



LEAGUEGAMING



Leaguegaming ESHL Game Night and Disconnection Policy



Game Night Set-up – Player Loses Connection During the Game

- If a player loses connection after the opening face-off of a game, all plays **will** continue up until the very next stoppage in play.
 - The teams will take note of the time the disconnection occurs as it will come into play for the restart.
 - Approximately **05:00 minutes of in-game time** will need to be added to the disconnection time.
 - This additional time is only added on if the disconnection occurs in Period 2 or 3 (explained further below).
- All plays including goals, penalties, etc – up until the very next stoppage in play **count and will be honored!**
- Once the stoppage has occurred, both teams are to have their goaltenders leave the game session which will prompt the game to end immediately.
 - Prior to the game restarting, teams are to determine the added time to the game to compensate for the player's disconnection.
 - Upon the game restarting, at the opening face-off the team which had a player(s) lose connection to the game shall win the face-off and maintain possession of the puck.
 - The team that wins the face-off draw will maintain possession of the puck until the in-game score clock reaches approximately the same time plus 05:00 minutes added on in which both teams left the previous game.
 - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.

1st Period Disconnection

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

2nd Period Disconnection

- If a player(s) disconnects in the 2nd Period, teams are required to play until the next whistle or stoppage of play.
- Once the stoppage has occurred, both teams are to have their goaltenders leave the game session which will prompt the game to end immediately.
- Teams are then required to run down the clock to the approximate time remaining upon the disconnection.
 - This time is determined as the exact time a player disconnects from the game.
 - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.
- An additional 05:00 minutes of in-game time will be added to the time of the disconnection.



- If the disconnection occurs between 20:00 and 15:00 of the 2nd Period, teams are required to add 05:00 minutes of in-game time to the start of the 3rd Period.
 - If a disconnection occurs and gameplay continues after the first whistle, all stats after that point will be deemed invalid.
 - If a disconnection occurs during the extra 05:00 minute window of the 3rd Period (to compensate for the final minute lost), teams will be required to use the custom intervals listed below in the 3rd Period Disconnection section.
- If the disconnection occurs between 14:59 and 00:00 of the 2nd Period, the 05:00 minutes of in-game time will need to be added.

3rd Period Disconnection

- If a player(s) disconnects in the 3rd Period, teams are required to play until the next whistle or stoppage of play.
- Once the stoppage has occurred, both teams are to have their goaltender leave the game session which will prompt the game to end immediately.
- Teams are then required to run down the clock to the approximate time remaining upon the disconnection.
 - This time is determined as the exact time a player disconnects from the game.
 - Once the approximate time has been reached, the team with possession of the puck will dump the puck into the benches to signal another face-off draw at center ice. The game will then resume as normal and continue until there is a winner.
- An additional 05:00 minutes of in-game time will be added to the time of the disconnection.
 - If the disconnection occurs between 20:00 and 1:01 of the 3rd Period, the 05:00 minutes of in-game time will need to be added.
 - If the disconnection occurs between 01:00 and 00:00 of the 3rd Period, a custom interval of time is to be added.
 - Disconnections between 00:49 and 01:00 will require 05:00 of added time. Teams are required to run down the clock until the 05:00 mark in the 1st Period.
 - Disconnections between 00:37 and 00:48 will require 04:00 of added time. Teams are required to run down the clock until the 04:00 mark in the 1st Period.
 - Disconnections between 00:25 and 00:36 will require 03:00 of added time. Teams are required to run down the clock until the 03:00 mark in the 1st Period.
 - Disconnections between 00:13 and 00:24 will require 02:00 of added time. Teams are required to run down the clock until the 02:00 mark in the 1st Period.
 - Disconnections between 00:01 and 00:12 will require 01:00 of added time. Teams are required to run down the clock until the 01:00 mark in the 1st Period.

Additional Information

- In the above section, "approximately the same time" refers to the time and Period in which the game was stopped after the disconnection (Period 2 or 3).
 - For example, if a player loses connection seven minutes (13:00) into the 2nd Period, and the play continues until the ten-minute mark (10:00) of the 2nd Period prior to both teams backing out.
 - The game will be required to resume play from the 15-minute mark (15:00) of the 1st Period.
 - This time is calculated from the 10:00 minutes plus the 05:00 minutes from the player disconnection.
- During the live broadcast events, teams are to ensure the score clock reflects what it was prior to the disconnection. This would mean the score should reflect what it was and not simply be 0-0.
- All restarts in play following a disconnection **shall** begin from a face-off!



- Therefore, if a team is maintaining possession while waiting for the disconnection clock to count down to where it was prior to the game restart, a neutral zone face-off is required to be taken once the clock reaches the approximate time in which the game was restarted.
- If the team is **already** shorthanded when they have a player lose connection, that original penalty is also required to be honored. How that occurs is the following:
 - The team with the player who lost connection will win the face-off upon restarting the game and maintain possession of the puck until the clock reaches the time approximately the time in which the original penalty was taken (reference the box score prior to restarting the game).
 - At that time the player who was in the penalty box for the original penalty will take a delay of game penalty by dumping the puck over the glass in their own zone.
 - On the next face-off, that same team is required to be allowed to win the draw, then the team will maintain possession in their own zone until the in-game score clock reaches approximately the same time in which the original game ended.
 - At that time, another player on the team **shall** dump the puck into the boards to set-up a neutral zone face-off.
 - At this point, the penalties prior to the disconnection should be honored and the original powerplay will continue from that point onwards.
 - In a situation whereby an equal number of players on both teams lose connection when the game restarts both sides will remain 5-on-5.
 - In a situation whereby a player has a penalty shot or breakaway and the goalie in which he or she is coming down the ice and "loses connection" to the game, the player will be awarded a goal upon restarting the game.
 - This is the same call made if a player has a breakaway on an empty net and is tripped.
 - That situation does not result in a penalty shot, it results in an automatic goal.
- It is **highly recommended** that communication between both teams during restarts be constant and documented to ensure that both sides fully understand what is required of their team.