses that may occur that are not outlined in this section or other sections of the rule book based on their discretion.

**Punishment for non-compliance (for players):**

- **First-Degree:** One-Week Suspension
- **Second-Degree:** Seasonal Ban \*

**4.11: Detrimental Act to the Organization**

A detrimental act is defined as but **NOT** limited to:

- Playing in a manner to ensure the team loses.
- Giving a team poor availability intentionally.
- Submitting a falsified IR request.
- Conduct during bidding with the intent of deterring teams from bidding on said player.

It is the responsibility of the team managers to provide evidence of a player that is acting in a manner that is detrimental to the organization.

**Punishment for non-compliance (for players):**

- **First-Degree:** Seasonal Ban
- **Second-Degree:** Capital Punishment \*

**4.12: Refusal to Play**

Refusal to play is defined as but **NOT** limited to:

- Refusing to play for the team organization that currently holds the player's contract.
- A player stating that "I do not want to play for this team" is also considered a form of refusal to play.
- A player who quits the League after being traded to another team.

**Punishment for non-compliance:**

- Capital Punishment.

**Section Five: Owners and Management Expectations**

The rules in this section detail what Owners and Managers are required to do and what to avoid doing in regards to your duties as having ownership and management in the LGHL.

If a complaint with sufficient evidence is filed and an Owner/Manager is in violation of these rules, the Owner/Manager will be issued an offense as outlined in Section 2 of the Rule Book, unless another punishment is specifically outlined.



Owners and Managers must also follow all other rules listed in Sections 1-4 of this rulebook. They, too, are players in the League and will be judged on those infractions as a player, and in some instances, as both a player and an Owner/Manager

The LGHL Staff holds Owners/Management to the highest standard. In any case of a violation, admission of guilt may be taken into consideration when Staff is ruling on complaints.

Ownership and Management positions are considered a privileged position that can be revoked if the Owner/Management does not follow the guidelines outlined in the Owner and Management Expectations.

A player can be issued a violation from this section if he or she is found to be involved in anything outlined in this section regardless of the player not being listed as a manager.

### 5.1: Late Lines

The entire week's worth of games is required to be scheduled no later than 19:59:59 ET Sunday.

Late line violation occurs each week, Sunday by 20:00:00 ET. If one game has more than one blank spot, it's one violation. If all nine games have more than one blank spot, it's still only one violation.

It is legal to entirely swap all six players with any combination of ECU call ups or roster substitutions during the regular season, even after the scheduled game time, so long as the game isn't forfeited.

If a **SINGLE** position is left blank pending an ECU fill in, those lines are not considered in violation.

#### **Punishment for non-compliance:**

- The punishment will be issued to the manager who confirmed the lines (if none, NHL Owner or AHL GM).
- The punishment will be subject to be issued in the same week of play if the manager who confirmed the lines has not played yet.
  - **First-Degree:** One-Game Suspension
  - **Second-Degree:** One-Week Suspension
  - **Third-Degree:** Seasonal Ban \*

#### **Recommended Best Practice (for managers):**

- Use the LG mobile app to ensure your lines are submitted on time.

### 5.2: Invalid Roster

An invalid roster is described as:

- Having more than the allotted 17 players on the active roster.
- Being over the salary cap.
- Having more than the allotted nine forwards, six defensemen, and two goalies.
- Under the roster limit but without the required amount of salary cap available (reference Article III, Section 1.5 for more information).



Managers need to remember that this rule only applies when a game is played, and the roster is not compliant with any of the above restrictions.

**Punishment for non-compliance:**

- In situations where the invalid roster had an influence on a game's outcome and the team with the invalid roster won, the game will be overturned to a 1-0 forfeit loss. All stats will be removed from the game.
- If the team with an invalid roster lost in overtime, the game would be changed to a regulation loss, and all of the players on the team with the invalid roster will be removed from the stats.
- If the invalid roster had no influence on a game's outcome, game results would not be affected, but the team's manager will receive a one-game suspension exception to the playoff, then a second-degree violation applies.

**5.3: Circumvention or Falsifying Any of the Site's Systems, Forum, or Rules**

All information entered by management into the scheduling and stats system must be accurate.

If the intent is proven that an Owner/Manager falsified information on the website or website's systems, it can result in a violation.

Intentionally circumventing the intent of a rule is also deemed a punishable offense. If you are unclear on the intent of a rule, or if your action **MAY** violate this rule, please contact League Staff immediately.

**Punishment for non-compliance:**

- The situation will have to be reviewed. Minor offenses will result in a second-degree violation; serious offenses result in the Owner/Manager being removed.

**5.4: Disclosure of Private Information**

- As a member of Ownership/Management, you are given access to information that ordinary players do not have.
- Managers **ARE NOT** allowed to give players access to their accounts to perform any management duties on their behalf. This applies to every platform utilized by managers to manage his/her team.
- Sharing the information from the management forums or discord chat is not allowed either.

**Punishment for non-compliance:**

- The situation will dictate the outcome. Minor offenses will result in a second-degree violation; serious offenses will result in removal.

**Recommended Best Practice (for managers):**

- Remember, as a manager or owner, you are in a leadership role. Do not discuss anything you are privileged to. If you have questions about if something is considered private, contact the League's Commissioner.



## 5.5: Player Rights Violation

Owners/Managers have responsibilities to uphold to ensure their players are treated respectfully and fairly. Below are examples of Player Rights violations:

- Scheduling a player when their availability shows they are not available. Player(s) **MUST** post availability (minimum of four games) to be eligible for this complaint.
- Scheduling a player for less than the three games minimum per week. Player(s) **MUST** confirm they are available for a minimum of four games in a week to be eligible for this right.
- Not treating the player with respect on any platform the team is currently utilizing for communication.

### **Punishment for non-compliance:**

- The situation will dictate the outcome. Warnings for minor issues, second-degree violations issued for semi severe issues, and removal for serious issues. Seasonal precedence will dictate punishment.

### **Recommended Best Practice (for managers):**

- Reference Article Two, there is a ton of information in regards to scheduling. It is extremely fair for both managers and players.

## 5.6: Player Tampering

Player tampering is defined as the act of an Owner/Manager contacting a player (privately or publicly) under contract by another organization with the intent to inform the player of:

- The intent to acquire the player.
- Informing the player his/her organization currently has the player on their trade block.
- Recommending a player uses his/her trade request to force their team's hand in trading the player.
- Recommending to a player they did not try during games, throw games intentionally or refuse to play on his/her current team.
- Recommending a player to give poor availability with the intentions of the player's current team moving the player.
- Any other issue related to a Manager of an opposing team has a player take action to encourage his/her current team to move them in a transaction.

### **Punishment for non-compliance:**

- **First-Degree:** One-Week Suspension
- **Second-Degree:** Seasonal Ban \*

### **Recommended Best Practice (for managers):**

- Common sense rule. This is for the respect of the League's integrity and overall simulation environment.



### 5.7: Forfeits

Owners/Managers are required to ensure their team remains active for the duration of a season.

#### **Punishment for non-compliance:**

- The first offense will be a warning followed by a PM from League Staff. Additional infractions will result in an investigation. The situation will dictate further action. Seasonal precedence will determine punishment.

#### **Recommended Best Practice (for managers):**

- Forfeits are showing the League Staff that the experienced players are having isn't acceptable. Please avoid them at all costs. For players, it is important to show to all your games throughout the entire season. You made a commitment to your team for the entire season.

### 5.8: In-Game Stats Requirements

All game stats and pictures are to be uploaded via the EA API system and free of major errors prior to Noon, 12:00:00 ET the following day.

Pictures **MUST** be taken as a backup to the EA API system!

Failure to provide pictures to verify the game's score will result in the game being marked as a 0-0 game.

Failure to provide pictures to verify the game's player stats will result in every player in the game not receiving any of his/her points.

Streams **CAN** be used as evidence and back up to the EA API.

#### **Punishment for non-compliance:**

- **First-Degree:** League Warning
- **Second-Degree:** One-Game Suspension
- **Third-Degree:** One-Week Suspension

### 5.9: Disconnection Procedures

The disconnection procedure is outlined in Article II: Scheduling Process.

The Board of Governors reserves the right to order a replay of periods, or reschedule a game in situations where a disconnection procedure was not followed correctly.

#### **Punishment for non-compliance:**

- The game in question is to be rescheduled, or the period in question to be replayed.

### 5.10 Waiver Violations





### 5.10.1 Claiming and Waiving Players

As per Article III, Section 3.2.2, managers are **NOT** eligible to place a player on waivers after a claim has been made.

Management is to **ONLY** place a claim on a player they intend to schedule, use on their active roster or trade them. Therefore, a team(s) **MUST** show intent prior to waiving the player again!

#### **Punishment for non-compliance:**

- The transaction is overturned and the player is returned to his/her original team's training camp.
  - **First-Degree:** One-Game Suspension
  - **Second-Degree:** One-Week Suspension
  - **Third-Degree:** Seasonal Ban \*

### 5.10.2 Waiving an Inactive Player

As per Article III, Section 3.2.3, managers are **NOT** eligible to place a player on waivers who is deemed inactive as per the inactivity criteria listed in Article III, Section 3.1.8.

Players that are deemed inactive need to be removed from the League via an Action Centre request.

#### **Punishment for non-compliance:**

- The transactions are overturned followed by the punishments listed below.
  - **First-Degree:** League Warning
  - **Second-Degree:** One-Game Suspension
  - **Third-Degree:** One-Week Suspension

### 5.11: Making Transactions in "Bad Faith"

Making a transaction in "bad faith" is defined as making any form of transaction with total disregard to the League standards and regulations in place

Therefore the League Staff has been granted the ability to review and overturn any transaction, roster move, etc. that is deemed in violation of this rule.

To protect the integrity and competitiveness of the League, when a Manager or Owner steps down, any transaction made within fourteen days prior to their departure will be under review by the League to ensure those transactions were not made in bad faith.

Bad-faith transactions are defined as but **NOT** limited to:

- Not providing a player's availability in a trade if they are less than 4/9
- A player stating they are quitting the League and proceeding to trade them
- Fire-selling a team's roster/assets

#### **Punishment for non-compliance:**

- The transactions are overturned followed by the punishments listed below.
  - **First-Degree:** One-Week Suspension



- **Second-Degree:** Seasonal ban \*

### 5.12: Second Tag Issues

Since Managers and Owners are required to work with the League Official and ensure the integrity of the League is upheld, their cooperation is required in relation to second tag issues.

Managers/Owners who are found to have known about an additional account/tag issue and do not report the issue will be removed from their position.

#### **Punishment for non-compliance:**

- Capital Punishment.

### 5.13: Conduct Unbecoming

A manager can be issued a violation for conduct unbecoming, which could result in a suspension, seasonal ban, or capital offense depending on the severity of the violation.

Conduct unbecoming is defined as but **NOT** limited to:

- Rage Quitting
  - Upgrades to auto second-degree after Week 7.
- Blackmailing
- Confessing to Breaking Rules
- Causing a Panic or Riot
- Filing False League Information \*
- Circumventing the intent of a rule
- Acting in a manner with the intent of trying to influence a trade

The League Staff reserves the right to issue a conduct unbecoming violation to a player for other offenses that may occur that are not outlined in this section or other sections of the rule book based on their discretion.

#### **Punishment for non-compliance:**

- **First-Degree:** One-Week Suspension
- **Second-Degree:** Seasonal Ban \*

### 5.14: Ownership Annotations

This subsection applies specific instruction to Owners in the League.

The most prestigious position the League has to offer to a member is Ownership. Owners are considered leaders and exceptional members of the community who are selected to ensure the quality of the League is as high as possible.

Owners are required to ensure their entire organization abides by the rules and regulations set out by the League. In situations where a team no longer has management, the Owner is responsible for ensuring the



duties of the Manager are completed until the management position is filled. This applies to both the NHL and AHL Management.

In some situations, Owners can also be held accountable for the actions of their players and managers and may be required to handle issues internally prior to the League getting involved.