



Article Four: The Rulebook

Xbox Series X|S – PlayStation 5 Crossplay







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-  – Changes made in Season 44 Xbox | Season 22 PSN
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-  – Changes made in Season 46 Crossplay
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Section One: The Leaguegaming Rulebook

1.1: Preamble

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

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

1.2: General Conduct

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

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

1.3: Jurisdiction

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

**** The statute of limitations only applies to a minor offense as deemed by the **League's Board of Governors** ****

1.4: Complaint or Violation Disputes

Members are eligible to dispute rulings by:

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

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



Section Two: Judicial Process

2.1: Understanding the Judicial Process

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

2.2: Filing Formal Complaints

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

2.2.1: Complaint Categories

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

2.2.2: Filing False Complaints

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

2.2.3: Providing Evidence

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



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

2.2.4: Viewing Ruling Decisions

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

2.2.5: Judging Complaints

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

2.2.6: Violation Punishments

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



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

Player Punishments

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

Management Punishments

- Any member who was listed as a Primary Manager, Secondary Manager, or Tertiary Manager during the time of the infraction is eligible to receive a management punishment.
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

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

2.2.7: League Removal Policy

- Seasonal league bans can be issued in three different degrees:
 - A first-degree league ban is defined as two-season punishment issued to a player/manager
 - A second-degree league ban is defined as three-season punishment issued to a player/manager.
 - A third-degree league ban is considered a Capital Punishment.
- The **League Staff** reserves the right to determine the degree of the league ban.
- The **League Commissioner** will make an announcement prior to the season starting to educate player(s) on what their responsibilities are.
- Management may also make a suggestion of what degree should be issued to the player(s) who is receiving the league ban.
- At the **LGHL**, **LGAHL**, and **LGECHL** levels, during the final **three** weeks of the season, and during the playoffs, the League reserves the right to upgrade two-season league bans to three-season league bans due to the timing of the season in which the league ban occurs.
 - All player(s) that no-show or quit in the final three weeks of the season will be upgraded to a third-degree, Capital Offense punishment.



- At the **LGCHL** and **LGNCAA** levels, during the final **two** weeks of the season, and during the playoffs, the League reserves the right to upgrade two-season league bans to three-season league bans due to the timing of the season in which the league ban occurs.
 - All player(s) that no-show or quit in the final two weeks of the season will be upgraded to a third-degree, Capital Offense punishment.

Being removed from the ~~LGHL~~—~~LGAHL~~—~~LGECHL~~—~~LGCHL~~ in the Xbox League shall remove a player from the ~~LGHL~~—~~LGAHL~~—~~LGECHL~~—~~LGCHL~~ in the PlayStation League as well. This also applies to players removed and vice versa.

2.2.8: Capital Punishment Ban Policy

Capital Punishment is a system added to replace site bans. The definition of a Capital Punishment is a league ban in which a member **must** sit-out/not participate for **three** seasons **and** pay the \$100 CAD fine associated with the league ban. Paying the fine **will not** reduce the number of seasons a player(s) has to sit-out/not participate while under a Capital Punishment league ban.

Site bans **may** still occur but will be limited; to player(s) who are using a secondary account to circumvent a capital punishment league ban and spam.

Reference this **POST** for more information on the ban buy-out and ban policy.

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

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

2.2.9: Right to an Appeal

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

Recommended Best Practice (for players)



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

2.2.10: Time Frame for Serving a Punishment

- Complaints are not reviewed and completed by the **League Staff** until the week of play has concluded. The only exceptions to this statement are:
 1. Code of Conduct complaints are handled daily.
 2. Player removal requests are handled daily.
 3. Late lines violations will be handled on a nightly basis.
- All suspensions issued from the League for the following week must be issued no later than Sunday at 17:59:59 ET, allowing managers enough time to account for suspended player(s).
- A suspension that is issued is required to be served by the player or manager in their next scheduled game.

2.2.11: Public Complaints

- The **League Staff** will ensure those who file complaints are kept anonymous when possible.
- Therefore, any time **League Staff** feels a complaint has been made public by the member who filed the complaint; the League reserves the right to have the complaint voided. This decision is made at the League's discretion, and in situations where the complaint reveals a serious infraction, the League will not void the complaint to preserve the best interest of the League.
- Any game-related complaint **must** be sent in for review to the **League Staff** by the player(s) of the game in question.
 - This would include complaints such as Diving for the Puck, Self Board Play, Ragging the Puck, Goaltender Interference, Glitching, and Rage Quitting.
- Any game-related complaint **must** be sent in for review to the **League Staff** by the team's Management of the game in question.
 - This would include complaints such as Late Lines.

2.3: Standard of Participation

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

2.4: League Staff Timeline for Complaint Rulings

- The **League Staff** are **ineligible** to process complaints prior to the final night of games for the week being completed. The **League Staff** must have all complaint rulings completed by Sunday at 17:59:59 ET.



- The only exception is in relation to playoff violations, player removal requests, and certain time-sensitive issues.

2.5: Statute of Limitations

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

2.6: Withholding Information

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

2.7: League Removal by League Staff

- The **League Staff** have the right to remove a player(s) from the League as they seem fit with the following, but **not** limited to:
 - Player(s) whom have been on an active roster for multiple weeks without playing a game.
 - Player(s) whom are considered inactive and being moved around via the trade system or placed on the waiver wire.
 - Player(s) whom have accumulated enough strikes for the week/season.

Section Three: Game-Related Rules

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

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

Recommended Best Practice (for players)

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



3.1: Pre-game EASHL Pro Club Set-Up

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

Punishment for non-compliance (for managers)

- The punishment will be issued to the Manager on Call (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

3.2: Game Night EASHL Pro Player Setup

For more information about the Game Night Session Set-Up, reference Article II, Section 3.2.

As of Season 46 Crossplay, the following traits and perks have been banned from gameplay.

- **Truculence** – Gold + Silver
- **Unstoppable Force** – Gold + Silver
- **Big Tipper** – Gold + Silver

As of Season 46 Crossplay, the following pre-set player loadouts (all current and future) have been banned from gameplay.

- **Bones** – PMD
- **Hammer** – GRN
- **Moonlight** – PWF
- **Deepfreeze** – DFD
- **Wally** – STN
- **Surge** – PLY
- **Vector** – DNG

As of Season 46 Crossplay, the following player models/outfits (all current and future) have been banned from gameplay.

- **Bones (Skeleton/Skull)**
- **Hammer**
- **Moonlight (Wolf)**
- **Deepfreeze**
- **Wally (Goalie)**
- **Surge**
- **Vector**

If any player(s) in the game is caught using these banned traits, perks, pre-set player loadouts, or player model/outfits, the player(s) is subject to a punishment and the game is subject to an overturn.

- If the banned trait/perk, pre-set player loadout, or player model/outfit is caught in the pre-game lobby (after matching) or prior to the puck drop, **a minor penalty** is to be taken upon the next restart of the game the loadout is to be adjusted.



- If the banned trait/perk, pre-set player loadout, or player model/outfit is caught during a pause (after matching, but prior to the puck dropping), **a minor penalty** is to be taken upon the next restart of the game the loadout is to be adjusted.
- If the banned trait/perk, pre-set player loadout, or player model/outfit is caught after the puck drops (face-off taken), **the game is forfeited/overtaken**.

Punishment for non-compliance (for players)

- The punishment will be issued to player(s) with an ineligible banned trait/perk, pre-set player loadout or, player model/outfit (to be filed after the game regardless if found prior to the game or after the game).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

Recommended Best Practice (for managers)

- Always check in with your player(s) and ensure their in-game player loadout does not include the banned traits, perks, pre-set player loadouts, or player model/outfits.
- Communicate with your player(s) throughout the day in either the team chat or party chat prior to the game.

Recommended Best Practice (for players)

- Always check in-game player loadout and make sure that it does not include the banned traits, perks, pre-set player loadouts, or player model/outfits.
- The EA Sports' NHL 24 videogame allows player(s) to save up to ten player loadouts. Take advantage of them and rename them as needed to ensure the loadout does not include the banned traits, perks, pre-set player loadouts, or player model/outfits.

3.3: Game Night Deadlines

Five Minutes Past the Official Game Time

- If the two teams searching have not found each other, the team that has not begun searching will be required to take a 02:00 minute minor penalty on the opening faceoff. This would lead to a 5-on-4 power play start for the opposing team.
 - Any player in the game can take this penalty.
- The timer ends once the clock reaches xx:05:00 on the dot.

Eight Minutes Past the Official Game Time

- If the two teams searching have not found each other, the team that has not begun searching will be required to take a 02:00 minute double-minor penalty on the opening faceoff. This would lead to a 5-on-3 power play start for the opposing team.
 - Any player in the game can take the first penalty.
 - Once the first penalty is taken, another player on the same team must take the second penalty.



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

Eleven Minutes Past the Official Game Time

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

Punishment for non-compliance (for managers)

- If a team does not take the penalties for being late, the following will occur (unless an agreement is set forth by both teams).
 - **First-Degree:** Game Replayed

3.4: Server Selection Determination

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

- If a team is found to abuse or manipulate the server selection procedure to gain an advantage of a better server for the game, the following punishments will be issued below.
 - **Ex:** Inserting an invalid lineup, using ECUs in the lineup, or removing/deleting the server veto after it has been posted publicly.

Punishment for non-compliance (for managers)

- The punishment will be issued to the Manager on Call (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

3.5: Positional Restrictions

For more information about the In-Game Positional Restrictions, reference Article III, Section 1.5.2.

Player(s) are **only eligible** within their positional groups and limited to play within their own zones.

If a player(s) is constantly changing or swapping positions in-game between forward and defense, the following punishments apply.

Punishment for non-compliance (for players)

- For each game there has been an infraction for, each of those games will be overturned.
- In addition to the game(s) being overturned, the following tiered punishments will apply.
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *



3.6: Diving for the Puck

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

If a goal is scored as a result of this illegal move it will be overturned.

Punishment for non-compliance (for players)

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

3.7: Self-Board Play

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

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

If a goal is scored as a result of this illegal move it will be overturned.

Punishment for non-compliance (for players)

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

3.8: Ragging the Puck

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

If a goal is scored as a result of this illegal move it will be overturned.

Punishment for non-compliance (for players)

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

3.9: Goaltender Interference

- Goaltenders may not draw an interference call away from their crease unless they are attempting to play the puck. A goaltender may not step out of their crease for the purpose of impeding a player's progress or to draw an interference call. There are no restrictions on a goaltender's movements in



relation to keeping the puck out of the net or coming out of the net to attempt to play the puck (not just to get in the way).

If a goal is scored as a result of this illegal move it will be overturned.

Punishment for non-compliance (for players)

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

3.10: Glitching

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

If a goal is scored as a result of this illegal move it will be overturned.

Punishment for non-compliance (for players)

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

3.11: In-Game Loop

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

3.12: Stamina | Full Pressure System Glitch

This issue occurs when a team takes a timeout either while the full pressure is active or when a team is short-handed to try and negate the full pressure from the next face-off. Upon doing so, the team that takes the timeout does not gain their full energy/stamina back.

Therefore, the following needs to occur in order to contest this if it occurs in the game.

- Upon the next whistle, the team that has the issue needs to have their goaltender leave the game by quitting to the main menu.
- Upon the next restart, all current in-game penalties (while active) will need to be reapplied to the point of the disconnection.
 - Due to the nature of the issue, disconnection penalties **will not** be enforced.
- Both teams are to communicate on the issue and replay the scenario from that starting point.



- If there is a disagreement between the two teams, proof of a stream will be required to show the issue.

Recommended Best Practice (for players)

- It is recommended that at least one player from each team streams every game when possible and to enable their VODs to be set as on.

3.13: Full Pressure Manipulation

While a team has possession of the puck and is waiting for the correct time to take the disconnection penalty or reset a scenario from the original point of disconnection, all player(s) **must** remain in the neutral zone until the disconnection penalty or scenario has been recreated.

Player(s) **may not** enter the offensive zone with the puck and gain the full pressure meter in order to start the next offensive zone face-off with a higher full pressure meter.

Punishment for non-compliance (for players)

- **First-Degree:** 02:00 Minute Minor Penalty
- **Second-Degree:** One-Game Suspension

3.14: In-Game Timeout Usage

- Each team will get one timeout usage per game.
- If a game disconnect 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.

If a violation occurs, the team team(s) will be required to either restart their game from the point of disconnection (with time added if needed) and take an in-game minor penalty after it has been determined that one of the team(s) have used another timeout.

- Proof of stream/clips will be required to contest this.
- The team will be **ineligible** to take a timeout again for the rest of the game.

If the violation repeats, same process until the end of the game.

Punishment for non-compliance (for players)

- **First-Degree:** 02:00 Minute Minor Penalty

3.15: AI Player Stats

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



3.16: Resolving Broken Rules During a Game

3.16.1: Procedures

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

3.16.2: Goals

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

3.16.3: Penalties

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

3.16.4: Possession

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



actions on the ice, that you are offering a return. Your goal in this situation is to avoid the filing of a complaint. If you do not feel your restitution was apparent to the other team by your actions, it is recommended that you repeat it.

3.17: Adjusting Stats After an In-Game Infraction

3.17.1: Goal Incident

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

3.17.2: Penalty Incident

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

3.17.3: Possession Incident

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

Section Four: Seasonal League Ban Structure

This section will outline the season league ban structures and punishments.

4.1: Seasonal League Ban Requirements

- Seasonal league bans are issued to player(s) who are no longer able to fulfill their commitment to their current team or the League.
- In order for a player(s) to be removed, the player's Management must file a removal request, via the Action Centre.
- Any removal request filed that does not provide adequate proof that the player in question is inactive, quitting, or acting in a detrimental manner will result in the complaint being void.

4.2: Seasonal League Ban Procedures

Management may only make requests that player(s) be removed if:

1. The player(s) is inactive.
2. The player(s) quits.
3. The player(s) acts in a manner that is detrimental to the League or their team.

Recommended Best Practice (for players)

- Ensure that your availability is submitted on the website so there is proof you actually submitted it.



- Ensure to send a Site PM to your Manager whenever you cannot attend a game you were scheduled for. That way there is a paper trail to protect against wrongful removal.
- Ensure that if a Gamertag change is made, the request is also put in on the website as well. That can be done via the Action Centre, under the request section.
- Ensure that if a removal or warning notification is issued, respond to the notice immediately.
- If a situation occurs that is upsetting and causes a player(s) to not want to play any longer, it is highly recommended the player(s) contact the Management team or **League Staff** prior to quitting. Making a decision when angry is never a great option and can lead to a regretful decision later.

Recommended Best Practice (for managers)

- When submitting a request for a player(s) to be removed, ensure that proof is provided that proves inactivity.
- Ensure that your player(s) are educated on using the website correctly.
- Only submit a warning or League removal with justified cause. Any notification submitted without reason will not be deemed adequate proof.
- Ensure that when a player(s) misses a game without reason, a strike is issued **prior** to submitting a request for removal.

4.3: Seasonal League Ban Appeal (Players)

To make an appeal, file an appeal using the "appeal" option found in the Action Centre.

Always send a follow-up PM for an appeal! Always file an appeal on the violation issued to you! Any appeal filed under the "general" will be removed!

A successful appeal will result in the player(s) being re-added to their team's training camp roster on their current contract. The team's Primary Manager may request that the player(s) be re-added directly to the roster.

All player(s) will be eligible to appeal a league ban one time per season. If any player(s) receive a second league ban in the same season, the ban appeal will take place at the end of the season.

Recommended Best Practice (for players)

- File an appeal as soon as possible.
- File the Appeal via the Action Centre.
- Make sure all communication is done through the website.
- All appeals are handled by @LG McDonald, so if you have questions let him know!

4.4: Seasonal League Ban Appeals (Management)

- Management may request to have their league ban appealed. Each appeal is reviewed by the **League Commissioner**.
- Once a Primary Manager, Secondary Manager, or Tertiary Manager accepts their salary contract via our offer system, they are locked into that role for the duration of the season.
- Management at each level is considered a two-season commitment. Therefore, if a Primary Manager or Secondary Manager steps down, quits, or is removed from the League, they are **ineligible** to return



to the League during the season of their removal without winning an appeal (and only if cleared to do so by **League Staff**).

- League Ban buy-outs are also **not** an option in the first season of a league ban issued to any member of League Management.
- If a Management appeal is won, the manager will be given the opportunity to return to the League in good standing allowing them to resume a role as manager again.
 - Depending on the situation, they may or may not be allowed to return in the current season.
 - If another player(s) on the team takes a Management contract to replace the banned manager, the manager will be **ineligible** to return during the current season.

Recommended Best Practice (for managers)

- Contact **League Staff** as soon as possible.
- Make sure all communication is done through the website.

4.5: Seasonal League Ban Punishment

Seasonal league bans can be issued in three different degrees.

1. A first-degree league ban is defined as a two-season punishment issued to a player/manager.
2. A second-degree league ban is defined as a three-season punishment issued to a player/manager.
3. A third-degree league ban is considered a Capital Punishment.

League Staff reserves the right to determine the degree of the league ban.

- The **League Commissioner** will make an announcement prior to the season starting to educate player(s) on what their responsibilities are.
- Management may also make a suggestion of what degree should be issued to the player(s) who is receiving the league ban.
- At the **LGHL**, **LGAHL**, and **LGECHL** levels, during the final **three** weeks of the season, and during the playoffs, the League reserves the right to upgrade two-season league bans to three-season league bans due to the timing of the season in which the league ban occurs.
 - All player(s) that no-show or quit in the final three weeks of the season will be upgraded to a third-degree, Capital Offense punishment.
- At the **LGCHL** and **LGNCAA** levels, during the final **two** weeks of the season, and during the playoffs, the League reserves the right to upgrade two-season league bans to three-season league bans due to the timing of the season in which the league ban occurs.
 - All player(s) that no-show or quit in the final two weeks of the season will be upgraded to a third-degree, Capital Offense punishment.

Being removed from the ~~LGHL~~ — ~~LGAHL~~ — ~~LGECHL~~ — ~~LGCHL~~ in the Xbox League shall remove a player from the ~~LGHL~~ — ~~LGAHL~~ — ~~LGECHL~~ — ~~LGCHL~~ in the PlayStation League as well. This also applies to players removed and vice-versa:

4.6: Seasonal League Ban Buy-outs

- Player(s) who have received a seasonal league ban are **eligible** to buy their league ban out.



- Player(s) who buy-out their seasonal league ban are **ineligible** to return in the same season as their initial league ban.
- The league ban buy-outs option will assign a player(s) back to their original team's training camp on the contract they were on at the time of the league ban (future season if the player(s) is still on a contract).
- Manager(s) are **eligible** to buy their league ban out, but **cannot return** until the first season of the league ban is served.
 - They are **ineligible** to return during the first season of the league ban, however.
 - This **only** applies to the League in which the player was a manager.

These three requests will be part of our league ban policy, as well as a new classification of "Capital Offense".

The Capital Offense has replaced site bans. Here is a brief point form of the changes:

- Tiered Ban buy-out Amounts (over a 5-year span)
- First Offense - \$50 CAD
- Second Offense - \$75 CAD
- **Capital Offense** (3 or more in a 5-year span) - \$100 CAD. Below are points for anyone with a Capital Offense.
 - Must serve a minimum three-season league ban.
 - Includes a six-month chat mute.
 - If the league ban is for the [LGHL](#), the player(s) cannot play in the [LGHL](#) until the minimum three-season league ban is served. However while this person is serving a Capital Offense, they could buy-out and play in other Leaguegaming Leagues (ie FNP/SNP, ESHL, CanAm, LGBA, LGFA, etc).
 - Must pay the league ban to ever be allowed to come back and play in any League at Leaguegaming.
 - Capital Offenses do not expire over time.
 - Any chatbox mute that is six-months, must serve two-months of that chatbox mute that can not be bought out.
 - There will be no more site bans. Any player(s) caught via second tagging/account recovery, blatantly cheating or any other action we determine necessary will instantly be given a Capital Offense.

Few reminders for ban-buyouts

- Any player(s) who buys out a league ban mid-season is **ineligible** to return to their current team's roster or training camp roster.
 - They will however be returned to their current team's training camp roster and issued the same contract they were issued prior to the league ban (no player(s) can buy-out of a contract or who they play for) in the following season (if under contract).
- Any player(s) who quits or is removed mid-season in the [LGHL](#), will not be removed from any other associated Leagues at Leaguegaming other than [LGHL](#) Xbox and [LGHL](#) PSN.
 - Examples include, FNP/SNP, ESHL, CanAm, LGBA, LGFA, etc.
- However, the player(s) **will be ineligible** to sign up for any new seasons/League at [LGHL](#) while under a league ban.



4.7: Understanding the Strike System

To ensure our managers can hold their player(s) accountable for not showing up to their scheduled games, there has been a strike system added to our manager tools in the front office. After a player(s) misses a scheduled game a "missed game" strike needs to be issued on the game in which it was missed.

Player(s) can be removed from the League for the following strikes being issued:

LGHL, LGAHL, LGECHL Strike System

- Regular Season Week One – Week Nine
 - A total of six missed game strikes (in a season)
- Regular Season Week One – Week Six
 - A total of three missed game strikes within the same playing week
- Regular Season Week Seven – Week Eight
 - A total of two missed game strikes within the same playing week
- Regular Season Week Nine
 - A total of one missed game strike within the same playing week
- Playoffs Week One – Week Four
 - A total of one missed game strike within the entire duration of the playoffs

LGCHL Strike System

- Regular Season Week One – Week Eight
 - A total of six missed game strikes (in a season)
- Regular Season Week One – Week Six
 - A total of three missed game strikes within the same playing week
- Regular Season Week Seven
 - A total of two missed game strikes within the same playing week
- Regular Season Week Eight
 - A total of one missed game strike within the same playing week
- Playoffs Week One – Week Five
 - A total of one missed game strike within the entire duration of the playoffs

LGNCAA Strike System

- Regular Season Week One – Week Eight
 - A total of four missed game strikes (in a season)
- Regular Season Week One – Week Six
 - A total of two missed game strikes within the same playing week
- Regular Season Week Seven – Week Eight
 - A total of one missed game strikes within the same playing week
- Playoffs Week One – Week Four
 - A total of one missed game strike within the entire duration of the playoffs

A player(s) is required to be scheduled by the line's deadline and according to their availability **if posted** in order for the strikes to be valid.



Reference Article II, Section One for more information.

4.8: Inactivity

Inactivity is defined as but is not limited to

- A player(s) that does not join their team's respective team Discord server/chat within the first week of being part of the team through bidding, being traded for, or claimed off the waiver wire/sent down.
- A player(s) that does not provide availability on the site.
- A player(s) that does not respond to their Management team on any of the communication platforms such as; the Leaguegaming site, Discord server/Team chats, Xbox Series X|S/PlayStation 5 messages.
- A player(s) that does not show up to their scheduled games without contacting Management prior to or shortly after the game explaining why the player was not able to attend the game.
- At the [LGHL](#), [LGAHL](#), [LGECHL](#), and [LGCHL](#) level, a player(s) who receives **six strikes** throughout the duration of a regular season would be considered to not have the required amount of time committed to the League.
 - Accumulating **six strikes** in the duration of a regular season will allow management to file a player removal request.
- At the [LGNCAA](#) level, a player(s) who receives **four strikes** throughout the duration of a regular season would be considered to not have the required amount of time committed to the League.
 - Accumulating **four strikes** in the duration of a regular season will allow management to file a player removal request.
- A player(s) who receives **one strike** throughout the duration of the playoffs would be considered to not have the required amount of time committed to the League.
 - Accumulating **one strike** in the duration of a playoffs will allow management to file a player removal request.
- A player(s) who does not respond to a League removal warning within seventy-two hours, is considered inactive.
 - Restricted to player(s) on the [LGCHL](#) and [LGNCAA](#) training camp.

Section Five: Player Rules & Expectations

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

Here are the expectations for players

- The player(s) is to ensure they understand that their role is to be an active team member who shows up to their scheduled games.
- Player(s) are to ensure they understand the rules and restrictions that apply for game night – Article II: Scheduling & Game Night Procedures goes into much detail as to when games start, when extra



time can be requested, what happens when a player(s) lags out, what happens if a game is forfeited, and more.

- Player(s) are to ensure they understand the roster restrictions and rules that apply to them during the season – Article III: Rosters & Transactions outlines trade requests, trade deadlines, waivers, call-up restrictions, ECU limits, positional requirements, etc.
- Player(s) are to ensure they understand the in-game, out of the game, and conduct rules and restrictions that apply to the – Article IV: The Rulebook outlines in-game rules, general conduct rules, appeal process, etc.
- Player(s) are expected to understand the **League's Terms Of Service, Code of Conduct, Participation and Site Ban Buy-out Policy.**
- Player(s) are expected to know their role is that of a player(s), and not the same as a manager. Therefore any privileged information a player(s) may have heard shall remain private. Player(s) are also reminded that they are **not** managers and are **not** permitted to partake in management duties such as trading, etc. Failure to comply with this rule will lead to a warning and possibly lead to a suspension if the behavior is not corrected.

5.1: Availability

- Weekly games will appear within the player's locker room on a weekly basis. The games will also appear on the official League Gaming mobile app.
- Availability **shall** be given via the sign-up options on the website or app. No other form of availability will be deemed acceptable.
- At the LGHL, LGAHL, LGECHL, and LGCHL level, any player(s) who submits less than **five-six** games of availability during the season, or no availability at all can be issued strikes for games they do not show up for regardless if the player(s) was available or not for those games.
- At the LGNCAA level, any player(s) who submits less than **three** games of availability during the season, or no availability at all can be issued strikes for games they do not show up for regardless if the player(s) was available or not for those games.
- Availability **must** be submitted no later than **11:59:59 ET 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.
- Player(s) who are traded after the deadline listed above will be required to submit their availability no later than **17:59:59 ET on the Sunday** of the weekly trade deadline.
- Reference Article II, Section 2.1 for more information.

Punishment for non-compliance (for players)

- Subject to being scheduled for games outside of the player's availability.
 - **First-Degree:** Warning PM sent to the player(s)
 - **Second-Degree:** One-Game Suspension
 - **Third-Degree:** One-Week Suspension
 - **Fourth-Degree:** Seasonal League Ban
- Reference Article IV, Section 5.3 below for more information.

Recommended Best Practice (for players)

- Ensure availability is given every week!



- Also, be sure to give a **minimum of five-six** games of availability each week at the **LGHL**, **LGAHL**, **LGECHL**, and **LGCHL** levels.
- Also, be sure to give a **minimum of three** games of availability each week at the **LGNCAA** levels.

5.2: Bidding Removals

Player(s) are **only eligible** to be removed from a live bidding session under the following conditions. In all situations, a player(s) must contact the **League Staff** or the Management of the winning player(s) bid must contact the **League Staff**.

- A player(s) who does not have a pending bid and who wishes to be removed from a bidding session.
 - In this situation, the player(s) must contact the **League Staff** via Site PM.
 - This will result in a one-season retirement (no seasonal league ban to be issued). The League sign-up is then pulled.
- A player(s) who has a pending bid and wishes to be removed from a bidding session.
 - In this situation, the player(s) or current Management with the bid must contact the **League Staff** via Site PM.
 - This will result in a one-season retirement (no seasonal league ban to be issued). The League sign-up is then pulled and Management is issued their salary cap back.
- A player(s) who had a pending bid, then was won by a team and now wishes to be removed from the League (quitting).
 - In this situation, the player(s) or current Management with the winning bid must contact the **League Staff** via Site PM.
 - This will result in a Capital Offense league ban (considered refusal to play). The League sign-up is then pulled and Management is issued their salary cap back.
- A player(s) who had a pending bid, then was won by a team and now refuses to play for the Team/Organization.
 - In this situation, the player(s) or current Management with the winning bid must contact the **League Staff** via Site PM.
 - This will result in a Capital Offense league ban. The League sign-up is then pulled and Management is issued their salary cap back.

5.3: No-Shows

- A player(s) who no-shows for a scheduled game can be issued a "missed-game strike" by any member of their Management team via the Management tools.
- Player(s) can be removed from the League for the following strikes being issued;

LGHL, LGAHL, LGECHL Strike System

- Regular Season Week One – Week Nine
 - A total of six missed game strikes (in a season)
- Regular Season Week One – Week Six
 - A total of three missed game strikes within the same playing week
- Regular Season Week Seven – Week Eight
 - A total of two missed game strikes within the same playing week
- Regular Season Week Nine



- A total of one missed game strike within the same playing week
- Playoffs Week One – Week Four
 - A total of one missed game strike within the entire duration of the playoffs

LGCHL Strike System

- Regular Season Week One – Week Eight
 - A total of six missed game strikes (in a season)
- Regular Season Week One – Week Six
 - A total of three missed game strikes within the same playing week
- Regular Season Week Seven
 - A total of two missed game strikes within the same playing week
- Regular Season Week Eight
 - A total of one missed game strike within the same playing week
- Playoffs Week One – Week Five
 - A total of one missed game strike within the entire duration of the playoffs

LGNCAA Strike System

- Regular Season Week One – Week Eight
 - A total of four missed game strikes (in a season)
- Regular Season Week One – Week Six
 - A total of two missed game strikes within the same playing week
- Regular Season Week Seven – Week Eight
 - A total of one missed game strikes within the same playing week
- Playoffs Week One – Week Four
 - A total of one missed game strike within the entire duration of the playoffs

Strikes **do not automatically** remove a player(s). Once the required amount of strikes has been achieved, a player removal request is required to be submitted via the Action Centre. If the removal is urgent, follow up with the **League Staff** via Site PM.

Any player(s) who no-show **after** the trade deadline will be issued a third-degree, Capital Offense punishment.

Punishment for non-compliance

- Seasonal League Ban.

Recommended Best Practice (for players)

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

5.4: Maintaining an Active Console Account and Leaguegaming User Profile

- Each player(s) who is a member of the **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, and **LGNCAA**, and its affiliated Leagues must maintain an active Leaguegaming Profile.



- In order to do so, player(s) must periodically log onto the website. This should be done on a weekly basis to submit availability.
- Player(s) are expected to maintain an active Xbox Network account and or PlayStation Plus account throughout a season – playoffs.
- The **League Staff** reserves the right to temporarily remove a player's eligibility to play in the League while the account goes through a secondary vetting process. Secondary vetting can be required in situations where a player(s) no longer has an active account on their console or in a situation whereby the said player(s) is now sharing an Xbox Network account on Xbox Series X|S or sharing a PlayStation Plus account on PlayStation 5.
 - This can include situations where an incorrect Xbox Gamertag or PlayStation OnlineID is listed incorrectly on the Leaguegaming Profile, but playing on another Xbox Gamertag or PlayStation OnlineID.

Punishment for non-compliance

- If a violation is found where a member does not have an account linked properly (actual account, or another account), the following will occur;
 - Game overturn for every game the member has an invalid account linked.
 - Indefinite suspension from League play across all Leagues until the issue is resolved.

Recommended Best Practice (for players)

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

5.5: Leaguegaming Accounts Under the Same Household

- In situations where player(s) are found to have an account match with another player(s) on the site, the **Commissioner's Staff** and **Leagues Staff** will request the player(s) involved to supply additional information to be cleared to play in the future.
- Once the issue has been uncovered, the player(s) will go into a vetting stage to confirm that they are indeed separate player(s).
 - The **Commissioner's Staff** and **Leagues Staff** may request the all player(s) involved in the issue to supply a stream of them playing along with some sort of facial camera attached to the stream to verify all player(s) accurately.
 - While this process occurs, all player(s) involved will receive an indefinite suspension from Leaguegaming until the vetting process has been completed.

5.6: Demanding/Brokering a Trade

- Player(s) are eligible to request a trade based on the length of their contract. In order for their request to be met, the following standards must be followed:
 - Player(s) are **ineligible** to publicly notify the League they have formally requested a trade.
 - Player(s) are **ineligible** to demand which team(s) they wish to be traded to.
 - Player(s) are **ineligible** to manipulate the League and site systems, to force their way off of a team.
 - Examples include retirement during the off-season.
 - Player(s) **must** remain active until they are traded (**minimum of five-six** games availability).



- This only applies to the LGHL, LGAHL, LGECHL, and LGCHL levels.
- Player(s) **must** remain active until they are traded (minimum of three games availability).
 - This only applies to the LGNCAA levels.
- Player(s) **must** understand if they are not traded by the trade deadline, they will be placed on waivers.
 - If the player(s) is not claimed off waiver wire, they must report to the training camp that their rights were sent to.

If a player(s) is issued a seasonal league ban for demanding or brokering their own trade and buy-out their ban, the player(s) will not be given their trade request back.

During the off-season, all player(s) **not on a salary contract** are deemed as free agent player(s). Therefore, Management may reach out to player(s) freely as needed.

- Player(s) that have accepted a Management contract, player re-sign contract, bidding won contract, drafted player contract, or randomly assigned contract are **ineligible** to be discuss options with any Management member without approval from the Management team member's approval that holds any of these contracts.

Punishment for non-compliance

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

Recommended Best Practice (for players)

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

5.7: Quitting the Team or League

- A message from the player(s) stating their intention of no longer wishing to play or quitting the team/League is considered as intent not to play.
- No appeal will be given for situations where Management or Player(s) quit the team/League.
- Situations that occur where members ask to be removed due to technical issues or a sudden schedule change can be reviewed. If proof can be provided to support an appeal, it will be granted.

Punishment for non-compliance

- Seasonal League Ban.

Recommended Best Practice (for players)

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

5.8: Ineligible Player

Player(s) have a responsibility to ensure they are **not** playing a game when they are **ineligible** to play!



An ineligible player(s) is described as but is **not** limited to:

- Playing out of position.
 - This does not apply to forwards playing another forward position they are not listed as.
 - This does not apply to defenders who are playing the opposite side they are not listed as.
- Playing while serving a suspension or league ban.
- Illegal Substitutions.
 - Substituting a player(s) out of a forfeited game after official game time.
 - Making more than one roster sub in a single game during the playoffs.
- A player(s) that is not on the team roster.
 - This includes playing a player(s) as an ECU during an **LGHL** game while they are scheduled to play at the **LGAHL**, **LGECHL**, **LGCHL**, or **LGNCAA** level.
 - This includes playing a player(s) as an ECU during an **LGAHL** game while they are scheduled to play at the **LGECHL**, **LGCHL**, or **LGNCAA** level.
 - This includes playing a player(s) as an ECU during an **LGECHL** game while they are scheduled to play at the **LGCHL** or **LGNCAA** level.
 - This includes playing a player(s) as an ECU during an **LGCHL** game while they are scheduled to play at the **LGNCAA** level.
- A player(s) that has exceeded the weekly maximum game limit.
- A player(s) who does not meet the playing eligibility requirements for a specific League based on their player(s) status.
- Failure to play games according to the playoff scheduling limit.
- Playing on a secondary tag or user account.
- Playing on an account that is not their own – account recovery.

Punishment for non-compliance

- In a situation where a player(s) is used as an ECU in a higher league, while being scheduled for a lower league, but the player(s) skips their lower league scheduled game without letting the higher league management know, there will be no punishment enforced.
 - If the higher league management was made aware beforehand that the ECU is scheduled for a lower league game, the punishments outlined below will be enforced.
- In a situation where the ineligible player(s) had an influence on the outcome of a game and the team with the ineligible player(s) won, the game will be overturned to a 1-0 forfeit loss. All stats will be removed from the game.
- If the team with an ineligible player(s) lost in overtime, the game would be changed to a regulation loss, and all of the player(s) on the team with the ineligible player(s) would be removed from the stats.
- If the ineligible player(s) had no influence on a game's outcome, game results would not be affected, but the team's manager and the ineligible player(s) will receive a one-game suspension for each game whereby the ineligible player(s) was used.

Recommended Best Practice (for managers)

- Be sure to communicate with your player(s) if you plan to use an ECU at all times! Try to not use a player that is scheduled for a lower league game.
- Be sure to always verify your rosters at all times!



Recommended Best Practice (for players)

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

5.9: In-Game Communication

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

Punishment for non-compliance

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

Recommended Best Practice (for players)

- Common sense, be respectful.

5.10: Website Etiquette

The "Leaguegaming Code of Conduct" dictates what is deemed acceptable and what is not.

Player(s) are responsible for knowing what is required of them in the following three documents:

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

Recommended Best Practice (for players)

- Reference the Code of Conduct.
- Remember this isn't a PG website, therefore petty complaints will be void.
- There are pre-determined things that are zero tolerance for, as outlined in the Code of Conduct.

5.11: Second Tagging Issues – Account Recovery Issues

Members of the [LGHL](#), [LGAHL](#), [LGECHL](#), [LGCHL](#), and [LGNCAA](#) are **only eligible** to have one account that is being used in the League at any given time.

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

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



In situations where second tagging or account recovery may be suspected the League reserves the right to:

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

Punishment for non-compliance

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

Recommended Best Practice (for players)

- If you have information in regards to second tagging or account recovery, contact the **League Staff**, you will remain anonymous when possible.

5.12: Conduct Unbecoming

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

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

- Rage Quitting.
 - Limited to player(s) in the game, or Management (both sides).
 - Upgrades to auto second-degree after **Week Seven at the LGHL, LGAHL, LGECFL, LGCHL, and LGNCAA level** (if filed by the Team Management)
- Blackmailing.
- Confessing to Breaking Rules.
- Causing a Panic or Riot.
- Filing False League Information. *
- Circumventing the intent of a rule.
- Acting in a manner with the intent of trying to influence a trade.

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

Punishment for non-compliance (for players)

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

5.13: Detrimental Act to the Organization

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



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

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

Punishment for non-compliance (for players)

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

Recommended Best Practice (for managers)

- If a player(s) is showing signs of being a detriment to the team, please contact the **League Staff** of the issue as soon as it occurs with any evidence or reporting you have.
- Upon doing so, if the evidence is enough, **League Staff** will allow the management to bench/sit the player(s) out of the games until the issue has been resolved.
- However, once it has been approved by **League Staff**, management **must** follow up with a player removal request for the player(s) in question.
 - Failure to do so will result in a punishment for the management that **does not**.

5.14: Refusal to Play

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

- A player(s) refusing to play for the team organization that currently holds the player's contract.
 - This will include a player(s) choosing to play an ECU game in a higher league over their current lower league scheduled roster game.
- A player(s) stating something along the lines of: "I do not want to play for this team" is also considered a form of refusal to play.
- A player(s) who quits the League after being traded to another team within the first week of the trade.
- A player(s) who no-shows or misses games after being traded to another team within the first week of the trade.
- A player(s) who quits the League during a bidding session, after being won in a bidding session, or not showing up to their team in the first-week of the season with no communication.

Punishment for non-compliance

- Capital Punishment.

Section Six: Management Rules & Expectations

The rules in this section detail what Management are required to do and what to avoid doing in regard to your duties as having a Management contract in the **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, and **LGNCAA**.



If a complaint with sufficient evidence is filed and a Manager is in violation of these rules, the Manager will be issued an offense as outlined in Article IV, Section Two, unless another punishment is specifically outlined.

Management must follow all other rules listed in Article IV, Sections One through Five. They are player(s) in the League and will be judged on those infractions as a player(s), and in some instances, as both a player(s) and a Manager.

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

Management positions are considered privileged positions that can be revoked if a member of the League Management team does not follow the guidelines outlined in the Management Expectations.

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

6.1: Late Lines

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

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

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

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

Punishment for non-compliance

- The punishment will be subject to be issued to the Manager who confirmed the lines for the week of play (if none, the Primary Manager).
 - If the punishment is an in-game penalty, it will be issued for every game there is a violation for that week - handled daily.
 - If the punishment is a suspension, it will be issued at the end of the week.

LGHL, LGAHL, LGECHL Late Lines Punishment

- Regular Season Week One – Week Six
 - **First-Degree:** 02:00 Minute Minor Penalty
 - **Second-Degree:** One-Game Suspension
 - **Third-Degree:** One-Week Suspension
 - **Fourth-Degree:** Seasonal League Ban *
- Regular Season Week Seven – Week Nine
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

LGCHL, LGNCAA Late Lines Punishment



- Regular Season Week One – Week Six
 - **First-Degree:** 02:00 Minute Minor Penalty
 - **Second-Degree:** One-Game Suspension
 - **Third-Degree:** One-Week Suspension
 - **Fourth-Degree:** Seasonal League Ban *
- Regular Season Week Seven – Week Eight
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

Recommended Best Practice (for managers)

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

6.2: Ineligible Roster

An ineligible roster is described as:

- Having more than the allotted **seventeen** (17) players on the active roster.
- Having less than a minimum of **fifteen** (15) players on the active roster.
- Being over the team salary cap.
- Having more than the allotted **nine** (9) forwards, **six** (6) defensemen, and **two** (2) goaltenders.
- Under the roster limits, but without the required amount of salary cap available (reference Article III, Section 1.5 for more information).

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

Punishment for non-compliance

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

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

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

If the intent is proven that a Management member has falsified information on the website or website's systems, it can result in a violation.

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



Punishment for non-compliance

- The situation will have to be reviewed by the **League Staff**.
- Minor offenses will result in at minimum, a second-degree violation.
- Serious offenses result in at minimum, the Management member issued a removal.

6.4: Disclosure of Private Information

- As a member of Management, you are given access to information that ordinary player(s) **do not** have.
- Management **are not** allowed to give player(s) access to their accounts to perform any management duties on their behalf.
 - This applies to every platform utilized by managers to manage their team.
- Sharing any form of information from the Management Forums or Management Discord Server **is prohibited**.

Punishment for non-compliance

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

Recommended Best Practice (for managers)

- Remember, as a Management team member, you are placed in a leadership role.
- Do not discuss anything you are privileged to.
- If you have questions about something that is considered private, contact the **League Commissioner**.

6.5: Player Rights Violation

Management have responsibilities to uphold to ensure their player(s) are treated respectfully and fairly.

Examples of Player Rights Violations

- Scheduling a player(s) when their availability shows they are not available.
 - Player(s) in the **LGHL**, **LGAHL**, **LGECHL**, and **LGCHL** **must be signed-up** and show that they are available for a **minimum of five-six** games in a week to be **eligible** for this right.
 - Player(s) in the **LGNCAA** **must be signed-up** and show that they are available for a **minimum of three** games in a week to be **eligible** for this right.
- Scheduling a player(s) in the **LGHL**, **LGAHL**, **LGECHL**, and **LGCHL** for less than **three** games minimum per week.
 - Player(s) **must be confirmed** they are available for a **minimum of five-six** games in a week to be **eligible** for this right.
- Scheduling a player(s) in the **LGNCAA** for less than **two** games minimum per week.
 - Player(s) **must be confirmed** they are available for a **minimum of three** games in a week to be **eligible** for this right.



- Not treating a player(s) with respect on any platform the team is currently utilizing for communication.

Punishment for non-compliance

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

Recommended Best Practice (for managers)

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

6.6: Player Tampering

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

- The intent to acquire a player(s).
- Informing a player(s) that their organization currently has the player(s) on their trade block.
- Recommending a player(s) uses their trade request to force their team's hand in trading the player(s).
- Recommending a player(s) that they attempt to play in a poor manner during their game(s).
 - **Ex:** Throwing game(s) intentionally or refusing to play for their current team.
- Recommending a player(s) to give poor availability with the intention of the player(s) current team moving the player(s).
- Any other issue related to a Manager(s) of an opposing team has a player(s) take action to encourage their current team to move them in a transaction.

Punishment for non-compliance

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

Recommended Best Practice (for managers)

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

6.7: Forfeits

Management are required to ensure their team remains active for the duration of a season.

Punishment for non-compliance

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



- Seasonal precedence will determine punishment.

Recommended Best Practice (for managers)

- Forfeits are showing the **League Staff** that the experienced player(s) are having isn't acceptable. Please avoid them at all costs.

Recommended Best Practice (for players)

- It is important to show all your games throughout the entire season. You made a commitment to your team for the entire season.

6.8: In-Game Stats Requirements

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

Pictures **must** be taken as a backup to the EA Sports' API system!

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

Failure to provide pictures to verify the game's player stats will result in every player(s) in the game not receiving any of their points.

Streams **can** be used as evidence and back up to the EA Sports' API.

Punishment for non-compliance

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

6.9: Disconnection Procedures

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

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

Punishment for non-compliance

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

6.10: Off-season Infractions

Infractions that occur during the off-season period in the season.



6.10.1: Transfer Wire Infractions

As mentioned in Article III, Section 4.5.4 & Article III, 4.8, Primary Managers have the right to designate where their newly Drafted Player(s) can be placed.

However, if the newly Drafted Player(s) are used as ECUs in a higher League after being placed in a lower League, this is viewed as circumvention due to the placement being made prior to the bidding sessions.

The only exception to this would be any Drafted Player(s) that accepted a LGCHL Management position prior to the Draft. These player(s) would be ECU **eligible**.

Punishment for non-compliance

- All games impacted by the transaction are overturned.
- The transaction is overturned and the player is returned to their placement prior to the illegal call-up.
 - **First-Degree:** One-Week Suspension

6.11: Waiver Wire Violations

Violations that occur when a waiver placement or waiver claim occurs.

6.11.1: Claiming and Waiving Players

As per Article III, Section 3.1.3, managers are **ineligible** to place a player(s) on the waiver wire after a waiver claim has been made. The player(s) **must have** played at least one game prior to being placed on the waiver wire again!

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

Punishment for non-compliance

- The transaction is overturned and the player(s) is returned to their original team's active roster and placed back on the waiver wire.
- The punishment will be issued to the manager who claimed and waived the ineligible player(s) (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.11.2: Claiming, Traded to Another Team, and Waiving Players

As per Article III, Section 3.1.3, managers are **ineligible** to place a player(s) on the waiver wire after receiving the player(s) in a trade where the original team had claimed the player(s) off the waiver wire. The player(s) **must have** played at least one game prior to being placed on the waiver wire again!

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



Punishment for non-compliance

- The transaction is overturned and the player(s) is returned to their most recent (traded to) team's active roster and placed back on the waiver wire.
- The punishment will be issued to the manager who claimed and waived the ineligible player(s) (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.11.3: Waiving an Inactive Player

As per Article III, Section 3.1.3, managers are **ineligible** to place a player(s) on waivers who is deemed inactive as per the inactivity criteria listed in Article IV, Section 4.8 above.

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

Punishment for non-compliance

- The transaction is overturned and the player(s) is returned to their current team's active roster.
- The punishment will be issued to the manager who waived the ineligible player(s) (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.11.4: Waiving a Player Below the Minimum Required Availability

Player(s) at the **LGHL**, **LGAHL**, **LGECHL**, or **LGCHL** levels who do not meet the minimum requirement of **5/9** or **6/9** cannot be waived. If the player(s) is below the minimum requirement for availability and is waived, the Manager who waived the player(s) will receive the punishment.

Player(s) at the **LGNCAA** level who do not meet the minimum requirement of **3/6** cannot be waived. If the player(s) is below the minimum requirement for availability and is waived, the Manager who waived the player(s) will receive the punishment.

Punishment for non-compliance

- The transaction is overturned and the player(s) is returned to their current team's active roster.
- The punishment will be issued to the manager who waived the ineligible player(s) (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.12: Call-Up Violations

Violations that occur when a player(s) is called up to the active roster.



6.12.1: Calling Up and Waiving Players

As per Article III, Section 3.2, managers are **ineligible** to call-up a player(s) from the training camp roster and place them back on the waiver wire without having played a minimum of three games!

Management is **only eligible** to call-up player(s) they intend to schedule, use on their active roster or trade them (but not to waive on the new team, see above). Therefore, a team(s) **must** show intent prior to calling up the player(s)!

Punishment for non-compliance

- The transaction is overturned and the player(s) is returned to their current team's active roster.
- The punishment will be issued to the manager who called up and waived the ineligible player(s) (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.12.2: Calling Up and Traded to Another Team

As per Article III, Section 3.2, managers are **ineligible** to call-up a player(s) from the training camp roster and then trade the player(s) to a new team. This is deemed as a circumvention to the previous rule (found in Article III, 3.1.3) as the player(s) that has been called up to the active roster needs to play a minimum of three games prior to being traded.

Management is **only eligible** to call-up a player(s) they intend to use and not trade the player(s) so they can called up for no reason without having played the required amount of games.

Punishment for non-compliance

- The transaction is overturned and the player(s) is returned to their most recent (traded to) team's active roster.
- The punishment will be issued to the manager who called up and traded the ineligible player(s) (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.12.3: Calling Up, Traded to Another Team, and Waiving Players

As per Article III, Section 3.2, managers are **ineligible** to call-up a player(s) from the training camp roster, then trade the player(s) to a new team, and place a player(s) on the waiver wire. This is deemed as a circumvention to the previous rule (found in Article III, 3.1.3) as the player(s) that has been called up to the active roster needs to play a minimum of three games prior to being placed on the waiver wire.

Management is **only eligible** to call-up a player(s) they intend to use and not trade the player(s) so they can be placed on the waiver wire without playing a game.



Punishment for non-compliance

- The transaction is overturned and the player(s) is returned to their most recent (traded to) team's active roster.
- The punishment will be issued to the manager who called up, traded and waived the ineligible player(s) (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.13: Injured Reserve Violations

Violations that occur when player(s) are not placed on Injured Reserve:

6.13.1: Injured Reserve Failed Submission

Management who **do not** send in an Injured Reserve request in time for a player(s) will be issued a punishment. Reference Article II, Section 2.6.4 for more information.

Punishment for non-compliance

- The punishment will be issued to the manager who did not file the Injured Reserve request (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.13.2: Injured Reserve Forfeiture Submission

Management who **do not** send in an Injured Reserve forfeiture in time for a player(s) will be issued a punishment. Reference Article II, Section 2.6.5 for more information.

Punishment for non-compliance

- The punishment will be issued to the manager who did not file the Injured Reserve request (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.14: Missed Game Violations

Violations that occur when player(s) are not issued their weekly missed games strikes.

6.14.1: Missed Game Failed Submission

Management who **do not** issue their weekly missed game strikes in time for a player(s) will be issued a punishment. Reference Article II, Section 2.7.5 for more information.



Punishment for non-compliance

- The punishment will be issued to the manager who did not issue their weekly missed game strikes in time (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.14.2: Missed Game Forfeiture Submission

Management who **do not** issue their weekly missed game forfeiture (excused) strikes in time for a player(s) will be issued a punishment. Reference Article II, Section 2.7.6 for more information.

Punishment for non-compliance

- The punishment will be issued to the manager who did not issue their weekly missed game forfeiture (excused) strikes in time (if none, the Primary Manager).
 - **First-Degree:** One-Game Suspension
 - **Second-Degree:** One-Week Suspension
 - **Third-Degree:** Seasonal League Ban *

6.15: Making Transactions in "Bad-Faith"

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

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

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

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

- Not providing a player's availability in a trade if they are less than **5/9** or **6/9**.
 - This only applies to player(s) at the **LGHL**, **LGAHL**, **LGECHL**, and **LGCHL** levels.
- Not providing a player's availability in a trade if they are less than **3/6**.
 - This only applies to player(s) at the **LGNCAA** level.
- A player(s) stating they are quitting the League and proceeding to trade them.
- Fire-selling a team's roster/assets.

Punishment for non-compliance

- The transactions are overturned followed by the punishments listed below.
- The punishment will be issued to the manager who made the transaction in "bad-faith" (if none, the Primary Manager).
 - **First-Degree:** One-Week Suspension



- **Second-Degree:** Seasonal League Ban *

6.16: Illegal Benching/Sitting of Player

As per Article IV, 5.13, management will be **eligible** to bench/sit a player(s) as long as they provide the proof to the **League Staff** and follow up with a removal request on the player(s).

Failure to comply with a player removal request will be subject to punishments below.

Punishment for non-compliance

- The punishment will be issued to the manager who reached out to **League Staff** (if none, the Primary Manager).
 - **First-Degree:** One-Week Suspension
 - **Second-Degree:** Seasonal League Ban *

6.17: Second Tagging Issues – Account Recovery Issues

Since League Management are required to work with the **League Staff** and ensure the integrity of the League is upheld, their cooperation is required in relation to second tagging or account recovery issues.

Management who are found to have known about any additional account/secondary tagging issues and do not report the issue will be removed from their position.

Punishment for non-compliance

- Capital Punishment.

6.18: Conduct Unbecoming

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

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

- Rage Quitting.
 - Limited to player(s) in the game, or Management (both sides).
 - Upgrades to auto second-degree after **Week Seven** at the **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, and **LGNCAA level** (if filed by the Team Management).
- Blackmailing.
- Confessing to Breaking Rules.
- Causing a Panic or Riot.
- Filing False League Information. *
- Circumventing the intent of a rule.
- Acting in a manner with the intent of trying to influence a trade.

The **League Staff** reserves the right to issue a conduct unbecoming violation to a manager(s) for other offenses that may occur that are not outlined in this section or other sections of the rulebook based on their discretion.



Punishment for non-compliance (for managers)

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

6.19: Primary Management Annotations

This subsection applies specific instruction to the Primary Management in the League.

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

Primary Managers are required to ensure their entire organization abides by the rules and regulations set out by the League. In situations where a team no longer has management, the Primary Manager is responsible for ensuring the duties of the Manager are completed until the management position is filled.

In some situations, Primary Managers can also be held accountable for the actions of their player(s) and managers and may be required to handle issues internally prior to the League getting involved.

6.20: Team Chat/Discord Server Deletion

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](#).

Punishment for non-compliance (for managers)

- The Primary Manager and team chat/Discord server Owner will be added to the No Management List.
 - Situation can dictate the outcome of additional punishments.