



NACL Rules

Last Updated: February 28th 2020



NHLGamer

Table of Contents

Preface	6
Rule Changes Overview	6
Member registration	6
General	6
Account Details	6
Accepting Rules	6
Number of Accounts	6
Accounts in the same household	6
Team registration	7
General	7
Requirements	7
Additional Requirements	7
Closing Registration	7
Withdrawing a registration	7
Changing Team Name	7
Code of conduct	7
General	7
Rule Circumvention	8
NACL Divisions framework	8
Division Setup	8
NACL Playoffs - Challenge System	8
Team Management Responsibilities	8
General	8



League Administration (LA)	9
Responsibilities	9
Abiding by rules	9
Penalty Definition	9
Majority Vote	9
Contact	9
LA Members	9
Team rules	10
Players	10
Forfeiting Games	10
Void Games	10
Fair Play	10
General	10
Glitches	10
Skaters/goalies stuck in freezes	10
Goalies Leaving the Crease	11
Scheduling	11
Game Scheduling	11
Reschedules (where teams agree)	11
Forced Reschedules	11
End of Regular Season	11
Playoff Schedule	12
NACL	12
Unplayed Games	12
Rescheduling Tool	12
Home-Ice Advantage	12
Regular Season	12
Playoffs	12
Late Game Appearances	12
Game rules	13
Game Setup	13
Points	13
Tie-Breaking Rules	13
Jersey Design	13
Jersey Colours	13
Jersey Numbers	13
Jersey Selection	13



Other customizations	13
Arena	13
Pausing	14
Fighting	14
Connection Issues	14
Quitting Games	14
Player Disconnects	14
Clock Reset	15
Match report	15
Match Reporting	15
Normal Games	15
Disconnected Games	16
Submission Deadline	16
Stats Accuracy	16
Division Specific Rules	16
NACL	16
Streaming	16
For Games Broadcast by NHLGamer (Featured Game)	16
Archiving	17
NACL License	17
Cooperation with Media Team (MANDATORY)	18
Transfers	18
Transfer Deadline	19
Player Pickup /Deadline	19
Releasing players and exemption	19
Transfer Decline Possibility	19
Team Disqualification	19
Acquisition of Banned Players	19
Transferred Players Pickup Limit	20
Definitions	20
Start	20
End	20
Game	20
Managers	20
Players	20
Transfer	20
Recruitment	20



Free Agent	20
Disqualification	20
Ban	20
Infraction	21
Forfeit (FF)	21
Trade deadline	21
League/Tournament game	21
Desynced/looped game	21
Legal (In reference to players used)	21
Appendix	22
Appendix A: Abbreviations	22
Appendix B: Document Change History	22



1 Preface

Welcome to the North American Championship League. With the NACL, we will use the rule book from our respected ECL as a foundation. In addition to this, we have tweaked some rules based on feedback from previous events and the community. As always, it is very important for us to be as clear as possible regarding League Administration procedures, as such if you have any difficulties understanding specific rules then feel free to contact us via the support tool!

We ask every team to familiarize themselves with and memorize the different sections. Team captains must be aware of the entire ruleset, as it includes lots of important guidance that stays relevant throughout the entire league/tournament. Regular players on the other hand should be aware of member registration requirements, etiquette, fair play and game rules.

1.1 Rule Changes Overview

This section is reserved for an overview of any adjustments to the NACL rulebook during the season.

2 Member registration

2.1 General

All players participating in any NHLGamer league/tournament are required to have a registered account on NHLGamer.com with their PSN ID (PlayStation) or Gamertag (Xbox) added to their profile.

2.2 Account Details

NHLGamer account name, PSN ID / Gamertag and player name must not be of offensive, insulting, crude or vulgar nature. NHLGamer Staff reserves the right to request players to change these details if deemed inappropriate.

2.3 Accepting Rules

By joining a team registered for a league/tournament, the player is accepting these rules.

2.4 Number of Accounts

No player may have more than one account on NHLGamer.com. This account can be used for playing on different consoles and in different leagues/tournaments simultaneously as long as the player has their PSN ID / Gamertag set up on their NHLGamer profile.



2.5 Accounts in the same household

If several players use their accounts from the same IP address (for example brothers living in the same home), those players are required to inform an administrator immediately about these conditions.

3 Team registration

3.1 General

All registered members are allowed to register a team for NHLGamer leagues/tournaments. The team's registrant will be set as captain by default. Team registration is only possible during the signup period, which will be announced via the NHLGamer main page.

3.2 Requirements

In order to be eligible for NHLGamer leagues/tournaments, teams must:

- Have a captain and 2 assistant captains
- Have a total of at least 7 players
- Use the same team name on NHLGamer.com and NHL 20
- Use unique numbers within a team (two players on the same team cannot use the same number at the same time)
- No more than 10 players

3.3 Additional Requirements

In order to confirm the identity of a member, NHLGamer Staff reserves the right to ask for proof of identity as a means to prevent fraudulent behaviour.

3.4 Closing Registration

Registrations are final once the sign-up deadline has passed, and teams are required to participate in the league/tournament they signed up for. NHLGamer Staff has the final say in seeding teams to divisions or groups, and the decisions are to be accepted.

3.5 Withdrawing a registration

To withdraw a registration, the captain must edit the team's sign-up post and signify that they are no longer intending to sign up. Additionally, they must contact LA support to make sure that this doesn't go unnoticed. This is only possible before the sign-up deadline is over.

3.6 Changing Team Name

During the off-season, changing the team name is free. However, teams are not allowed to change their name during the NAHL season, as it can lead to confusion in many forms.



4 Code of conduct

4.1 General

Registered members are expected to treat each other with respect by not diverting to overly abusive language. This includes racial, homophobic, personal attacks cyberbullying, etc. This applies to all league/tournament related conversations conducted on NHLGamer.com, or direct communication between players on external sources if proof can be provided that also includes the context of the conversation.

4.2 Rule Circumvention

Members are not allowed to circumvent the rules (including any attempts) or deceive NHLGamer Staff and its League Administration at any time.

5 NACL Divisions framework

5.1 Division Setup

NACL is currently a single division but subject to change depending on the size of the league for the best interest of growing competitive EASHL.

5.2 NACL Playoffs - Challenge System

In the NACL, the number of teams that will make the playoffs will be determined by how many teams sign up. For the first round of the playoffs, we will be implementing a challenge system. In the below example 8 out of 16 teams will make the playoffs.

In the first round of the playoffs, instead of the #1 seed automatically facing the #8 seed, they will get the opportunity to select their opponent among the 5-8 seeds. After making their selection, the #2 seed will pick, followed by the #3 seed. The 4th matchup will be determined by the picks of the top 3 seeded teams.

Our goal is to have the selection process done live on Twitch with representatives from the top three teams.

The playoffs will then proceed as a standard bracket with re-seeding between rounds, seeded based on PPG and the tie-breakers listed in 11.3. Each round of the playoffs is a best-of-7 series with a 2-2-1-1-1 format for home ice (the higher seed will have home ice in Games 1, 2, 5 and 7).

6 Team Management Responsibilities

6.1 General

All managers (C and A) are representatives of the entire team, as such they are responsible for:

- Scheduling games



- Ensuring their team always complies with league/tournament rules
- Any communication with other managers and League Administration in the name of their team
- Ensuring the team finishes all its games

7 League Administration (LA)

7.1 Responsibilities

League Administration is responsible for hosting the league/tournament, enforcing the rules, investigating possible infractions and settling disputes between players and teams.

7.2 Abiding by rules

Tournament Administration can add further clarification to existing rules if deemed necessary. If Tournament Administration is required to process a case that is not covered by any of the existing rules, it can add new rules throughout a league/tournament to cover these scenarios. Once a decision has been made by LA, they must supply both parties involved in the case with an explanation showing how they came to their decision, as well as what rules were invoked.

7.3 Penalty Definition

League Administration will define any player or team penalties according to their severity, whilst keeping previous decisions in mind to ensure well-balanced decision making. To accomplish this, any previous cases related to the decision at hand will be cited, and functionally serve as precedents.

7.4 Majority Vote

League Administration must agree on its actions by a majority vote. After a decision has been made, League Administration will always ensure it acts as a single entity, not disclosing any individual votes to the public. All cases will be dealt with as fast as possible, however, it is highly unlikely that LA will be able to deal with a dispute in under an hour for example, so please be patient.

In this situation it is better to be proactive, rather than reactive. So, if you feel there may be a dispute arising, then please flag it up to LA through the support tool so that they can get a heads up if possible.

7.5 Contact

To contact League Administration, players must use the [support feature](#) and choose NACL League Administration as the department. These messages are only visible to League Administration members and the person who sent the message. Do not use private messages to message individual League Administration members about LA issues.

7.6 LA Members

The following members are currently part of League Administration:

- @iRSPe
- @Kenu
- @Mannheimer1938



- @MartindalexC
- @Panarinz
- @The_Crease_Police

Tournament Administration members may be removed, added or replaced during a league/tournament.

8 Team rules

8.1 Players

Teams are only allowed to use players listed on their official roster on the NHLGamer.com main page. Players which are listed in the sign-up post but were not invited to the team roster are not allowed to play.

8.2 Forfeiting Games

Teams are allowed to forfeit games; however each case is at the discretion of LA. By forfeiting, the opposing team will be given a forfeit win.

8.3 Void Games

If a game is played where one (or more) of the players involved was deemed to not be legal, LA reserves the right to potentially void all games played with said player(s), and award forfeit victories to the non-offending team.

9 Fair Play

9.1 General

"Fair Play" is the most essential rule in any games carried out within a league/tournament on NHLGamer.com. In general, "Fair Play" describes the act of treating your opponent the way you would like to be treated. This includes communication, but also any actions which are directly or indirectly related towards gameplay. To give you an idea of what to avoid to comply with this Fair Play rule, here are a few examples:

- Do not attack your opponent with abusive language
- Do not exploit game mechanics or bugs to put your opponent at a disadvantage (e.g. do not make use of any player stats exploits, de-sync glitches, freezes or similar)
- Do not distract your opponent from playing the game (e.g. do not spam messages, do not call your opponent while he/she is in-game or similar)

9.2 Glitches

Please note the following bugs/glitches that are addressed specifically:

9.2.1 Skaters/goalies stuck in freezes

There is a bug which leads to players (skaters and goalies) being frozen in buggy, unintended animations (e.g. goalies stuck in butterfly and unable to move, skaters down on the ice appearing to be "dead"), making it impossible for him/her to play the game temporarily or until the next stoppage. In case this bug occurs, teams are required to clear the puck as soon as they notice it. Regular animations that are intended by game developers, such as a goalie's sit-down motion after a



desperate save attempt, are not affected by this rule. If there are disagreements whether a goal scored during this time should count or not, teams may submit video proof to League Administration for review. Intentional, abusive usage (e.g. to hinder scoring chances) is considered exploiting the game.

9.2.2 Goalies Leaving the Crease

In reference to 9.1 (specifically “Do not exploit game mechanics or bugs to put your opponent at a disadvantage.”), goalies are not allowed to leave their crease in an attempt to interfere with a skater from the opposing team.

For illustration please see the video linked below: <https://www.youtube.com/watch?v=ZELueWIZVr4>

10 Scheduling

10.1 Game Scheduling

Games should be played on the official game day and at the time displayed in the league/tournament schedule. Official game days are on Tuesdays and Sundays ranging from 8pm EST to 11pm EST.

10.2 Reschedules (where teams agree)

Each week, teams have the option to ‘create their own schedule’ with their opponents to play outside of the default schedule. If teams cannot come to an agreement, they will use the default schedule listed on the site.

Each week, teams will have until Thursday 11:59pm ET to notify LA of any reschedules. This is to give the media team time to prepare for “Featured Games”. All requests for rescheduling of “Featured Games” must be submitted to LA for approval. Other reschedules do not need LA approval, as long as both teams agree and it does not violate other rules (delaying the season, etc).

“Featured Games” can be moved up to an hour early to give the rest of the league the opportunity to watch the stream before they play their own games (Example - If most of the league is playing Sunday from 9pm-11pm, the featured games may go from 8pm-10pm).

10.3 Forced Reschedules

Each team will be allowed 1 “Forced Reschedule” (do not need approval from the other team) per season. Teams will then need to come to an agreement for a future date. These games can be moved to another week (Example - Games in Week 1 can eventually be played in Week 5). This is intended to be used only in extreme cases where a team has no other option but to reschedule.

Each team can only be “Forced Rescheduled Against” up to twice a season. This is to prevent a team from having a significant portion of their season rescheduled.

Forced Reschedules must also be submitted by the Thursday 11:59pm deadline each week.

Forced Reschedules can be blocked by LA in certain circumstances (Example - Forcing a reschedule in the final week of the season which would delay playoffs). Other circumstances not listed can apply and will be based on a case by case basis.



10.4 End of Regular Season

All regular season games in NACL must be finished by (date will be determined after signups, expected regular season length is 4-6 weeks).

10.5 Playoff Schedule

All games in playoff series' must be finished as listed below:

10.5.1 NACL

Playoff Schedule

- Quarterfinals: (To be confirmed)
- Semifinals: (To be confirmed)
- Finals: (To be confirmed)

10.5.2 Unplayed Games

In case there are any unplayed games after these deadlines have passed, League Administration will investigate the issue and can hand out:

- forfeit wins for the team that was more active in trying to get the games scheduled and played in time
- forfeit losses for both teams (applicable to both regular season & playoff games)
- or allow an extension as a last resort if there is no clear way of resolving the situation.

10.6 Rescheduling Tool

After teams have agreed to postpone or play a game ahead of schedule in written form, they must make use of the rescheduling tool available inside the league/tournament schedule to reflect this change on NHLGamer. To use the tool, find the affected matchup in the schedule and click the "Reschedule" button below the puck drop time. Afterwards, the opponent's captains must confirm this action by visiting the [main page](#), where they are alerted by a popup notification.

10.7 Home-Ice Advantage

10.7.1 Regular Season

During the regular season, teams will play two games against each of their conference opponents. The teams should play the games in the order stated in the schedule, where the team on the left is the away team and the team on the right is the home team.

10.7.2 Playoffs

All playoff-style games will take place as a best-of-7 series with a 2-2-1-1-1 format for home ice (the higher seed will have home ice in Games 1, 2, 5 and 7).



10.8 Late Game Appearances

If a team is more than 15 minutes late to a game without prior notice, the opposing team must contact LA as soon as possible. The message should have a proof of the opposing team “not showing up” attached. Depending on the reason(s) for the delay LA may decide to allocate forfeits.

11 Game rules

11.1 Game Setup

All tournament games are to be played 6 versus 6 in "Challenge Club" mode.

11.2 Points

A regular win is awarded with 2 points, an OT win is awarded with 2 points, an OT loss is awarded with 1 point and a regular loss is awarded 0 points.

11.3 Tie-Breaking Rules

If teams are tied in points at the end of the regular season, the following tiebreakers* will be applied in the order they are listed:

- Points per game (PPG)
- Wins (including OT-wins)
- Head-to-head record (points in mutual games)
- Goal difference (across all games played)
- Scored goals (across all games played)

11.4 Jersey Design

11.4.1 Jersey Colours

The team’s home and away jerseys must have different colour schemes. It is e.g. not allowed to have both jerseys in the same colour, no matter which colour is used. Both jerseys need to be easily distinguishable from each other.

11.4.2 Jersey Numbers

Teams must attempt to make the numbers on their jerseys are visible as possible, e.g. light-coloured numbers on a dark coloured jersey.

11.5 Jersey Selection

Before the start of the game the captains of both teams should verify that the jerseys are easily distinguishable from each other. In the event of an issue where the uniforms are deemed to be too similar, the game needs to be left immediately. For the next game the away team must switch their uniforms.



11.6 Other customizations

The following customization options are currently banned from being used in league/tournament games.

11.6.1 Arena

The following customizations to the arena are not allowed:

11.6.1.1 Goal post colour

Goal posts must be the default red colour. This is due to colour blindness concerns where individuals would not be able to see the goal if it was a specific colour.

11.7 Pausing

Teams are allowed to pause the game during stoppages.

11.8 Fighting

Players are not allowed to fight in the NACL. If a fight happens teams will restart the game. All goals and previous penalties will carry over. LA will determine if there are additional sanctions based on the severity of the play.

11.9 Connection Issues

Teams can leave a game before the 2-minute mark of the first period if they experience significant lag, a player had disconnected during those 2 minutes, or if other glitches appear. If this occurs, the game should of course be started again, with a different host if the team experiencing the lag asks for it. This process can only be used 2 times for a given game. On the 3rd attempt the game must be played regardless of lag for either team.

If a goal is scored within the first 2 minutes and there is disagreement whether it was scored on a team who was in the process of quitting, then please contact support and supply an extended video clip of the full event.

11.10 Quitting Games

Except for the first 2 minutes of a game, no player is allowed to quit a game on purpose.

11.11 Player Disconnects

Player disconnects outside of the first 2 minutes and desynced/looped games need to be handled according to the following procedure:

- The game needs to be quit at the next stoppage. One player from each team is expected to record all stats.
- The remaining time in the disconnected game will be played in a new game. Teams are advised to wait for the clock to run down to the time when the original game ended and complete it regularly. Alternatively, they can also use a different procedure of their own if both parties agree. Afterwards, both teams record all stats from this second portion of the original game.
- Additionally, players must not change positions or builds (including traits / specializations, height or weight) used between disconnected games. Line-up change is permitted if one of the starting players can no longer play; however, the replacing



player(s) must take the position(s) left by the disconnection, they cannot in effect change with the players who did not disconnect. In such an event, it is up to the captains whether they want to start the restarted game afresh or follow the guidance from the previous bullet point.

- In the end, stats for both relevant portions of the games need to be merged, to report the whole game on NHLGamer.com. This whole procedure can be repeated multiple times, in case players drop out more than once during one scheduled game. If a player had to be replaced the stats must be combined for both players in the end game report.
- If the team of the skater who disconnected was on the penalty kill when the disconnection happened, it must take measures to be on the same PK (same player(s) in the box) again for the full 2 minutes to start the remainder of the game. Delay of game by dumping the puck over the boards in the team's own zone is the suggested penalty to get this done as quickly as possible.
- In the event of a disconnect, the opposing team must give the team affected a minimum of 15 minutes to either get the disconnected player back online or find a replacement player. If 15 minutes have passed and there is yet a resolution, the 'full-strength' team must contact LA and let them know what is happening. As always, we encourage teams to have an open dialogue between each other and that they work with the issue, instead of relying on a potentially favourable decision by LA.
- Furthermore, in the event that a disconnect dispute reaches LA we would like to remind teams that they should be aware when suggesting alternative solutions to the rulebook's default, as LA may hold them accountable even if they rescind the offer later on.
- **New:** If a goalie disconnects while facing a breakaway or penalty shot, the offending team must allow a penalty shot upon restarting. This will be accomplished by tripping a player during a simulated breakaway. If a goal happens during the simulated breakaway, it will not count. After the penalty shot has taken place, teams will run the clock down to the appropriate time, bench the puck and resume play. Due to the seriousness of this violation, the infraction will be subject to further review by LA to determine if additional sanctions shall be placed on the offending team/player.

11.12 Clock Reset

In case the clock resets to an earlier state, which can happen at any point in a game due to connection issues, and thus removes scored goals from the scoreboard, teams are required to recreate any goals that were affected by a reset. The game continues immediately after the original score is back in place.

12 Match report

12.1 Match Reporting

A match report must be initiated by the winning team. Of course, teams are welcomed to report games even if they were not the victor, providing that they record the stats in full.



12.1.1 Normal Games

To report matches that were completed in a single session without any disconnects, the winning team uses the API reporting tool to record stats and events for both teams. The losing team is not involved. To access the API reporting tool, click on the division your team plays in below:

- (Link to be added in final document)

Alternatively, the API reporting tool can be accessed by selecting "Team tools" -> "Add match (EA API)" from the top right corner on the [main page](#). After an NACL game was completed in challenge mode, it may take up to 60 minutes for a game to show up in the API reporting tool (though usually it takes much less time).

12.1.2 Disconnected Games

To report matches that were disconnected at some point during a game, the home team uses the manual reporting tool to report general game stats and the home team's individual player stats and events. After this is submitted, the away team must report their team's individual player stats and events by completing the match report from within the API reporting tool (see URLs posted in 11.2). To access the manual reporting tool, click on the division your team plays in below:

- (Link to be added in final document)

Alternatively, the manual reporting tool is also linked within the API reporting tool, to make captains aware of the fact that disconnected games cannot be reported with the API reporting tool.

12.2 Submission Deadline

All match reports should ideally be submitted immediately after the games/series conclusions, but in general teams will have 24 hours to submit stats. In case of any issues please contact the support team as soon as possible.

12.3 Stats Accuracy

All stats reported must correspond with the in-game stats. Proof for all stats (game overview, events and individual stats) needs to be saved as screenshots for the entire tournament in case any investigation is required.

13 Division Specific Rules

13.1 NACL

The rules in this section only apply to NACL Elite teams.

13.1.1 Streaming

Teams are required to stream and archive all of their games to either Twitch or YouTube by either using their personal equipment or built in console features. Both teams are required to stream simultaneously. Furthermore, streams must be published on NHLGamer via the ["Start a stream"](#) page prior to puck drop (note: "Start a stream" is currently only available for Twitch and not applicable to



YouTube). Teams are advised to contact each other timely to ensure coverage. Completeness of streams and archives will be monitored regularly and in case an unusually high quota of missing matches is noticed, League Administration may follow up.

13.1.2 For Games Broadcast by NHLGamer (Featured Game)

Teams are not to start the game until given permission by an NHLGamer representative. Additionally, teams must submit their lineups, i.e. their own plus their opponents (agree with your opponent how to handle it), correctly spelled with all the relevant information in the following format at the very latest 8h before the broadcast:

#10 XB GT - #95 XB GT - #25 XB GT

#5 XB GT - #3 XB GT

#30 XB GT

Finally the player streaming must have the following settings:

- Turn off commentary in the audio settings
- Turn off menu music
- Positional Indicators set to 'On'
- Don't turn off anything else and make sure to have the game audio at a good level, as it helps create atmosphere
- Make sure you have done the display calibration correctly, so the clock appears at the right height
- Be sure not to include any party chat or own overlays on the stream picture
- Prepare your team for not skipping any replays (and advise the opponent to do the same)
- We love it when you also manually go through replays in the intermission
- Don't skip intermissions
- Set your bench/penalty camera to either broadcast or your regular camera angle
- Furthermore, as a humble request we would like to ask that the player streaming turn on all indicator colours (for both teams), so as to make the job of commentating as easy as possible!

13.1.3 Archiving

Teams need to set up the Twitch archiving feature:

Twitch archiving: Go to the [dashboard](#), select channel settings, scroll down and enable "Store past broadcasts". After the stream is finished, go to the [Video Manager](#), click on the three dots to the right of a video and select "Highlight". From there, save the entire video as a highlight (otherwise your stream will disappear after 14 days).

YouTube archiving: This happens automatically.

13.1.4 NAACL License

In order to play in NAACL, the qualified teams need to purchase an NAACL license, where the following terms and conditions apply:



- The NACL license costs \$200 per team and will be collected and submitted by the team captain (unless otherwise agreed with the NHLGamer staff)
- The instructions for purchasing the license will be provided in the final document
- The captain who collects and pays the team license must be 18 years or older
- The payment is done via PayPal ([service fees apply](#))
- The PayPal account receiving the payments is owned by our partner, Problematic Esports, who have agreed to take care of all of the transactions this season, in order for us to minimize service fees.
- NACL current prize pool is at a minimum of \$4,000 paid. The payouts for this amount will be as follows:
 - #1 NACL Champion: \$2,400
 - #2: NACL Finals Loser: \$1,200
 - #3: NACL Third Place: \$200
 - #4: NACL Fourth Place: \$200
- In order to prevent abuse, NHLGamer will pay out any winnings to each individual player instead of only the team captain unless the team is represented by an organization, in which case the whole amount can be requested to be paid to the organization, who will take care of the split. Such plans need to be communicated at the start of the season.
- Winnings will be paid within 90 days of the end of the NACL season.
- Default payments will be divided into even shares among the players unless specifically told otherwise by the team. If the league is told that a player will receive a smaller share (i.e. a bench player), said player must notify their acceptance of a smaller share to ensure they are aware of the situation.
- In the case of a team folding, being disqualified or for any other reason not finishing the NACL season, there will be no refunds.
- In the improbable event of the NACL season not being finished at all due to NHLGamer not taking care of their responsibilities, the teams have the option to request a refund.

13.1.5 Cooperation with Media Team (MANDATORY)

Growing competitive NHL6s is not only done by the hardworking staff, but also requires cooperation from the players to produce the best possible product. We will be committed to broadcasting NACL at a high standard of quality and will require the players' cooperation to achieve this.

To facilitate this, it is necessary to follow the following bullet points:

- Teams that are part of the broadcast will need to have representatives on a pre-communicated channel on Discord.
- Follow the settings listed in **6.1.2**
- Teams need to have some extra time in their schedule, so they can delay their games if needed for some reason. (For example, if the previous match-up goes into OT). Obviously, the idea is not to have anyone waiting longer than necessary, but when we promise specific matchups, we want to deliver those matchups.
- The official matchups will not be streamed on any other channel.
- Replays are not to be skipped.
- Assist with reasonable requests from LA/Media Team



- Failure to follow the above rules may lead to disciplinary actions including but not limited to (warning, player suspension, a fine which will be deducted from any winnings of the rule-breaking team).

14 Transfers

Summary: A transfer allows a player to switch teams during the season (not owners/captains). The deadline for this will be early in the season (estimated $\frac{1}{3}$ through, a set date will be announced when the schedule is set). In order for a transfer to be allowed, it will need to be approved by both team owners, the player(s) involved, and LA.

Example: John from Team A wants to transfer to Team B. Team A's owner, Team B's owner, John and LA would all need to approve the transaction. If the owner of Team A doesn't want to lose John, he can deny the transfer.

14.1 Transfer Deadline

The deadline for transfers is set to 23:59 EST, on the following day:

- Date will be set in the final document, but is approximately half-way into the regular season.

14.2 Player Pickup /Deadline

Teams are also allowed to recruit free agents until the transfer deadline. Both the player and team must mutually agree to being picked up from the free agents. A player being dropped and subsequently added to a new roster will count as a transfer and must follow all transfer requirements before being approved.

Any free agent (someone who was not on a team during the current event) will require a \$10 payment to the league when added to a roster before they are eligible to play in a game.

The deadline to recruit free agents is the same as for transfers (see 14.1.).

14.3 Releasing players and exemption

Teams are allowed to release a player from their roster, provided this doesn't violate the roster size rule. If a player is released or transferred to another team and thus the roster size is temporarily below the limit, the team has 24 hours to invite a new player to the team to meet the rule again, otherwise it will be disqualified. Released players cannot go back to the team that released them and their next move is considered a transfer from the team that released them.



In the event a player has used their transfer but has yet to appear in a game during the season, they are allowed a second transfer, provided the transfer does not violate any of the rules mentioned in this section.

14.4 Transfer Decline Possibility

All transfers however are subject to scrutiny by LA. Therefore, transfers can be declined retroactively if deemed to have been illegal, potentially resulting in games played being nullified.

14.5 Team Disqualification

If a team is disqualified, its managers are banned from the league/tournament. The other roster players are free to transfer to another team, unless they were proven involved in the disqualification of their team, in which case they are also banned. Of course, the transfers are still bound by the deadlines mentioned earlier.

14.6 Acquisition of Banned Players

Teams who will pick up players that are currently banned from playing on NHLGamer will face serious penalties for doing so. The captains of the team will be banned for the duration of the season on NHLGamer and the team will be disqualified. For teams consisting of former teammates of the banned player, no proof is required in regards of whether or not they were aware. The assumption is that former teammates will be able to identify the banned player in voice chat parties or in WhatsApp groups.

15 Transferred Players Pickup Limit

Teams may add up to 3 transferred players during a season/event.

16 Definitions

16.1 Start

“League/Tournament start” is the date of the first game played in the tournament.

16.2 End

“League/Tournament end” is after the end of the final game of the tournament.

16.3 Game

“Game” is defined by a home team and an away team.

16.4 Managers

“Managers” of a team are the captain and the assistants.



16.5 Players

"Players" of a team are all members on the website roster, including the captain and assistant captains.

16.6 Transfer

"Transfer" is the movement of a player from a team to another. A player is on a team as soon as he is displayed as such on NHLGamer.

16.7 Recruitment

"Recruitment" is the addition of a free agent by a team.

16.8 Free Agent

"Free Agent" is a member of NHLGamer who has not been registered to any team during a league/tournament.

16.9 Disqualification

"Disqualification" is when a team gets removed from the tournament. A disqualified team has all its games cancelled, played or un-played. "Disqualification" also pertains to "disbandment" (see 'Radical' case).

16.10 Ban

"Ban" is a player punishment. Ban length depends on the infraction made by the player. A player banned for N games is not allowed to play the next N games scheduled for their team at the time of the ban. As such, if the team schedule is changed the games the banned player has to skip remain the same.

16.11 Infraction

"Infraction" is the act of breaking any rule described in this document.

16.12 Forfeit (FF)

"Forfeit" is a team punishment in the form of an automatic 5-0 or X-X result. 5-0 is the result of one team being at fault for various reasons described in the rules above. X-X is the result of both teams being at fault and means both teams receive 0 points for a game.

16.13 Trade deadline

"Trade deadline" is the moment when transfers are not allowed anymore until the end of a tournament.

16.14 League/Tournament game

"League/Tournament game" is the official game according to NHLGamer stats. In the case of disconnection, the tournament game consists of parts of two or more games.

16.15 Desynced/looped game

"Desynced/looped game" describes a game that has been disconnected without player interaction.



16.16 Legal (*In reference to players used*)

“Legal” describes a player who is part of a team and their presence does not violate any rules.



17 Appendix

17.1 Appendix A: Abbreviations

API	Application Programming Interface
EST	Eastern Standard Time
EA	Electronic Arts
NACL	North American Championship League
LA	League Administration
XBL	Xbox Live
ID	Identification

17.2 Appendix B: Document Change History

Date	Change performed
02/17/2020	<ul style="list-style-type: none">Initial version
02/20/2020	<ul style="list-style-type: none">Set the maximum number of players on a team to 10 Amended fighting rules not allow challenging to a fight during faceoffs (but it's useless and doesn't give an advantage.)
02/28/2020	<ul style="list-style-type: none">After further community feedback, reverted the maximum number of players on a team back to 14.