



## **Leaguegaming Playoff Rulebook Xbox Series X|S – PlayStation 5**

This document is an extension of our current Four Article Constitution.





Anything that is not outlined in this document is covered in our Four Article Constitution and will be enforced as per the Four Article Constitution.

If any player or manager has any questions in regard to these rules, please forward them to the [LGHL](#), [LGAHL](#), [LGECHL](#), [LGCHL](#), and [LGNCAA League Staff](#) directly.



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	– Changes made in Season 44 Xbox   Season 22 PSN
	– Changes made in Season 45 Xbox   Season 23 PSN
	– Changes made in Season 46 Crossplay
	– Changes made in Season 47 Crossplay



## Section One: Playoff Scheduling Rules

### 1.1: Rosters Restrictions

- Each team is required to begin each round with a complete 17-player roster consisting of 9 forwards, 6 defensemen, and 2 goaltenders.
  - Failure to do so will result in the team starting **each game** that the team is below the 17-player requirements on a 5-on-4 shorthanded powerplay.
  - A minor penalty **must** be taken off the opening faceoff of the game.
- The deadline for having a complete 17-player roster for each round is 17:59:59 ET on the Sunday prior to Game One of the series that is about to begin.
- Anyone listed on the team roster after 18:00:00 ET will be required to be scheduled according to the scheduling restrictions posted below.
- If a player(s) is removed mid-week, the replacement player(s) can **only** be scheduled based on the games remaining in the series, and not played by the player(s) removed.
  - Ex:** If Player "A" plays Game One and is removed from the league, the replacement player(s) is **only eligible** to play one more game prior to Game Seven.
- The waiver wire is closed during the playoffs.
- The transfer wire is closed during the playoffs, **except** for call-ups from the team's affiliate roster to fill a vacant roster spot.
- If a player(s) is away and placed on injured reserve, that player(s) **must be scheduled** for their game, then replaced by an ECU for that game! The ECU player(s) does and should not be scheduled in the lineup. The API will automatically pick the player(s) up in the stats after the game has been completed.

### 1.2: Playoff Schedule Timeline

#### The LGHL, LGAHL, and LGECHL Playoff Timeline

- Round 1 (Round of 16) – Jan 14-16
- Round 2 (Quarterfinals) – Jan 21-23
- Round 3 (Semifinals) – Jan 28-30
- Round 4 (Finals) – Feb 04-06

#### The LGCHL Playoff Timeline

- Round 1 (Round of 32) – Jan 07-09
- Round 2 (Round of 16) – Jan 14-16
- Round 3 (Quarterfinals) – Jan 21-23
- Round 4 (Semifinals) – Jan 28-30
- Round 5 (Finals) – Feb 04-06

#### The LGNCAA Playoff Timeline

- Round 1 (Round of 16) – Jan 07-09
- Round 2 (Quarterfinals) – Jan 14-16
- Round 3 (Semifinals) – Jan 21-23



- Round 4 (Finals) – Jan 28-30

### 1.3: Playoff Game Times

#### The LGHL, LGAHL, LGECHL, and LGCHL Playoff Game Times

- Sunday 09:00 PM – Game One
- Sunday 09:35 PM – Game Two
- Monday 09:35 PM – Game Three
- Monday 10:10 PM – Game Four
- Tuesday 09:00 PM – Game Five \*
- Tuesday 09:35 PM – Game Six \*
- Tuesday 10:10 PM – Game Seven \*

#### The LGNCAA Playoff Game Times

- Sunday 08:00 PM – Game One
- Sunday 08:35 PM – Game Two
- Monday 08:00 PM – Game Three
- Monday 08:35 PM – Game Four
- Tuesday 08:00 PM – Game Five \*
- Tuesday 08:35 PM – Game Six \*
- Tuesday 09:10 PM – Game Seven \*

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

### 1.4: Lines Deadlines

- The away team **must** confirm their lineup **three-hours** (unless noted below) **prior** to the scheduled game time. If the away team's lineup is not posted on time, it will result in a first-degree violation.
- The home team **must** confirm their lineup **one-hour** (unless noted below) **prior** to the scheduled game time. If the home team's lineup is not posted on time, it will result in a first-degree violation.
- If the away team's lineup **is not** posted prior to the home team's deadline for posting their lineup, **the home team does not need to post their lineup until after the game.**
- If the home team **does not** have their lineup posted **thirty-minutes prior** to the start of the game (or not at all), **the away team is eligible to change their entire lineup.**
- The line deadlines have been modified slightly to preserve home-ice.
- To ensure the higher-seed team maintains the home-ice advantage, the lines due for Game Six for the away team (higher-seeded team), has been modified to ensure their Game Five lineup **does not have** to be posted before their Game Six lineup.

#### The LGHL, LGAHL, LGECHL, and LGCHL Playoff Lines Deadlines for Games

##### Game One – Sunday 09:00 PM Lines

- The away team's lines are due at 05:59:59 PM ET
- The home team's lines are due at 07:59:59 PM ET



#### Game Two – Sunday 09:35 PM Lines

- The away team's lines are due at 06:34:59 PM ET
- The home team's lines are due at 08:34:59 PM ET

#### Game Three – Monday 09:35 PM Lines

- The away team's lines are due at 06:34:59 PM ET
- The home team's lines are due at 08:34:59 PM ET

#### Game Four – Monday 10:10 PM Lines

- The away team's lines are due at 07:09:59 PM ET
- The home team's lines are due at 09:09:59 PM ET

#### \*\* Game Five – Tuesday 09:00 PM Lines \*\*

- The away team's lines are due at 07:59:59 PM ET
- The home team's lines are due at 08:29:59 PM ET

#### \*\* Game Six – Tuesday 09:35 PM Lines \*\*

- The away team's lines are due at 09:04:59 PM ET
- The home team's lines are due at 09:34:59 PM ET

#### \*\* Games Seven – Tuesday 10:10 PM Lines \*\*

- The away team's lines are due at 09:59:59 PM ET
- The home team's lines are due at 10:09:59 PM ET
- If Game Six is running late, both teams are to have their lines in as soon as the game ends (timer starts when game officially ends)

### The LGNCAA Playoff Lines Deadlines for Games

#### Game One – Sunday 08:00 PM Lines

- The away team's lines are due at 04:59:59 PM ET
- The home team's lines are due at 06:59:59 PM ET

#### Game Two – Sunday 08:35 PM Lines

- The away team's lines are due at 05:34:59 PM ET
- The home team's lines are due at 07:34:59 PM ET

#### Game Three – Monday 08:00 PM Lines

- The away team's lines are due at 04:59:59 PM ET
- The home team's lines are due at 06:59:59 PM ET

#### Game Four – Monday 08:35 PM Lines



- The away team's lines are due at 05:34:59 PM ET
- The home team's lines are due at 07:34:59 PM ET

**\*\* Game Five – Tuesday 08:00 PM Lines \*\***

- The away team's lines are due at 06:59:59 PM ET
- The home team's lines are due at 07:29:59 PM ET

**\*\* Game Six – Tuesday 08:35 PM Lines \*\***

- The away team's lines are due at 08:04:59 PM ET
- The home team's lines are due at 08:34:59 PM ET

**\*\* Games Seven – Tuesday 09:10 PM Lines \*\***

- The away team's lines are due at 08:59:59 PM ET
- The home team's lines are due at 09:09:59 PM ET
- If Game Six is running late, both teams are to have their lines in as soon as the game ends (timer starts when game officially ends)

## 1.5: Scheduling Definitions

- **Scheduled:** A player that is confirmed to play a game. A green-colored name on the schedule tab for the game in question.
- **Played:** A player that has physically played the game and will be listed in the game stats once the game is completed.
- **Roster Substitution:** The action of replacing one LGHL, LGAHL, LGECHL, LGCHL, or LGNCAA active roster player with another active roster player. By doing this form of substitution, the player who was **originally scheduled** will still need to be **scheduled** for another game based on the scheduling limitations (one game within the first four, two games if the series goes six).
- **ECU:** The action of using an affiliated player not on the 17-player active roster to fill the position of an LGHL, LGAHL, LGECHL, LGCHL, or LGNCAA active roster player who was not able to attend a scheduled game. When an ECU is used, the **original LGHL, LGAHL, LGECHL, LGCHL, or LGNCAA active roster player** who was scheduled **cannot** play an additional game outside of the scheduling limitations. The game counts as a game for the ECU player, thereby counting towards the ECU limits as well as a game scheduled/played for the player who was replaced by the ECU.

### 1.5.1: Scheduling Restrictions

- All player(s) listed on the 17-player active roster **must** be scheduled for **one** game within the first four games and **two** games if the series goes to six games.
  - **Even if a player(s) cannot make a game, if they are on injured reserve, or if they are serving a suspension, the player(s) is still required to be scheduled!**
- **Do not schedule** an ECU player(s) in the lineup before the lines are due, after the lines deadline, or at any time! The API will pick up the said player(s) and address the lineup changes once the game has been completed!
- Player(s) who do not show up and is replaced by an ECU forfeit their eligibility to play a game outside of the limits listed above (one-game in four games, two-games in six games).



- When a player(s) is being ECU'd, the ECU player(s) **cannot** be confirmed to play **until after** the lines deadline has passed! This is to ensure that your opponent knows who on your roster was originally scheduled and to ensure you are following the scheduling criteria. However, it is strongly recommended that you leave the roster player(s) in the lineup and to **not** schedule ECUs to avoid committing violations. See Section 1.5.5.
- Each team is **only** eligible to make **one** **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, or **LGNCAA** roster **substitution** per game. All other substitutions have to be an ECU.
  - The single substitution rule **does not** apply to Game Seven, therefore allowing a team to make as many roster subs as required to ice the best possible Game Seven lineups.
  - A player(s) who is roster substituted out of a scheduled game and replaced by another roster player **must be** scheduled again within the limits above (one-game in four games, two-games in six games).
- Goaltender scheduling limitations are the same as all other player(s). A goaltender is required to be scheduled/play one game in the first four and must be scheduled/play a second game if the series goes to Game Six. Any goaltender can be used in Game Seven.
- Skaters are eligible to **only** play a third game if the series reaches Game Seven. Goaltenders are eligible to **only** play the fifth game if the series reaches Game Seven.
- All other ECU and scheduling restrictions from Article II and Article III that are **not** outlined in this rulebook are in effect for the playoffs as well.
- During the playoffs, a player(s) **must** give a **minimum of a three-game availability**. The three games **must be at least** within the first six games of the series.

### 1.5.2: Additional Scheduling Clarification and Examples

If a player(s) is replaced by an ECU, the game **does** count as a game scheduled/played for the roster player(s) who did not show up/could not play.

- **Ex:** Player A is scheduled for Game Two and if they no-show. An ECU is then used to replace Player A. This counts as a game played in the series for Player A and the ECU used.

If a player(s) is replaced by an **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, or **LGNCAA** roster substitution, the game counts as a game **scheduled/played** for the player(s) who is the **replacement**. Therefore the **original player(s)** will need to be rescheduled.

- **Ex:** Player A is scheduled for Game Two and if they no-show. They are then replaced by a roster player; Player B. This counts as a game played/scheduled for Player B. Player A will still need to be scheduled for another game before the series hits four games.

### 1.5.3: Understanding Temporary Call Ups

Temporary call-ups are no longer used. All player(s), regardless of injured reserve or not, are required to be scheduled for one-game in the first four and two-games in the first six of a series. ECU player(s) are not and should never be scheduled on the site's lines system (see Section 1.4.5). Once a game is completed, the API will correct the lineup and identify the ECU player(s) who was used.

### 1.5.4: ECU Restrictions For The Playoffs

#### **LGHL** Restrictions



- LGHL player(s) **cannot** ECU for the LGAHL, LGECHL, LGCHL, or LGNCAA.
- Prospects (P) **cannot** ECU for the LGHL during the playoffs.
- Random Veterans (RA V) **cannot** ECU for the LGHL during the playoffs.
- ~~Random Amateurs (RA A) **cannot** ECU to the LGHL during the playoffs.~~
- Random Prospects (RA P) **cannot** ECU for the LGHL during the playoffs.
- Veterans (V), ~~Amateurs (A)~~, and Drafted Player(s) (DP) are the **only eligible** statuses that can play for the LGHL during the playoffs.
- Teams are **only eligible** to use player(s) in the playoffs for ECU purposes under the following conditions:
  - All eligible player(s) can ECU **twice** for the duration of the first-three rounds.
  - All eligible player(s) can ECU **once** for the duration of the finals (fourth round).
  - If the eligible player(s) has ECU'd (played) **once** in the first-three rounds, they are **eligible** to play **once** more in the finals only.
  - If the eligible player(s) has ECU'd (played) **twice** in the first-three rounds, they are **ineligible** to play in the finals.
- Teams are **ineligible** to use an ECU for any Game Seven throughout the duration of the playoffs.
  - Goaltenders will be an exception.
  - If a player(s) disconnects in Game Seven and does not return, the disconnected player(s) will need to be replaced by another roster player(s).
- During the entirety of the playoffs, player(s) are **ineligible** to use ECUs out of position. They may only ECU at the position they signed up for during the current playing season.
  - Player(s) may still ECU based on the same positional group as needed.
    - Forwards are eligible to play Left Wing, Center, and Right Wing.
    - Defensemen are eligible to play Left Defense, and Right Defense.
    - Goaltenders are eligible to play Goaltender.
  - All player(s) not on an active roster are considered ECU player(s).

### LGAHL Restrictions

- LGAHL player(s) **cannot** ECU for the LGECHL, LGCHL, or LGNCAA.
- Prospects (P) **cannot** ECU for the LGAHL during the playoffs.
- Random Veterans (RA V) **cannot** ECU for the LGAHL during the playoffs.
- ~~Random Amateurs (RA A) **cannot** ECU to the LGAHL during the playoffs.~~
- Random Prospects (RA P) **cannot** ECU for the LGAHL during the playoffs.
- Veterans (V), ~~Amateurs (A)~~, and Drafted Player(s) (DP) are the **only eligible** statuses that can play for the LGAHL during the playoffs.
- Teams are **only eligible** to use player(s) in the playoffs for ECU purposes under the following conditions:
  - All eligible player(s) can ECU **twice** for the duration of the first-three rounds.
  - All eligible player(s) can ECU **once** for the duration of the finals (fourth round).
  - If the eligible player(s) has ECU'd (played) **once** in the first-three rounds, they are **eligible** to play **once** more in the finals only.
  - If the eligible player(s) has ECU'd (played) **twice** in the first-three rounds, they are **ineligible** to play in the finals.
- Teams are **ineligible** to use an ECU for any Game Seven throughout the duration of the playoffs.
  - Goaltenders will be an exception.





- If a player(s) disconnects in Game Seven and does not return, the disconnected player(s) will need to be replaced by another roster player(s).
- During the entirety of the playoffs, player(s) are **ineligible** to use ECUs out of position. They may only ECU at the position they signed up for during the current playing season.
  - Player(s) may still ECU based on the same positional group as needed.
    - Forwards are eligible to play Left Wing, Center, and Right Wing.
    - Defensemen are eligible to play Left Defense, and Right Defense.
    - Goaltenders are eligible to play Goaltender.
  - All player(s) not on an active roster are considered ECU player(s).

### LGECHL Restrictions

- LGECHL player(s) **cannot** ECU for the LGCHL or LGNCAA.
- Random Veterans (RA V) **cannot** ECU for the LGECHL during the playoffs.
- ~~Random Amateurs (RA A) **cannot** ECU to the LGECHL during the playoffs.~~
- Random Prospects (RA P) **cannot** ECU for the LGECHL during the playoffs.
- Veterans (V), Amateurs (A), Drafted Player(s) (DP), and Prospects (P) are the **only eligible** statuses that can play for the LGECHL during the playoffs.
- Teams are **only eligible** to use player(s) in the playoffs for ECU purposes under the following conditions:
  - All eligible player(s) can ECU **twice** for the duration of the first-three rounds.
  - All eligible player(s) can ECU **once** for the duration of the finals (fourth round).
  - If the eligible player(s) has ECU'd (played) **once** in the first-three rounds, they are **eligible** to play **once** more in the finals only.
  - If the eligible player(s) has ECU'd (played) **twice** in the first-three rounds, they are **ineligible** to play in the finals.
- Teams are **ineligible** to use an ECU for any Game Seven throughout the duration of the playoffs.
  - Goaltenders will be an exception.
  - If a player(s) disconnects in Game Seven and does not return, the disconnected player(s) will need to be replaced by another roster player(s).
- During the entirety of the playoffs, player(s) are **ineligible** to use ECUs out of position. They may only ECU at the position they signed up for during the current playing season.
  - Player(s) may still ECU based on the same positional group as needed.
    - Forwards are eligible to play Left Wing, Center, and Right Wing.
    - Defensemen are eligible to play Left Defense, and Right Defense.
    - Goaltenders are eligible to play Goaltender.
  - All player(s) not on an active roster are considered ECU player(s).

### LGCHL Restrictions

- LGCHL player(s) **cannot** ECU for the LGNCAA.
- Random Veterans (RA V) **cannot** ECU for the LGCHL during the playoffs.
- ~~Random Amateurs (RA A) **cannot** ECU to the LGCHL during the playoffs.~~
- Veterans (V), Amateurs (A), Prospects, Drafted Player(s) (DP), and Random Prospects (RA P) are the **only eligible** statuses that can play for the LGCHL during the playoffs.
- Teams are **only eligible** to use player(s) in the playoffs for ECU purposes under the following conditions:



- All eligible player(s) can ECU **twice** for the duration of the first-four rounds.
- All eligible player(s) can ECU **once** for the duration of the finals (fifth round).
- If the eligible player(s) has ECU'd (played) **once** in the first-four rounds, they are **eligible** to play **once** more in the finals only.
- If the eligible player(s) has ECU'd (played) **twice** in the first-four rounds, they are **ineligible** to play in the finals.
- Teams are **ineligible** to use an ECU for any Game Seven throughout the duration of the playoffs.
  - Goaltenders will be an exception.
  - If a player(s) disconnects in Game Seven and does not return, the disconnected player(s) will need to be replaced by another roster player(s).

### LGNCAA Restrictions

- Random Veterans (RA V) **cannot** ECU for the LGNCAA during the playoffs.
- ~~Random Amateurs (RA A) cannot ECU to the LGNCAA during the playoffs.~~
- Veterans (V), Amateurs (A), Prospects, Drafted Player(s) (DP), and Random Prospects (RA P) are the **only eligible** statuses that can play for the LGNCAA during the playoffs.
- Teams are **only eligible** to use player(s) in the playoffs for ECU purposes under the following conditions:
  - All eligible player(s) can ECU **twice** for the duration of the first-three rounds.
  - All eligible player(s) can ECU **once** for the duration of the finals (fourth round).
  - If the eligible player(s) has ECU'd (played) **once** in the first-three rounds, they are **eligible** to play **once** more in the finals only.
  - If the eligible player(s) has ECU'd (played) **twice** in the first-three rounds, they are **ineligible** to play in the finals.
- Teams are **ineligible** to use an ECU for any Game Seven throughout the duration of the playoffs.
  - Goaltenders will be an exception.
  - If a player(s) disconnects in Game Seven and does not return, the disconnected player(s) will need to be replaced by another roster player(s).

\*\* The intent of the ECU restrictions and rules is to ensure that a team has an adequate replacement in the situation where a player(s) suddenly cannot attend a scheduled game. The ECU rule is not meant to allow a team to "bench" a player(s) with the intent of using a strong player(s) who may be in the organization's system. Benching a player(s) is considered an ineligible player violation. \*\*

### 1.5.5: Ineligible Player Scheduled - Ineligible Player Played

- If an active roster player(s) is scheduled for a game, then roster substituted, and never rescheduled for one game within the first four games of the series:
  - **Result** – 1-0 Forfeit Loss
    - Keep in mind, the best practice is to ensure that if a player is taken out of the lineup in any of the games before Game Four, they need to still be properly scheduled by the lines deadline.
- If an active roster player(s) is scheduled, then taken out of the lineup before the deadline, and an ECU is scheduled:
  - **Result** – The manager who set the schedule is issued a suspension [ineligible lineup]



- If an active roster player(s) is scheduled, then taken out of the lineup after the lines deadline, then filled by an ECU:
  - **Result** – No violation
    - Keep in mind, the best practice is to **not** schedule ECU player(s) as the API is used to correct your lineup after the game!
- If an active roster player(s) is roster substituted in Game Five, and then **not** scheduled for Game Six:
  - **Result** – 1-0 Forfeit Loss [failure to schedule a player(s) for their second game before Game Six] assuming the player did not play two games in the first four games of the series.
- If an active roster player(s) is roster substituted in Game Six:
  - **Result** – 1-0 Forfeit Loss [failure to schedule a player(s) for their second game before Game Six] assuming the player(s) did not play two games in the first five games of the series.
- If an active roster player(s) is **not** scheduled and **not** confirmed for a **single** game in the first four games of the series:
  - **Result** – Game Four would be a 1-0 Forfeit Loss if won due to the player(s) not being scheduled for one-game in the first four games.
    - If Game Four is a loss, the manager will be issued a suspension.
    - Keep in mind, the best practice is to ensure that if a player is taken out of the lineup in any of the games before Game Four, they still need to be properly scheduled by the lines deadline.
- If an active roster player(s) is **not** scheduled and **not** confirmed to play **neither** Game Five nor Game Six:
  - **Result** – Game Six would be a 1-0 Forfeit Loss if won. This is assuming the player(s) did not play a second game in the first four games of the series.
    - If Game Six is a loss, the manager will be issued a suspension.

### 1.6: Illegal Substitution

An illegal roster substitution occurs when a player(s) cannot make their first game by Game Four and are replaced by a roster player(s), not an ECU (Training Camp player). Game Four will not count as a game played for the original player(s), therefore breaking the scheduling restriction rules.

- The best practice is to ECU a player(s) if they cannot make it to their scheduled game.

An ineligible substitution will result in games being overturned due to the fact the game in question was affected by the player(s) who is ineligible.

### 1.7: Forfeits & Game Night Setup Procedures

Regular season disconnection, extra time, and forfeit procedures apply in the playoffs.

Reference Article II, Sections 3.3.1 & 5.3 for more information.

### 1.8: Reschedules

The only time a reschedule is offered is when there is a server issue with EA Sports, Xbox Network, or PlayStation Network.



## 1.9: Ineligible Player

Managers and players 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 an active roster player(s) out of position:
  - This does not apply to forwards playing another forward position they are not listed as.
  - This does not apply to defensemen who are playing the opposite side they are not listed as.
- Playing an ECU player(s) out of position:
  - This applies to any ECU player(s) signed up for the current season at a specific position, then ECUing out of that positional group.
- Playing a game while being suspended or banned.
- Illegal Substitutions:
  - Substituting an active roster player(s) out of a forfeit after official game time.
  - Making more than one roster substitution in a single game during the playoffs.
- A player(s) that is not on the team roster/organization.
- A player(s) that has exceeded the max game limit.
- A player(s) that does not meet the playing eligibility requirements for a specific league based on their player status.
- A player(s) that has not been scheduled and/or plays outside of the playoff limits [one-game by Game Four, two-games by Game Six].
  - There is no situation where a skater can play Games Five and Six or more than three games before Game Seven.
- Failure to play games according to the playoff scheduling limit.
- Playing on a second tag or user account.
  - Automatic series overturn/forfeit if found guilty.
- Playing on an account that is not their own – account recovery.
  - Automatic series overturn/forfeit if found guilty.
- An ECU player(s) playing for a "benched" active roster player(s).

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

- 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 in regulation, 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) won in overtime, the game will be changed to a regulation loss and all of the player(s) on the team with the ineligible player(s) will be removed from the stats.
- If the ineligible player(s) had no influence on a game's outcome, the game results will not be affected. However, 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.



## Section Two: Additional Playoff Violation Rules

### 2.1: Punishment Violations

All complaints will be reviewed and ruled on a nightly basis during the playoffs. The exact time of the ruling will vary based on when the complaint is received and the availability of **League Staff** to rule on the complaint.

Violation of playoff rules leads to punishments for the team in question in "degrees."

First and second-degree violations are considered "team punishments" where the team that committed the violation chooses a skater to serve the punishment.

- **Ex:** Team A has late lines for Game Three in their playoff series. After reviewing the complaint, Team A will need to take a minor penalty at the start of Game Three or Four (depending on when the complaint is submitted/ruled on).

Third-degree violations are issued to the specific managers involved in the violation.

### 2.2: First-Degree Violations

The team receiving the violation **must** take a penalty off the opening face-off, resulting in a 5-on-4 powerplay for the other team at the start of the next scheduled game.

The League recommends having a skater take a delay-of-game penalty by dumping the puck over the boards in their own defensive zone.

#### Examples of first-degree violations

- Late/no lines (first time in a series) \*
- Late/no stats (first time in a series) \*
- Late/no pictures of stats (first time in a series) \*

\* Each violation listed above will only be classified as a first-degree violation once per series. Any additional violations listed above (per series) will result in a second-degree violation. \*

### 2.3: Second-Degree Violations

The team receiving the violation **must** take a set of **back-to-back** penalties off the opening face-off, resulting in a 5-on-3 powerplay for the other team at the start of the next scheduled game.

The League recommends having two skaters take a delay-of-game penalty (each) by dumping the puck over the boards in their own defensive zone.

#### Examples of second-degree violations

- Playing an ineligible player(s) in a win by the team committing the violation (the game is overturned)
- Late/no lines (second time in a series)
- Late/no stats (second time in a series)
- Late/no pictures of stats (second time in a series)



## 2.4: Third-Degree Violations

A manager receiving a third-degree violation must serve a suspension and be replaced by an ECU, thus losing a game of eligibility in the current playoff series (or the team's next series if the violation is not served in the current series).

Since a player(s) can be scheduled for a maximum of three games in a series (two in the first six and three only if the series goes to seven games), the amount of game(s) the manager is not eligible for depends on how many games the manager has played in the series so far.

In the **LGHL**, **LGAHL**, **LGECHL**, **LGCHL**, or **LGNCAL**, the Primary Manager receives all third-degree violations. If these positions are not filled, the violation goes to the manager with the next-highest role (Primary Manager > Secondary Manager > Tertiary Manager).

### Examples of third-degree violations

- Playing an ineligible player(s) in a loss by the team committing the violation.
- Late/no lines three or more times in a series.
- Late/no stats three or more times in a series.
- Late/no pictures of stats three or more times in a series.
- Failure to serve a first or second-degree violation punishment (the original punishment also needs to be served in the team's next game).

The League reserves the right to lengthen the suspension in situations not outlined above. The punishments will reflect past practices of this season. This includes, but is not limited to second tag issues.

Any in-game violations will be the same punishment as during the season. See Article IV of the League Gaming Constitution.

## Section Three: League Playoff Format

### LGHL Playoff Format

The top eight seeds in each conference will qualify for the Stanley Cup playoffs for a total of 16 teams. Teams are seeded in each conference by their regular-season standings position. The top two seeds will be the division winners (placed in order by their regular-season standings position).

In each round, home-ice advantage is awarded to the team that had the better regular season record (highest seed remaining).

During the first round, teams are matched up by the highest seed against the lowest seed. The matchups will be the first-seed against the eighth-seed, the second-seed against the seventh-seed, the third-seed against the sixth-seed, and the fourth-seed against the fifth-seed.

During the second round and beyond, matchups will be re-seeded with the highest seed remaining playing against the lowest seed remaining. For example, if the first-seed wins their series and the seventh-seed wins their series, the second round will have the first-seed matchup against the seventh-seed.



The Stanley Cup Finals will have the highest remaining seed play the lowest remaining seed.

### **LGAHL Playoff Format**

The top eight seeds in each conference will qualify for the Calder Cup playoffs for a total of 16 teams. Teams are seeded in each conference by their regular-season standings position. The top two seeds will be the division winners (placed in order by their regular-season standings position).

In each round, home-ice advantage is awarded to the team that had the better regular season record (highest seed remaining).

During the first round, teams are matched up by the highest seed against the lowest seed. The matchups will be the first-seed against the eighth-seed, the second-seed against the seventh-seed, the third-seed against the sixth-seed, and the fourth-seed against the fifth-seed.

During the second round and beyond, matchups will be re-seeded with the highest seed remaining playing against the lowest seed remaining. For example, if the first-seed wins their series and the seventh-seed wins their series, the second round will have the first-seed matchup against the seventh-seed.

The Calder Cup Finals will have the highest remaining seed play the lowest remaining seed.

### **LGECHL Playoff Format**

The top eight seeds in each conference will qualify for the Kelly Cup playoffs for a total of 16 teams. Teams are seeded in each conference by their regular-season standings position. The top two seeds will be the division winners (placed in order by their regular-season standings position).

In each round, home-ice advantage is awarded to the team that had the better regular season record (highest seed remaining).

During the first round, teams are matched up by the highest seed against the lowest seed. The matchups will be the first-seed against the eighth-seed, the second-seed against the seventh-seed, the third-seed against the sixth-seed, and the fourth-seed against the fifth-seed.

During the second round and beyond, matchups will be re-seeded with the highest seed remaining playing against the lowest seed remaining. For example, if the first-seed wins their series and the seventh-seed wins their series, the second round will have the first-seed matchup against the seventh-seed.

The Kelly Cup Finals will have the highest remaining seed play the lowest remaining seed.

### **LGCHL Playoff Format**

The top eight seeds in each conference will qualify for the Memorial Cup playoffs for a total of 32 teams. Teams are seeded in each conference by their regular-season standings position. The top two seeds will be the division winners (placed in order by their regular-season standings position).

In each round, home-ice advantage is awarded to the team that had the better regular season record (highest seed remaining).





During the first round, teams are matched up by the highest seed against the lowest seed. The matchups will be the first-seed against the eighth-seed, the second-seed against the seventh-seed, the third-seed against the sixth-seed, and the fourth-seed against the fifth-seed.

During the second round and beyond, matchups will be re-seeded with the highest seed remaining playing against the lowest seed remaining. For example, if the first-seed wins their series and the seventh-seed wins their series, the second round will have the first-seed matchup against the seventh-seed.

The Memorial Cup Finals will have the first-seed remaining conference seed play the fourth-seed remaining conference seed, and second-seed remaining conference seed play the third-seed remaining conference seed. The winners of those matchups will play the following week, where the highest remaining conference seed plays the lowest remaining conference seed.

### **LGNCAA Playoff Format**

The NCAA playoffs will consist of a total of 24 teams.

The top three seeds in the playoffs will be determined by each conference winner. The remaining twenty-one seeds (seeds four thru twenty-four) will be determined by a point-percentage due to a mid-season expansion.

In each round, home-ice advantage is awarded to the team that had the better regular season record (higher point-percentage – highest seed remaining).

During the first round, teams are matched up by the highest seed against the lowest seed. The top eight seeds will receive a first-round-bye. The remaining sixteen seeds will be matched up by highest remaining seed taking on the lowest remaining seed; the ninth-seed against the twenty-fourth-seed, the tenth-seed against the twenty-third-seed, etc.

During the second round and beyond, matchups will be re-seed with the highest seed remaining playing against the lowest seed remaining.

The NCAA Finals will have the highest remaining seed play the lowest remaining seed.