Sharks Pacific Cup
presented by WD_BLACK

Eligibility — Roles and Responsibilities

Player Eligibility

- This is a Xbox Series X|S exclusive event.
- All player(s) who are in good standing with the San Jose Sharks organization and Leaguegaming.
    - This means users **NOT** currently under a league ban, capital ban, or have an outstanding ban fine to pay out are eligible to participate in this event.
    - Please reference this list of player(s) who are **INELIGIBLE** to participate in the event — **LINK**.
- For full eligibility please read the San Jose Sharks Legal Rules.

Team Eligibility

- Team names **MUST** be appropriate and respect the San Jose Sharks Code of conduct as well as the **Leaguegaming Code of Conduct**.
- Teams will be eligible to add their custom branding and logo to their team front office.
- Team registration is handled by the Team "Owner" only.
    - The Team Owner must be over the age of 18 for legal payment reasons.
    - In order to transfer Ownership of the Team, a Site PM on Leaguegaming must be sent to the Event Staff from the current Team Owner to acknowledge the transfer of Ownership of the Team to the new Team Owner.
- Team Owners will represent the organization for the duration of the event.
- Team Owners can register their team at https://www.leaguegaming.com/SharksPacificCup.
- Teams are **NOT ELIGIBLE** to use trademarked team names and branding.

Scheduling — Roster Restrictions — Game Night Setup

The event sign-ups will open on Tuesday, January 11th at 07:00:00 AM PT | 10:00:00 AM ET.

The event sign-ups will close on Wednesday, February 09th at 08:59:59 AM PT | 11:59:59 AM ET.

Season Schedule

- Seasonal games will be played on Wednesdays and Thursdays at the following times and dates.
- Game dates listed below are the default dates if teams cannot flex/reschedule their games.

Regular Season Schedule

- **Week One —** Wednesday, February 9th | Thursday, February 10th
    - **Night One (02/09) —** Teams can flex between February 8-9
    - **Night Two (02/10) —** Teams can flex between February 10-13
- **Week Two —** Wednesday, February 16th | Thursday, February 17th
    - **Night Three (02/16) —** Teams can flex between February 15-16
    - **Night Four (02/17) —** Teams can flex between February 17-20
- **Week Three —** Thursday, February 24th | Wednesday, March 2nd
    - **Night Five (02/24) —** Teams can flex between February 22-27
    - **Night Six (03/02) —** Teams can flex between March 1-2
- **Week Four —** Thursday, March 3rd | Thursday, March 10th
    - **Night Seven (03/03) —** Teams can flex between March 3-6
    - **Night Eight (03/10) —** Teams can flex between March 8-13
- **Week Five —** Wednesday, March 16th | Thursday, March 17th
    - **Night Nine (03/16) —** Teams can flex between March 15-16

- **Night Ten (03/17) —** Teams can flex between March 17-19

Playoff Schedule

- **Round One —** Wednesday, March 23rd | Thursday, March 24th
  - Pick your own opponent and pick your own scheduling
  - Teams can flex their games between March 23-26
- **Round Two —** Wednesday, March 30th | Thursday, March 31st
  - Pick your own opponent and pick your own scheduling
  - Teams can flex their games between March 30-April 2
- **Round Three —** Wednesday, April 6th | Thursday, April 7th
  - Pick your own opponent and pick your own scheduling
  - Teams can flex their games between April 6-9
- **Semi-finals —** Wednesday, April 13th | Thursday, April 14th
  - Pick your own opponent and pick your own scheduling
  - Teams can flex their games between April 13-16
- **Finals —** TBD/TBA
  - Highest seed will be given the home-ice, no flex dates

Seasonal Format

- The regular season will be 5 weeks (40 games) where all the teams will use a "Schedule 8" format.
  - This means that each week, teams placed 8-seeds higher or 8-seeds lower will have the opportunity to matchup against one another.
- On Wednesday, we will give each team 2 opponents to play a home and home (2 games vs Team A & 2 games vs Team B, 4 games in one night) series based on how the standings are coming into that day.
- Instead of a series win, the format used will be a Win/Loss/OTL format.
- This event must have an even number of teams. After the signup deadline, if there are an uneven number of teams, there will be an "empty" team added and all opponents who are scheduled against this "empty" team will be issued a 1-0 forfeit win.

How will your opponent(s) be decided?

- For this event, let's say there are 68 teams. Depending on how those teams lineup in the standings is where the matchups will be determined.
  - In this example we will use the 68 teams, if a team is placed 27th in the standings, they will only be eligible to play a team that is 8-seeds above them, so teams that are placed 19-26th or 8-seeds below them, so teams that are placed 28-35th.
  - This order of 1-68 will be decided by the official standings sort. We continue this process until we get down to the final set of teams.
  - Then, we match up teams to play each other inside that specific +/- 8 block.
  - The scheduler will go from the top team to the bottom team to determine matchups.
  - Once there are 12 unscheduled teams remaining, those 12 teams will be placed in a block of 12 to determine the final set of matchups.
  - If a team has played the same team before from a previous matchup, we will randomize the matchups again.
  - In the event that there is a mathematical impossibility and teams can not play each other in a given +/- 8 block, Leaguegaming reserves the right to expand the blocks for that given week to create that week's schedule.

Key points about the season format:

- This event is a "Schedule 8" format. This means that teams in the standings have the opportunity to matchup against teams within 8-seeds above or 8-seeds below them in the standings.
- The event's schedule will be generated based on the standings prior to that night's slate of games.
  - The event schedule will be generated on Mondays & Thursdays shortly after 10:00 AM PT | 01:00 PM ET after reviewing any final changes.
    - In the event there is a reschedule issue, the schedule will be generated after the rescheduled game.
  - Once the event schedule has been generated, no additional changes will be made. The schedule is generated based on being perfect to the time of the standings with no other adjustments will be made after.
- Games are scheduled as four games on Wednesdays and four games on Thursdays (shown above for dates where the schedule may change). Each team will play the same opponent, home and home each series.
- The top 32 teams based on the standings will qualify for the playoffs.
- The playoff format will be a "pick your opponent" style.
  - This means that the highest seed will be eligible to pick which opponent they wish to match up against.
  - This playoff format will continue all the way through the finals.
  - For the finals, the highest remaining seeded team will be the designated home team.
- The prize pool for this event is $30,000 USD.
  - 1st Place Team = $26,000 USD.
  - 2nd Place Team = $4,000 USD.

The schedule for this event is the following:

- If a series is selected to be the featured series, the Event Staff reserves the right to adjust the series game times. The Event Staff will let the teams know ahead of time which games are being featured.
- All game times are listed for Wednesdays & Thursdays are as followed unless noted otherwise (dates above):
  - **Game One —** 06:00 PM PT | 09:00 PM ET
  - **Game Two —** 06:30 PM PT | 09:30 PM ET (same opponent as Game 1)
  - **Game Three —** 07:15 PM PT | 10:15 PM ET
  - **Game Four —** 07:45 PM PT | 10:45 PM ET (same opponent as Game 3)

Playoff Format

The playoffs will consist of five rounds in which all five rounds are Best-of-Seven. The dates are listed above.

The game times are as followed for all playoff defaulted nights:

- **Wednesdays**
  - **Game One —** 06:00 PM PT | 09:00 PM ET
  - **Game Two —** 06:30 PM PT | 09:30 PM ET
  - **Game Three —** 07:00 PM PT | 10:00 PM ET
- **Thursdays**
  - **Game Four —** 06:00 PM PT | 09:00 PM ET
  - **Game Five —** 06:30 PM PT | 09:30 PM ET
  - **Game Six —** 07:00 PM PT | 10:00 PM ET

- **Game Seven —** 07:30 PM PT | 10:30 PM ET

The playoff format will consist of the following:

- The first round (Round One) will be all 7 games played in a combination of days (agreed to times by management) between Wednesday through Sunday.
- The second round (Round Two) will be all 7 games played in a combination of days (agreed to times by management) between Monday through Tuesday.
- The third round (Round Three) will be all 7 games played in a combination of days (agreed to times by management) between Wednesday through Thursday.
- The semi-finals and finals will be all 7 games on the same day (Saturday/Sunday respectively).
- All seeding is "pick your opponent" all the way through the finals.
    - This means that the highest seeded team will get to pick each round who they play.
    - The Event Staff will conduct this via a Leaguegaming Group PM with the team's management.
        - Teams will have a total of 24-hours to select their opponent for that specific round of play.
        - Failure to select an opponent after 24-hours will subject the team to forfeit their selection, and be given the lowest remaining opponent after the previous team has selected their opponent.
- If a series is selected to be the featured series, the Event Staff reserves the right to adjust the playoff times for the series.
- If a series is not selected to be the features series, teams are eligible to reschedule their series. A message to the Event Staff with an agreement between the two teams must be sent.
- Leaguegaming reserves the right to require all participants in the semi-finals and/or finals to require a camera/webcam on each player(s) for streaming purposes.

Rosters Information — Restrictions

- Each roster must have a minimum of six players and up to a maximum of nine players.
- There is **NO POSITION LOCK** for this event.
- All player(s) **MUST** use an appropriate Xbox Live Gamertag as well as an in-game on-ice skater name.
- Each team is eligible to make as many roster substitutions as required within the following guidelines for the duration of the entire event until Tuesday, April 13th at 08:59:59 PM PT | 11:59:59 PM ET.
- All player(s) **MUST NOT** have been **ON** another team roster for the duration of this event.
    - The deadline which locks a player(s) to a set team for this event will be 06:00 PM PT | 09:00 PM ET of the opening Wednesday Night of the event (February 09th).
- Teams are **NOT** eligible to sub a player(s) **BACK** onto their team roster who was previously on the team roster **AFTER** the deadline stated above (February 09th, 06:00 PM PT | 09:00 PM ET).
    - The only exception to this situation is if a player(s) was cut from a team. There will be a 24-hour grace period for accidental roster cuts only.
- All player(s) **MUST BE** on the team roster prior to the start of each and every game!

Game Night Set-up — Server Selection (Beta)

Thanks to EA's NHL 22 server selection when playing EASHL club games, we have brought this feature to Leaguegaming. This tool will be used to determine which server to use based on the "best" location of the users in each game.

Click **HERE** to reference "how to" understand the server selection process.

How Does It Work?

- The tool will look at each user in the game and get the City and their Internet Service Provider (ISP), then convert both into a GPS location.
  - This location would be the center of the city's ISP (not a precise location) and will not share your personal information with any other user on the website.
  - From this location, the tool will measure the distance to each of EA's 6 game servers and average a location to each server per user in the game:
    - North America North-West = NA-Northwest — Portland (Oregon)
    - North America West = NA-West — San Jose (California)
    - North America South-Central = NA-South Central — Dallas (Texas)
    - North America Central = NA-Central — Ohio
    - North America East = NA-East — Virginia
    - North America North-East = NA-Northeast — Montreal (QC)
- The server determination will require at least 10 users to be confirmed for each game and will base it off the closest 12 users to a server. This is the server that Leaguegaming will recommend to use for each individual game.

How Do I Use It?

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

The Server Selection Determination:

In all cases (where present), the following will apply:

- Both teams are to communicate with one another.
- In order to keep this process as simple as possible, the away team will be set to "any" when searching, while the home team will be set to the selection made/pre-determined by the home team.
- If there is no form of communication from one of the teams, the team that communicated will be eligible to **CHOOSE** from any of the top three servers.
  - The deadline for the teams to communicate is ten minutes past gametime, where normal FF rules apply as outlined below in the Forfeit Procedure section.
- If there is a dispute in which one of the teams is searching using an invalid server selection, the Event Staff reserves the right to ask that both teams provide a proof of search.
  - Upon the request from the Event Staff, the streamer is to show the full screen of the game search.
    - No hiding any screens with overlays until the game has been found, matched and synced.
  - Failure to follow instructions will subject the team to forfeit the game.
- Server vetoes will be in place for both the Regular Season and Playoffs.

If the matchup consists of player(s) from NA-East or NA-Northeast vs NA-Central, the following will occur:

- The away team will veto one of those three servers
- The home team will then choose from the remaining two server veto options

If the matchup consists of player(s) from NA-East, NA-Northeast, or NA-Central vs NA-West, the following will occur:

- The game will be placed on the predetermined NA-South Central server by default.
- For this to occur, a minimum of six player(s) must be present in the team lineups from the team that has West Coast player(s).

If the matchup consists of player(s) from NA-East, NA-Northeast, or NA-Central vs NA-Northwest, the following will occur:

- The game will be placed on the predetermined NA-Northeast server by default.
- For this to occur, a minimum of six player(s) must be present in the team lineups from the team that has West Coast player(s).

If the matchup consists of player(s) from NA-West vs NA-Northwest, the following will occur:

- The team that is Home will have the option to pick the server based on a better average distance.

Game Night Set-up — Club Challenge

- All games will be handled via the EASHL Club Challenge System.
- The Home Team listed on the site will have home-ice for the gameplay.
- The official pin number for each team to use shall be listed on the website within the game match-up screen.

Game Night Set-up — Forfeit Procedure

- Teams are given 10 minutes from **OFFICIAL GAME**; 06:10 — 06:40 — 07:25 — 07:55 PM PT | 09:10 — 09:40 — 10:25 — 10:55 PM ET to ensure that their complete six skater roster is in the dressing room, and actively searching for their opponent.
- Teams **MUST** communicate between one another to ensure that both teams **ARE** searching.
- In order to contest a forfeit, a stream, clip, or conversation between the teams **MUST BE** provided.
    - When providing a stream/clip, a timestamp referencing when the team in question was in the dressing room and when the search began must be provided.
- Teams are **INELIGIBLE TO TAKE A FORFEIT IN THE FOLLOWING SITUATIONS**:
    - If there are game connection issues (**Ex**: "dressing room" errors), it is expected for both teams to work together, try a new host, etc. to ensure the game gets played.
    - If one team is currently in overtime or had a delay in their previous game, the team who is waiting and ready is ineligible to take a forfeit. Once their opponent has completed their previous game, the ten-minute clock will **THEN** begin from the current time that the team completes their game.
    - In the event a team takes an ineligible forfeit, the team who cannot provide the evidence will be issued the 1-0 overturn win.
- Forfeits are put into the system as a 1-0 win.

Game Night Set-up — Roster Substitutions

- Rosters are made up of up to nine skaters with no positional lock.

- Teams are eligible to roster sub player(s) in and out of the line as often as required prior to the game beginning.
- If the game begins, and a player(s) loses connections and cannot return, that player(s) can be roster subbed out of the game.
- When a roster sub occurs, the team making the roster sub is also eligible to adjust their line.
  - **Ex**: If the Center loses connection and cannot return to the game, the Left Wing from that same game is eligible to move to Center allowing the roster sub player(s) to come in and play in the Left Wing position.

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

- In the situation whereby a player(s) loses connection, "lags-out", the play **WILL** continue up until the very next stoppage in play.
  - 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.
- 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 goalie leave the game session which will prompt the game to end immediately.
  - Upon the game restarting, at the opening face-off the team in 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.

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.
  - For example, if a player loses connection seven minutes into the second period, and the play continues until the 10-minute mark of the second period prior to both teams backing out.
  - The game will be required to resume play from the 15-minute mark of the first 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 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 required to be honored as well. 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 his or her own zone.

- 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.

Game Night Set-up — Rescheduling a Game

Official reschedules from the Event Staff will be issued **ONLY** in situations whereby there are outages on Xbox Live or with the EA Servers.

In situations whereby teams are running behind schedule, or where "dressing room" errors cause games to delay too long, teams then can request to have the game moved to the following day at the Event Staff's discretion.

All games that are rescheduled **ARE TO BE COMPLETED PRIOR TO** the next official game night.

- As an example, if a game from Wednesday at 06:00 PM PT | 09:00 PM ET requires to be rescheduled, that game **SHALL BE** replayed **PRIOR TO** games beginning on the next official game night.
- The cut-off point will be 08:59:59 PM PT | 11:59:59 PM ET Sunday. All games must be played and scores reported by this time.
  - An exception can be made at the discretion of the Event Staff based on any server related issues, resulting in increased reschedule numbers.
- If both teams cannot agree to a rescheduled time, the game is to be played at the default game time.
- Teams that are selected to be the featured game/series of the night are **NOT ELIGIBLE** to reschedule their games.
- All games must be played on the official game night when possible.

Game Night Set-up — Inputting Game Stats

- **ALL GAMES ARE REQUIRED TO HAVE COMPLETED STATS ENTERED VIA OUR OFFICIAL API STATS SYSTEM**!
- Full info on how to enter game stats can be found here at this link — **LINK**.

Game Night Set-up — Streaming

- Teams are recommended to stream each and every one of their games unless Event Staff requests for a game/series to be
- For the final two rounds of the playoffs, the event production team requires the following:
  - A stream of the game that **DOES NOT HAVE** the in-game commentators turned on.
    - Menu music turned off, in-game crowd volume and goal horns can be all the way up.
      - Master Volume = **10**

- Announcer Volume = **0**
- Crowd Volume = **8**
- Menu Music = **0**
- In-game/Arena Music = **0**
- A stream with a camera angle that is **NOT** from a goalie's perspective.
- A stream without any additional overlays, streamer cam, music, or party audio.
- The streamer, if possible, can include both team's color indicators.
- The streamer **MUST** check their streaming bitrate prior to streaming.

Standings Tie Breakers

Points in regulation are:

- 3 Points awarded for a regulation win
- 2 Points awarded for a overtime win
- 1 Point awarded for a overtime loss
- 0 Points awarded for a regulation loss

The standings will be sorted by the following criteria:

- Total Points (greater)
- Total Wins (greater)
- Total Wins in Regulation (greater)
- Total Games Played (less)
- Total Goals Against (less)
- Total Goal Differential (greater)
- Total Goals For (greater)

Judicial Process

Committee

- The Event Staff reserves the right to overrule, append any issues based on the judicial process.
- The Event Staff will use past practice per the Leaguegaming Constitution upon making any judicial rulings.

Season Overturns

- All game overturns will have a 24-hour period for a dispute.
- In the event someone is underaged, teams have up to 24-hours from the point of the incident to report it.
- All issues reported beyond the 24-hour window will be rejected.
- If a player(s) is not on a roster, then there is a 24-hour window period for dispute.

In-Game Rules

EASHL Builds – Traits – Height and Weight

- There are no EASHL build restrictions for this event.
- All traits are eligible to be used.
- Any height and weight combination can be used.
- If a disconnection occurs, a player is able to change their loadout prior to the game restart.

Goal Review

- Any goal scored in-game that is deemed a goal by NHL 22 **SHALL BE** honored and considered a goal.
- The Event Staff will not review footage post-game of any goals, thereby overturning goals that have counted in-game.

Game "Looping"

- Since it is recommended that each team streams their own games, goals scored prior to the game looping back to a time within the game where that goal does **NOT** officially show on the scoreboard will count!
- In this situation, the team **MUST** provide video evidence showing the goal being scored and then showing where the game loops back to a time prior to the game being scored.

In-Game Glitches

- Goalies are **NOT** eligible to abuse the goalie sliding glitch where the goalie can slide across the ice into the other's goalie and knock them out of the play.
  - If a violation is found, the goal is subject to an overturn.

Rink Appearance

- We require each home rink to have a "dark" color for the goalposts.