



Article One: League Structure

Xbox Series X|S – PlayStation 5 Crossplay



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- Changes made in Season 44 Xbox | Season 22 PSN
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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**, **LGECHL**, **LGCHL**, and **LGNCAA**.

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 their 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's Staff**, and Primary Managers, 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. Official amendment ideas can be presented to the **Commissioner** via private message.
- Only three articles of the constitution can be amended; Article II: Scheduling Process and Game Night Procedures, Article III: Rosters and Transactions, and Article IV: The Rulebook. 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 Primary Managers 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**, Primary Managers, or Secondary/Tertiary 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, 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 **League 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 IV: The Rulebook.

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 **Deputy Commissioners** are also represented with an **ORANGE**-colored name on the website.

1.2.1: Management Assistance

- The **Deputy Commissioners** are to help Primary Managers and their Management and answer their questions when necessary.
- These **League Staff** members will assist Primary Managers and their Management 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 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 IV: The Rulebook.
- 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 Primary Managers and their Management. This will help ensure that if those Primary Managers and their Management 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 **Developmental 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

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

1.3.1: League Management

- **League Directors** are equivalent to **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, their ability to review the appeal with a fresh set of eyes is important.
- Since the **Commissioner** has a large position in writing the rules, their 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 Centre 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 **League 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** are responsible for providing rulings on player(s) infractions based on Article IV: The Rulebook.
- The **Board of Governors** are 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** are responsible for handling any Management complaints outlined in Article IV: The Rulebook.
- The **Board of Governors** may be appointed special tasks to help run the League.
- The **Board of Governors** are assigned a league in which they are responsible for.
- The **Board of Governors** are 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 IV: The Rulebook.

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 **Board of Governors Staff** and or will not be considered for a **League Staff** position.

Section Three: Developmental Committee

The **Developmental Committee** will be identified by a **PURPLE**-colored name. The position and responsibility of this committee are to educate player(s) as well as handle any specific needs the League requires. The needs may change from season to season.

3.1: Committee Leader

- The Committee Leader will be selected by the **Commissioner** at the beginning of each season.
- In situations where no member of the current Committee wishes to take the title of Leader, the **Commissioner** will seek out help from the community.
- The position of the Committee Leader is to keep the **Commissioner** informed on the direction and goals of the committee.

3.2: Player Education

The **Developmental Committee** alongside the **Commissioner** and **Deputy Commissioners** are to identify player needs and address those needs through education.

3.3: Polling the Players for Their Vote

- The **Developmental Committee** is also responsible for taking issues brought to them by the player(s) to the **Commissioner** for review. From there the Committee can recommend the ideas and suggestions be pushed out to the community in the form of a vote.

3.4: Conduct

- Members selected by the **Commissioner** to be a part of the **Developmental Committee** 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 committee.

Section Four: Primary Management Role

The Primary Managers will be identified by a specific-colored name per League level.

- At the **LGHL** level, the **LGHL** Owner (O) will be identified by a **BLUE**-colored name.
- At the **LGAHL** level, the **LGAHL** General Manager (GM) will be identified by a **YELLOW**-colored name.
- At the **LGECHL** level, the **LGECHL** General Manager (GM) will be identified by a **GREEN**-colored name.
- At the **LGCHL** level, the **LGCHL** Owner (O) will be identified by a **CYAN**-colored name.
- At the **LGNCAA** level, the **LGNCAA** Owner (O) will be identified by a **PURPLE**-colored name.



4.1: Position

- Primary Managers are responsible for running, managing, and guiding their organization to victory at each level.
- The Primary Manager **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 Primary Manager is responsible for having all of their teams run smoothly. The Primary Manager should be the first person to jump in and fix a problem on one of their teams, as he/she is ultimately responsible for every team in their organization.
- Communication between the Primary Manager and the **League Staff** can ensure a successful season can be had and all serious issues **shall** be discussed on the website.
- Primary Managers are also expected to meet the requirements outlined in the Manager Expectations.

4.2: Roster Transactions

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

4.3: Compliance

- Primary Managers must follow the League's policies and procedures at all times. They must promote the League standards to all of their player(s), 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, Primary Managers 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 IV: The Rulebook.

4.4: Accountability

- Primary Managers are responsible for every player in their organization and may be held accountable for any of their player(s)' infractions.

4.5: Management

- Primary Managers are responsible for selecting and/or replacing Management and submitting those selections for League approval based on the Management criteria.
- Tertiary Managers (PAGM) 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 Tertiary Manager (PAGM) to accept the position.
 - Tertiary Managers (PAGM) retain their current contracts when promoted.
- A Primary Manager may fire a manager by submitting evidence of them not fulfilling their duties as Management. This will be sent to the **League Director** for review.



4.6: Management Office/Forums

- Primary Managers will have access to this section of the forums for their respective level.
- 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 a Primary Manager has an opinion regarding a League issue or a suggestion for improvement, it will be heard here. This is where they will conduct their Primary Manager votes.

4.7: Filing Management Appeals

- The Primary Manager may appeal a Management violation ruling made against themselves or their Management by the **League Staff**.
- These appeals can be filed in the Action Centre and will be reviewed by the **League Director**.

4.8: Primary Management Vote

Primary Managers 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.

4.9: Primary Management Selections

- Primary Managers for the **LGHL**, **LGCHL**, and **LGNA** will be selected by the **Commissioner's Office**. They will be selected based on experience, and in some situations, the interview process.
- Primary Managers for the **LGAHL** and **LGECHL** will be selected by the **LGHL** Primary Manager.
- The League may select any player according to the player's status by definition (found in Article III: Rosters & Transactions) to fill an Primary Manager position.
 - Being selected as an Primary Manager negates the player's current salary contract (if applicable).
 - Prospects are **ineligible** to apply for a **LGHL**, **LGAHL**, and **LGECHL** Primary Manager position.
- If the League selects a player who is under contract to a team **during the season**, the Primary Manager of the player selected to be promoted to a Primary Manager position of the new team will be presented with two options:
 - Release that player freely.
 - Work out a compensation trade for the player who is being promoted to the Primary Manager position.
- During the off-season, teams have no rights to compensation for player(s) who are selected for Primary Manager position.

4.10: Primary Management Commitment

- The Primary Manager position is currently a two-season commitment.
- Any Primary Manager who steps down or is removed from the league after accepting an offer to become a Primary Manager will have to sit out for the remainder of the season.
 - Stepping down or being removed as a Primary Manager position will also make the player(s) **ineligible** to exercise buying out the league ban until the following off-season.
 - Any Primary Manager removed from the league without a valid reason will also be added to the "No Management List" for any future seasons.



- If a Primary Manager wishes to step down or is removed from the position by the **League Staff**, a seasonal league ban is issued to the player.

4.11: Primary Management Team Selections

- During the off-season, the **League Commissioner** and/or the **League Staff** will contact the members of the League to accept a Primary Management position for the **LGHL**, **LGCHL**, and **LGNCAA**.
- If a Primary Manager wishes to return the following season, they may do so by contacting the **League Commissioner** and/or the **League Staff**.
- All returning Primary Managers 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 Primary Manager decides to not return initially, but is willing to help the League by applying for one of the remaining vacant teams after the majority of the teams (including their previous team) are filled.

4.12: Conduct

- Members selected by the **Commissioner** to be a Primary Manager are required to meet the standards outlined within the "Leaguegaming Code of Conduct."
- Being a member of the Primary Management group 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 a Primary Manager.
- Failure to comply with the Management Expectations can also result in a Primary Manager being removed from their position.

4.13: Team Organization Chat/Discord Server

- Effective Season 48, All **LGHL** Primary Managers will be required to work with their **LGAHL** and **LGECHL** Primary Managers to create an Organization Discord server.
 - All **LGHL**, **LGAHL**, and **LGECHL** Primary Managers must gain the following Discord server permissions (at minimum) in order to add/remove members from the Discord server.
 - Manage Channels – Allowing to edit/add/delete channels as needed.
 - Manage Roles – Allowing to create/edit/delete new roles of members as needed.
 - Manage Nicknames – Allowing to change a nickname of members as needed.
 - The purpose of this is to ensure having players in one combined Discord server for ease of access between the entire Organization.
 - All Team Chat/Discord servers will need to remain active (not deleted) until the regular season or playoffs (the final game) has been completed for each level that is still in play.
- If needed, here is a template Discord that anyone can use/create – [LINK](#).

4.14: Management Discord Server

- All Primary 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 Primary Manager joins the server.
 - Subject to a league ban or increased punishment if the Primary Manager leaves the server.



- The Leaguegaming Management Discord server is now tied in with the Official Leaguegaming Discord server – [LINK](#).

4.15: EASHL Pro Club Creation

- All Primary Managers at minimum are required to create their EASHL Pro Club or receive the EASHL Pro Club from the previous Primary Manager.
 - In the event the Primary Manager is unable to create their EASHL Pro Club, the Secondary or Tertiary Manager is eligible to create the EASHL Pro Club.
- During the off-season, the **League Staff** will request at least one Management member to post their EASHL Pro Club name in order to send out the list to EA Sports'.
- During the off-season, if a Primary Manager is not returning to their team the following season, it is their responsibility to ensure that the EASHL Pro Club is handed off/given Ownership of to the new Primary Manager taking over.
 - Any former Primary Manager that does not hand off/give Ownership of the EASHL Pro Club to the new Primary Manager will be subject to being placed on the "No Management List" and subject to having their playing eligibility for the season revoked.
 - This will be determined by the **League Commissioners** if there is an issue.

Section Five: Management

The Secondary and Tertiary Managers will be identified by a specific-colored name per League level except for the **LGHL** level where the Tertiary Manager will not have a specific-colored name.

- At the **LGHL** level, the **LGHL** General Manager (GM) will be identified by a **BLUE**-colored name.
 - At the **LGHL** level, the **LGHL** Assistant General Manager (PAGM) will be identified by a normal-colored name.
- At the **LGAHL** level, the **LGAHL** Assistant General Manager (AGM) and the **LGAHL** Secondary (Paid) Assistant General Manager (PAGM) will be identified by a **YELLOW**-colored name.
- At the **LGECHL** level, the **LGECHL** Assistant General Manager (AGM) and the **LGECHL** Secondary (Paid) Assistant General Manager (PAGM) will be identified by a **GREEN**-colored name.
- At the **LGCHL** level, the **LGCHL** General Manager (GM) and the **LGCHL** Assistant General Manager (PAGM) will be identified by a **CYAN**-colored name.
- At the **LGNCAA** level, the **LGNCAA** General Manager (GM) and the **LGNCAA** Assistant General Manager (PAGM) will be identified by a **PURPLE**-colored name.

5.1: Management Position

- Secondary and Tertiary Managers are responsible for the day-to-day management of their teams.
- They may also be given additional tasks by their Primary Managers as well. This may include scheduling, setting lines, negotiating trades, signing, releasing, and trading player(s).
- The Secondary Manager may also delegate or share some of their day-to-day duties with their Tertiary Manager (PAGM).
- Teams are not required to have a Secondary Manager at any level, however, this is strongly discouraged.



5.2: Management Commitment

- Once a player accepts an offer to be a Manager at any level, that player is locked into a one-season contract for the duration of the season.
- Any Manager who steps down or is removed from the league after accepting an offer to become a Manager will have to sit out for the remainder of the season.
 - Stepping down or being removed at a Manager position will also make the player(s) **ineligible** to exercise buying out the league ban until the following off-season.
 - Any Manager removed from the league without a valid reason will also be added to the "No Management List" for any future seasons.
- If a Manager wishes to step down or is removed from the position by the **League Staff**, a seasonal league ban is issued to the player.

5.2.1: Secondary Management

- Secondary Managers are selected prior to the start of any bidding session and are issued a one-season, \$0 salary contract.
 - Player(s) who are under contract, and wish to be a Secondary Manager of another team, are required to be traded for in order to accept a Secondary Manager contract with a new organization.
- Player(s) may also be promoted mid-season to a Secondary Management position to fill a vacancy.
 - Player(s) who are promoted mid-season to a Secondary Management position will have their contract reduced to a one-season deal, and their salary reduced to a \$0 salary contract.
 - In order for a player to be promoted to Secondary Manager mid-season, the player must be within the team's active roster, training camp roster (team rights), or must be acquired via trade.

5.2.2: Tertiary Management

- Tertiary Managers may be selected prior to the start of any bidding session (if they are on the active roster or applying as a pending free agent) or selected after any bidding session at any level (if they are on the active roster or acquired via a trade or waiver placement claim).
 - Any player that has re-signed during the off-season is not eligible to be selected as a Tertiary Manager (viewed as circumvention of what is posted below).
- Tertiary Managers that are selected prior to any bidding session will retain their current salary contract. Once a player is won in a bidding session, the Primary Manager has the ability to promote a player to a Tertiary Management position by offering them a Management contract offer.
 - All Tertiary Managers are locked in for the duration of the season once approved and accepted at the **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, and **LGNCAA** levels.
 - The **League Staff** also can fire/remove a player from an Tertiary Manager position as well without issuing a league ban.
- Player(s) may also be promoted mid-season to a Tertiary Management position to fill a vacancy.
 - Player(s) who are promoted mid-season to a Tertiary Management position will retain their current salary and contract for the remainder of the season.
 - In order for a player to be promoted to a Tertiary Management position mid-season, the player must either be on the team's active roster or must be acquired via trade or waiver placement claim.



- Starting in Season 47 Crossplay, Tertiary Managers at every level will be **eligible** to be approved prior to a bidding session at a customized one-season salary contract.
 - The value of this salary contract is determined by a player's previous three Leaguegaming career seasons across any level. The three salary contracts are then averaged out by three.
 - If a player has a contract in an Xbox league (Season 23 thru 45) and PSN league (Season 1 thru 23) during the same tenured season structure, the higher value will be used.
 - If a player has a \$0 salary contract in any of their previous three Leaguegaming career seasons, the value of the salary contract is scaled up by the following preset amount:
 - **LGHL** – \$0 value is converted to a \$10,000,000 value.
 - **LGAHL** – \$0 value is converted to a \$8,000,000 value.
 - **LGECHL** – \$0 value is converted to a \$6,000,000 value.
 - **LGCHL** – \$0 value is converted to a \$4,000,000 value.
- In the **LGHL**, **LGAHL**, and **LGECHL** levels, Primary Managers can request for a player to take a Tertiary Manager position at any point prior to the start of **LGHL** bidding.
- In the **LGCHL** and **LGNCAA** levels, Primary Managers can request for a player to take a Tertiary Manager position after the **LGHL** Entry Level Draft is completed and prior to the start of **LGCHL** bidding.
 - The reason this is delayed is due to a player potentially dodging the **LGHL** Entry Level Draft.

5.3: League Promotion

- This is the one situation where a 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.
- A Primary Manager promoted to a **League Staff** position will be reverted to a one-season contract at the League minimum.
- A Secondary Manager promoted to a **League Staff** position will be reverted to a one-season contract at the League minimum.
- In the situation where a Tertiary Manager is promoted to a **League Staff** position, they will remain at their current salary contract.

5.4: League Intervention

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

5.5: Management Removal

- When Management is not fulfilling their commitment or duties, the Primary Manager or **League Staff** has the right to remove the Manager(s) from the team. After such removal, the Primary Manager is responsible for filling any vacant Management position(s).
- The Primary Manager or **League Staff** must provide evidence showing that their Management is not fulfilling their duties or commitments.



- A Primary Manager wishing to remove their Management must submit a case for a review to the **League Director** and **Board of Governors Staff** via an Action Centre complaint or Site Private Message.
- When player(s) in Management are removed or step down, they are **ineligible** to play until the following season, unless they have an appeal granted.
- Stepping down or being removed as a Manager will also make that player **ineligible** to exercise buying out the league ban until the following off-season (**minimum of a two-season league ban**).
- Any Manager removed from the league without a valid reason will also be added to the "No Management List" for any future seasons.
- 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.

5.6: Management Criteria

- Primary Managers may only select player(s) as Management that are not under contract to another organization, or that they have acquired the rights to.
- Player(s) returning from a seasonal league ban are **ineligible** to be selected as a Manager in the first season back after serving a league ban.
 - 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.
- Player(s) listed on the "No Management List" are **ineligible** to accept a Management position.
 - This list is located in the league forums or can be found here - **LINK**.
 - This list of player(s) is updated on a seasonal basis.
 - Player(s) on this list can appeal their eligibility to the **Commissioner's Staff**.
 - All player(s) that have ever been issued a Capital Offense league ban are **ineligible** to manage until cleared by the **Commissioner's Staff**.
- Player(s) listed on the "ESHL Banned Player List" are **ineligible** to accept a Management position until an appeal for a minimum of two sponsored events has been approved.
 - This list is located in the league forums or can be found here - **LINK**.
 - This list of player(s) is updated on a daily basis.
 - Player(s) on this list can appeal their eligibility to the **Site Staff**.
 - All player(s) that have been issued a permanent ban are **ineligible** to manage.
- A player(s) **must be eligible** to play in the league for which they are taking the Management position of.
 - **Ex:** Prospects are **ineligible** to take **LGHL**, **LGAHL**, and **LGECHL** Management positions, whereas Randomly Assigned (RA) player(s) are **ineligible** to take a Management position at all levels.
- A player(s) is **ineligible** to skip the **LGHL** Entry Level Draft in order to become Management at **any level**.
 - The only exception is if a player(s) who is Draft eligible is considered **eligible** to take **LGCHL** Primary or **Secondary** Management position with the understanding that if Drafted, the player is **eligible** to only ECU in the first season of their contract.
 - In the second season, if the player(s) does not wish to return to the **LGCHL** as a Primary Management position (after approval from the **LGHL** Primary Manager), the player will retain their Draft salary contract as well as retain their **LGHL** call-up eligibility for an additional two seasons.



- Once the LGHL Entry Level Draft is completed a Drafted player may become an LGHL Manager.
 - By accepting a \$0 salary contract Management position, the player is forfeiting their LGHL Entry Level Draft contract.
 - Once the LGHL Entry Level Draft is completed, player(s) who are graduating from Prospect status to **Veteran Amateur** status are **eligible** to take Management positions for any level.
 - A Drafted player **cannot** forfeit their LGHL Entry Level Draft contract by taking an Tertiary Manager position at any level.
- All LGHL, LGAHL, LGECHL, LGCHL, and LGNCAA Management promotions that occur during the season **may only** be filled by player(s) 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.
- Player(s) 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 Primary Manager of a team at any level of the league that they work for (LGHL, LGAHL, LGECHL, LGCHL, and LGNCAA).

5.7: Conduct

- Members selected by their Primary Manager to be a Secondary or Tertiary 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 Management Expectations can also result in a Manager being removed from their position.

5.8: Management Discord Server

- All Secondary 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 Secondary Manager joins the server.
 - Subject to a league ban or increased punishment if the Secondary Manager leaves the server.
- All Tertiary 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 Tertiary Manager joins the server.
 - Subject to a league ban or increased punishment if the Tertiary Manager leaves the server.
- The Leaguegaming Management Discord server is now tied in with the Official Leaguegaming Discord server – **LINK**.

Section Six: Players

The following section lists the information each player(s) should understand prior to participating in Leaguegaming.



6.1: Position

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

6.2: Availability

- Player(s) are required to give their team a **minimum of five** games available each week of the season.
- Player(s) are **only** entitled to **three games** of Injured Reserve/missed game strikes per season.
- Player(s) are entitled to an additional **three games** of Injured Reserve/missed game strikes per season as long as proof is provided to the **League Staff** or Team Management.
 - Injured Reserve/missed game strikes is considered as an "excused absence" from the League.

6.3: Team Chat/Discord Server

Player(s) are required to join their primary team's team chat/Discord server and remain in the team chat/Discord server until the end of the season. This would include any player(s) that are currently on an active roster of an **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, or **LGNCAA** team, or any player(s) that are currently on a training camp roster of an **LGECHL**, **LGCHL**, or **LGNCAA** team.

- If at any point a player(s) leaves the team chat/Discord server, the player(s) can be deemed as inactive, which could lead to a potential removal/league ban.
- Along with this, the player(s) will forfeit their right to file any pending Action Centre complaints toward their Management/team.

In all cases, Managers and players will be reminded to gather any evidence needed to support their cases for any roster or game related issues.

- This could include missed game strikes, end of season league removals, or any player(s) being a detriment/causing issues to the team.

6.4: In-Game Requirements

Player(s) are required to review and understand the rules outlined in Article IV: The Rulebook.

6.5: Disconnection Procedure

Player(s) are required to review and understand the process for a disconnection during or prior to a game starting. All disconnection procedures are outlined in Article II: Scheduling and Game Night Process.

6.6: Participation and Quitting Policy

Prior to signing up for a season, player(s) are required to accept this policy in order to be **eligible** to play – **LINK**.



6.7: League Ban Buy-outs

Player(s) who buy out their league ban will return to their original team's training camp, at the salary contract they were won at the time of the league ban – [LINK](#).

6.8: General Conduct

Player(s) are required to follow the website's Code of Conduct at all times – [Website Terms of Service](#).