

VGHL3 SEASON 2 RULEBOOK



Hello & welcome to the VGHL3. Please read the following rule book carefully and closely to fully understand the rules and guidelines in which the VGHL3 operates on. If you do not accept the Rules and Regulations stated here, do not use this website and service. You should visit this page periodically to review the rules and regulations, VGHL3 has the right to add, remove, modify, or otherwise change any part of these Rules and Regulations in whole or in part at any time. Changes will be effective when notice of such change is posted at this site. We will not tolerate:

- i. Harassment of other users.*
- ii. Abuse or disruption of our services.*
- iii. The impersonation of VGHL3 staff.*
- iv. Advertising of third party services or websites, unless authorized by us in advance and in writing.*

- v. Abusive language and excessive trolling of players and forums.*

VGHL3 Staff reserves the right to remove any individual they deem has intentions to disrupt or damage the integrity of the league. The severity of punishment will be decided on a case by case basis. VGHL3 staff reserves the right to fine, suspend, blacklist, or ban users at any time if they are found violating any of these terms.

VGHL3 users must register, have access to, and operate their own account for all league activities. Account sharing is not permitted. VGHL3 staff reserves the right to request verification from any user at any time if an account is suspected of suspicious activity. Players may be suspended indefinitely by the VGHL3 until this is complete. Failure to cooperate could result in removal from the league. Verification will be handled on a case by case basis, and all terms will be stated by the VGHL3. VGHL3 staff reserves the right to fine, suspend, blacklist, or ban users at any time if they are found violating any of these terms.

The VGHL3 Staff requires all users of our discord server to verify themselves and abide by the 'Discord Rules and Guidelines' at all times. This information is located directly in our server and may be modified at any time. The punishment for failure to abide by these rules can result in suspension or permanent removal of discord privileges, suspension of play, blacklisting and/or removal (ban) from the league.

VGHL3 Office Hours are 4:00 PM - 7:30 PM EST on Tuesday, Friday, Saturday. The office is closed on Sunday, Monday, & Wednesday. VGHL3 will not do any transactions on off days excluding inactive cases.

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Section 1 – Gameplay

1.1 General

1.1.0 Registration -

- *New players to VGHL3 must register for the site and create a gamer profile. Once you have done this you will select YES in the 3s League section of your GAMER*

PROFILE, you will then press save and you will be registered for the upcoming season of the VGHL3.

- Existing players will go to their GAMER PROFILE and select YES on 3v3.

1.0 Game Play Procedures (Game start, Disconnects, freezes, loops)

1.1.1 - Regular season and playoff games must be played 4 vs. 4. It is up to Team Management to make sure they have a full line-up at game time.

1.1.2 - If a player quits on his/her team during a game, the player will be eligible for suspension at the discretion of the VGHL3. Players caught quitting VGHL3 games to join games in a different league will face harsh suspensions and possible blacklisting.

1.1.3 - VGHL3 game times are listed below (Eastern Standard Time - EST). Teams may have up to 9 scheduled games in a week.

- I. **Days : Tuesday / Friday / Saturday**
- II. **Times : 8:45 , 9:25 , 10:05 PM EST.**
- III. **Teams in Season 2 of the VGHL3 will consist of regular NHL teams and jerseys.**
- IV. **The VGHL3 for season 2 will start with 2 conferences and 4 divisions.**
- V. **Western Conference and Eastern Conference.**

1.1.4 - If you do not have a full roster at game time there will be a 10 minute window to start the game. If a team is unable to play a forfeit will be issued. NHL search window ends at :55:59; 35:59; 15:59. To claim a forfeit for failure to search within 10 minutes, a team must provide a pair of time stamped PSN screenshots showing a game search occurring within the open window and at the end of the window with at least a FIVE MINUTE gap. Pictures are not required if the losing team claims a forfeit loss on the website using the Manager Control Panel or if an owner says his team forfeits in the official VGHL3 Discord servers Forfeit Channel and a screenshot is provided in the forfeit post on site.

1.1.5 - Teams discussing the possibility of FF must do so following the VGHL3 game night rules. If a game is to be forfeited, it is to be posted in the appropriate area and no game shall be played that evening. If these rules are ignored, and a game is played, the game is official and no other decision can be made.

1.1.6 - If any team uses an illegal roster, the result will be a 1-0 regulation forfeit win for the opponent.

1.1.7 - **The VGHL3 operates on Tuesday, Friday, & Saturday.**

1.1.8 - Teams must use the pin number generated by the website to search for a game using a club challenge. If the game code triggers EA censorship simply remove one of the digits causing the issue and communicate with your opponents management on the new code. Same applies if the VGHL website is down, please communicate with your opponent and come to an agreement on the code and resume with the game being played.

1.1.9 - The home team on the site selects home, and the away team selects away. The home team inputs the server selection of their choosing. The away team must select 'ANY' for server selection. If the away team refuses to follow these settings, and it is preventing the game from starting, they may be reported to the VGHL3 resulting in a forfeit loss. The VGHL3 requires time-stamped PSN screenshots showing correct settings and the match up screen.

1.1.10 - Only servers located in North America are eligible to be selected by the home team. During regular season play the home team will select a server with the away team selecting any.

1.1.11 - Playoff servers will be put on ANY by both teams. If a team backs out after matching due to not getting the server they want they will be issued a FF loss. No backing out is permitted due to poor connection.

1.1.12 - If a team has an issue with a game which has already started and requires staff assistance for a potential forfeit win, the team must stop playing the game and send their evidence to their league commissioner for review. Staff will not reverse the results of any game if teams continue to play the game out unless invalid rosters were used. If a team stops a game that has started because they feel that the other team has broken a rule, staff will review their evidence and decide which team shall receive the ff win. Partial games will not be restarted or rescheduled once they have been stopped for staff review.

1.1.13 - Any game that is not completed on the originally scheduled night, due to EA/PSN issues, and is not settled via forfeit, will be rescheduled to a new time, and starting at a 0-0 game. Stats, lineups, etc. will not be carried forward.

1.1.14 - A VGHL3 game officially begins with puck drop of the opening faceoff. At this time lineups are locked in and all applicable rules including disconnects, ECU's etc must be followed.

1.1.15 - All VGHL3 league teams must follow the following jersey colour scheme: Home Team = Dark Colours Away Team = Light Colours Games cannot be stopped, ended or restarted if Jersey Colours have been incorrectly applied and the game has already begun.

1.2 Disconnects (DC)

1.2.1 - If any player disconnects before the 2 minute mark of the start of the game or of the restarted game, the game is to be paused at the earliest whistle and is to be restarted. All play up to the whistle, including any cpu stats will still carry over into the restarted game.

There will be no penalty shot for this DC restart, and it will not count toward a player's limit of 2 disconnects.

1.2.2 - If a single skater disconnects after the 2 minute mark of the first period, or of the restarted game, the game must be played until the next period. During the intermission the teams must take stats and restart. Upon restarting, play CAN NOT RESUME until the disconnected player takes a DC penalty and awards the opposing team a penalty shot. The 1st period becomes the first period to be made up.

1.2.3 - If the goalie or two players from the same team have disconnected, the game is to be paused at the next available whistle. Each team is responsible for recording their stats and the time of the restart, then the game is to be restarted. All play up to the whistle will still be counted. If a goalie has disconnected then the team may choose who is to take the DC penalty. If players on both teams are disconnected then the penalties are voided and no team has to take a DC penalty. If two players from the same team have disconnected then the team that had the DC's may choose between the two for taking the penalty upon restart. If two players DC only one DC penalty shot has to be taken. All penalties that need to be taken will result in a penalty shot for the awarded team.

1.2.4 - If a player disconnects during an intermission (between periods), teams MUST continue into the next period and follow the above guidelines. Teams NEVER back-out and restart during intermission.

1.2.5 - Any stats accumulated by computer players will carry over into the restart.

1.2.6 - Teams have up to 10 minutes to restart the game after a DC. If a team cannot produce the same lineup, NHL teams must use an ECU. No player from the main roster shall fill in for the disconnected player. If an ECU is used, the ECU'd player must follow all ECU guidelines and the ECU will count as an official ECU. Any player replacing a DC'd player must replace that player in the exact same position which that player was playing before they DC'd.

1.2.7 - If a team is unable to restart the game after 10 minutes, the result will be a 1-0 regulation forfeit loss. If the DC occurred in OT and the team is unable to restart the game after 10 minutes then the result will be a 1-0 overtime forfeit loss.

1.2.8 - Any player that disconnects twice during one game is not allowed to play on the next restart. Teams must replace this player following guidelines set in Rule 1.2.6. The ECU used must follow all ECU guidelines and the ECU will count as an official ECU. If any player can not reconnect after a lag out, that player may be replaced by management only if ECUs are not available.

1.2.9 - The team that has the player/player's DC must pause the game and backout. If they do not and continue to play passed the above guidelines the game will result in a forfeit loss.

1.2.10 - Each team is responsible for their own stats on restarted games.

1.2.11 - In the event of a DC, all players must continue with the player build selected in the original attempt. The opposing team is responsible to submit evidence to the VGHL3DC if this is violated. Infractions could result in an invalid roster and suspensions for those involved.

1.2.12 - If games are running late due to DCs and lag outs and overlaps the next scheduled game time, teams will have a 10 minute window to gather and be ready to start the next game. If teams are not ready after the 10 minute window a forfeit may be called and awarded to the team that was ready.

1.2.13 - Ragging - Any team found to be "ragging" the puck will result in a 100k fine towards the offending team's salary cap and a penalty shot awarded to the opposing team to start their next game. This will not be tolerated in the VGHL3 and subsequent offences will result in double the first infraction. Managers are expected to report any infractions they may see with video evidence.

1.2.14 - If a game freeze or game loop occurs during a game, and the game is able to continue, the game must go on with whatever time and score that the score clock is showing after the freeze or loop. Any goals lost as a result of a freeze or loop will not count towards the official game score. If a game freezes before the game ends and stats are not able to be retrieved, the game must be restarted from the beginning of the game with a 0-0 score.

Section 2 – Code of Conduct

2.1 General

2.1.1 - All members of the VGHL3 are expected to carry themselves in a respectful manner at all times. Trash talking is allowed, but if it gets out of hand and people start complaining. Then action will be taken by the staff. The players and captains involved will be contacted.

2.1.2 - If for any reason a player feels that another player is making his or her VGHL3 experience unenjoyable, that player may contact their league commissioner, advisor or PA representative for further action. The reported player may appeal a ruling by contacting the Advisory Board within 24 hours. Once there is a ruling, the decision is final.

2.1.3 - Players must play their VGHL3 league games using the PSN account associated with the Primary or Alternate 6vs6 Gamertag, or 3s gamertag located on their gamer profiles. If they wish to change the PSN associated with their account, they can only do so during the off-season when the Status Change edit feature becomes available. If players use the PSN account name change feature during the season they're eligible to use the new name given they follow the instructions located in the Mid-Season PSN Name Change Requests Forum on the VGHL website.

2.1.4 - Any player complaints should first be addressed by team management, followed by the VGHL3. These issues should not be addressed in the general population (e.g. chat box, Forums, Etc.).

2.1.5 - All members of the VGHL3 are expected to carry themselves in a respectful manner when using the site. Excessive trolling and abusive behavior could result in the temporary or permanent removal of your league privileges.

2.1.6 - It is not the responsibility of the VGHL3 to monitor the actions of its members outside of the confines of the league. As such, the VGHL3 will not be held accountable for any actions carried out by its members in these events and will not be willing to provide members with any form of conflict resolution. If you feel that any member of the community is directly or indirectly causing you any form of disturbance, please resolve these matters on your own or contact the appropriate authorities for further assistance.

2.2 Infraction

2.2.1 - All infractions must be posted in the infractions section in the Manager Control Panel within 24 hours of game-time. All evidence for the complaint must be submitted to the commissioners and VGHL3-DC within 24hrs of game time or the case will be invalid. Posts may be made by either team.

2.2.2 - If a player is under suspension and has not served the entire term of the suspension once that player's season/playoffs have ended, the remaining games will be carried over to their following season.

2.2.3 - Players that are suspended are exempt from all game requirement rules.

2.2.4 - Suspended Players can NOT serve out suspension on the IR. Games missed while on the IR will not count towards their suspension.

2.2.5 - Repeat offenders will receive more severe suspensions for continued offenses regardless of the nature of the offense. Three suspensions in one season could result in a season ending suspension, severe team fine, or blacklist.

2.3 Owner/Captain & Player Communication

2.3.1 - All players that play in the VGHL3 represent the league. All player names used must be respectful. If the VGHL3 finds a player's name to be disrespectful that the player will be suspended until he/she changes their name. To what some people find funny, some will find it offensive. Keep it Clean!

2.3.2 - All connection issues must be reported to team management before game time. It is the player's responsibility to prevent connection problems during games.

2.3.3 - Respect your teammates, owners, captains and your opposition. Unsportsmanlike conduct will NOT be tolerated by the VGHL3. We are all here to play and have fun, with the opportunity to be in a competitive environment.

2.3.4 - All appointed Owners must work alongside their NHL captain in their organization.

2.3.5 - A player cannot under any circumstances talk to another team's owner asking them to acquire them, even if the owner contacted them first. The only exception is to offer management opportunities to expiring contracts in the off-season.

2.3.6 - A player is not allowed to act as a team manager in trade negotiations with other teams, posting transactions, or have any access to the Manager Control Panel under any circumstances. Sharing accounts will result in a possible fine and or suspension from the VGHL3.

2.3.7 - No Player or Manager is allowed to communicate with other team's players regarding league matters (availability, scheduling, transactions, etc.) other than to organize a game. The only exception is to offer management opportunities to expiring contracts in the off-season. This is considered tampering and the team/player accused will be penalized accordingly by the VGHL3.

2.3.8 - Management may speak to a player regarding the matters in 2.3.7. (availability, scheduling, transactions, etc.) if granted permission by a member of the player's management team.

Section 3 – Players Rights 3.1

3.1.1 - Players in the VGHL3 are obligated to meet the Minimum 2 Game Requirement per week. If a player CAN NOT for any reason then it is the PLAYER'S responsibility to inform their team management ahead of time so that the team can adjust the line-ups accordingly. They must give valid reasoning to the VGHL3 DC as to why they couldn't play to avoid discipline.

3.1.2 - If a player is unhappy on his/her team and wants to be traded or sent down, the player may request a trade. To file a trade request you must contact the league advisor , commissioner or PA representative. Players are limited to one trade request per contract year. Please note that managers are not required to trade you, only put you on the trade block. Do NOT post in the forum, VGHL3 Discord server, or message anyone making it public.

3.1.3 - All trade requests will be denied by the VGHL3 until a player has played at least 3 games with their current team.

3.1.4 - Players must continue to honor their contracts while a possible trade is being negotiated. Players who refuse to play will be subject to the VGHL3 black list.

3.1.5 - Any player suspended by their team may appeal it through the advisory board.

3.1.6 - No position lock for Season 2.

3.1.7 - During the off-season, players with expiring contracts may entertain management opportunities from other teams before deciding if they will accept a contract extension from their current franchise. Teams may only contact players with expiring contracts to offer them management opportunities during the off-season before the captain selection deadline. If a

player agrees to take a management opportunity, their expiring contract will be terminated immediately.

3.1.8 - During the off-season, players may edit their weekly availability range on their gamer profile. Players must be available for the minimum amount every week, and are responsible to submit this weekly using the availability tool. Players may not play more than their maximum amount in a single week. This range is in effect for the entire season and cannot be changed until the following off-season.

Games Per Week

- i. Range 1: 2-5*
- ii. Range 2: 5-9*
- iii. Min. games will be enforced.*
- iv. Max games will NOT be enforced for season 2.*
- V. Skaters - 2 Game min / No max*
- VI-Goalies- 2 Min / 9 max*

3.2 Contracts

- 1. One way draft contract**
- 2. Practice roster contract**
- 3. In season sign ups.**

3.1.9 - All players in the VGHL3 must play for the team that has acquired their draft rights. (Salaries you can find in Draft Procedures)

3.1.10 - FA's drafted through the NHL Pre-Season Draft will be given a 1 Season Draft Contract.

3.1.12 - Once a player with a 1 season draft contract in the NHL is dropped, that player goes into free agency and will be auto assigned to a new team.

3.1.13 - In season sign ups will be randomly assigned to each team's practice roster and be eligible for ECU and full time call up. In season sign ups will receive a \$2.5 million entry level contract once they have been called up full time.

3.1.14 - Pre-season free agents (players signed up before the NHL draft that did not get drafted) will be eligible for full time call up and will also be eligible for ECU purposes.

3.1.15 - ECU's are only eligible to ECU for each team 8 times per season including playoffs.

Legend for Registered Player Status 3.2.1

FA - Free Agent status.

BL1 - Players that have been removed from the league before the trade deadline. Players who receive a BL1 will be banned for the remainder of the season and will be eligible to return the following season as a FAP. Players who are eligible to return from their BL1 status must request a status change in the status change thread while it is open during the off-season. Once this thread closes, no status change requests will be processed.

BL2 - Players that have been removed from the league after the trade deadline. Players who receive a BL2 will be banned for the remainder of the season and the following season. They will be eligible for return as a FAP. Players who are eligible to return from their BL2 status must request a status change in the status change thread while it is open during the off-season. Once this thread closes, no status change request will be processed.

BL3 - Players who have been black listed more than one time will receive a BL3 and will need to appeal to the staff for reinstatement. Players who receive a BL3 during the regular season will have to sit out the remainder of that season plus the next full season before being eligible to appeal. Players who receive a BL3 after the regular season will have to sit out a minimum of two full seasons before being eligible for an appeal. The VGHL may also give a player a BL3 status for violating any of the VGHL rules and regulations.

BAN - Players that receive a BAN status may not appeal and are henceforth banned from playing in the VGHL permanently. **IDLE** - Players that have requested to be inactive will receive IDLE status. Players who request IDLE status will be allowed to retain their previous status for up to one season. Players will be switched to **RETIRED** status after more than one season. IDLE players may not be used as ECUs. Players who wish to come off IDLE status must update their gamer profile while it is open during the off-season. Once this thread closes, status change requests will not be processed. If a player wishes to return from their IDLE status during their IDLE season they may do so after the pre-season draft. Players who come off of IDLE status during their IDLE season will NOT forfeit their previous status. Multi-Season Contracted IDLE Players can NOT return during their IDLE season. The contract will expire if a player is IDLE for more than one season and is switched to **RETIRED**.

RETIRED - Players that have retired from the VGHL3. Players who request to return from **RETIRED** status are required to update their gamer profile during the VGHL3 off-season. If a player wishes to return to his/her previous status a request must be made to the VGHL3PA before the status change deadline.

*Players may not go inactive/retire during the regular season or playoffs. Players who go inactive/retired during the season or the playoffs will be black listed according to the VGHL3 black list guidelines. *The VGHL3 reserves the right to increase players who quit or break the COC from a BL1 to a BL2 , BL3 or BAN

*Players that are currently Blacklisted, Banned, Idle or Retired can not play or ECU in the VGHL3. (Future Seasons this will not apply for Season 1.)

. *Eligible BL1, BL2, retired and idle may register after the season begins as FA

- *Players returning off of any level of BL will not be eligible for management in the season they are returning.*
- *Players who receive a BL of any level will be put on a NO MANAGEMENT list for a duration decided by the VGHL3 staff after reviewing the blacklist.*

3.3 Appeals

3.3.1 - Players who wish to appeal their BL3 status must post a request for an appeal during the off-season in the appeal thread of the Status Change Section. Once this thread closes, no more appeals can be submitted. The player will be contacted by the advisory board to go over the appeal process and answer any questions needed by the player before the case is brought to the league office for review. The player will have to submit a formal letter stating why you believe that you were initially given a BL3 status as well as the reasons why you should be granted a return to the VGHL3. After review, the appeal will be voted on by the VGHL3 Staff and the player will be contacted by the advisory board to deliver the results. If the player is granted reinstatement, the player must agree to all terms of reinstatement which will be delivered by the advisory board, before being granted FA status. If the player receives any further black listings after reinstatement, that player will receive a BAN status and will never again be eligible for an appeal. If your appeal is denied, you may submit a new appeal during the next off-season when the appeal process reopens.

3.3.2 - Players can ONLY appeal their suspensions if they notify their league commissioner before the office closes the night of the suspension. The player must then submit a written document to the advisory board stating why they feel that their appeal should be reviewed. Appeals must be submitted to the advisory board within 24 hours from the time the suspension was posted. All submissions must be made via direct message on the VGHL3 website.

3.3.3 - If a player notifies their commissioner that they wish to appeal their suspension before the office closes on the night of their suspension, they will be allowed to play that night and may use the full 24 hours to prepare their written appeal. All submissions must be made via direct message on the VGHL3 website.

3.4 Availability & Scheduling

3.4.1 - Players and managers must use the lineup tool to submit their availability each week by Sunday at 4:00 PM EST. The number of games submitted must fall within the pre-selected weekly availability range on the gamer profile.

3.4.2 - Availability must be updated every week throughout the season by all players and managers. Each block of games will be open one week early, and will be available from Sunday at 5:00 PM EST until the following Sunday at 4:00 PM EST. Changes may not be made to weekly availability after it is locked.

3.4.3 - If a player does not follow 3.4.1 & 3.4.2, and leaves a week blank, the player will miss 2 full days of games. This does not apply for ECU eligibility. Managers aren't required to play therefore aren't required to submit but are encouraged to do so.

3.4.4 - If a player fails to submit lineup requests for two consecutive weeks, the player will be blacklisted. If a player misses three non-consecutive weeks in one season, he or she will be blacklisted. If a player submits a request of any amount that falls below the selected weekly range, and is reported by his or her management to the VGHL3, the same process will apply.

3.4.5 - Players registered in the VGHL3 must give a minimum 2 game availability.

3.4.6 - Teams must schedule their players for the minimum game requirement, players must give a valid reason with proof to their team owner and captain if they can not make their scheduled games. Failure to do so by the player could result in strikes given by their respective team and the league and be subject to a Blacklist for No Showing there Scheduled games.

3.4.7 - Any team found abusing these rules will result in a 250k fine towards the teams salary cap.

3.4.8 - If a player is scheduled by his or her team and is available to play but gets replaced, that player has the right to report their team to League Staff for further discipline.

3.4.9 - The VGHL3 will in the case that the site tools are not working will allow and approve NON edited discord screenshot of lineups and availability as long as they are submitted to the VGHL3 staff before Monday @ 12:00am. This does not mean use discord and not the site. This will only be allowed if the lineup and availability tools are not working and confirmed by the VGHL3 Staff.

Section 4 – Management

4.1 Owner & Captain Responsibilities

4.1.1 - All Owners, Captains, must follow all the rules and guidelines set by the VGHL3. If the VGHL3 deems a team to be poorly managed and feels that the team is hurting the league, the VGHL3 can step in and attempt to restore the team using any management tools necessary.

4.1.2 - Each Franchise must consist of an NHL Owner & NHL Captain.

4.1.3 - NHL Owners have the option to buyout their captain after demoting them to the main roster, and release him to free agency. Where he will be randomly assigned to a new team.

4.1.4 - All VGHL3 Managers must communicate lineups, game times, roster changes, and roster needs to all the players on the team.

4.1.5 - All VGHL3 Managers are expected to communicate with other team's Managers on all VGHL3 matters.

4.1.6 - Team Management is allowed to suspend a player on his/her team with good reason. Team suspensions must be done in the team's "Team Page" with a valid explanation. Team

rules are not recognized by the VGHL3. At no time may a custom team suspension contradict any of the VGHL3 rules.

4.1.7 - Teams may not name an AC2 in VGHL3.

4.1.8 - If an Owner, Captain, can not be present for a game, it is their responsibility to notify the VGHL3 Staff and opposing team on who will be responsible for their team.

4.1.9 - Each team is responsible for its own stats. All stats must be posted on the site within 12 hours of scheduled game times. Teams will be fined 100k in the NHL for not posting their stats on time. Teams that do not have their stats recorded and submitted to the VGHL3 within 24 hours of scheduled game times will be fined an additional 100k for the NHL. Any teams caught tampering with stats or rosters are subject to fines up to 500k, suspensions, or blacklist and a possible lifetime ban from the VGHL3.

4.1.10 - Teams that play with an illegal roster will forfeit the game.

4.1.11 - Forfeited games that are not played will still count as a game played for players on the winning team as long as the following guidelines are met:

i. Team line up must be posted using the lineup tool by Sunday 7:30 PM EST.

ii. Adjustment lineups must be submitted 1 hour before the scheduled game time.

iii. A time stamped PSN screenshot of the teams line up must be taken within 30 minutes of the scheduled game time.

iv. A time stamped PSN screenshot must be submitted to your league commissioner or advisor within 12 hours of the scheduled game time.

4.1.12 - Forfeiting games will result in fines issued by your league commissioner or advisor. The first forfeit will be a warning, subsequent forfeits will result in a 100k fine for NHL teams.

4.1.13 - All managers will be warned when a team reaches 4 forfeits. If the team reaches 5 forfeits, management will be eligible for removal by the league advisor.(excludes final week of season).

4.1.14 - Management may not input stats for forfeit wins or losses. All forfeit stats must be reported to VGHL3 Staff using the MCP on the website. Failure to follow this process will result in fines from your league commissioners.

4.1.15 - Any NHL Owner, NHL Captain, that quits during the season on his/her team will automatically have their status changed to BL3.

4.1.16 - Management transactions which have not yet been approved by the league may not be leaked by anyone regardless of the significance. ANY infractions will be dealt with by the league commissioners accordingly and could result in fines, suspensions or possible blacklists.

4.1.17 - Management is responsible to monitor a player's weekly game range as reflected on the player's gamer profile. If an opposing team is suspected of using a player beyond a weekly maximum number of games, an infraction request may be submitted to your league commissioners to forfeit the game due to invalid roster. On the flip side, management has the ability to report their own players to their league commissioners for failure to submit their minimum selected games played using the availability tool. The VGHL3 is not responsible for any violations that were not reported.

4.2 Player Management

4.2.1 Managers must report players to their league's PA representative if a player is inactive, uncontrollable, or unresponsive. The definition of an inactive player is as follows: a player will be deemed inactive once they miss at least four games which they have been scheduled to play and they haven't communicated with their management. A game is considered missed if it was submitted by the player and scheduled by management on the lineup tool following all guidelines, and the player no shows. The definition of an unresponsive player is as follows: a player who fails to reply to a message sent from the player's management team in two league days (League Days: Tues, Fri, Sat). Falsely reporting inactive players will result in team fines from the VGHL3. The PA will not assist in any inactive claims if the lineup tool has not been used to list weekly lineups. If a player fails to submit lineup requests for consecutive weeks, the player will be automatically blacklisted by the lineup tool. All evidence for inactive players must be added under the reason section of the report. Evidence from non-official platforms may be dismissed by the PA including, but not limited to, 3rd party messaging apps or private discord servers.

4.2.2 All players must meet the minimum games per week requirement. If a player does not meet the minimum games played per week requirement, the team will be fined 100k per game at the NHL level. Fines will be doubled for each consecutive week of inactivity and will continue to be doubled as such. NHL managers who do not report inactive players to the VGHL3 will be subject to fines. Team Management does not have to play 2 games per week at the NHL level. Please note that send downs and call ups must still follow this rule.

4.2.3 - Minimum Game Requirements for Players with weeks having:

- 6 or more games: Players must play a minimum of 2 games.
- 4 to 5 games: Players must play a minimum of 1 game.
- 3 or Less games: Players must play a minimum of 0 games.
-
- Practice roster players are not required to play a weekly game requirement.

4.2.4 Minimum Game Requirements for Traded Players & Free Agency:

i. Tuesday - Trade: Traded players must play a minimum of 2 games for their new team and have NO minimum requirements for their old team.

li. Friday - Traded players must play a minimum of 1 game for their new team and have NO minimum requirements for their old team.

iii. Saturday - Trade/Signing: Traded players have NO minimum requirements for their new team or their old team.

4.2.5 - Trades must be approved by the VGHL3 Staff on the site before a team is allowed to move forward with the transaction. Once both parties have accepted a trade, the trade may not be cancelled unless both parties post their agreement to have the trade voided. A VGHL3 owner may veto a trade made by their VGHL3 captain, even if both parties have agreed to the trade, without needing another manager to agree to void the trade, as long as the trade has not yet been approved by the VGHL3. Once the VGHL3 Staff has approved a trade on the site, the trade is final.

4.2.6 - A player may not be traded back to their original team on the same game day that they were traded off of their original team.

4.3 NHL Specific

4.3.1 - All NHL teams will operate with a salary cap of \$32.5 Million in Season 2.

4.3.2 - Team rosters at the NHL level must always consist of a 12 player main roster (2 MGT & 10 players) and a minimum 4 player practice roster. One spot will be given to the Owner and one spot to the Captain. And the remaining 10 spots by drafted free agents and or re-signs. The captain will be appointed by the Owner and approved by the VGHL3. All Rosters must stay within the guidelines of the VGHL3 and the Salary Cap.

4.3.3 - Any team over the salary cap at the end of the season will have the balance carried over to the next season.

4.3.4 - Teams are not allowed to trade inactive players. If a team has knowingly and willingly traded an inactive player that team will be given a penalty by the VGHL3 Staff and will give up a First Round NHL draft pick for compensation, if no draft picks are available they will be forced to give up 2 practice roster players for compensation, those players will be determined by the VGHL3 staff.

4.3.5 - Main roster players must play at least 2 games for their current team before they can be demoted or traded. This includes pre season and in season players.

4.3.6 Teams are not allowed to drop or trade players on the IR.

4.3.7 - Players dropped will continue to carry their original salary.

4.3.8 - If a player under an extension contract is promoted to management, that player must honor the length of their contract as management for the remainder of their contract years. The player's salary will be adjusted by the league during the off-season should they choose to remain a manager. The Owner has the option to return the player to their roster during the

off-season. The player would return as a player for the remainder of their contract years at their existing salary. The Owner may also choose to buy out the player per our buyout rules during the off-season.

4.3.9 - Owners have the ability to simultaneously perform call-ups, send downs from their practice roster, and main roster in any combination only as long as the transactions fit within all of the rules and guidelines. Keep in mind a maximum of 3 drops, and 3 call ups are permitted weekly.

4.3.10 - Teams may trade for the re-sign rights of players with expiring contracts during the off-season contract period.

4.3.11 - Teams may contact players with expiring contracts during the off-season before the captain selection deadline to offer them a management opportunity. If a player agrees to take a management opportunity, their expiring contract will be terminated immediately.

4.3.12 - If a team has not selected an NHL captain before the captain deadline, a fine of 100k will be handed out on a 24h cycle until a captain is named.

4.3.13 - If a team is unable to name a free agent or a player with an expiring contract as their captain by the captain deadline, they may name a player acquired through a trade during the off-season contract trade period as their captain.

4.3.14 - The player's salary will also be set by the VGHL3 staff by using the manager salary formula.

4.3.15 - Owners may trade the rights of players with extension contracts who have requested idle status if their contract is not expiring during the off-season. Managers may not seek any form of compensation if the player does not return after their idle status expires.

4.3.16 - Players promoted to VG NHL3 Ownership by the league during the season to replace owners that quit or were removed will have their salaries adjusted. Selected captains will also have their salary adjusted. If the player's salary was below or higher than the minimum NHL Owner salary, it will be raised to the minimum and maximum value of \$4,500,000.00 . The same system will apply to NHL captain promotions.

4.4 Reschedules

4.4.1 VGHL3 teams may not use reschedules during regular season play.

4.5 Appeals

4.5.1 - Team managers may appeal any fines or violation points which they have been given by submitting a written document stating why they feel that their appeal should be reviewed. Appeals must be submitted to the advisory board within 24 hours from the time that the fine was given. Submissions must be submitted via private message on the VGHL website.

4.5.2 - Team managers may appeal any forfeit loss which they feel was inaccurately given. Managers will need to submit a request to the advisory board within 24 hours from the time that the forfeit loss was given. Evidence will be needed to support such requests.

4.5.3 - All appeals are to be submitted to the VGHL3 Advisor.

4.6 Lineups

4.6.1 - Team managers must use the lineup tool to finalize their lineups each week. The cutoff is Sunday at 7:30 PM EST if they wish to receive any assistance from the league regarding inactives. Team managers must also schedule themselves for games that they wish to play.

4.6.2 - Lineup changes may be submitted up to 1 hour before the scheduled game time. This info will be used when disputing inactive cases or when trying to obtain credit for WGP from an opposing team's forfeit.

4.6.3 - Teams will be fined each week if the lineup tool is not used to create lines under the criteria set by 4.9.1 & 4.9.2. NHL: 100k.

Section 5 – Contracts

5.1 Re-signs

5.1.1 - Each NHL team is allowed to re-sign 1 expiring contract during the off-season contract period and will be re-signed at last season's salary. All re-signs must fit within the guidelines set by the VGHL3.

5.1.2 - All contract re-signs must be verified by the VGHL3. If a player denies a contract re-sign, or does not respond before the deadline, the re-sign will be denied. Teams may re-use the re-sign again if the deadline has not yet passed.

5.1.3 Teams who choose to use their re-sign will forfeit their 2nd round draft pick in the upcoming NHL draft.

5.1.4 - Players have 48 hours after the off-season contract deadline to accept their offer. Players have the right to refuse contract re-signs.

5.2 Buyouts

5.2.1 - If an NHL Team wishes to buyout a player that player will be released into free agency and randomly assigned to a new team.

5.2.2 - Owners can remove their captain from management but are required to demote them to the main roster. All Captains that are bought out after being demoted to the main roster

are placed in free agency and randomly assigned to a new team. NHL Captains can only be bought out before the Trade Deadline.

Section 6 – Salary Cap 6.1

6.1.1 - No NHL team is allowed to go over the salary cap limit at any time.

6.1.2 - NHL teams will have a total of \$32.5 Million in cap space.

6.1.3 - For the second season of the VGHL3 we will be increasing the owner value from \$3.5 million to \$4.5 million, and captains from \$2.5 million to \$3.5 million and that will also count towards the total cap for the VGHL3.

6.1.4 - The NHL minimum player salary is 500k.

6.1.5 - In season sign ups who are promoted to the main roster will receive a contract worth \$2.5 million.

6.1.6 - Playoff teams that exceed the salary cap must adjust their rosters to adhere to all salary and roster guidelines once the regular season has ended before advancing to the playoffs. If an owner is unable to adjust their roster, a league advisor or commissioner will present them with a plan of action that must be followed. Owners will be expected to have all changes submitted to the advisor or commissioner by the opening of the next office day for approval. Any owners refusing to adjust their rosters will be removed before the start of the playoffs. A commissioner will then make all necessary adjustments.

6.1.7 - If any franchise names a replacement owner at any time during the season, ECU's and fine totals are subject to review and adjustment by the commissioners.

6.1.8 - All Rosters must stay within the guidelines of the VGHL3.

6.1.9 - Undrafted practice roster players (UDRA) are eligible to be called up full time and will be given a 500k contract once called up.

6.1.10 - In season sign ups are eligible for full time call up and will be given a contract worth 1.5 million once they have been called up to the main roster.

6.1.11 - All rosters must stay at the set limit of 12 for the NHL. If you drop someone you must call a player up.

Section 7 – Injured Reserve 7.1

****INJURED RESERVE FOR SEASON 2****

7.1.1- Teams may place a player on Injured reserve if absolutely needed with valid proof for a minimum and maximum of 7 days and may not have the player on IR for consecutive weeks.

7.1.2 - Valid Proof:

Site PM or non edited discord shot from player to manager before Sunday 4pm est when availability is due. VGHL3 Staff will check in with said player and confirm the reasoning for IR. Teams found abusing the IR for any means will result in a fine of 250k and subsequent punishment issued by the VGHL3 staff.

7.1.2 - Teams may only IR the same player twice in a season including playoffs.

7.1.3 - Players placed on the IR will still count towards the roster limit and teams salary cap, and shall only be replaced with an ECU for their games and not a main roster player. No call ups will be permitted to replace any players on the IR.

Section 8.1 Emergency Call-Ups

8.1.1 - Emergency Call-Ups must be announced in the Manager Control Panel. There are no salary, roster, or position restrictions on Emergency Call Ups. Emergency Call-Ups will be listed on My Virtual Gaming as ECU in the player roster with ALL THEIR STATS. Managers must then list the PSN of the player used in the Game Comments Box.

8.1.2 - Each NHL Team may use a maximum of eight ECUs per week. Teams may only use up to two ECUs in one game. Each practice roster player may only play a maximum of eight ECU games per season, per team including playoffs and then will need to be called up. All ECU's must be made from the NHL team's practice roster. Note: all Practice roster players are eligible for full time call up.

8.1.3 - Management needs to post ECU's in the Manager Control Panel within 12 hours of the scheduled game time for which the player was used or the team will be fined 150k towards their salary cap.

8.1.4 - Illegal use of an ECU in a game will result in a forfeit for invalid roster.

Section 9 Draft Procedures

9.1 General

9.1.1 - All drafting will be done on the MVG website and VGHL3 discord draft channel. If a player you want to draft is missing from the eligible draft list and is registered for the VGHL3, then let a VGHL3 staff member know so he or she can add the player for you.

9.1.2 - At the end of the pre-season drafting period any team that does not meet the minimum player roster requirement will be under review by the league commissioners.

9.1.3 - Teams may trade up or down in the draft on draft day but must have their deal completed and accepted in a timely fashion. If the deal isn't posted and accepted within the team 1:30 allowed draft time the deal will not be processed.

9.2 NHL Entry Draft

9.2.1 - Each NHL team in the VGHL3 will be given 10 draft picks each season for their main roster for round 1-10.

For season 2 each team will draft 10 players to their main roster.

Minimum Salary per Draft Selection:

RD 1 - 5.0m

RD 2 - 4.0m

RD 3 - 3.5m

RD 4 - 3.0m

RD 5 - 2.5m

RD 6 - 2.0m

RD 7 - 1.5m

RD 8 - 1.0m

RD 9 - .500m

RD 10 - .500m

Total cap used (including MGT.): 31.5/32.5

Total cap left: 1.0 mill

9.2.5 - NHL Entry Draft selections will be based on the standings of the previous season. Draft selection will be determined by a weighted lottery selection.

9.2.6 - Team Owners are allowed to opt out of the draft. Any team that does not have a representative present for the draft will be skipped, and will not receive a draft pick.

9.2.7 - All 1-WDC players selected from the NHL Entry Draft are eligible to receive extension contracts to their draft contract during the off-season contract negotiation period during the next off season. Drafted players are eligible for a re-sign at their current season 1 salary.

9.2.8 - Teams may only carry a maximum of 3 total draft picks during the season (Rounds 1-3)

9.2.9 - The VGHL3 trade office will open during the VGHL3 Entry Draft and will close the day after the draft @ 10:00am est.

9.2.10 - Teams who have traded away their first round pick and are left with only 9 selections will have their roster filled by Random Assignment.

9.2.11 - Teams who have multiple picks in a round may skip a pick in any round for a later round pick at the end of the draft to ensure their roster is cap compliant.

Section 10 – Playoff Section 10.1

10.1.1 - Two division leaders from each conference and two wildcard spots per conference will make up playoffs for season two. (Top 8/16)

10.1.2 - Each series will consist of a best of 7 series that will last one league week.

10.1.3 - Tie breaker procedures are as followed:

1. Wins
2. Games Played
3. Season series
4. Goal differential
5. Goals for

**Please note: Ties will not be broken past wins until the season ends.*

10.1.4 - Home Ice is determined by Regular Season records.

10.1.5 - **Playoff schedule will be as follows:**

Tuesday games 1-2 (8:45 & 9:25 PM Est)

Friday games 3-4 (8:45 & 9:25 PM Est)

Saturday games 5-6-7* (8:45 , 9:25 , 10:05* PM Est)

*** If needed**

10.1.6 - *If teams decide to play more games in one night than originally scheduled, the series will advance accordingly and the next official time will become the next game in the series.*

10.2 Playoff Rules

10.2.1 - All NHL teams will receive 0 reschedules per round.

10.2.2 - Game Server will be put to ANY for the playoffs giving the server a mutual selection.

10.2.3 - *If teams decide to play more games in one night than originally scheduled, the series will advance accordingly and the next official slot will become the next game in the series. The league will not lock-in games if teams try to play early, and no reschedules are burned.*

10.2.4 - Forfeited games will still count as a game played for the winning team as long as the guidelines follow the same criteria as a regular season game.

10.2.5 - Teams may not call up players during the playoffs from their practice roster.

10.2.6 - NHL teams may use up to 2 emergency call ups per playoff round from their practice roster. Emergency call ups will not affect a team's salary cap or roster space. Emergency call ups may be made at any time. But will not count towards a teams minimum of 10 different players played by game 4.

10.2.7 - A minimum of 10 DIFFERENT main roster players including MGT, must play at least 1 game by the end of the 4th game of the series. If 10 different players have not played 1 game and the 4th game is played then that game will be forfeited. This does not include ECU's. Teams will continue to forfeit subsequent games until these requirements are met.

10.2.8 - During the Playoffs transactions may not be done

10.2.9 - No All Star Game for Season 1.

10.2.10 - Playoff availability - NHL teams must have their players submit theres on the site or with VGHL3 official backup format by Sunday each week @ 4:00pm est.

Section 11 – Blacklist 11.1

11.1.1 - Players that do not finish out the term of their contract, break rules repeatedly, do not report to the team that has signed them, or members that the VGHL3 deem to be insubordinate will be placed on the appropriate Blacklist.

11.1.2 - All Blacklisted players will lose their VGHL3 status and must return as FA once they are eligible to play if they wish to continue.

11.1.3 - Players who receive a BL3 during the regular season will have to sit out the remainder of that season plus the next full season before being eligible to appeal. Players who receive a BL3 after the regular season will have to sit out a minimum of two full seasons before being eligible for an appeal. Players who have been blacklisted more than once will automatically receive BL3 status. The VGHL3 reserves the right to give a player BL3 status at any time for violating any of the VGHL3 rules and guidelines.

11.1.4 - Players Blacklisted before the trade deadline on a 1 season contract will receive BL1 status and are not allowed to continue to play in the season that they are blacklisted in. Players Blacklisted before the trade deadline on a 2 season contract or players Blacklisted after the trade deadline will receive BL2 status and must miss the remainder of the season in which they were blacklisted along with the following season.

11.1.5 - Repeat offenders and certain members deemed unworthy will receive a BAN status and will not be allowed to return to the VGHL3.

11.1.6 - NHL Management that quits will receive a BL3 status.

11.1.7 - The VGHL3 may hold a vote to change a player's status to BL1, BL2, BL3 or BAN at any time if said player has acted in any way which violates our code of conduct and/or our rules.

Section 12 – Transaction Schedule 12.1

12.1.1 - Transactions may be processed outside of office hours if the transactions team has the opportunity to do so, otherwise they will be processed during office hours which are between **4:00 PM - 7:00 PM EST on league nights. (Tuesday, Friday, and Saturday).**

12.1.2 - The Office is closed **Sunday , Monday and Wednesdays.**

Trades and Transactions 12.2

12.2.1 - The Trade deadline will be posted on each season's Timeline. The deadlines will occur approximately at the halfway point of the season.

12.2.2 - Trades are not allowed after the Trade Deadline until the Trade Office Opens in the Off-Season.

12.2.3 - No trades will be processed during "Off Hours".

12.2.4 - The VGHL3 trade office will open during the VGHL3 NHL Entry draft and it will close once the draft has ended and reopen on the first day of the regular season.

12.2.5 - Only draft picks from the current season may be traded. (ex. Current season is season 2, only season 3 draft picks may be traded during the season.)

12.2.6 - Any trade agreement occurring on the first game night of the VGHL3 week involving players who did not submit availability by the Sunday at 4:00 PM EST deadline as stated in rule 3.5.1 will be rejected unless both parties agree and post confirming as such.

12.2.7 - The VGHL3 office will open for the regular season during the first week of the regular season.

12.2.8 - Practice roster players are eligible to be traded.

12.2.9 - Teams are allowed to trade draft picks. No team may exceed 3 draft picks from one season. Any deal involving a pick must have a pick coming back. Teams also may only carry 1 first round pick. (Rounds 1-3)

12.2.10 - Teams may trade roster and practice roster players for roster and practice roster players, along with call ups and drops as long as all MAIN rosters are roster compliant by the end of office hours so teams are compliant by game time. 12 Main roster players at all times.

12.2.11 - All trades are subject to review by the VGHL3 Commissioner and if deemed to be detrimental to the competitive balance of the league, the trade will be declined and not be

processed by the VGHL3 Transactions Department. All trades are open to appeal to the VGHL3 Advisor.

12.2.12 - Players must play 2 games before being traded or dropped.

12.3 Free Agency , Drops, Call ups Section

12.3.1 - NHL Free Agents will be drafted and will consist of 10 rounds for the main roster.

12.3.2 - VGHL3 teams will be randomly assigned a practice roster from the remaining undrafted free agents and in-season sign ups.

12.3.3 - Practice roster players can be promoted to the regular roster until the end of the trade deadline

12.3.4 - In-season sign ups can still be promoted to the regular roster until the end of the trade deadline, if not called up by the deadline they will only be eligible for ECU purposes.

12.3.5 - Teams may only call up players from the practice roster full time after the trade deadline to fix roster issues due to blacklists or bans.

12.3.6 - Promoted players cannot be dropped back down to the practice roster. Once promoted, they can only be released by being dropped or traded. If dropped, they become a free agent and auto assigned to a new team.

12.3.7 - Teams can buy out their captains and demote them to the main roster while promoting a new captain from their main roster to replace the one being demoted.

12.3.8 - All remaining Pre Season Free Agents that went undrafted will be automatically assigned to a roster.

12.3.9 - Players on the main roster may **NOT** be sent to the **practice roster** during the regular season. Once a player is dropped they will become a **FREE AGENT** and auto assigned to a new team. They can not be auto assigned to their former team.

12.3.10 - Teams may only drop a maximum of 3 players per week.

12.3.11 - Teams may only call up a maximum of 3 players per week.

12.3.12 - All players will be eligible for full time call up from the Practice roster after being randomly assigned.

12.3.13 - There are no waivers.

12.3.14 - Free Agent Random assignments will happen every game night during VGHL3 office hours so long as there is a correct minimum to allow proper and balanced assignments.

12.4 Contracts

12.4.1 - Every drafted player in the VGHL3 receives a 1 Way Contract.

12.4.2 - Contract re-signs are to be done during the Off-Season Contract Period and you may only resign 1 player from the main roster. Practice squad players are ineligible to be resigned.

12.4.3 - All contract extensions must be given out by the contract extension negotiation period deadline in the off season.

12.4.4 - Randomly assigned players will only receive a salary and contract if they have been called up full time by the team who has acquired their rights. Once an RA has received a full time call up they will receive a 1 way contract worth \$2.5 million

Section 13 – NHL Owner Selection Process

13.1.0 - Order of Operations

13.1.1 - The NHL owner selection process is as follows:

For season 1 the VGHL3 staff will conduct and hold interviews for the first season of the VGHL3. Going forward for future seasons the following process will occur.

- i. Current Owner who wants to stay and is voted by staff to return may keep his or her team.*
- ii. Current NHL Captain who wants ownership and is approved by staff for ownership.*
 - a. Candidates must go into the ranking system.*
 - b. If the current owner is leaving, the approved Captain gets the choice to take over the current team as the new owner.*
 - c. If the current owner is staying, OR the approved captain doesn't want the current team in the event that the existing owner is not returning, the approved captain gets placed into the candidate ranking order for team selections with 0 team priorities.*
- ii. All remaining eligible candidates will be placed into ranking order. If they make the cut of top candidates for available teams, they will be placed in ranking order for team selections with 0 team priorities.*
- iii. Anyone may apply to enter the candidate list for NHL ownership. If the person does not have valid VGHL3 or VGHL management experience, he or she must provide a reference of good standing in the community (i.e. NHL Owner, Commissioner, other Staff Member), and undergo a phone interview over discord with a member of the advisory board.*

13.1.2 - Staff Department Heads are eligible for management given they are not involved in any staff related issues regarding their Franchise to avoid any conflict of interest.

13.1.3 - New owners may choose to retain all NHL and draft assets, or wipe all assets from the franchise and start from nothing during the team selection process. New owners may be eligible to remove all fines carried over by prior management during this stage. Owners with zero affiliation to prior management will be granted 100% removal of fines. Owners who were affiliated with the prior management team will be eligible for fine removal at the discretion of the league commissioners.

VGHL3 Staff Duties

The VGHL3 CEO and Commissioner along with the Deputy Commissioner will oversee all departments and decisions.

The Transactions Department:

- Trades
- Waivers
- Practice roster drops
- Practice roster promotions
- Random Assignments (VGHL3 Commissioner)
- Off season resigns
- Manager Buyouts

The Discipline Committee:

- Weekly game limits
- Blacklists & Bans
- Infraction reports and decisions
- Availability
- Weekly Lineups
- Stats overlook
- Handling of fines
- ECU tracking

The Players Association:

- Inactive Claims
- Team Complaints
- Player Complaints
- Trade Requests
- Players Rights
- In season sign ups (VGHL3 Commissioner)
- Will also work with the VGHL3 DC.

VGHL3 Advisor:

- All league appeals

- *Verification (player & discord)*
- *League registration*
- *All league matters*