



## **Article Two: Scheduling & Game Night Procedures**

### **Xbox Series X|S – PlayStation 5 Crossplay**



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— Changes made in Season 44 Xbox | Season 22 PSN



- Changes made in Season 45 Xbox | Season 23 PSN
- Changes made in Season 46 Crossplay
- Changes made in Season 47 Crossplay



## Section One: Scheduling Breakdown

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

### 1.1: Schedule Format

The **LGHL**, **LGAHL**, and **LGECHL** plays an **eighty-two-game (82)** schedule that spans over **nine** weeks.

- The **LGHL**, **LGAHL**, and **LGECHL** each have 32 teams with 8 teams per division (4) and 16 teams per conference (2).
  - The three levels will use the same schedule system (an old NHL version with a 26–24–16–16 split) with an even split of away and home games.
    - 26 games against the same division (4 games against 5 teams, 3 games against 2 teams).
    - 24 games against the opposing division (3 games against 8 teams).
    - 32 games against the opposing conference (2 games against 16 teams, 8 teams each).
  - Weeks One thru Four and Weeks Six thru Nine will consist of nine games per week.
  - Week Five will consist of ten games for the week.

The **LGCHL** plays an **seventy-two-game (72)** schedule that spans over **eight** weeks.

- The **LGCHL** has 64 teams with 8 teams per division (8) and 16 teams per conference (4).
  - Each individual league inside the **LGCHL** will use the same schedule system (a custom modified version of an old NHL version with a 38-34 split) with an even split of away and home games.
    - 34 games against the same division (5 games against 6 teams, 4 games against 1 team).
    - 38 games against the opposing division (5 games against 6 teams, 4 games against 2 teams).
  - Weeks One thru Eight will consist of nine games per week.

The **LGNCAA** plays an **forty-eight-game (48)** schedule that spans over **eight** weeks.

- The **LGNCAA** has 18 teams with 9 teams per division (9) and 9 teams per conference (2).
  - Each individual league inside the **LGNCAA** will use the same schedule system (a custom schedule) with an even split of away and home games.
    - 42 games against 14 teams (3 games each).
    - 6 games against 3 teams (2 games each).
  - Weeks One thru Eight will consist of six games per week.

### 1.2: Schedule Timeline

The **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, and **LGNCAA** timeline for the current season will be listed below.



### 1.2.1: The LGHL, LGAHL, and LGECHL Timeline

#### Regular Season

- Week 1 – Feb 25-27
- Week 2 – Mar 03-05
- Week 3 – Mar 10-12
- Week 4 – Mar 17-19
- Week 5 – Mar 24-26
- Week 6 – Mar 31-Apr 02
- Week 7 – Apr 07-09
- Week 8 – Apr 14-16
- Week 9 – Apr 21-23

#### Post-Season

- Round 1 – Apr 28-30
- Round 2 – May 05-07
- Round 3 – May 12-14
- Finals – May 19-21

### 1.2.2: The LGCHL Timeline

#### Regular Season

- Week 1 – Feb 25-27
- Week 2 – Mar 03-05
- Week 3 – Mar 10-12
- Week 4 – Mar 17-19
- Week 5 – Mar 24-26
- Week 6 – Mar 31-Apr 02
- Week 7 – Apr 07-09
- Week 8 – Apr 14-16

#### Post-Season

- Round 1 – Apr 21-23
- Round 2 – Apr 28-30
- Round 3 – May 05-07
- Round 4 – May 12-14
- Finals – May 19-21

### 1.2.3: The LGNCAA Timeline

#### Regular Season

- Week 1 – Feb 25-27
- Week 2 – Mar 03-05
- Week 3 – Mar 10-12



- Week 4 – Mar 17-19
- Week 5 – Mar 24-26
- Week 6 – Mar 31-Apr 02
- Week 7 – Apr 07-09
- Week 8 – Apr 14-16

#### Post-Season

- Round 1 – Apr 21-23
- Round 2 – Apr 28-30
- Round 3 – May 05-07
- Finals – May 12-14

### 1.3: Game Times

#### The LGHL, LGAHL, LGECHL, and LGFHL Times (9-Game Week)

- Sunday – 09:00 | 09:35 | 10:10 PM
- Monday – 09:00 | 09:35 | 10:10 PM
- Tuesday – 09:00 | 09:35 | 10:10 PM

#### The LGHL, LGAHL, LGECHL Times (10-Game Week)

- Sunday – 08:30 | 09:00 | 09:35 | 10:10 PM
- Monday – 09:00 | 09:35 | 10:10 PM
- Tuesday – 09:00 | 09:35 | 10:10 PM

#### The LGNCAA Times (6-Game Week)

- Sunday – 08:00 | 08:35 PM
- Monday – 08:00 | 08:35 PM
- Tuesday – 08:00 | 08:35 PM

**\* All times are Eastern Time Zone, accounting for Daylight Savings Time when applicable.**

### 1.4: Holiday Game Schedule

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

- Thanksgiving Day (Canada and USA) – Second Monday (October 09), Fourth Thursday (November 23)
- Christmas Eve & Christmas Day – December 24-25
- New Year's Eve & New Year's Day – December 31-January 01
- Super Bowl Sunday – Second Sunday (February 11)
- Canada Day & Independence Day (USA) – July 01 & July 04



## Section Two: Weekly Scheduling Procedures and Restrictions

The following section lists the information each player(s) should understand in regards to weekly scheduling procedures and restrictions.

### 2.1: Availability

- Player(s) are required to give their availability each week in the team's locker room via the red "sign-up" button **or** via the site's mobile app.
- Availability **must** be submitted no later than 11:59:59 ET on the Sunday before the week of play in which a player(s) is giving their availability. Failure to do so can also result in a player(s) scheduled for games not based on the player's availability.
  - The only exception to this above rule is in regard to player(s) who are acquired via a trade or off the waiver wire **after** the weekly availability deadline.
  - The availability system will not transfer a player's availability from team to team when they have been traded, placed on the waiver wire, or claimed off the waiver wire.
  - A player(s) that is acquired via a trade or off the waiver wire **after** the weekly deadline listed above will be required to submit their availability no later than 17:59:59 ET on the Sunday before the week of play.
- Availability must be given in the form of the following options across each level.
  - At the LGHL, LGAHL, LGECHL, and LGCHL levels, player(s) **must** give a **minimum of five** games of availability each week to maintain their "right to play" and "right to be scheduled."
    - These five games can be considered valid as long as the player(s) give availability for **one full day**.
    - Example; Sign-up for all three games for Sunday, Monday, or Tuesday (at least three of these, plus any other two).
  - At the LGHL, LGAHL, LGECHL, and LGCHL levels, player(s) **must** give a **minimum of six** games of availability each week to maintain their "right to play" and "right to be scheduled."
    - These six games can be considered valid as long as the player(s) give availability for at least **two back-to-back** game slots.
    - Example; Sign-up for 09:00 & 09:35 PM ET or 09:35 & 10:10 PM ET (at least two of these, plus any other two).
  - At the LGNCAA level, player(s) **must** give a **minimum of three** games of availability each week to maintain their "right to play" and "right to be scheduled."
- Each of these options are required so that Management has adequate options when creating a weekly schedule.
- Player(s) that remove their weekly availability sign-ups and/or change their availability after being scheduled will be issued punishments determined by the **League Staff**.
  - Reference Article IV, Section 5.1 for more information.
- At the LGHL, LGAHL, LGECHL, and LGCHL level, player(s) that submit **no availability** will be considered as **9/9** for that week of play, **however**, they will be considered as **0/9** availability during trade negotiations.
- At the LGNCAA level, player(s) that submit **no availability** will be considered as **6/6** for that week of play, **however**, they will be considered as **0/6** availability during trade negotiations.
- During the playoffs across all levels, a player(s) is **required** to give a **minimum of three** games of availability per series.





- The **minimum** of **three** games **must** be given prior to **Game Six** of the series to be deemed valid availability.

## 2.2: Right to be Scheduled

### LGHL, LGAHL, LGECHL, and LGCHL Level

- Player(s) must be scheduled for a **minimum** of **three** games per week.
  - The only exception for this is during the playoffs in a best-of-seven series.
- In situations where a player(s) submits no availability, or **less than five-six** games a week availability, or offers availability **after** than the weekly deadline, the player(s) forfeits their right to be scheduled based on their availability.
  - Therefore, if the player(s) is scheduled for a game in which they are not available for, no punishment will be issued to the Manager in charge of the weekly scheduling.
  - Management are encouraged to still schedule the player(s) where they fit in terms of the weekly lines. The player(s) can be scheduled for any set of game(s) as long as it's before the weekly lines deadline (see below).
- Any player(s) not scheduled on time, the Management forfeit their right to file any complaints for the player(s).

### LGNCAA Level

- Player(s) must be scheduled for a **minimum** of **two** games per week.
  - The only exception for this is during the playoffs in a best-of-seven series.
- In situations where a player(s) submits no availability, or **less than three** games a week availability, or offers availability **after** than the weekly deadline, the player(s) forfeits their right to be scheduled based on their availability.
  - Therefore, if the player(s) is scheduled for a game in which they are not available for, no punishment will be issued to the Manager in charge of the weekly scheduling.
  - Management are encouraged to still schedule the player(s) where they fit in terms of the weekly lines. The player(s) can be scheduled for any set of game(s) as long as it's before the weekly lines deadline (see below).
- Any player(s) not scheduled on time, the Management forfeit their right to file any complaints for the player(s).

## 2.3: Right to Play

### LGHL, LGAHL, LGECHL, and LGCHL Level

- Forwards and Defenseemen are eligible to **only** play a **maximum** of **three** games a week while on an active roster.
- Goaltenders are eligible to **only** play a **minimum** of **three** games in a week, or up to a **maximum** of **six** games a week while on an active roster.
- If a player(s) is called up or sent down, they are **ineligible** to play more than the weekly limit of games as mentioned above during that week of play if they have already begun playing during that week of play.
- If a player(s) gives less than the minimum required availability, the player(s) forfeits their right to play **three** games that week.



- Therefore, the team's Manager **will not** face judicial punishment for the player(s) not having played **three** games that week of play.
  - The only exception to this will be at the end of the season when Management starts to give up on their teams.
- Player(s) that are confirmed for a game that results in a forfeit (regardless of whether it is a win or loss) count as a "game played" for scheduling purposes. This results in the player(s) for that game losing one of their game(s) of eligibility for that week.
  - For stat purposes, a forfeit win or loss **will not** show up on a player's skater profile.
  - Player(s) listed in a forfeit game(s) are **ineligible** to be removed from the forfeited game(s) to be given a new game of eligibility.

### **LGNCAA Level**

- Forwards and Defensemen are eligible to **only** play a **maximum** of **two** games a week while on an active roster.
- Goaltenders are eligible to **only** play a **minimum** of **two** games in a week, or up to a **maximum** of **four** games a week while on an active roster.
- If a player(s) is called up or sent down, they are **ineligible** to play more than the weekly limit of games as mentioned above during that week of play if they have already begun playing during that week of play.
- If a player(s) gives less than the minimum required availability, the player(s) forfeits their right to play **two** games that week.
  - Therefore, the team's manager will not face judicial punishment for the player(s) not having played **two** games that week of play.
    - The only exception to this will be at the end of the season when Management starts to give up on their teams.
- Player(s) that are confirmed for a game that results in a forfeit (regardless of whether it is a win or loss) count as a "game played" for scheduling purposes. This results in the player(s) for that game losing one of their game(s) of eligibility for that week.
  - For stat purposes, a forfeit win or loss **will not** show up on a player's skater profile.
  - Player(s) listed in a forfeit game(s) are **ineligible** to be removed from the forfeited game(s) to be given a new game of eligibility.

### **2.4: Weekly Lines**

- Management is required to confirm their team's weekly lines every week.
- Weekly lines are due by Sunday at 19:59:59 ET.
  - Any player(s) scheduled after this deadline or not scheduled at all for the week of play (if they have given the minimum amount of availability for the week) are not required to show up or play for the week.
  - Management will forfeit their right to file any complaints towards a player(s) that are scheduled beyond the weekly deadline (if they have given the minimum amount of availability for the week).
- Weekly lines that are required by the deadline are the **entire** allotment of games on the team's schedule from Sunday to Tuesday.



## 2.5: Restrictions and Exemptions

- Roster substitutions (swapping one roster player(s) for another roster player(s)) and/or ECU (use of an affiliate training camp player(s)) are the **only** options if a game is officially played!
  - All roster substitutions and/or ECUs must be changed via the API stats. However, it is the Management's responsibility to ensure that the stats and lineup are correct after the game stats have been entered.
- In a situation where a game results in a forfeit, the original lineup listed as of the weekly lines deadline (Sunday, 19:59:59 ET), or the first six player(s) confirmed in a lineup is locked into the said game regardless of possible pending adjustments.
- A player(s) who is scheduled for a game that results in a forfeit is **ineligible to be scheduled for a new game to take the place of the forfeited game the player(s) were scheduled for.**
  - Therefore in this situation, a player(s) may end up not playing **three** games a week.
- The deadline for a forfeit lineup to lock is the weekly lines deadline (Sunday, 19:59:59 ET). Therefore, any player(s) listed in the lineup at the weekly lines deadline (Sunday, 19:59:59 ET), are **ineligible** to be roster substituted out, or ECU'd if the game results in a forfeit.
- Player(s) who is ECU'd for a game is still **eligible** to play **three** games in the current week during the season.
- Player(s) who submits less than the minimum required availability or gives their availability **late**, forfeits their eligibility to file complaints against their Management for not scheduling them for games in which they were available for.
- In some situations, Management may not be able to schedule a player(s) due to the overall limited availability of the entire team.
- Management are **ineligible** to submit a strike for a player(s) who misses a game(s) that the player did not submit availability for.
  - The only exception is in a situation where a player(s) does not submit availability at all, or the player(s) submits less than the required games a week availability.
- Player(s) who are scheduled for a game on their current active roster are **ineligible** to be scheduled/play as an emergency call-up (ECU) for their affiliate team (higher league) if the game times potentially conflict.
  - The only exception is in a situation where the team manager(s) who scheduled the player(s) in a lower league, gives consent to the player(s) to be ECU'd in a higher league.

## 2.6: Requesting to be Placed On the Injured Reserve (IR)

The following section describes the entire process of the Injured Reserve (IR) system.

### 2.6.1: Overview

- Player(s) can only request to be placed on Injured Reserve in advance (if a situation arises in the future) for a **maximum of three games per season, with the option of a total of six games per season (plus three), if approved by the League Staff.**
  - The Injured Reserve request **must** be for an entire week of play (either Sunday thru Wednesday or Sunday thru Saturday).
  - The weeks **do not** need to be consecutive and **do not** reset for the playoffs.
  - Player(s) on Injured Reserve are **ineligible** to be traded or placed on the waiver wire.



### 2.6.2: Eligibility in the LGHL, LGAHL, and LGECHL

- During Weeks One thru Six player(s) are **eligible** to request up to **three games** of Injured Reserve.
- During Week Seven thru Eight, player(s) are **eligible** to request up to **three games** of Injured Reserve (if the player(s) has game(s) of eligibility remaining).
- During Week Nine, player(s) are **eligible** to request up to **three games** of Injured Reserve with approval from the **League Staff** (if the player(s) has games of eligibility remaining).
- During Playoffs Rounds One thru Four or higher, player(s) are **eligible** to request up to **two games** of Injured Reserve.

### 2.6.3: Eligibility in the LGCHL

- During Weeks One thru Six player(s) are **eligible** to request up to **three games** of Injured Reserve.
- During Week Seven, player(s) are **eligible** to request up to **three games** of Injured Reserve (if the player(s) has game(s) of eligibility remaining).
- During Week Eight, player(s) are **eligible** to request up to **three games** of Injured Reserve with approval from the **League Staff** (if the player(s) has games of eligibility remaining).
- During Playoffs Rounds One thru Four or higher, player(s) are **eligible** to request up to **two games** of Injured Reserve.

### 2.6.4: Eligibility in the LGNCAA

- During Weeks One thru Six player(s) are **eligible** to request up to **two games** of Injured Reserve.
- During Week Seven, player(s) are **eligible** to request up to **two games** of Injured Reserve (if the player(s) has game(s) of eligibility remaining).
- During Week Eight, player(s) are **eligible** to request up to **two games** of Injured Reserve with approval from the **League Staff** (if the player(s) has games of eligibility remaining).
- During Playoffs Rounds One thru Four or higher, player(s) are **eligible** to request up to **two games** of Injured Reserve.

### 2.6.5: Submission

- Injured Reserve requests **must** be sent to the team's Management and the **League Staff** via a Site PM by Sunday at 19:59:59 ET for the week of play.
  - Management will then file the request in the Action Centre on behalf of the player(s) prior to 19:59:59 ET on Sunday night.
  - Upon filing for the Injured Reserve request, the Management member **must** link the Site PM of the original request.
  - ~~Failing to file for the Injured Reserve request within the time frame will result in an infraction against the Primary Manager. If the Primary Manager is on Injured Reserve, the infraction will go toward the next highest ranking Manager.~~
    - ~~Reference Article IV, Section 6.13.1 for more information.~~
  - ~~Player(s) that can prove their Injured Reserve request was submitted to the team's Management properly and not filed will consider any missed game strikes issued to be invalid. The Injured Reserve request will be applied retroactively.~~



- During Weeks Seven thru Nine, the player(s) **must** provide proof of reason when applying for Injured Reserve. This proof **must** be included in the Site PM with the **League Staff**. The **League Staff** will then contact the team Management.

### 2.6.6: Forfeiture

- Injured Reserve forfeiture can be used if a player(s) is unable to make a game due to a real life or unforeseen circumstance. One missed game will be equivalent to one game of Injured Reserve.
  - If a player(s) messages their team Management before game time, one game of Injured Reserve will be forfeited and the player(s) will need to be ECU'd. If a roster substitution is applied, no violation will be applied. As long as the player(s) has Injured Reserve to be used, a missed game strike in this situation will be **ineligible** to be issued.
  - If a player(s) messages their team Management by 19:59:59 ET the following day, one game of Injured Reserve will be forfeited. Missed game strikes may still be issued as there may have been no notice given ahead of time by gametime. However, if there is a qualifying reason given within the allotted time frame, the missed game strikes will be deemed invalid.
  - Management **must** file for the Injured Reserve forfeiture by 19:59:59 ET the following day via the Action Centre. The Action Centre ticket **must** say that the request is for Injured Reserve forfeiture and a link to the game **must** be included.
  - Failure to file for the Injured Reserve request for missed games by the team's Management will result in an infraction toward the Primary Manager. If the Primary Manager is on Injured Reserve, the infraction will go toward the next highest ranking Manager.
    - Reference Article IV, Section 6.13.2 for more information.
- Injured Reserve forfeiture **will not** be allowed in **Week Eight** in the **LGCHL** and in **Week Nine** in the **LGHL**, **LGACHL**, and **LGECCHL**.
- If a player(s) is under the league minimum for availability of **5/9**, they will be deemed **ineligible** to be filed for Injured Reserve forfeiture.

### 2.6.7: Special Circumstances

- Player(s) may be granted additional Injured Reserve length by the **League Commissioner** in the event of an unforeseen circumstance. These special requests will require a truly unique or life-changing event and be **very limited**.
  - These requests will be at the discretion of the **League Commissioner**.
  - A Site PM **must** be sent on the website to the **League Commissioner** and the team's Management explaining in detail why the Injured Reserve request is needed.
  - The **League Commissioner** or the **League Staff** may ask for additional proof in order to grant the Injured Reserve request.

### 2.6.8: Scheduling

- Any player(s) on the Injured Reserve **must** be still scheduled per the scheduling limitations, however, an ECU is to be used in order to replace the Injured Reserve player(s) in the scheduled games.
- The ECU player(s) should only be inserted into the lineup if there is a player(s) on the Injured Reserve as the website will pick up the change via the EA Sports API.



## 2.7: Issuing Missed Game Strikes

The following section describes the entire process of the missed game strikes system.

### 2.7.1: Overview

#### LGHL, LGAHL, LGECHL, and LGCHL Levels

- Player(s) are **eligible** to be issued a limited amount of missed game strikes per season (see eligibility below).
- Player(s) are **eligible** to be “excused” (free passes) for their **first three missed games** during the season.
- Player(s) are **eligible** to gain an **additional three games** (for a **total of six games**) of missed game strikes (free passes) as long as proof of reason is provided to the **League Staff** or team Management when requested after the first initial three games of free passes.

#### LGNCAA Levels

- Player(s) are **eligible** to be issued a limited amount of missed game strikes per season (see eligibility below).
- Player(s) are **eligible** to be “excused” (free passes) for their **first two missed games** during the season.
- Player(s) are **eligible** to gain an **additional two games** (for a **total of four games**) of missed game strikes (free passes) as long as proof of reason is provided to the **League Staff** or team Management when requested after the first initial two games of free passes.

### 2.7.2: Eligibility in the LGHL, LGAHL, and LGECHL

- During Weeks One thru Six player(s) are **eligible** to be issued up to **six games** of missed game strikes.
- During Week Seven thru Eight, player(s) are **eligible** to be issued up to **two games** of missed game strikes. (if the player(s) has game(s) of eligibility remaining).
- During Week Nine, player(s) are **eligible** to be issued up to **one game** of missed game strikes. with approval from the **League Staff** (if the player(s) has games of eligibility remaining).
- During Playoffs Rounds One thru Four or higher, player(s) are **eligible** to request up to **one game** of missed game strikes.

### 2.7.3: Eligibility in the LGCHL

- During Weeks One thru Six player(s) are **eligible** to be issued up to **six games** of missed game strikes.
- During Week Seven, player(s) are **eligible** to be issued up to **two games** of missed game strikes. (if the player(s) has game(s) of eligibility remaining).
- During Week Eight, player(s) are **eligible** to be issued up to **one game** of missed game strikes. with approval from the **League Staff** (if the player(s) has games of eligibility remaining).
- During Playoffs Rounds One thru Four or higher, player(s) are **eligible** to request up to **one game** of missed game strikes.

### 2.7.4: Eligibility in the LGNCAA

- During Weeks One thru Six player(s) are **eligible** to be issued up to **six games** of missed game strikes.





- During Week Seven, player(s) are **eligible** to be issued up to **two games** of missed game strikes. (if the player(s) has game(s) of eligibility remaining).
- During Week Eight, player(s) are **eligible** to be issued up to **one game** of missed game strikes. with approval from the **League Staff** (if the player(s) has games of eligibility remaining).
- During Playoffs Rounds One thru Four or higher, player(s) are **eligible** to request up to **one game** of missed game strikes.

### 2.7.5: Submission

- Management **must** complete issuing missed game strikes for a player(s) prior to Saturday at 19:59:59 ET in the same week of play.
  - Management can confirm with the **League Staff** via a Site PM (that is sent to all Primary Managers and Secondary Managers at the start of the season) if needed.
  - Failure to issue a player(s) their missed game strikes for the week of play within the time frame listed above will result in an infraction against the Primary Manager. If the Primary Manager is determined as not the weekly/game night scheduler or Management member on call, the infraction will go toward the next highest-ranking Manager.
    - Reference Article IV, Section 6.14.1 for more information.
  - During Weeks Seven thru Nine, player(s) **must** provide proof of reason when requesting for missed game strikes. This proof **must** be included in the Site PM with the **League Staff**. The **League Staff** will then contact the team Management.

### 2.7.6: Forfeiture (Excused)

- Missed game forfeiture (excused) strikes are considered as additional missed game strikes for player(s) and can be used if a player(s) is unable to make a game due to a real-life or unforeseen circumstance as long as they provide proof of reason to their team Management or the **League Staff** when requested.
  - If a player(s) messages their team Management prior to game time, one-game of missed game forfeiture (excused) strikes will be accounted for and the player(s) will need to be ECU'd. If a roster substitution is applied, no violation will be applied. As long as the player(s) has missed game strikes to be used, a player(s) will be **eligible** for this case.
  - If a player(s) messages their team Management by 19:59:59 ET the following day, one-game of missed game strikes will be forfeited. However, if there is a qualifying reason given within the allotted time frame, the missed game strikes will be accounted for a forfeiture.
  - Management **must** issue their player(s) missed game forfeiture (excused) strikes by 19:59:59 ET the following day via the Front Office tools. This is the same as a normal process for issuing missed game strikes, however, the **League Staff** will note these down as additional missed game strikes due to special circumstances.
  - Failure to issue a player(s) their missed game forfeiture (excused) strikes for the week of play within the time frame listed above will result in an infraction against the Primary Manager. If the Primary Manager is determined as not the weekly/game night scheduler or Management member on call, the infraction will go toward the next highest-ranking Manager.
    - Reference Article IV, Section 6.14.2 for more information.
- Missed game forfeiture (excused) strikes **will not** be allowed in **Week Eight** in the **LGCHL** and **LGNCAA**, and in **Week Nine** in the **LGHL**, **LGAHL**, and **LGECHL**.



- If a player(s) is under the league minimum for availability of **5/9** or **6/9**, they will be deemed **ineligible** to be filed for missed game forfeiture (excused) strikes in the **LGHL**, **LGAHL**, **LGECHL**, and **LGCHL**.
- If a player(s) is under the league minimum for availability of **3/6**, they will be deemed **ineligible** to be filed for missed game forfeiture (excused) strikes in the **LGNCAA**.

### 2.7.7: Special Circumstances

- Player(s) may be granted additional missed game strikes by the **League Commissioner** in the event of an unforeseen circumstance (as mentioned above). These special requests will require a truly unique or life-changing event and be **very limited**.
  - These requests will be at the discretion of the **League Commissioner**.
  - A Site PM **must** be sent on the website to the **League Commissioner** and the team's Management explaining in detail why the Injured Reserve request is needed.
  - The **League Commissioner** or the **League Staff** may ask for additional proof in order to grant additional missed game strikes.

### 2.7.8: Scheduling

- Any player(s) that are unable to make their weekly games **must** be still scheduled per the scheduling limitations, however, an ECU is to be used in order to replace the player(s) in the scheduled games.
- The ECU player(s) should only be inserted into the lineup if there is a player(s) that is unable to make their weekly games as the website will pick up the change via the EA Sports API.

## Section Three: Game Night Procedures

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

### 3.1: EASHL Pro Clubs Set-Up

- Prior to the start of every game, please make sure that your team's EASHL Pro Club is available for use.
- If for some reason the EASHL Pro Club is locked or someone is still in the EASHL Pro Club Dressing Room, teams are eligible to make a new EASHL Pro Club or join an existing EASHL Pro Club for an upcoming game after supplying proof that their original EASHL Pro Club is not available for use.
  - Please be sure to contact the **League Staff** for this. Failure to do so will make the new/alternate EASHL Pro Club ineligible for use.

#### 3.1.1: Team Uniforms Set-Up

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





### 3.1.2: Team Arena/Rink Set-Up

- Due to some issues with screen tearing and lagging, all junior stadiums/rinks are **banned** from being used as the team's home in-game stadium/rink.
  - Please reference this post on why the junior stadiums/rinks have been **banned** – [LINK](#).
- Every EASHL Pro Club starts with a base stock rink. Please use the stock rink if no other stadium/rinks have been unlocked.
- Due to visual issues in-game, please turn off in-game mascots and arena props that hang in the rafters.
- All goalposts in the arena/rink need to be set to a standard **red** color.

### 3.2: Game Night Session Set-Up

From the main menu, player(s) will need to enter the **World of Chel** menu. From there, player(s) will need to enter the selected mode; **EASHL Clubs: 6v6** game mode, then select **Play as a Club**. The team captains of each team will need to make sure that all the player(s) have joined the EASHL Pro Club lobby by joining the EASHL Pro Club team roster or accepting a console invitation.

#### 3.2.1: Game Lobby Set-Up (Matchmaking Settings)

- The team captains of each team must change the game type to **Private Game**.
- The team captains of each team must enter the in-game password to the **Private Matchmaking GameID** listed on the League gaming game page.
- The team captains of each team must select their side as **Away** or **Home** depending on which team is listed as away and home team per the League gaming game page.
- The team captains of each team must select the correct server selection (see more information below) once it has been determined by both team captains.
- The team captains of each team must adjust the period length to **4 minutes**.

It is important that both teams have the same exact settings as the game will put you on another game server if not done correctly.

#### 3.2.2: Banned Traits & Perks

- Prior to joining the in-game lobby and beginning the searches to match an opponent, always check the player loadouts of every player on both teams as the following traits and perks have been banned from gameplay as of Season 46 Crossplay:
  - **Truculence** – Gold + Silver
  - **Unstoppable Force** – Gold + Silver
  - **Big Tipper** – Gold + Silver
- If any player(s) in the game is caught using these banned traits and perks, the player(s) is subject to punishment and the game is subject to an overturn.
  - Reference Article IV, Section 3.2 for more information regarding the punishment process.



### 3.2.3: Banned Player Loadouts

- Prior to joining the in-game lobby and beginning the searches to match an opponent, always check the player loadouts of every player on both teams as the following pre-set player loadouts (all current and future) have been banned from gameplay as of Season 46 Crossplay:
  - **Bones – PMD**
  - **Hammer – GRN**
  - **Moonlight – PWF**
  - **Deepfreeze – DFD**
  - **Wally – STN**
  - **Surge – PLY**
  - **Vector – DNG**
- If any player(s) in the game is caught using these banned pre-set player loadouts, the player(s) is subject to punishment and the game is subject to an overturn.
  - Reference Article IV, Section 3.2 for more information regarding the punishment process.

### 3.2.4: Player Likeliness

- Prior to joining the in-game lobby and beginning the searches to match an opponent, always check the likeliness of every player on both teams as the following player models/outfits (all current and future) have been banned from gameplay as of Season 46 Crossplay:
  - **Bones (Skeleton/Skull)**
  - **Hammer**
  - **Moonlight (Wolf)**
  - **Deepfreeze**
  - **Wally (Goalie)**
  - **Surge**
  - **Vector**
- If any player(s) in the game is caught using these banned pre-set player loadouts, the player(s) is subject to punishment and the game is subject to an overturn.
  - Reference Article IV, Section 3.2 for more information regarding the punishment process.

### 3.3: Game Night Timeline

#### The Official **LGHL**, **LGAHL**, **LGECHL**, and **LGCHL** Game Times

- 09:00 | 09:35 | 10:10 PM ET

#### The Official **LGNCAA** Game Times

- 08:00 | 08:35 PM ET

#### 3.3.1: Game Night Procedure

##### Five Minutes Past the Official Game Time

- If the two teams searching have not found each other, the team that has not begun searching will be required to take a 02:00 minute minor penalty on the opening face-off. 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 face-off. 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 Manager on Call (MOC) will send the official EASHL Pro Clubs challenge no later than this time.
- If the EASHL Pro Clubs challenge has been sent, and the timer in the EASHL Pro Clubs challenge window expires, a forfeit can be claimed at this time.
- The timer ends once the clock reaches xx:11:00 on the dot.

### **Games That Start Late Due to Previous Leaguegaming Games Running Late**

- In the event that a prior Leaguegaming game is running late or starting late due to server issues, or both teams not being able to match one another, the clock for being late will start when the previous Leaguegaming game officially ends, or when the API is inputted for the game.
  - **Ex:** The 09:00 game starts at 09:09 and goes to triple overtime, thus ending the game at 09:46. The next game (which was scheduled to start at 09:30) will now start at 09:46. The new late game penalties and forfeit timers will be 5 – 8 – 11 minutes after 09:46 respectively (09:51 – 09:54 – 09:57).
- This section only comes into play for games running late in the same league. This is not an option for a team needing an ECU and waiting on the ECU to finish their lower league or higher league game.

If a team wishes to contest at any point a team being late, teams will be required to show proof of search via a stream or an image that shows an accurate timestamp when searching. This will be required and mandatory for all penalty disputes, dressing room errors, or anything else.

For any games that start late without a valid reason, teams must take a penalty for being late. **This is mandatory.** Failure to comply will result in a replay being scheduled unless an agreement is set forth by both teams involved.

### **3.4: Server Selection (Beta)**

Thanks to EA Sports' NHL 24 server selection when playing EASHL Pro Clubs games, we have brought this feature to Leaguegaming. This tool will be used to determine which server to use based on the "best" location of the players in each game.

Click [HERE](#) to reference the "how to" thread in order to understand the server selection process.



### 3.4.1: How Does It Work?

- The tool will look at each player(s) in the game and get the City and their Internet Service Provider (ISP), then convert both into a GPS location.
  - This location would be the center of the city's ISP (not a precise location) and will not share your personal information with any other player(s) on the website.
  - From this location, the tool will measure the distance to each of EA Sports' **nine** in-game servers and average the location to each server per player(s) in the game:
    - North America North-West = NA-North West – Portland (Oregon)
    - North America West = NA-West – Los Angeles (California)
    - North America West-Central = NA-West Central – Denver (Colorado)
    - North America North-Central = NA-North Central – Minnesota
    - North America Central = NA-Central – Chicago (Illinois)
    - North America South-Central = NA-South Central – Dallas (Texas)
    - North America North-East = NA-North East – Montreal (QC)
    - North America East = NA-East – Virginia
    - North America South-East = NA-South East – Atlanta (Georgia)
- The server determination will require a **minimum** of **six** (6) players to be confirmed for each game and will be based on the closest **twelve** (12) players to a server. This is the server that Leaguegaming will recommend to use for each individual game (if an agreement is not met, see below).
  - All player(s) in the lineup **must** be active roster player(s) for this to be considered valid.
  - ECU player(s) **will not** be considered valid in the lineup unless a player is suspended, on Injured Reserve, or if a team is out of playoff contention and is using ECU player(s) over active roster player(s). If at any point throughout the season a team has seventeen active roster player(s), ECU player(s) **are ineligible** for any of the conditions above to be met.

### 3.4.2: How Do I Use It?

- Prior to the start of each game, teams will be **required** to confirm their lineups on the Leaguegaming game page.
  - Failure to post a lineup will have the team disqualified from picking a Server Selection listed below.
- Once all the player(s) have been confirmed for the game, press the **Server Selection Beta** button (green) on the game page. The best server option will be listed based on the average distance to the server location.

### 3.4.3: Server Selection Determination

- Both teams are to communicate with one another via the site, Discord, or console.
- The away team is to **veto** one of the top three server selections listed by distance.
  - The away team will also only get **one veto** selection and **cannot** change it after it's been made public to the home team.
- The home team is to then **select** from one of the two remaining server selections listed by distance.
  - The home team will also only get **one veto** selection and **cannot** change it after it's been made public to the away team.



- The home team needs to communicate to the away team on which server is being used once a veto selection has been confirmed by the away team. For the sake of issues, both teams are to use the server that has been chosen when searching.
  - The deadline for the away team to contact the home team to communicate with the server being vetoed will be the **10-minute mark prior to the official game time**. All normal in-game search rules still apply along with the forfeit rules (Article II, Section 3.3.1 & Article II, Section 5.3).
  - The deadline for the home team to contact the away team to communicate with the server being vetoed will be **at the official game time**. All normal in-game search rules still apply along with the forfeit rules (Article II, Section 3.3.1 & Article II, Section 5.3).
    - Once a server selection veto has been made, it **cannot** be changed as mentioned above!
    - Failure to supply a server selection veto by the deadlines listed above will be subject to forfeiture of the server selection veto.
  - If the away team communicates on a server selection veto, but the home team does not accept the server selection veto or notifies the away team of their server preference, the away team will be **eligible** to take a forfeit within the game search rules. **This forfeit can be taken by the away team at the 11-minute mark past official game time.**
  - If there is no form of communication from one of the teams, the team that communicated will be eligible to **choose** from any of the top three servers by distance.
- If there is a dispute in which one of the teams is searching using an invalid server selection, the **League Staff** reserves the right to ask that both teams provide proof of in-game search.
  - Upon the request from the **League Staff**, the streamer is to show the full screen of the in-game search.
    - The **League Staff** will ask the stream to not hide any screens with overlays until the game has been found, matched, and synced.
  - Failure to follow instructions will subject the team to forfeit the game.

#### 3.4.4: Server Selection Second Chance

- If a lineup change has occurred and one or both teams have given a server selection veto, the opposing team may request a new server selection veto if they wish.
  - This can be done by re-posting the veto, or asking the **League Staff** for approval if needed.
- The deadline for this would be depending on when the lineup change has occurred.
  - The **League Staff** can determine a time for this if both teams cannot agree to a time within the forfeit/late search times.

### 3.5: Inputting Stats

Leaguegaming has the full support of the fully automatic stats via the API system from EA Sports. Click [\*\*HERE\*\*](#) to reference "how to" do stats.

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

#### 3.5.1: Responsibility

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



Stats are considered "late" if not entered **after** a game is completed (by Noon, 11:59:59 ET).

- If a game or part of a game is not found by the API, make sure to contact the [League Staff](#) as soon as possible.

### 3.5.2: Inputting Options

There is only **one** option for stat input: EA Sports API.

- The EA Sports API stat entry can be accessed by the player(s) or managers via the "My LG" tab (in the league forums), then by selecting "input score."
- The API system is the required method for stat entry.
- In situations where the EA Sports API fails, contact the [League Staff](#) for assistance.

### 3.5.3: Required Stats and Pictures

- The API does not require pictures to function. However, a player(s) on your team **must** take a screenshot of the following as backups for when the EA Sports API system fails to record a game:
  - Team Stats screen (both teams, sort by TOI - Time on Ice)
  - Box Score screen
  - Period Summary screen
  - Player Summary screen
- If the EA Sports API fails, and a team **did not** take the required pictures to verify the stats, the game will be marked as a 1-0 win, and no player stats will be added.
  - Ensure that any streams or clips of the game are archived as well to reference any stat discrepancies.
- The [League Staff](#) **will not** be reviewing any full game footage, nor taking stats that only show scoring plays. There must be a full list of images as outlined above. If anything else, the game will be marked as a 1-0 forfeit win.
  - If proof can be provided of the score, the score will be updated only.

### 3.5.4: Forfeit Games Stats

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

### 3.5.5: AI Player/Computer Stats

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

### 3.5.6: Goaltender Stats

If a goaltender scores a goal or records an assist, these stats can manually be added to the game by contacting the [League Staff](#) with proof (either picture(s) of the game's stats showing the assist, or a stream/clip showing the goal/assist).



Please send a request to the [League Staff](#) to have this corrected or file a complaint in the Action Centre under Player Stat Correction Request.

### 3.5.7: Disconnection Stats

In a situation where a lag-out/disconnection occurs, resulting in a game being restarted, both teams are required to gather the "Team Stats" screen, the "Box Score" screen, the "Period Summary" screen, and the "Player Summary" screens as a backup for the API system in the event that it fails to record a game.

The team that wins will then be the team required to utilize the API system.

- If both teams did not leave the game after a disconnection and continued to play with AI player(s), the game will be marked as a 1-0 win and all stats will be erased if there is no proof to adjust the stats.
  - If proof can be provided of the score, the score will be updated only.
- Reference Article II, Section 3.5.3 above for more information on what is needed for stats. Without the proof, the game will be marked off as a 1-0 forfeit win.

### 3.5.8: Player Replaced Mid-Game

- In a situation where a player(s) disconnects and cannot return to the game, the ECU **must** be listed in the same game.
- **Do not substitute** a roster player(s) who disconnects mid-game (or disconnects anytime after the opening face-off) with another roster player(s)!

## Section Four: Disconnection Procedure

The following section provides information for player(s) to understand how to handle in-game disconnections.

### 4.1: Player Loses Connection

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

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

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

### Recommended Best Practice

- Follow the process outlined for additional time in Article II, Section 3.3.1.





#### 4.1.2: Player Loses Connection on the Opening Face-Off

- If a player loses connection prior to/or during the first face-off of a game, the game is to be stopped immediately, and all players (both teams) are to back out of the game.
  - The easiest way would be to have the goaltender leave the game, or the EASHL Pro Club member (if only one) leave the game.
- The game is to then be restarted. There is no penalty issued to either team.

#### Recommended Best Practice

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

#### 4.1.3: Player Loses Connection During a Game

- If a player loses connection after the opening face-off of a game, the play **will** continue up until the very next stoppage in play.
  - The teams will take note of the time the disconnection occurs as it will come into play for the restart.
  - Approximately **02:30 minutes** of **in-game time** will need to be added to the disconnection time.
    - This additional time is only added on if the disconnection occurs in Period 2 or 3 (explained further below).
    - However, if the disconnection procedure is followed and another disconnection occurs after teams reset and add the original 02:30 minutes of in-game time, both teams are not required to add any additional time as the 02:30 minutes of in-game time would have been added with the prior disconnection.
- All plays including goals, penalties, etc – up until the very next stoppage in play **count and will be honored!**
- Once the stoppage has occurred, both teams are to have their goaltenders leave the game session which will prompt the game to end immediately.
  - Prior to the game restarting, teams are to determine the added time to the game to compensate for the player's disconnection.
  - Upon the game restarting, at the opening face-off the team which had a player lose connection to the game shall win the face-off and maintain possession of the puck.
  - That team will retain possession of the puck until the in-game score clock reaches approximately the same time plus **02:30 minutes** added (**if needed**) in which both teams left the previous game.
  - At that said time, the team with the puck possession is to take a "delay of game" minor penalty, by dumping the puck over the glass from within their own defensive zone.
  - This penalty is taken due to the fact the team had a player lose connection during the game.

#### Additional Information

- In the above section, "approximately the same time" refers to the time and Period in which the game was stopped after the disconnection (Period 2 or 3).
  - As an example, if a player loses connection ten minutes into the 2nd Period, and the play continues until the 10-minute mark of the 2nd Period prior to both teams backing out.
  - The game will be required to resume play from the **12:30-minute** mark of the 1st Period.
    - This time is calculated from the 10:00 minutes plus the **02:30 minutes** from the player disconnection.
- For a further explanation, please reference the information below for when a player disconnects.





- If a disconnection occurs and play continues after the first whistle, all stats will be deemed invalid after that point.
- When resetting a scenario prior to a disconnection, make sure all player(s) remain in the neutral zone to prevent the Stamina | Full Pressure meter going up.

### 1st Period Disconnection:

- If a player(s) disconnects in the 1st Period, teams are required to play until the next whistle or stoppage of play.
- Once the stoppage has occurred, both teams are to have their goaltenders leave the game session which will prompt the game to end immediately.
- The team that had the disconnection occur will be required to take a minor penalty upon restarting the game.
  - This time is determined as the exact time a player(s) disconnects from the game.
  - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.
- No additional time will be needed to add to the in-game clock.

### 2nd Period Disconnection

- If a player(s) disconnects in the 2nd Period, teams are required to play until the next whistle or stoppage of play.
- Once the stoppage has occurred, both teams are to have their goaltenders leave the game session which will prompt the game to end immediately.
- The team that had the disconnection occur will be required to take a minor penalty upon restarting the game.
  - This time is determined as the exact time a player(s) disconnects from the game.
  - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.
- An additional 02:30 minutes of in-game time will be added to the time of the disconnection.
  - If the disconnection occurs between 20:00 and 17:30 of the 2nd Period, teams are required to add 02:30 minutes of in-game time to the start of the 3rd Period.
    - If a disconnection occurs and gameplay continues after the first whistle, all stats will be deemed invalid after that point.
    - If a disconnection occurs during the extra 02:30 minute window of the 3rd Period (to compensate for the final minute lost), teams will be required to use the custom intervals listed below in the 3rd Period Disconnection section.
  - If the disconnection occurs between 17:29 and 00:00 of the 2nd Period, the 02:30 minutes of in-game time will need to be added.

### 3rd Period Disconnection

- If a player(s) disconnects in the 3rd Period, teams are required to play until the next whistle or stoppage of play.
- Once the stoppage has occurred, both teams are to have their goaltender leave the game session which will prompt the game to end immediately.
- The team that had the disconnection occur will be required to take a minor penalty upon restarting the game.
  - This time is determined as the exact time a player(s) disconnects from the game.



- Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.
- An additional 02:30 minutes of in-game time will be added to the time of the disconnection.
  - If the disconnection occurs between 20:00 and 00:31 of the 3rd Period, the 02:30 minutes of in-game time will need to be added.
  - If the disconnection occurs between 00:30 and 00:00 of the 3rd Period, a custom interval of time is to be added.
    - Disconnections between 00:25 and 00:30 will require 02:30 of added time. Teams are required to run down the clock until the 02:30 mark in the 1st Period.
    - Disconnections between 00:19 and 00:24 will require 02:00 of added time. Teams are required to run down the clock until the 02:00 mark in the 1st Period.
    - Disconnections between 00:13 and 00:18 will require 01:30 of added time. Teams are required to run down the clock until the 01:30 mark in the 1st Period.
    - Disconnections between 00:07 and 00:12 will require 01:00 of added time. Teams are required to run down the clock until the 01:00 mark in the 1st Period.
    - Disconnections between 00:01 and 00:06 will require 00:30 of added time. Teams are required to run down the clock until the 00:30 mark in the 1st Period.

#### Recommended Best Practice

- This is where having an ECU on-call can be helpful. If the player(s) cannot return, it can result in a forfeit. Therefore, the best option is always to have an ECU ready to fill in.

#### 4.1.4: Unable to Return

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

#### 4.1.5: In-Game Black Screen Glitch

- On a rare occasion, a glitch in the game will occur where a player's screen will be completely black. While this occurs, a player will only be able to see the on-screen scorebug and player indicators.
- If this black screen glitch occurs, the player may leave the game and request that their team also leave the game as soon as it occurs.
- When this scenario occurs, a team/player **must** provide proof of stream or screenshots of the issue. If proof is provided, then the team **will not** need to take an in-game penalty for a disconnection.
- However, any goals or plays that occur while the glitch is active (until the next whistle or team leaves fully), **will count**.

#### Recommended Best Practice (for players)

- Always be ready to capture a screenshot, clip or stream when the issue occurs.
  - Make sure to have your VODs set to on and viewable by anyone.



- Be sure to leave the game as soon as the issue occurs to prevent any issues of scoring or penalties in-game, and present the case to the **League Staff** for further assistance.
  - Once proof is provided, the **League Staff** can determine the outcome.

## 4.2: Goaltender or Multiple Player Disconnections

This section outlines what is to occur in situations where a goaltender or multiple players disconnect at the same time.

### 4.2.1: Goaltender Disconnections

- If the goaltender for either team loses connection, the game **should end** immediately due to how the game is programmed. If the game **does not** end immediately after the goaltender disconnects, the game will continue up until the next whistle!
- All plays up until the next whistle will count. Once the play stops, the game is to be paused, stat pictures are to be taken, and all players are to leave the game.
- Upon restart, both teams proceed to their ends of the ice and wait until the clock reaches the time in which the last game session ended.
- Once the time is reached, the team's goaltender that lost connection is to take a delay of game penalty (default penalty taker for goaltenders is considered the right-winger) by skating into their own end and flip-dump the puck over the glass, creating a delay of game penalty, any other necessary penalties are to be applied, then the game is to resume.

### 4.2.2: Multiple Player Disconnections

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

### 4.3: Restitution Penalties

- Restitution penalties are taken once a game restarts after a disconnection. In order to take the penalty quickly and effectively, the team required to take the penalty is to be allowed to win the face-off. Once they win the face-off, the team is to give the puck to their player, who is required to take the penalty.
- Once that occurs, and the player has possession of the puck, that player is to skate into their own end and flip-dump the puck over the glass, creating a delay of game penalty.
- This is to be repeated in situations where multiple penalties are required.
- In a situation where a 05:00-minute major penalty occurs in-game, the scenario is almost near impossible to replicate. To compensate for this, the player who initially had a 05:00-minute major penalty is to take a delay of game penalty, and then upon returning to the ice, is to take another delay of game penalty to make it a 5-on-4 for 04:00 minutes (split). This will at best compensate for the 05:00-minute major penalty.



- The other alternative would be to have the opposing team win the face-off, then the player goes for a charging penalty, and then either goes for a boarding penalty or tripping penalty to make it a 5-on-4 for 04:00 minutes.

#### **Recommended Best Practice**

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

#### **4.4: Coincidental Penalties**

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

#### **Recommended Best Practice**

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

#### **4.5: Restarting Process**

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

#### **4.6: Additional Information**

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

#### **4.7: Timeout Usage**

- Each team will only get one timeout usage per game.
- If a game disconnects and a timeout was used prior to the disconnection, the team(s) that used their timeout will not get another one back upon the restart.

### **Section Five: Replays, Reschedules, and Forfeits**

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

#### **5.1: Replays**

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



- In situations where teams intentionally play in a different manner in order to change the outcome of the game, the **League Staff** reserve the right to remove those player(s) from the League and have the game replayed.

## 5.2: Reschedules

- In situations where both teams have connection issues, the Managers on Call (MOC) from both teams can file a formal reschedule request in the Action Centre or via a Site PM.
  - Both teams need to be aware that official reschedules will be hosted within the same week of play, on Wednesday if both teams do not agree to an alternative time.
- Therefore if an agreement to reschedule cannot be agreed upon, the **Board of Governors** will move the game to a time slot on Wednesday of the **Board of Governors'** choice.
- In situations where there are major server issues, either with EA Sports, Xbox Network, or PlayStation Network, the **League Staff** reserve the right to reschedule league games.
  - This will be determined **thirty-minutes** past the official game time if there are issues.

### 5.2.1: Reschedule Restrictions

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

## 5.3: Forfeits

The League's forfeit procedures are outlined below.

### 5.3.1: Forfeit Procedure

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

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

Forfeits are **ineligible** to be taken in the following situations:

- Prior to "eleven minutes to official game time," unless one of the two teams scheduled to play states that they are forfeiting the scheduled game.



- Teams are **ineligible** to claim a forfeit win if they are not searching for a game session unless one of the two teams scheduled to play states that they are forfeiting.
- In a situation where a team is intending to claim a forfeit win **but** is still searching for their opponent, which results in the two scheduled teams matching up in the in-game lobby, a forfeit win is **ineligible** to be claimed.
- If any of the above criteria occurs, but the scheduled game is played, a forfeit win is **ineligible** to be claimed after the game has been completed.
- In a situation where a player(s) loses connection resulting in the game being restarted (from the point of the disconnection), a forfeit win is **ineligible** to be claimed until ten minutes after the game has ended. The ten-minute window is to allow a player(s) to return to their team to replace the player(s) with an ECU(s).

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

### 5.3.2: Forfeit Restrictions

- The game's lineup is locked to the weekly lines deadline (Sunday, 19:59:59 ET) or, once the first six players are confirmed for the game (if the lineup was not done by the deadline), or if the game is not played and a forfeit claim occurs.
- If a lineup change is made, all lineup changes are to be overturned.

### 5.3.3: Gentlemen's Agreement

Teams are eligible to agree to play after the "eleven minutes past official game time" mark. However, teams are reminded that rules allow a forfeit win to be claimed any time after the "eleven minutes past official game time" mark. The **League Staff** will not be accountable for any gentlemen's agreements.

## Section Six: Tiebreakers

In situations where teams are tied with the same number of points at the end of the regular season, the League Gaming Standings system will abide by the following criteria to break the tie.

### Tie Breakers In Order of Determination

- Greater number of overall wins.
- Greater number of points between the tied teams (head to head).

If two or more teams remain tied after the above criteria are met, a tiebreaker game(s) will be played between the tied teams.

- In the **LGHL**, **LGAHL**, and **LGECHL**, this will be classified as **Game #83**.
- In the **LGCHL**, this will be classified as **Game #73**.
- In the **LGNCAA**, this will be classified as **Game #49**.