

VGIHL SEASON 5 RULE BOOK



If you do not accept the Rules and Regulations stated here, do not use this web site and service. You should visit this page periodically to review the Rules and Regulations, VGHL 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 VGHL 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.

VGHL 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. VGHL staff reserves the right to fine, suspend, blacklist, or ban users at any time if they are found violating any of these terms.

VGHL users must register, have access to, and operate their own account for all league activities. Account sharing is not permitted. VGHL 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 VGHL 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 VGHL. VGHL staff reserves the right to fine, suspend, blacklist, or ban users at any time if they are found violating any of these terms.

The VGHL 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.

VGHL Office Hours are 5:00 PM - 8:00 PM EST on Sunday, Monday, Wednesday, & Thursday. The office is closed from Thursday 8:00 PM EST until Sunday 5:00 PM EST for all transactions, and the VGHL will not open new inactive cases.

Section 1 – Gameplay

1. General

1.1.1 Regular season and playoff games must be played 6 vs. 6. 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 VGHLDC. Players caught quitting VGHL games to join games in a different league will face harsh suspensions and possible blacklisting.

1.1.3 VGIHL game times are listed below (Eastern Time). Teams may have up to 8 scheduled games in a week.

Sunday: 9:30 & 10:15

Monday: 9:30 & 10:15

Wednesday: 9:30 & 10:15

Thursday: 9:30 & 10:15

1.1.4 If you do not have a full roster at game time there will be a **5 minute window** to start the game. If teams are more than 5 minutes late, they will be **forced to take a penalty**. If teams are more than **10 minutes late**, a forfeit will be issued. IHL search window ends at :09:59 & :49:59. 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 or you can provide a Twitch stream with a time stamp showing the entire time of waiting and searching. Must show time at the beginning and the end. Pictures are not required if the losing team claims a forfeit loss on the website using the Manager Control Panel.

1.1.5 Teams discussing the possibility of FF must do so following the VGHL 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 VGIHL operates Sunday through Thursday.

1.1.8 Teams must use the pin number generated by the website to search for a game using club challenge. The home team on the site selects home, and the away team selects away. If the opposing team refuses to follow these settings and it is preventing the game from starting, they may be reported to the VGHL DC resulting in a forfeit loss. The VGHL DC requires

time-stamped PSN screenshots showing correct settings and the match up screen.

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 VGHL resulting in a forfeit loss. The VGHL 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.

1.1.11 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.

1.1.12 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.

1.1.13 A VGHL game officially begins when the teams match. At this time lineups are locked in and FF's can't be called for a team being late. However for applicable rules including disconnects, ECU's etc the 'game start' isn't until the puck drops.

1.1.14 All VGHL 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.

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 2 minute DC penalty for this 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 is in the penalty box. 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 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 has to be taken.

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, IHL Teams must use an ECU. Teams may use a player from their roster or an ECU. 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 in 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.

1.2.9 If a team has any ongoing penalty time when a game must be restarted, the team is obligated to take that remaining time as well as the DC penalty.

1.2.10 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.

1.2.11 Each Team is responsible for their own stats on restarted games.

1.2.12 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 VGHLDC if this is violated. Infractions could result in an invalid roster and suspensions for those involved.

3. Game Freezes and Game Loops

1.3.1 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, penalty minutes 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

1. General

2.1.1 All members of the VGHL 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 VGHL experience unenjoyable, that player may contact the Disciplinary Committee for further action. The reported player may appeal a ruling by contacting the VGHLPA within 24 hours. The VGHLPA will then forward the information to the staff for a ruling. In that ruling there must be a VGHLPA and Disciplinarian present. Once there is a ruling, the decision is final.

2.1.3 Players must assign the PSN that they plan to play with to 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.

2.1.4 Any player complaints should first be addressed by team management, followed by the VGHLPA. These issues should not be addressed in the general population (e.g. chat box, Forums, Etc.). Do not go directly to the VGHL Staff, the VGHLPA will be your medium.

2.1.5 All members of the VGHL 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 VGHL to monitor the actions of its members outside of the confines of the league. As such, the VGHL 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. Infractions

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 VGHLDC by PM within 24hrs of game time or 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 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.

3. Owner/Captain & Player Communication

2.3.1 All players that play in the VGHL represent the league. All player names used must be respectful. If the VGHL finds a player name to be disrespectful that player will be suspended until he/she changes their name. To what some people find funny, some will find 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 VGHL. We are all here to play and have fun, with the opportunity to be in a competitive environment.

2.3.4 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 offseason

2.3.5 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 VGHLDC.

2.3.6 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. This is considered tampering and the team/player accused will be penalized accordingly by the VGHLDC.

2.3.7 Management may speak to a player regarding the matters in 2.3.6. if granted permission by a member of the player's management team.

Section 3 – Players

1. Rights

3.1.1 Players in the VGHL are obligated to meet the Minimum Game Requirements 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.

3.1.2 If a player is unhappy on his/her team and wants to be traded, the player may request a trade. To file a trade request you must contact the VGHLPA. 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, chat box, or message anyone making it public.

3.1.3 All trade requests will be denied by the VGHLPA until a player has played at least 4 games with the 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 VGHL black list.

3.1.5 Any player suspended by their team may appeal it through the VGHLPA.

3.1.6 Players must play in the positions selected on the website if instructed by their owner. Owners must play their players in the positions selected on the website if instructed by the player. Players may play outside the selected positions, but may only play a position within the category they selected. The 3 categories are Forward, Defense, Goaltender. Ex. If a player selects LW/RD, he/she may play any F or D position, but may not play G. If any player is found playing outside a selected category, this will result in an invalid roster and a forfeit win for the opposing team.

3.1.7 IHL Owners may ignore 3.1.6 and play any position in any regular season or playoff game.

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.**

Option 1 or 2 on gamer profile: 2-5 Games Per Week

Option 3 or 4 on gamer profile: 5-8 Games Per Week

2. Contracts

3.2.1 All players in the VGHL must play for the team that has acquired their rights.

3.2.2 Once a player is dropped, the player will become a free agent and will be eligible for auto assignment to another team's practice roster. Players will not be re-assigned to the same team.

3.2.3 **If a IHL team drops a player from their regular roster, or loses a player from BL/Inactivity, the team must promote a player from the practice roster before the next league night. A new player will then be auto assigned to the practice roster.**

4. Appeals

3.4.1 Players can ONLY appeal their suspensions if they notify the VGHLDC before the office

closes the night of the suspension. The player must then submit a written document to the IHL Advisor stating why they feel that their appeal should be reviewed. Appeals must be submitted to the IHL Advisor within **24 hours** from the time the suspension was posted.

3.4.2 If a player notifies the VGHLDC 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.

5. Availability

3.5.1 Players and AC2 managers may use the lineup tool to submit their availability each week by Sunday at 4 P.M. EST. The number of games submitted must fall within the pre-selected weekly availability range on the gamer profile.

3.5.2 Availability may be updated every week throughout the season by all players and AC2 managers. Each block of games will be open one week early, and will be available from Sunday at 5 PM EST until the following Sunday at 4PM EST. Changes may not be made to weekly availability after it is locked.

3.5.3 If a player or AC2 manager does not follow 3.5.1 & 3.5.2, and leaves a week blank, the player will receive a warning but will still be eligible to play for that week. This does not apply for ECU eligibility.

3.5.4 If a player or AC2 manager fails to submit lineup requests for two consecutive weeks, the player will be suspended. Management has the option to submit an inactive player claim to have this player removed. The inactive claim must be submitted by midnight on Sunday and must include that player missed 2 consecutive weeks of submitting availability. If a player misses two non-consecutive weeks, the player will be suspended and in-eligible to play. This does not apply for ECU eligibility.

3.5.5 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 VGHL, the same process will apply.

Section 4 – Management

1. Owner & Captain Responsibilities

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

4.1.2 Each Franchise must consist of an IHL Owner & IHL Captain

4.1.3 IHL Owners can demote managers to their roster. They must name a replacement manager from their roster.

4.1.5 Captains and Assistants that are bought out at the IHL level will not be auto assigned back to the team that released them.

4.1.6 All VGHL Managers must communicate lineups, game times, roster changes, and roster needs to all the players on the team.

4.1.7 All VGHL Managers are expected to communicate with other team's Managers on all VGHL matters.

4.1.8 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 VGHL.** At no time may a custom team suspension contradict any of the VGHL rules.

4.1.9 Teams may name a second assistant captain after the off-season bidding period. This captain will have limited access to management privileges and can be removed or traded without consequence.

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

4.1.11 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 200k in the IHL for not posting their stats on time. Teams that do not have their stats recorded and submitted to the VGHLDC within 24 hours of scheduled game times will be fined an additional 200k for the IHL Any teams caught tampering with stats or rosters are subject to fines, suspensions, or blacklist from the VGHLDC.

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

4.1.13 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:

- Team line up must be posted using the lineup tool by Sunday 7:30pm oET.
- Adjustment lineups must be submitted 1 hour before the scheduled game time.
- A time stamped PSN screenshot of the teams line up must be taken within 30 minutes of the scheduled game time.
- A time stamped PSN screenshot must be submitted to the VGHLDC within 12 hours of the scheduled game time.

4.1.14 Forfeiting games will result in fines issued by the disciplinary committee. The first forfeit will be a warning, subsequent forfeits will result in a 200k fine for IHL teams

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

4.1.16 Management may not input stats for forfeit wins or losses. All forfeit stats must be reported to VGHL Staff using the MCP on the website. Failure to follow this process will result in fines from the VGHLDC.

4.1.17 Any IHL Owner or IHL Captain that quits during the season on his/her team will automatically be removed from the IHL, and will need to appeal to participate in any future IHL seasons.

4.1.18 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 VGHLDC accordingly and could result in fines, suspensions or possible blacklists.

4.1.19 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 amount of games, a request may be submitted to the VGHLDC to forfeit the game due to invalid roster. On the flip side, management has the ability to report their own players to the VGHLDC for failure to submit their minimum selected games played using the availability tool. The VGHLDC is not responsible for any violations that were not reported.

2. Player Management

4.2.1 Managers must report players to the VGHLPA 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 four league days (League Days: S,M,W,Th). Falsely reporting inactive players will result in team fines from the VGHLDC. The VGHLPA will not assist in any inactive claims if the lineup tool has not been used to list weekly lineups. 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 200k per game at the IHL level. Fines will be doubled for each consecutive week of inactivity and will continue to be doubled as such. IHL managers who do not report inactive players to the VGHLPA will be subject to fines from the VGHLDC. Team Management does not have to play 2 games per week at the IHL level. Please note that send downs and call ups must still follow this rule.

4.2.3 Minimum Game Requirements for Players:

- 6 or more games: Players must play a minimum of 2 games
- Less than 6 games: Players must play a minimum of 1 game
- *Reschedules DO NOT adjust these requirements unless they are played during the same week that they were originally scheduled to be played.
- Practice Roster players have no minimum game requirements

4.2.4 Minimum Game Requirements for Traded Players and Players Signed Through Free Agency:

- Sunday Trade/Signing: Players signed through free agency must play a minimum of 2 games. Traded players must play a minimum of 2 games for their new team and have NO minimum requirements for their old team.
- Monday Trade/Signing: Players signed through free agency must play a minimum of 1 game. Traded players must play a minimum of 1 game for their new team and have NO minimum requirements for their old team.
- Wednesday Trade/Signing: Players signed through free agency have NO minimum requirements. Traded players have NO minimum requirements for their new team or their old team.
- Thursday Trade/Signing: Players signed through free agency have NO minimum requirements. Traded players have NO minimum requirements for their new team and must play a minimum of 1 game for their old team. *Reschedules DO NOT adjust these requirements unless they are played during the same week that they were originally scheduled to be played.

4.2.5 All call-ups must be posted in the Call Up section in the Manager Control Panel by **8pm EST.**

4.2.6 Trades must be approved by the VGHL Staff 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. Once the VGHL has approved a trade, the trade is final.

4.2.7 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.

3. IHL Specific

4.3.1 Team rosters at the IHL level must always consist of a minimum of 12 players. One spot will be given to the Owner and one spot to the Captain. The captain will be appointed by the Owner and approved by the VGHL. All Rosters must stay within the guidelines of the VGHL

4.3.2 Team rosters at the IHL level will always consist of a 4 player practice roster which is automatically assigned by the league. *Practice roster sizes may be changed at the VGHL's discretion to account for the number of free agents.

4.3.3 Players on a practice roster may not play more than 8 ECU games for their team. This includes regular season and playoff games. Once a player plays 8 games, they must be signed to the regular roster to play for the team.

4.3.4 Practice roster players may only be traded for practice roster players

4.3.5 Players may not be sent down from the regular roster to practice roster. All dropped players are sent to free agency and re-assigned to a new team.

4.3.6 Random Assignments will be done nightly. Free agents will only be assigned to open spots on a practice roster. Holes on the regular roster must be filled via trade or promotion.

4.3.7 If a IHL team drops a player from their regular roster, or loses a player from BL/Inactivity, the team must promote a player from the practice roster before the next league night. A new player will then be auto assigned to the practice roster.

4.3.8 Teams are not allowed to trade inactive players.

4.3.9 IHL teams may only drop a maximum of 4 players each week. This includes drops made from the regular roster and/or practice roster.

7. Reschedules

4.7.1 VGIHL teams may not use reschedules during regular season play.

8. Appeals

4.8.1 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 IHL advisor within **24 hours** from the time that the fine was given.

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

9. Lineups

4.9.1 Team managers must use the lineup tool to finalize their lineups each week. The cutoff is Sunday at 7:30 P.M. 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.

4.9.2 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.

Section 5 – Contracts

1. Buyouts

5.1.1 If a IHL team wishes to release a player during the season, the player will not be auto-assigned back to the team that released them.

Section 6 – Salary Cap

1. IHL

6.1.1 There will be no salary cap during the IHL season. Fines may be applied by the VGHLDC to track infractions, and review management performance throughout the season.

Section 7 – Injured Reserve

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.

7.1.1.5 Players who submit valid proof that is confirmed by VGHL3 staff may under special circumstances be placed on IR for 2 consecutive weeks if approved by the VGHL3 staff. Be aware doing this uses up both IRs allowed for this player for the season.

7.1.2 Valid Proof:

Site PM 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 – Free Agents & Waivers

1. In-Season Free Agency

8.1.1 IHL free agency does not close after the trade deadline. Free agents will be auto assigned to IHL teams throughout the entire season.

8.1.2 The VGHLPA has the ability to randomly check if a free agent player is active or inactive. A VGHLPA member will message the player and if the player fails to reply in seven days it will result in the player receiving a retired status.

2. Emergency Call-Ups

8.2.1 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 PSN of the player used in the Game Comments Box.

8.2.2 Each IHL Team may use a maximum of eight ECUs per week. Teams may only use up to two ECUs in one game. All ECU's must be made for players from the practice roster. Each practice roster player may only play a maximum of eight ECU games per team, per season.

8.5.5 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.

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

Section 9 – Pre-Season Bidding and Draft Procedures

1. IHL Draft

9.1.1 All IHL teams will build their pre-season rosters through a snake draft. The draft order

will be randomly selected before the draft begins.

9.1.2 Each team will begin the draft with an owner and a captain.

9.1.3 The draft will consist of 6 rounds.

9.1.4 The remaining empty roster spots on each team will be filled with free agents once the draft ends via the auto-assignment process.

Section 10 – Playoff Section

1. Format

10.1.1 All IHL teams will qualify for the playoffs.

10.1.2 All IHL playoff rounds will consist of a best of 3 series.

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:

Play-in Round

Sunday 9:30

Quarter Finals

Monday 9:30

Semi Finals

Wednesday 9:30

Finals

Thursday 9:30

Games MUST BE played in sequential order.

Example: You CAN NOT play game 3 before playing game 2.

2. Rules

10.2.1 Forfeited games will still count as a game played for the winning team as long as the same guidelines for a regular season game are followed.

10.2.2 Teams may call up players during the playoffs.

10.2.3 IHL teams may use up to 4 emergency call ups per playoff round from their practice roster. Emergency call ups will not affect a team's or roster space. Emergency call ups may be made at any time.

10.2.4 IHL team owners and Captains must play at least 1 game by the end of the 2nd game of the series. A total of 6 players from the team (including ECUs) must also play at least 1 game by the end of the 2nd game of the series. In total, this means that a minimum of 8 players must play 1 game by the end of the 2nd game of the series. If team owners, team captains and 6 players have not registered a minimum of 1 game and the 3rd game is played, that game will be forfeited. Teams will continue to forfeit subsequent games until these requirements are met.

10.2.5 Teams have 10 minutes to show up for the official start of their scheduled playoff series. If they do not show up for the first game in 10 minutes, they will forfeit that game. Teams have an additional 10 minutes to show up for the second game of their scheduled playoff series. If they do not show up for the second game in 10 minutes, they will forfeit that game. Teams have an additional 10 minutes to show up for the third game of their scheduled playoff series. If they do not show up for the third game in 10 minutes, they will forfeit that game. If a team wishes to request a forfeit win, they must provide a time stamped photo of their players searching for the game with the game code and the console time. The forfeit request must be posted in the MCP. If a team wishes to agree to forfeit a game, they must post in their opponents forfeit request thread in the MCP. Photos will not be required in this scenario.

10.2.6 During the Playoffs transactions may be done, but they must stay within these guidelines:

- *Once a IHL team has been eliminated they may not sign free agents.*
- *Once a IHL team has been eliminated they may not drop any players.*

Section 11 – Blacklist

1. General

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 VGHLDC deem to be

insubordinate will be placed on the appropriate Blacklist.

11.1.2 All Blacklisted players will lose their IHL status, and must appeal to play any future IHL seasons.

11.1.3 The VGHL 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 anyway which violates our code of conduct and/or our rules.

Section 12 – Transaction Schedule

1. General

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 5pm-8pm EST on league nights (Sunday, Monday, Wednesday, and Thursday).

12.1.2 The Office is closed from Thursday 8pm until Sunday 5pm for all transactions.

2. Trading

12.2.1 The Trade deadline will be posted on each season's Timeline. The deadlines will occur approximately one week before the end 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" on game nights.

12.2.4 The VGIHL trade office will open for the regular season during the first week of the regular season.

3. Free Agency & Waivers

12.3.1 IHL teams will not be allowed to release players after the trade deadline unless it is for BL/Inactive reasons. All released players will be placed into free agency and will not be auto assigned back to the team that released them.

12.3.2 IHL free agency does not close after the trade deadline.

12.3.3 Emergency Call-Ups are allowed at any time.

12.3.4 The VGHL Waiver office closes Thursday at 8pm EST. through Sunday at 5pm EST. Any

ongoing waivers during off hours will still continue as normal, and teams may continue to claim. Teams are not allowed to send down or call up players during the off hours.