

NHL ESports Rules



SSC
SPORT & SOCIAL CLUB

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1. SYSTEM REQUIREMENTS

Participants are required to have a reliable Xbox One or PS4 console, a copy of the game itself, a reliable internet connection, and a subscription to Xbox Live or PlayStation Plus.

2. SPORTSMANSHIP

All players are expected to behave in a respectful manner and abide by the SSC sportsmanship policies, including:

- No trolling
- No cheating
- No bullying
- No quitting in the middle of a game due to frustration

ZERO TOLERANCE POLICY

The SSC will remove players from the league if they are involved with any of the following acts:

- Offside glitching
- Intentional disconnection glitching
- Repeatedly committing penalties to slow the game down
- Verbal or written abuse via any communication platform. This includes harassing, threatening, bullying, personal attacks or any other acts towards another player that is unwanted.

3. DEFAULTS

WHAT IS A DEFAULT?

A default occurs when, at the scheduled game start time, a team is not ready to connect and the opponents attempt to create/start a match is not successful.

WHAT HAPPENS WHEN A TEAM DEFAULTS?

- When a default occurs, due to technical issues we ask that you do the following:
 - a) Ensure you have a recording or screenshot to prove connection/disconnection issues
 - b) If after several attempts a connection between the teams are not working, record the scores as a 0-0 tie and, if applicable, wait for your next match
- If a team defaults due to any reason other than technical difficulties the following occurs:
 - a) The defaulting team will receive an automatic loss of 5-0.
 - b) If a team defaults 2 weeks in a row, they will be removed from the league

4. TECHNICAL ISSUES

CONNECTION ISSUES

- Teams should record video or a screen shot of any connection/disconnection issues
- If a game is disconnected, then the competitors will use their judgment on how to restart the game.
 - If the two competitors cannot agree, then the game should be resumed with an implied score and the remaining time in the match played out. (i.e. A game disconnected at the end of the 1st period with the score of 2-1 will resume a new game playing 2 additional periods (2nd and 3rd) to determine the winner).
 - If a single player from a team is disconnected during the game, teams will continue on with the scheduled game. Teams should not restart the match.
- A 0-0 tie will result if a game connection cannot be established, after several attempts to create a match
 - Some systems simply don't play nice with others. Just sit tight and wait for your next match

5. EASHL GAME PLAY

GAME FORMAT

- Teams should be ready to connect and start their match at the scheduled game time
- All teams must utilize 3 human controlled players
- Teams will have two games a night, against different opponents
 - Each game is scheduled for 25 minutes
 - If a game cannot be completed in the original 25-minute window scheduled, players have up to an hour after the schedule start to play the game and record the score
- **Regular Season & playoffs:** Ties are not allowed
 - If a game is tied at the end of regulation time, the game will automatically proceed to a sudden-death, continuous overtime format

MATCH SET-UP & SCORING

- There is no option to edit the settings before a private match-up. Therefore, all teams will utilize the same, default settings.
- The Home team is responsible for setting up the match and inviting their opponent to play
 - The first team listed on the league schedule is the Home team
 - The Home team's room leader should follow these steps to create the match:
 1. Change game type to 'Private'
 2. Input a password for the game. The password that teams should use is the name of the Home team for the match
 3. Once the settings have been edited, the Home team room leader selects 'start matchmaking'
 4. The room leader for the Away team will also need to change the game type to 'Private' and enter the name of the home team for the password.

5. Once the settings have been changed, the Away team room leader selects 'start matchmaking'

- At the end of the match the Home team is responsible for reporting the score on Discord in the appropriate channel.
- For each win, players will be awarded 2 points. If a game goes to overtime, the losing team will be awarded 1 point. If teams are tied on points, the team with the superior Goal Differential will be awarded the higher seed. If teams are still tied after Goal Differential, the next tie breaker will be Goals For, followed by Head to Head result.

JERSEY SELECTION

- If players both choose the same team, the 'Away' team will use the Away Jersey that least resembles the Home team jersey