



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 operate with an NHL style schedule. The length of the regular season and the structure of the divisions/conferences will be determined once club registration has ended. The top 4 teams from each conference will advance to the playoffs. 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.

Schedule

- The VGHLCLUB week will begin on Sunday's at 6:00 PM EST
- The VGHLCLUB week will end on Saturday's at 11:59 PM EST
- Teams will be able to play their weekly games at their leisure during each VGHLCLUB week.
- Games will need to be played by the end of each VGHLCLUB week.
- Teams must post a match-up agreement in the VGHLCLUB forum up to 30 minutes before the agreed upon game time. Both teams must post that they have agreed to the game time.
- Teams will receive a forfeit win if they have tried to schedule a match-up agreement by 9 P.M EST on Saturday and their opponent has not responded.
- Teams will receive 1 point each if they have tried to schedule a match-up agreement in the VGHLCLUB forum but have not been able to agree on a game time by 9 P.M EST on Saturday.
- Teams will receive 0 points if they have not tried to schedule a match-up agreement in the VGHLCLUB forum by 9 P.M EST on Saturday.
- The home team for each game is required to send out an EASHL club challenge to their opponent.
- Teams may only modify their agreed upon game time in their original match-up agreement thread if both teams agree to set a new time. Games must still be played before the end of the current club league week.
- If your opponent does not show up within 15 minutes of your agreed time, you may call for a forfeit. The winning team must upload an image of their six players in the club challenge DR within 30 minutes of the scheduled game time. 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 unless your opponent agrees to a new match-up time in the original match-up agreement thread. If the opponent takes the forfeit win, they must upload a photo of their six players in their club challenge DR within 30 minutes of the scheduled game time.

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 season and playoffs.
- 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 two weeks before the playoffs begin. 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 submit a clear photo from the EASHL recent games list showing the end result, along with a clear photo of their in-game roster, within twelve hours of the end of the game in the match-up agreement post.
- If the winning team does not post the required photos within twelve hours of the end of the game, a 1-1 tie will be awarded by the league.
- 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 match-up agreement forum for the game in question within twelve hours of the end of the game.
- All game stats and player stats from the previous league week must be entered into the VGHL Club schedule by Sunday @ 12 PM EST.

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 be 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 their match-up agreement thread of 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 VGHCLUB commissioner. A VGHCLUB 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 PSN cards.
- Players from the championship roster will be awarded a \$20 PSN card if they have played in at least 50% of the team's regular season games and 50% of the team's playoff games.

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