

NHL Connected Franchise League Rulebook

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1. League Overview

This league is a competitive NHL Connected Franchise designed for active, committed users who want a structured and fair competitive experience.

The goal of this league is to create a fun, competitive environment while maintaining:

- Consistent activity
- Fair gameplay
- Respectful competition
- Long-term league stability

By joining the league, all users agree to:

- Follow all rules outlined in this document
- Communicate with other league members
- Play fairly and avoid exploiting game mechanics
- Respect commissioner/admin decisions

Failure to follow league rules may result in penalties, including Force Losses (FL) or removal from the league.

2. Gameplay Settings

Official Gameplay Settings

- Difficulty: Superstar
- Period Length: 5 Minutes
- Injuries: On

Additional Notes:

- Gameplay settings are locked unless changed by league administrators
 - Any gameplay issues or unfair mechanics may be reviewed by admins
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3. Gameplay Conduct & Sportsmanship

All users are expected to play fairly and represent the league in a competitive manner.

Prohibited Actions:

- Puck ragging (intentional time wasting or refusing to attack in the defensive zone)
- Exploit/glitch goals
- Repeated abuse of broken game mechanics
- Quitting games intentionally

Additional Rules:

- Quitting mid-game will result in a Force Loss (FL) unless a legitimate connection issue is proven
- Running up the score is discouraged — users should use common sense and maintain sportsmanship

Admins reserve the right to review gameplay and issue penalties for unfair play.

4. League Activity & Advancement

This league will operate on a flexible schedule to allow users to complete games based on availability while maintaining consistent activity.

Game Activity Requirements:

- Users are expected to utilize the **LFG (Looking For Group) channel** to coordinate games
- Users should make every effort to complete a minimum of **8–10 games per week in real life**
- There is no specific weekly schedule or required order of games

Flexible Scheduling:

- Users may complete games whenever both players are available
- If two users are online and wish to complete multiple games against each other, they are permitted to do so
- Users may complete all remaining games against the same opponent in one session if both players agree

Activity Monitoring:

Admins will monitor league activity throughout the season.

If a player consistently fails to meet activity expectations, admins may issue penalties.

Potential penalties include:

- Warning
- Force Losses (FL)
- Loss of team control
- Removal from the league

When reviewing activity, admins may consider:

- Communication attempts
- Availability
- Effort to schedule games
- Overall league participation

5. Scheduling & Communication Rules

Communication Requirements:

- Users should actively communicate with opponents through league channels

- Players are expected to make reasonable attempts to schedule games

Scheduled Game Times:

When scheduling a game:

- Users must agree on a specific start time
- Vague scheduling such as:
 - "After 9"
 - "Later tonight"
 - "Whenever you're free"

is not considered a confirmed game time

Late Policy:

If a user is more than **15 minutes late** to an agreed start time, the on-time player may:

- Request a Force Win (FW)
- Reschedule the game

If a player expects to be late:

- They must communicate as soon as possible
- Ideally, communication should happen at least 30 minutes before the scheduled game time

Failure to communicate may result in a Force Win being awarded.

6. User vs User (H2H) Play Rules

- All games between users must be played fairly and competitively
- Users are responsible for coordinating games with opponents

If an opponent is inactive or refuses to communicate:

The active user must provide proof of communication attempts.

Admins may review the situation and may award:

- Force Win (FW)

based on the circumstances.

All Force Win decisions are subject to admin approval.

7. Streaming Guidelines

Regular Season:

- Streaming is **not required**
- Streaming is strongly recommended for:
 - League content
 - Transparency
 - Dispute resolution

Playoffs:

- Streaming is required for all playoff games
- The **home team is responsible for streaming the game**

Failure to stream playoff games may result in:

- Replay requirement
 - Admin review
 - Possible penalties
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8. Lagout / Disconnect Policy

First Disconnect:

- Restart game
- Restore score and time remaining as closely as possible

Second Disconnect:

- Restart game
- Offending player must take a penalty at the restart

Third Disconnect:

- Offending player receives a Force Loss (FL)

Additional Rules:

- Repeated disconnect patterns may result in removal
 - Proof (screenshots/clips) may be required for disputes
 - Admins reserve the right to review suspicious disconnects
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9. Inactivity & Removal Policy

Users are expected to remain active throughout the season.

Inactivity:

If a player goes multiple weeks without meeting activity expectations:

Admins may issue:

- Warning
- Force Losses (FL)
- Removal from the league

Grounds For Removal:

- Repeated inactivity
- Lack of communication
- Disconnect abuse
- Toxic behavior
- Repeated rule violations

Admins may remove users who negatively impact league activity or fairness.

10. Waitlist & Replacement Policy

If a user is removed from the league:

- The next available player on the waitlist will receive the opportunity to take over the open team

Replacement Process:

1. Player #1 on the waitlist receives the opportunity
2. Player #1 has **24 hours** to accept the spot and submit payment
3. If they decline or fail to respond:
 - Player #2 receives the opportunity
4. This continues until the position is filled

Additional Rules:

- Replacement users must pay the full buy-in
 - Replacement users assume control of the team immediately
 - Admins may skip users who are unavailable or previously inactive
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11. Trades & Asset Rules

Future Draft Pick Trading:

Users may not trade future year draft picks unless:

- The sending user has paid their fees for the following season
- The receiving user has paid their fees for the following season

This rule exists to prevent users from trading future assets and leaving the league before fulfilling commitments.

Admins reserve the right to void any trade that violates this rule.

12. Admin Authority & Disputes

Commissioners and admins have final authority over league decisions.

Admins may determine:

- Force Wins (FW)
- Force Losses (FL)
- Rule interpretations
- Player penalties
- Player removal

Force Loss Authority:

Commissioners/Admins reserve the right to issue a **Force Loss (FL)** to any player who:

- Violates league rules
- Engages in unfair gameplay
- Abuses game mechanics
- Attempts to exploit loopholes
- Acts against the spirit of fair competition

This authority applies even if a specific situation is not directly listed in the rulebook.

Dispute Process:

1. Submit proof (screenshots/clips)
2. Provide explanation of the situation
3. Admin review
4. Final ruling issued

All admin decisions are final.

13. Buy-In & Prize Structure

League Buy-In:

- League buy-in is **\$10 per user**
 - Payment must be completed before the season begins
 - Failure to pay may result in removal
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Prize Pool Distribution

All prizes will be distributed based on percentages of the total prize pool.

Note: Percentages are used in case the league does not reach 32 users. Dollar amounts below represent a full 32-user league (\$320 total pool).

Team Awards

Stanley Cup Winner

43.75%
(\$140 Example)

Stanley Cup Runner-Up

18.75%
(\$60 Example)

Presidents' Trophy

12.5%
(\$40 Example)

Individual Awards

Hart Trophy

4.69%
(\$15 Example)

Art Ross Trophy

4.69%
(\$15 Example)

Vezina Trophy

4.69%
(\$15 Example)

Norris Trophy

3.13%
(\$10 Example)

Final Notes

This rulebook exists to maintain a competitive, organized, and enjoyable league experience.

All users are expected to follow both the written rules and the overall spirit of fair competition.

Commissioners and admins reserve the right to make decisions necessary to protect league integrity and ensure a fair experience for all members.