Club Registration

Each club owner will be required to create their club within the EASHL before registering it for play in the VGHLCLUB league.

Player Registration

Players will be required to register for the VGHLCLUB league by clicking the "Join A League" banner on the VGHLHUB or by clicking the "Player Registration" banner on the VGHLCLUB homepage. The VGHLCLUB League will need to be selected in order for the player to be eligible to join a team. If a player's primary PSN will not match their club PSN, they must list their alternate PSN in their gamer profile under the VGHLCLUB League section..

Format

The VGHLCLUB league will be a 6v6 league operating through the EASHL club format. If teams are having issues connecting via club challenge, they may use the unique ID from their gamesheet to challenge one another using the drop in lobbies.

- Teams will play 8 qualification games in order to be seeded into the tournament.
- The top 4 teams will receive a bye into the second round.
- Teams 5 through 12 will play in a best of 3 elimination series to earn a spot into the next round.
- Teams 13 or higher will be eliminated.
- Elimination series will be a best of 3.
- Championship series will be a best of 5.

Schedule

- The home team for each game is required to send out an EASHL club challenge to their opponent.
- If your opponent does not show up within 15 minutes of the scheduled time, you may call for a forfeit. The winning team must upload an image to the disputes section showing their six players in the club challenge DR within 30 minutes of the scheduled game time. The image must show a timestamp.
- No reschedules are available in this league.
- There is no ECU system in the club league. If you are unable to field six players before the start of a game, you will forfeit the game. If the opponent takes the forfeit win, they must upload a photo to the dispute section showing their six players in their club challenge DR within 30 minutes of the scheduled game time. The image must show a timestamp/

Qualifier Schedule:

- Qualifier games will follow a set schedule.
- Tuesday 9pm EST
- Tuesday 10pm EST
- Wednesday 11pm EST
- Thursday 8pm EST

First Elimination Schedule:

- First elimination series will be a best of 3 and will follow a set schedule.
- Game 1: Tuesday 8pm EST
- Game 2: Tuesday 8:45pm EST
- Game 3: Tuesday 9:30pm EST

Quarter Final Schedule:

- Quarter final series will be a best of 3 and will follow a set schedule.
- Game 1: Wednesday 8pm EST
- Game 2: Wednesday 11pm EST
- Game 3: Thursday 8pm EST

Semi Final Schedule:

- Semi final series will be a best of 3 and will follow a set schedule.
- Game 1: Tuesday 8pm EST
- Game 2: Tuesday 8:45pm EST
- Game 3: Tuesday 9:30pm EST

Finals Schedule:

- The finals series will be a best of 5 and will follow a set schedule.
- Game 1: Wednesday 8pm EST
- Game 2: Wednesday 11pm EST
- Game 3: Thursday 8pm EST
- Game 4: Thursday 8:45pm EST
- Game 5: Tursdat 11pm EST

Teams may agree to advance their series during elimination play after each game on the same night. Staff support will not be provided for unscheduled games if a team does not show up and the next official time slot will be recognized as the next game in the series.

Rosters

- The minimum roster size will be 8.
- The maximum roster size will be 12.
- Each team must have 1 owner, 1 captain and 1 assistant captain.
- Owners will be eligible to release players, add players, demote managers and promote players to management directly from their team page.
- Captains and Assistant Captains will be able to enter game stats.
- Teams will be required to maintain 50% of their original roster for the duration of the VGHLCLUB qualification games and elimination tournament..
- Rosters will be checked at the start of each VGHLCLUB week. If team rosters are invalid, they may not play in any VGHLCLUB games until they have adjusted their roster. This may result in forfeits.
- A roster freeze will be implemented before the start of the first elimination games. At this point, teams will not be able to adjust their rosters.
- Teams may only add and/or remove players to and from their roster on Sundays from 10 AM to 5 PM EST.
- If a player wishes to be removed from a roster and team management has not removed them on a Sunday, the player must post in the VGHLCLUB roster removal request forum. Players may leave their team at any time but they may not join a new team until Sundays from 10 AM to 5 PM EST.

Stats

- The winning team is required to enter game stats.
- Player stats must be in within 12 hours of the scheduled game time.
- If a team wishes to dispute a game result, or to claim that their opponent used an invalid roster during their match-up, a clear photo from their clubs EASHL recent games list showing the end result, along with a clear-photo of both team's in-game rosters from the game in question, must be submitted in the disputes section located in the MCP within twelve hours of the end of the game.

Disconnects

- If one player disconnects, the game may continue until it has ended. This will also apply if one player from each team has disconnected.
- If a goalie disconnects, the game must be restarted.
- If two players from the same team disconnect, the game must restarted at the next whistle.
- Any team which caused a restart from a disconnect rule will be forced to take a 2 minute penalty at the start of the restarted game.
- Any existing penalties which did not expire during a disconnect will need to carry over into a restarted game, along with the 2 minute disconnect penalty.
- If both teams were the cause of a restart as a result of one of the rules listed in this section, no 2 minute disconnect penalty is required by either team. Existing penalties will still carry over.
- If a game is to be restarted per the disconnect rules above and a player is unable to return, teams may use another player from their roster to replace that player. If a team is unable to resume a game within 15 minutes of a disconnect, a forfeit win will be awarded to their opponent. The winning team must upload images to the dispute section showing their six players waiting to return to the game, along with a photo of their recent games list showing the disconnect win and an in game photo of their roster.

Game Freezes & Loops

- If the game freezes or loops and does not restart, teams may agree to restart the game with the remaining score and game time. If teams are unable to come to an agreement, they may request assistance from a VGHLCLUB commissioner. A VGHLCLUB commissioner has the right to rule that the game must be replayed completely from the 1st period with a 0-0 score if there isn't enough evidence to decide otherwise.
- If the game loops but teams are able to get stats, they must restart the game from the point at which the game began to loop.

Championship Prize

- Championship Owners will be awarded two $20 gift cards.
- Players from the championship roster will be awarded a $20 gift card if they have played in at least 50% of the team's qualification games and 50% of the team's tournament elimination games.

*Players and Owners will be required to answer a skill testing question in order to be eligible to receive a championship award