



Official Rules

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1 Preface

Welcome to the Northern Arena NHL 20 Cup produced in cooperation by Northern Arena & NHLGamer. 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 NA NHL 20 Cup Rulebook during the season.

2 Member registration

2.1 General

All players participating in the Northern Arena NHL 20 CUP are required to have a registered account on NHLGamer.com with their Xbox Gamertag added to their profile. Account Details

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

2.2 Accepting Rules

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

2.3 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 Gamertag set up on their NHLGamer profile.

2.4 Accounts in the same household

If several players use their accounts from the same IP address (for example siblings 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 sign-up 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 minimum of 7 players but no more than 9 players on your roster
- 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)

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

Between qualifiers, teams who have not yet qualified can change their team name, however it must match the name of the club you are using in the game.

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 Event Format

5.1 Registration

This event consists of a qualifying stage, a regular season, and playoffs. For complete information on each stage of the event, please refer to the [Northern Arena NHL 20 Cup 6v6 Series Legal/Format document](#).

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. In the event that a new rule has been created while the tournament is going on, Administration will make an announcement and communicate updates to the rulebook to all participating teams. 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 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:

- @Kenu
- @Oohwayy
- @Mannheimer1938
- @MartindalexC
- @iRSPe

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 they are 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 them 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>

9.2.3 Goalies Trapping Players in the Net

In the event an opposing skater is stuck in the net, the goalie may not intentionally impede them from returning to play. The goalie does have every right to keep moving around the crease and track the puck if it is still in their zone.

10 Scheduling

10.1 Game Scheduling

Please refer to the [Northern Arena NHL 20 Cup 6v6 Series Legal/Format document](#) for information about scheduling.

10.2 End of Regular Season

All regular season games in NA NHL 20 Cup must be finished and reported by EOD Thursday, August 27th.

10.3 Playoff Schedule

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

10.3.1 NA NHL 20 Cup

Playoff Schedule

- Round 1: (Saturday August 29th) - Best of 5
- Quarterfinals: (Wednesday Sept 2nd) - Best of 5
- Semifinals: (Friday September 4th) - Best of 5
- 3rd Place Series/Finals: (Saturday September 5th) - Best of 5

10.3.2 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.

10.4 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.

10.5 Home-Ice Advantage

10.5.1 Regular Season

During the regular season, teams will play one game 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. Due to the odd number of opponents in each of the conferences, teams will play either seven (7) or eight (8) home games during the regular

season. Whether a team plays seven or eight home games is determined by the automated scheduling system.

10.5.2 Playoffs

Round 1, the Quarterfinals, Semifinals, 3rd place series and Finals will take place as a best-of-5 series with a 2-2-1 format for home ice (the higher seed will have home ice in Games 1, 2, and 5).

10.6 Late Game Appearances

If a team is more than 10 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. LA reserves the right 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
- 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

Teams are not to use the most basic arena if they have other non-junior stadiums unlocked because the basic stadium can cause screen tears on the overhead camera angle when using the original xbox

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 NA NHL 20 Cup. 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 has 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.
- 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. More information about what stats to record will be provided before the start of the tournament.

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.

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 NA NHL 20 Cup game has been completed in challenge mode, it may take up to 60 minutes for a game to show up in the API reporting tool (though it usually appears immediately).

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:

The manual reporting tool is 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

During the qualifying stage, all match results have to be reported immediately. Starting from the regular season 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 Broadcasting Related Rules

13.1 Northern Arena NHL 20 Cup Broadcasting Rules

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 or Northern Arena (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 8 hours 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:

- Calibrate their screen correctly
- Turn off commentary in the audio settings
- Turn off menu music
- 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 camera angle as Overhead or Classic
- Set your bench/penalty camera to your regular camera angle
- Furthermore, players must turn on all indicator colours (for both teams) and have them set to small

- In addition to this, players must turn off Snoop Dogg from 'appearing' mid-game. To do this players must first go to "Settings" -> "Audio & Visual Settings" -> "Volume Settings", scroll down to the bottom and set "Guest In Booth" to always off.

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 Cooperation with NHLGamer/Northern Arena 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 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 **13.1.2**
- 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 Roster Rules

14.1 Roster Lock

Once a team has qualified to the second phase of the event (Regular Season), that roster is locked for the duration of the event. They cannot add any more players. Players cannot be dropped and join other teams, whether it be another team that has already qualified or to try and qualify again with a second team.

An exception to this rule only applies to teams affiliated with actual NHL esports departments, such

as the Florida Panthers Gaming team. While we want to ensure that these teams are able to participate for the duration of the tournament, Admin reserves the right to deny any players they want to add on a case by case basis.

For NHL Representatives who are contacting a qualified team to represent their organization through the NHL Cup, we will apply these extra conditions:

- NHL Representative teams may be allowed to add additional players that are employed by actual organizations to their roster.
- In addition to NHLGamer's behaviour policies, teams associated with an NHL Representative may also need to follow more strict and professional guidelines regarding behaviour. Failure to do so may result in the player being removed from the team's roster.
- An NHL Representative(s) may be added to the roster of a team. Team Captains will still have full control in the decision-making process for the starting lineups during the NHL Cup.

14.2 Adding/Dropping Players

Between qualifying events, teams that have not yet qualified may add and drop players as they wish provided that player is not in violation of rule 14.1 (Roster Lock).

14.3 Team Disqualification

If a team is disqualified, its managers are banned from the league/tournament. The other roster players also risk being banned, if they are proven involved in the disqualification of their team.

15 Definitions

15.1 Start

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

15.2 End

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

15.3 Game

"Game" is defined by a home team and an away team.

15.4 Managers

"Managers" of a team are the captain and the assistants.

15.5 Players

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

15.6 Recruitment

“Recruitment” is the addition of a free agent by a team.

15.7 Free Agent

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

15.8 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).

15.9 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.

15.10 Infraction

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

15.11 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.

15.12 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.

15.13 Desynced/looped game

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

15.14 Legal (*In reference to players used*)

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

15.15 Support

In order to contact support, please visit nhlgamer.com/community/support/ or email support@nhlgamer.com.

16 Appendix

16.1 Appendix A: Abbreviations

API	Application Programming Interface
EST	Eastern Standard Time
EA	Electronic Arts
NA NHL 20 Cup	Northern Arena NHL 20 Cup - 6v6 Series
LA	League Administration
XBL	Xbox Live
ID	Identification

16.2 Appendix B: Document Change History

Date	Change performed
07/27/2020	· Initial version