

AXHL

Rule Book

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GAME TIMES

XBOX/PSN: SUNDAY- THURSDAY 9:55PM & 10:35PM EASTERN

THE GOLDEN RULE:

*DISREGARDING THE RULES OR FAILURE TO READ THE RULE BOOK IS **NOT** A VALID EXCUSE OR REASON FOR BREAKING THEM,*

*READING THE **RULE BOOK** IS **MANDATORY** AS WELL AS ABIDING BY THE RULES.*

*WE WILL NOW LOWER THE PUNISHMENT DUE TO YOU STATING “**I DIDN’T KNOW**” OR “**I WASN’T AWARE THAT WAS A RULE**” AS IT IS MORE OF A CLEAR-CUT ADMISSION OF GUILT/FAILURE TO READ THE RULES, AS A **TEAM OWNER/MANAGER/PLAYER**.*

TEAM OWNERS/MANAGEMENT ARE RESPONSIBLE FOR THEIR PLAYERS TO READ THE RULES

****LEAGUE-WIDE ANNOUNCEMENTS REGARDING RULES COUNT AS WARNINGS / 1ST OFFENCE WARNINGS****

THE AXHL DISCORD RULES

WE DO NOT HANDLE ISSUES FROM OTHER LEAGUES OR ISSUES FROM BEFORE WE WERE A LEAGUE

1. WE WILL NOT FOR ANY REASON PUT UP WITH PEOPLE USING DEROGATORY TERMS OR DISCRIMINATION, THIS INCLUDES AND IS NOT LIMITED TO; ADDRESSING PEOPLE'S RACE, SEXUALITY, MENTAL AND/OR PHYSICAL DISABILITIES, RELIGIOUS AND CULTURAL BELIEFS IN ANY OF THE CHANNELS (INCLUDING CHIRP CHANNEL, TEAM SERVERS, AND DM'S)

* IN CONJUNCTION WITH RULE #7 OF THE AXHL DISCORD RULES*

2. USING THE DISCORD ROLE @EVERYONE AND @HERE IS STRICTLY PROHIBITED.
UNLESS GRANTED PERMISSION BY AN ADMINISTRATOR.

IF BROKEN:

1ST OFFENSE: **WARNING**

2ND OFFENSE: **24-HOUR MUTE**

3RD OFFENSE: **1-WEEK MUTE AND 4-GAME SUSPENSION**

3. EXTENDED HARASSMENT OR PERSONAL ATTACKS OF ANY SORT ARE PROHIBITED IN THE LEAGUE DISCORDS (TEAM DISCORD IS INCLUDED AS IT'S AN EXTENSION OF THE LEAGUE SERVER) OR IN DMs.

(SPAMMING THEM WITH MESSAGES WHEN THEY AREN'T ANSWERING YOU OR CONTINUING AFTER A LEAGUE STAFF MEMBER HAS ASKED YOU TO STOP)

1ST OFFENSE = **1 WEEK SUSPENSION**

2ND OFFENSE = **1 SEASON BAN**

3RD OFFENSE = **PERMANENT BAN FROM THE LEAGUE**

4. A LOT OF THINGS MENTIONED IN THE DISCORD ARE CONSIDERED PLAYER TAMPERING.

(PUBLICLY ASKING FOR RELEASE, ASKING A PLAYER TO PLAY FOR YOUR TEAM WHILE ROSTERED ELSEWHERE, OWNERS AND TEAM MANAGEMENT CAN NOT MENTION TO ANY PLAYERS THINGS LISTED IN THE TRADE-BLOCK EITHER OR ANY OTHER OWNERS-ONLY CHANNEL.)

MOST THINGS HAVING TO DO WITH THE ROSTER FROM SIGNED PLAYERS OR OWNERS OR ANYTHING ALONG THOSE LINES ARE PROHIBITED.

IF YOU'RE **NOT** SURE IF IT'S PLAYER TAMPERING, THEN BE CAUTIOUS AND ASK, OR DON'T SAY IT AT ALL.

5. NO SPAM OR SELF-PROMOTION

-POSTING SPAM MESSAGES OR SPAMMING THE CHAT IS NOT ALLOWED AND WILL RESULT IN TIME OUTS AFTER A WARNING IF IT CONTINUES THEN SUSPENSION OR MORE SEVERE PUNISHMENTS CAN BE ISSUED!

-(SERVER INVITES, ADVERTISEMENTS, ETC) WITHOUT PERMISSION FROM AN UPPER STAFF MEMBER. NO SELLING, BUYING, OR TRADING IN OUR SERVER. THIS INCLUDES DMING FELLOW MEMBERS. (GROUP SPAMMING IS INCLUDED IN THIS AS IN MULTIPLE MEMBERS SPAMMING THE SAME MESSAGE)

1ST OFFENSE - **2 SEASON BAN**

2ND OFFENSE - **4 SEASON BAN**

3RD OFFENSE - **PERMANENT BAN**

(POSTING YOUR TWITCH IN THE PROPER CHANNEL IS NOT CONSIDERED "SELF-PROMOTION")

6. CHIRPING WILL BE ONLY IN THE CHIRP CHANNEL.

NOT IN THE GENERAL CHAT OR ANY OTHER CHAT CHANNEL. NO ONE MINDS CHIRPING AT ALL, JUST DON'T FILL UP THE OTHER CHAT CHANNELS WITH IT.

7. WE HAVE A 0 TOLERANCE FOR K.Y.S COMMENTS, RACIAL SLURS, SEXUALITY SLURS, SEXIST COMMENTS, THREATS WITH INTENT TO HURT ANOTHER COMMUNITY MEMBER OR THEIR FAMILY MEMBER(S), THREATENING TO SHOW UP AT THEIR HOUSE/WORK OR A PUBLIC PLACE WITH THE INTENT TO CAUSE BODILY HARM/DEATH, SELF HARM/MUTILATION COMMENTS/THREATS, HARASSMENT OF PLAYER(S)/STAFF AND NO GOING AFTER PEOPLE'S FAMILIES, RELIGIOUS BELIEFS. THESE WILL RESULT IN THE FOLLOWING PUNISHMENTS: MUTES, BANS, AND SECOND CHANCES DEPENDING ON THE SEVERITY OF THE ACTION

IN CONJUNCTION WITH RULE 1. OF THE AXHL DISCORD RULES

8. NO OBSCENE CONTENT.

THIS INCLUDES IMAGES, OR LINKS FEATURING NUDITY, SEX, HARD VIOLENCE, OR OTHER GRAPHICALLY DISTURBING CONTENT.

1ST OFFENSE: **WARNING**

2ND OFFENSE: **2-SEASON BAN**

3RD OFFENSE: **PERMA BAN**

THESE PUNISHMENTS ARE SUBJECT TO CHANGE BASED OFF THE SEVERITY OF THE BROKEN RULE

9. IF YOU SEE SOMETHING AGAINST THE RULES OR SOMETHING THAT MAKES YOU FEEL UNSAFE, LET STAFF KNOW.

WE WANT THIS SERVER TO BE A WELCOMING SPACE FOR EVERYONE!

10. PROMOTING OF OTHER SERVERS ALSO KNOWN AS PLAYER POACHING WITHOUT THE PERMISSION OF THE ADMINS WILL RESULT IN A PERMANENT BAN FROM THE LEAGUE.

11. THE MISUSE OF DISCORD CHANNELS

1ST OFFENSE: WARNING

2ND OFFENSE: 24-HOUR MUTE

3RD OFFENSE: 1-WEEK MUTE AND A 4 GAME SUSPENSION

12. AT LEAST 1 UPPER STAFF MEMBER IN EVERY TEAM DISCORD IS REQUIRED FOR THE PURPOSE OF PROVIDING SUPPORT WHERE NEEDED OR ADDRESSING CONCERNS IN A TIMELY MANNER. (UPPER STAFF MEMBER IS TO NOT BE FROM THAT CURRENT TEAM).

(CERTAIN CHANNELS ARE REQUIRED TO BE SEEN BUT YOUR LINEUPS DO NOT HAVE TO BE SEEN. FOR A LIST OF CHANNELS MANDATORY TO BE SEEN DM BARDOWNNINJA)

**** THEY ARE NOT TO BE TIMED OUT EVER****

13. BEING IN THE LEAGUE SERVER IS MANDATORY TO BE ELIGIBLE TO PLAY, IF YOU LEAVE THE LEAGUE SERVER YOU WILL HAVE 24 HOURS TO RETURN OR IT WILL BE CONSIDERED TEAM ABANDONMENT WHICH RESULTS IN A 2-SEASON BAN.

14. ILLEGAL PLAYERS BEING PLAYED:

IF AN ILLEGAL PLAYER IS PLAYED THE FOLLOWING PUNISHMENT(S) WILL RESULT:

1ST OFFENSE: FF OF STATS FOR THAT PLAYER AND A WARNING ISSUED TO TEAM MANAGEMENT

2ND OFFENSE: FFL OF THE ENTIRE GAME, A 6-GAME SUSPENSION TO TEAM MANAGEMENT

3RD OFFENSE: OWNER AND MANAGEMENT REVIEW AND CAN BE REMOVED AND NEW OWNER/MANAGEMENT PUT IN PLACE.

***THESE RULES WHEN BROKEN WILL COME WITH PUNISHMENTS AND ARE SUBJECT TO CHANGE WITH THE SEVERITY OF THE RULE BROKEN! ***

(LEAGUE PLAY PUNISHMENT MAY ALSO BE ADDED TO MUTES IF ADMINS SEE FIT)

GAME NIGHT RULES

THE HOME TEAM JERSEY MUST BE DARK.

THE AWAY TEAM JERSEY MUST BE LIGHT.

ALTERNATE JERSEYS MUST FOLLOW THE TEAM COLOUR SCHEME.

IF YOU BREAK THESE RULES IT WILL BE A SUSPENSION.

THE SUSPENSION WILL DEPEND ON HOW MANY WARNINGS YOU HAVE RECEIVED.

GAME CODES

GAME IDs HAVE SUGGESTED GAME CODES FOR GAMES.

NOT ALL IDs ARE ACCEPTABLE BY EA.

MSO DOESN'T PICK UP GAME CODES, THE IMPORTANT THING IS THE SIDE SELECTION.

PLEASE ENSURE "HOME TEAM" HAS THEIR SIDE SELECTED AS "HOME" AND "AWAY TEAM" SELECTED AS "AWAY".

GAMES PLAYED WITH THE HOME AND AWAY SWAPPED MAY BE ASSOCIATED WITH EARLIER OR LATER GAMES IN THE SCHEDULE, OR MAY BE LOST ALTOGETHER.

THE AWAY TEAM MUST TELL THE HOME TEAM WHICH ONE OF THE THREE ELIGIBLE SERVERS ARE BEING VETOED BY 7:55PM EASTERN

FAILURE TO DO SO WILL RESULT IN THE HOME TEAM BEING ABLE TO SELECT FROM ANY OF THE THREE ELIGIBLE SERVERS.

THE HOME TEAM MUST TELL THE AWAY TEAM WHICH SERVER THE GAME IS BEING PLAYED ON FROM ONE OF THE TWO REMAINING ELIGIBLE SERVERS BY 8:55PM EASTERN.

FAILURE TO DO SO WILL RESULT IN THE GAME BEING DEFAULTED BACK TO THE NA CENTRAL SERVER.

ELIGIBLE SERVERS FOR THE GAMES TO BE PLAYED ON ARE:

NORTH AMERICA EAST, NORTH AMERICA CENTRAL OR NORTH AMERICA WEST

MANAGER ON DUTY:

TEAM OWNERS/MANAGEMENT ARE TO APPOINT A **MOD** AND TO LET THE OTHER TEAMS MANAGEMENT KNOW WHO THAT IS AT LEAST **1 HOUR AND 30 MIN** BEFORE GAME TIME.

MOD IS THE POINT OF CONTACT FOR THE NIGHT'S GAMES.

****THERE IS NO MERCY RULE****

GAME 1

PENALTIES WILL BE ENFORCED IF NOT SEARCHING BY **10 P.M. (EST)**.
FORFEIT **WINS** WILL BE GRANTED TO THE TEAM SEARCHING IF THE GAME HAS NOT STARTED BY **10:10 PM (EST)**

GAME 2

PENALTIES WILL BE ENFORCED IF NOT SEARCHING BY **10:55 P.M. (EST)** AT THE LATEST IF AND ONLY IF THERE WAS A LAG OUT A DELAYED START OR THE GAME WENT INTO OVERTIME.
FORFEIT **WINS** WILL BE GRANTED TO THE TEAM SEARCHING IF THE GAME HAS NOT STARTED BY **11:00 PM (EST)**.

***EA** CONNECTION ISSUES OCCUR IF IT HAS BEEN DETERMINED THAT THE INABILITY TO CONNECT ON TIME WAS DUE TO **EA**, PENALTIES, AND FORFEITS ARE NOT APPLIED. TEAMS NEED TO BEGIN GAMES BY **15** PAST THE SCHEDULED TIME OR IT NEEDS TO BE RESCHEDULED. IF THE ISSUE IS CAUSED BY **EA** OR **XBOX/PSN** CONNECTION ISSUES.*

DO NOT TAKE ADVANTAGE OF THESE RULES! JUST BECAUSE YOU HAVE 15 MINUTES DOESN'T MEAN EVERY TEAM SHOULD WAIT FOR YOU FOR 15 MINUTES TO START THE GAME!

THE PENALTY FOR BEING LATE WILL HAPPEN AT THE **VERY** START OF THE GAME AND THE TEAM WHO WAS LATE WILL IMMEDIATELY TAKE THE FASTEST POSSIBLE PENALTY BUT DOING SOMETHING LIKE TOSSING THE PUCK OVER THE GLASS IN THE DEFENSIVE ZONE OR HAVE THE GOALIE SKATE INTO THE TRAPEZOID.

IF A GAME IS PLAYED IT COUNTS. IF A GAME IS ENTERED AFTER THE GRACE PERIOD IT WILL BE CONSIDERED THAT IT IS IMPLIED THAT BOTH TEAMS WAIVED THEIR RIGHT TO A FORFEIT CLAIM AND THE RESULTS OF THE GAME WILL STAND.

BE SURE TO GET SCREENSHOTS AT THE END OF THE GAME.

STATS SCREENSHOTS

STATS MUST BE SUBMITTED BY **12:30 AM** FAILURE TO DO SO WILL RESULT IN PUNISHMENTS, EACH STRIKE WILL DEPEND ON SEVERITY. **(THIS IS THE ENTIRE TEAMS RESPONSIBILITY NOT JUST THE OWNER/MANAGEMENT)**

FIRST OFFENSE = REMINDER AND WARNING

SECOND OFFENSE = OWNER AND/OR MANAGEMENT **2 GAME** SUSPENSIONS AND **FF** OF STATS

THIRD OFFENSE = **FFL** FOR THE TEAM & MORE SEVERE GAME SUSPENSIONS FOR MANAGEMENT

ALL SCREENSHOTS **MUST** BE READABLE/LEGIBLE.

DON'T SEND US LOW-QUALITY PICTURES WITH BLURRY NUMBERS AND UNCLEAR STATS.

LAGOUTS

WHEN A LAGOUT OCCURS,

YOU **MUST** BACK OUT

AT THE **END** OF THE PERIOD.

(DO NOT FORGET SCREENSHOTS WHEN THIS HAPPENS)

CPU GOALS COUNT IN ANY SITUATION

NO MATTER WHICH TEAM HAS A LAG OUT, AT THE END OF THE PERIOD YOU **MUST** BACK OUT AND BRING THE PLAYER BACK INTO THE GAME.

AT THAT POINT YOU PLAY THE REMAINING TIME IN THE GAME, **MEANING** IF YOU HAD A PLAYER LAG OUT IN THE FIRST PERIOD AND COMPLETED THE PERIOD, YOU'VE GOT **2** PERIODS REMAINING.

EVERYONE BACKS OUT, THEN LOADS BACK INTO THE GAME AND YOU PLAY PERIODS **1** AND **2** THEN QUIT.

IF THE SAME TEAM LAGS OUT THREE TIMES IT'S CONSIDERED A FFL (PUCK

MUST HAVE DROPPED)

IF A GOALIE LAGS OUT NOTE THE TIME PLAYED GET SCREENSHOTS, GET EVERYONE BACK IN THE LOBBY AND RUN THE CLOCK DOWN TO THAT TIME, IF THERE WAS ONLY **2** MIN OR LESS LEFT IN THE PERIOD THEN START THE NEXT PERIOD WITH THE SCORE WHERE IT WAS AT BEFORE THE LAG OUT, AND PLAY THE REMAINING PERIODS.

TEAMS ARE NOT ALLOWED TO CHANGE THEIR JERSEYS OR BUILD AFTER A LAGOUT TO ENSURE A MORE FAVORABLE OUTCOME.

THIS WILL RESULT IN A FFL IF YOU ARE CAUGHT DOING SO.

AFTER 3 LAGOUTS BY THE SAME TEAM IT WILL BE CONSIDERED A FFL. (PUCK MUST HAVE DROPPED)

SPORTSMANSHIP/IN-GAME RULES

SHOW SPORTSMANSHIP DURING GAMES.

WE ARE HERE TO HAVE FUN IN A COMPETITIVE LEAGUE.

CPU GOALS

CPU GOALS WILL COUNT IN ANY SITUATION

IF A CPU GOAL IS SCORED THEN IT WILL STAY IN THE BOX SCORE BUT NOT ADDED TO A PLAYERS STAT LINE AS IT WASN'T A USER CONTROLLED PLAYER THAT SCORED.

GLITCHING

EXPLOITS, CHEATS, MODS, OR ANY OTHER FORM OF TAMPERING WITH THE GAME OR ITS INTENDED GAME-PLAY ARE HEREBY PROHIBITED.

THESE THINGS CANNOT BE SPECIFICALLY COVERED BY THE RULES, AND THEREFORE ARE ALL CATEGORIZED AS ONE.

GOALIE FIGHTS AT ANY TIME, ESPECIALLY IN THE 3RD PERIOD

ANY OF THESE TYPES OF EXPLOITS NEED TO BE BROUGHT TO THE LEAGUE STAFF AS QUICKLY AS POSSIBLE TO BE

ABLE TO IDENTIFY ITS EFFECT BETTER. IF POSSIBLE, A RULE MAY BE LATER CREATED WHERE THE LEAGUE SEES FIT.

IF A GOAL IS SCORED AS A RESULT OF THIS ILLEGAL MOVE IT WILL BE OVERTURNED VIDEO PROOF IS NEEDED

2 GAME SUSPENSION TO PLAYER FOR 1ST OFFENSE

4 GAME SUSPENSION TO PLAYER AND TEAM MANAGEMENT FOR 2ND OFFENSE

PLAYER BAN AND MANAGEMENT REVIEW AND TEAM FFL FOR 3RD OFFENSE

NO RAGGING OF THE PUCK

RESETTING IN THE OFFENSIVE ZONE IS FINE, BUT EXCESSIVELY SITTING IN THE OFFENSIVE/DEFENSIVE ZONE OR PLAYING KEEP AWAY WHILE UP 2 GOALS OR MORE I.E. 3-1 IS CONSIDERED RAGGING THE PUCK.

ANY PLAYER(S) FOUND GUILTY OF RAGGING WILL BE GIVEN A 2-GAME SUSPENSION FOR 1ST OFFENSE

4 GAME SUSPENSION FOR PLAYER(S) AND MANAGEMENT FOR 2ND OFFENSE

PLAYER(S) BANNED AND 1 WEEK SUSPENSION FOR MANAGEMENT AND TEAM FFL FOR 3RD OFFENSE

NO GOALIE TROLLING/ INTERFERENCE

IF YOUR TEAM IS UP BY 2 OR MORE GOALS I.E. 5 - 0 AND YOUR GOALIE PULLS HIMSELF UNNECESSARILY TO "TROLL" THE OTHER TEAM OR

GOALTENDERS MAY NOT DRAW AN INTERFERENCE CALL AWAY FROM THEIR CREASE UNLESS THEY ARE ATTEMPTING TO PLAY THE PUCK. A GOALTENDER MAY NOT STEP OUT OF HIS/HER CREASE FOR THE PURPOSE OF IMPEDING A PLAYER'S PROGRESS OR TO DRAW AN INTERFERENCE CALL. THERE ARE NO RESTRICTIONS ON A GOALTENDER'S MOVEMENTS IN RELATION TO KEEPING THE PUCK OUT OF THE NET OR COMING OUT OF THE NET TO ATTEMPT TO PLAY THE PUCK (NOT JUST TO GET IN THE WAY). THIS INCLUDES DESPERATION SAVES TO INTENTIONALLY TRIP A PLAYER UNNECESSARILY.

IF A GOAL IS SCORED BY THE OFFENDING TEAM DUE TO THIS ILLEGAL MOVE THE GOAL WILL BE OVERTURNED VIDEO PROOF IS NEEDED

ANYONE FOUND GUILTY OF THIS WILL RESULT IN THE FOLLOWING:

2 GAME SUSPENSION TO THE GOALIE FOR 1ST OFFENSE AND A LOSS OF STATS

4 GAME SUSPENSION TO GOALIE AND MANAGEMENT FOR 2ND OFFENSE AND LOSS OF STATS FOR THE GOAL-IE.

THE GOALIE BANNED AND 1 WEEK SUSPENSION FOR MANAGEMENT AND A TEAM FFL FOR 3RD OFFENSE.

SELF BOARD PLAY

SELF-BOARD PLAY IS ONLY LEGAL IN TWO SITUATIONS THAT DOES NOT RESULT IN A GOAL SCORED:

A PLAYER MAY PIN HIM/HERSELF BEHIND THE GOAL LINE IN THE DEFENSIVE ZONE.

A PLAYER MAY PIN HIM/HERSELF BEHIND THE GOAL LINE IN THE OFFENSIVE ZONE IF AND ONLY IF THEY ARE THE FIRST TO THE PUCK IN A FOOTRACE OFF OF A DUMP FROM OUTSIDE THE ZONE (THIS INCLUDES HARD-AROUND PASSES).

* IF A GOAL IS SCORED DUE TO THIS ILLEGAL MOVE THE GOAL WILL BE OVERTURNED VIDEO PROOF IS NEEDED*

CONTINUATION OF BREAKING THIS RULE CAN RESULT IN A BAN AND FFL'S

NO GOALIE TRIPPING

DO NOT COME OUT OF THE CREASE TO TRIP OR HOLD A PLAYER BEHIND THE NET, DO NOT STACK THE PADS/ DESPERATION SAVE TO INTENTIONALLY TRIP A PLAYER EITHER WHEN NOT NECESSARY.

(HOLDING A PLAYER IN THE NET IS INCLUDED HERE)

ANY PLAYER FOUND GUILTY OF THIS WILL BE GIVEN A 2 GAME SUSPENSION FOR 1ST OFFENSE, GOALIE AND MANAGER WILL BE GIVEN A 4 GAME SUSPENSION FOR SECOND OFFENSE AND GOALIE AND MANGER WILL BE GIVEN A WEEK SUSPENSION AND THE TEAM HANDED A FFL FOR 3RD OFFENSE.

THROWING GAMES

INTENTIONALLY MAKING SURE YOUR TEAM DOES NOT WIN THE GAME AND DOING EVERYTHING YOU CAN TO LOSE THAT GAME BY ANY MEANS POSSIBLE.

1ST OFFENSE = 1 WEEK SUSPENSION.

2ND OFFENSE = 1 SEASON BAN AND TEAM FFL.

3RD OFFENSE = PERMA BAN.

BODY BLOCKING

INTENTIONALLY BLOCKING A PLAYER'S PROGRESS FROM GETTING BACK INTO THE PLAY OR TO TRY AND FORCE AN OFFSIDE IS PROHIBITED BLOCKING A PERSON INTENTIONALLY FOR MORE THAN 3 SECONDS (REAL-TIME) IS NOT ALLOWED, DOING PLAYERS WILL RESULT IN ONE OF THE FOLLOWING PUNISHMENTS AND IF A GOAL IS SCORED AS A RESULT OF THIS IT WILL BE OVERTURNED VIDEO PROOF IN REQUIRED:

2 GAME SUSPENSION FOR THE PLAYER FOR 1ST OFFENSE

4 GAME SUSPENSION FOR PLAYER AND TEAM MANAGEMENT FOR 2ND OFFENSE

THE PLAYER BANNED AND ONE WEEK SUSPENSION FOR TEAM MANAGEMENT AND A TEAM FFL FOR 3RD OFFENSE

TROLLING

PAUSING THE GAME WHILE UP BY 3 OR MORE GOALS WITH UNDER A MINUTE LEFT IN THE THIRD PERIOD WILL BE CONSIDERED TROLLING AND WILL RESULT IN THE FOLLOWING PUNISHMENTS:

1ST: A WARNING

2ND: 2 GAME SUSPENSION FOR MANAGEMENT AND A 2 MIN PEN TO START THE NEXT GAME

3RD: LOSS OF STATS, 4+ GAME SUSPENSION FOR MANAGEMENT, AND A 5 ON 3 TO START THE NEXT TWO

GAMES.

ILLEGAL PLAYERS BEING PLAYED

IF AN ILLEGAL PLAYER IS PLAYED THE FOLLOWING PUNISHMENT(S) WILL RESULT:

1ST OFFENSE: FF OF STATS FOR THAT PLAYER AND A WARNING ISSUED TO TEAM MANAGEMENT

2ND OFFENSE: FFL OF THE ENTIRE GAME, A 6-GAME SUSPENSION TO TEAM MANAGEMENT

3RD OFFENSE: OWNER AND MANAGEMENT REVIEW AND CAN BE REMOVED AND NEW OWNER/MANAGEMENT PUT IN PLACE.

RAGE QUITTING / LEAVING A GAME EARLY

RAGE QUITTING A GAME/ LEAVING A GAME EARLY (WHEN A LAGOUT DOES NOT HAPPEN) BECAUSE YOU ARE LOSING OR ARE MAD AT YOUR TEAM IS PROHIBITED, THE LEAGUE DOES NOT HAVE A MERCY RULE YOU PLAY THE GAMES IN FULL. FAILURE TO DO SO WILL RESULT IN THE FOLLOWING PUNISHMENTS:

1ST OFFENSE: A 4 GAME SUSPENSION AND A LOSS OF PLAYER STATS FOR THE PLAYER WHO QUIT

2ND OFFENSE: A 4-GAME SUSPENSION FOR THE PLAYER WHO QUIT AND MANAGEMENT AND A FFL.

3RD OFFENSE: A 2 SEASON BAN AND A 6 GAME SUSPENS FOR MANAGEMENT AND A FFL

IF THE PLAYER WHO RAGE QUIT IS TEAM MANAGEMENT THEIR PUNISHMENTS WILL BE MORE SEVERE AND THEIR POSITION AS TEAM MANAGEMENT WILL BE REVIEWED

PLAYER GENERAL RULES

HARASSING, THREATENING, OR DISCRIMINATING AGAINST ANY PLAYER OR MANAGEMENT MEMBER IN THE AXHL WILL RESULT IN LEAGUE DISCIPLINE DEPENDING ON THE SEVERITY OF THE SITUATION UP TO A PERMANENT BAN FROM THE AXHL.

WE CAN ONLY ENFORCE THIS IN LEAGUE-SANCTIONED COMMUNICATIONS, WHICH INCLUDE THE LEAGUE DISCORD, INDIVIDUAL TEAM DISCORDS, DISCORD PMs, XBOX MESSAGES, AND ANY SITUATION WHERE A PLAYER GOES OUT OF THEIR WAY TO CARRY OUT THESE SPECIFIED ACTS OF AGGRESSION AGAINST ANOTHER LEAGUE MEMBER (I.E SOCIAL MEDIA).

INSTANCES OF HARASSMENT INCLUDE, AND ARE NOT LIMITED TO:
BERATING A PLAYER, POSTING PERSONAL PICTURES OF ANOTHER PERSON, EXPOSING THE PERSONAL INFO OF ANOTHER PLAYER, AND REFUSING TO STOP WHEN INSTRUCTED.

INSTANCES OF THREATENING A PERSON INCLUDE, AND ARE NOT LIMITED TO:
SERIOUS DEATH THREATS, SERIOUS THREATS OF INJURY, AND THREATS UPON SOMEONE'S FAMILY AND FRIENDS.

INSTANCES OF DISCRIMINATION INCLUDE, AND ARE NOT LIMITED TO:
SLURS OF ANY FORM, ATTACKING SOMEONE BECAUSE OF RACE OR SEXUAL ORIENTATION, AND MAKING GENERAL STATEMENTS AGAINST A RACE OR SEXUAL ORIENTATION.
DON'T BE TOXIC.

IF A PLAYER CHANGES THEIR GAMERTAG THEY MUST INFORM THEIR TEAM MANAGEMENT AT LEAST 1 HOUR PRIOR TO THEIR NEXT GAME IN ORDER FOR A GAMERTAG CHANGE FORM TO BE SUBMITTED. IT IS ALSO IMPORTANT THAT A MEMBER OF TEAM MANAGEMENT MESSAGES A LEAGUE MANAGER TO LET THEM KNOW OF THE GAMERTAG CHANGE FORM SUBMISSION.

ANY PLAYER CAUGHT PLAYING ON A DIFFERENT GAMERTAG WITHOUT PERMISSION FROM LEAGUE MANAGEMENT WILL BE SUBJECT TO LEAGUE DISCIPLINE AND THEIR TEAM WILL FORFEIT THE GAME.

IF A PLAYER REPORTS OPEN AVAILABILITY FOR A GAME AND IS THEN SCHEDULED, THEY ARE REQUIRED TO PLAY IN THAT GAME.

LETTING TEAM MANAGEMENT KNOW AT LEAST 1 HOUR PRIOR TO THE GAME WILL ABSOLVE PLAYERS OF DISCIPLINARY ACTION.

FAILURE TO SHOW UP TO GAMES WITHOUT ADEQUATE NOTICE WILL BE CONSIDERED ABANDONMENT. MULTIPLE FAILURES TO REPORT ON TIME FOR GAMES WILL LEAD TO LEAGUE-ENFORCED DISCIPLINARY ACTION.

QUITTING OUT OF A LEAGUE GAME WILL RESULT IN LEAGUE DISCIPLINE UP TO AND INCLUDING A BAN FROM THE LEAGUE.

THE SCALE OF THE GAME AND REPEAT OFFENSES WILL DICTATE THE SEVERITY OF THE PUNISHMENT

OWNER RULES

SIGNING UP TO OWN A TEAM IMPLIES A SEASON-LONG COMMITMENT. BREAKING THE CONTRACT EARLY HURTS THE ENTIRE LEAGUE.

A TEAM MAY NOT FORFEIT MORE THAN 10% OF THEIR SCHEDULED GAMES OR THEY WILL BE AT RISK OF LOSING THEIR SPOT IN THE LEAGUE TO A REPLACEMENT. QUITTING A GAME EARLY IS CONSIDERED A FORFEIT.

ALL OWNERS ARE REQUIRED TO KEEP THEIR TEAM ACTIVITIES FOR THE WHOLE SEASON.

ANY OWNER THAT ABANDONS THEIR TEAM, EITHER VOLUNTARILY OR BY LEAGUE DISCIPLINE, WILL RECEIVE A BAN OR A PUNISHMENT AS SEEN FIT BY MANAGEMENT OFFICIALS.

IN THE EVENT THAT AN OWNER NEEDS TO STEP AWAY FROM THEIR TEAM, LEAGUE MANAGEMENT MUST BE CONTACTED AND A REPLACEMENT OR INTERIM OWNER MUST BE ASSIGNED.

THE INTERIM OR REPLACEMENT MUST FULFILL THE DUTIES UNTIL THE SEASON IS OVER.

ALL AXHL MEMBERS WHO WISH TO APPLY TO BE AN OWNER OF A TEAM MUST FILL OUT THE MANAGEMENT APPLICATION FORM AND PASS THE OWNERSHIP QUIZ BEFORE BEING ADDED TO THE PRESEASON SCHEDULE.

ANY TEAM THAT FORFEITS A GAME DURING THE 1ST WEEK OF THE REGULAR SEASON IS SUBJECT TO REPLACEMENT AT THE DISCRETION OF THE LEAGUE OWNER OR OTHER AFFILIATED LEAGUE STAFF.

TEAM MANAGEMENT

OWNERS HOLD THE RIGHT TO REMOVE THEIR APPOINTED MANAGEMENT IF IT HAS BEEN DETERMINED THAT THEY ARE NOT PERFORMING TO EXPECTATIONS.

THE LEAGUE DOES NOT BOTHER WITH YOUR TEAM'S INTERNAL AFFAIRS UNLESS ABSOLUTELY NECESSARY.

TEAM OWNERS OR ANY MEMBER WITH ACCESS TO THE TRADE BLOCK, MAY NOT DISCLOSE THE CONTENTS OF THE TRADE BLOCK.

TEAM OWNERS AND STAFF MAY ONLY DISCUSS THE TRADE BLOCK WITH OTHERS WHO HAVE PERMISSION TO VIEW THE CHANNEL.

TEAMS ARE NOT ALLOWED TO TELL PLAYERS TO REQUEST A RELEASE FROM THEIR CURRENT TEAM. ANY FORM OF TEAM TAMPERING AND/OR REPEATED ATTEMPTS WILL RESULT IN THE TEAM OWNER/ASSISTANTS BEING DEMOTED, SUSPENDED, OR BANNED AND NEW MANAGEMENT PUT IN PLACE.

THE TEAM OWNER IS ULTIMATELY RESPONSIBLE FOR THE TEAM.
GMS OR AGMS/CAPTAINS ARE ALL INTERNALLY PROMOTED.
THEY DID NOT OFFICIALLY SIGN UP TO MANAGE A TEAM.

THE LEAGUE RECOGNIZES INTERNAL PROMOTIONS WITHIN THE DISCORD CHAT CHANNELS & WEBSITE. GM/AGMS WILL BE GIVEN PRIVILEGES TO COMMUNICATE AS NECESSARY TO ENSURE GAME SCHEDULING IS UPHELD.

TEAM MANAGEMENT BELOW THE OWNER ROLE WILL SIMPLY BE CONSIDERED "PLAYERS". DECISIONS OR AGREEMENTS MADE BY THE ACTUAL TEAM OWNER ARE RECOGNIZED BY LEAGUE MANAGEMENT.

OWNERS THAT STEP DOWN FROM MANAGEMENT DURING AN ACTIVE SEASON WILL RELINQUISH THEIR TRADE/RELEASE REQUEST.

THE RELEASE REQUEST WAS USED FOR THE MANAGEMENT ROLE. THE CONTRACTS REMAIN TRADEABLE IF THE NEWLY INSTITUTED OWNER SO CHOOSES

TEAM CLUB AND BRANDING RULES

THE CLUB USED FOR LEAGUE GAMES MUST BE ASSOCIATED WITH THE TEAM CHOSEN BY THE OWNER AND CAN NOT BE CHANGED AT ANY POINT.

(TEAMS CAN BE CHOSEN FROM ONE OF THE FOLLOWING LEAGUES: NHL, AHL, ECHL
(UNLESS APPROVED BY LEAGUE ADMINISTRATORS)

(CLUB ARE OWNED BY THE LEAGUE NOT ONE SPECIFIC PLAYER IF AN OWNER IS REMOVED THE CLUB MUST BE TURNED OVER TO THE NEW OWNER.)

(CLUBS MUST REMAIN PUBLIC SO THAT PLAYERS OF THE TEAM HAVE ACCESS TO THE CLUB INCASE THE TEAM MANAGEMENT ISN'T AROUND TO GIVE ACCESS TO PLAYERS.)

THE TEAM BRANDING MUST MATCH THE BRANDING OF THE TEAM AND THE LEAGUE THEY REPRESENT IN THE LEAGUE.

FORFEITS MAY BE ASSIGNED IF THE TEAM REFUSES TO USE THEIR ASSIGNED BRANDING.

A TEAM'S GOALPOSTS MUST BE VISIBLE. 50% OR DARKER ON THE GREYSCALE.

HOME JERSEYS ARE DARK.
AWAY JERSEYS ARE LIGHT.

ALTERNATE JERSEYS CAN BE ANY STYLE OR COLOR THE TEAM CHOOSES.
LIGHT-COLORED ALTERNATES MAY ONLY BE USED AS ROAD JERSEYS TO AVOID ANY ISSUES.

TEAM BRANDING MUST BE APPROVED BY LEAGUE MANAGEMENT.

COLOR SCHEMES WILL BE REJECTED IF TOO MANY TEAMS ARE ATTEMPTING TO USE THE SAME SCHEME OR IF THE SCHEME IS CONSIDERED TO NOT REPRESENT THE TEAM IT'S MADE FOR PROPERLY.
FIRST COME FIRST SERVE FOR LOGOS/COLORSETS.

TEAMS MUST USE EITHER THE CITY OR THE STATE/PROVINCE THAT THE TEAM IS LOCATED IN FOR THE CLUB'S LOCATION.

ANNOUNCERS TELLING US THAT THIS NEW YORK TEAM IS FROM PARAGUAY ISN'T ALLOWED, ALTHOUGH WE AGREE IT'S KIND OF FUNNY.

JUNIOR STADIUMS: ALL STADIUMS ARE ALLOWED

ROSTERS

All AXHL Teams have a maximum roster limit of 20 players and a roster minimum of 12. Team management is included in this number.

All players must be on the roster by time the rosters lock on game days and must meet the minimum/max roster size failure to do so will result in disciplinary actions.
No free agents on the Nightly Lineup.

Proper way to sign a player:

1. Make sure player is a free agent
 2. Ask the player if they agree to sign with your team (must have team name in it)
 3. Take a screenshot if the player agrees
 4. Post the screen shot in the Role Request channel of the league discord
 5. Tag one of the following member: League owner/Co-owner, Commissioner, Head of stats/stats team member and wait for approval once approved then add the player to your team discord
- *If you have not received an approval notice by time rosters are locked player is not allowed to play make sure to tag or dm us if getting close to the rosters being locked time*

PLAYER REMOVAL

Fill out the player removal form found in the Links section of the league discord or on the league website.

A 48-hour warning of removal must be given a screenshot of them not replying must be provided in the form, the players GT and Discord, A valid reason why you are filling for a Player removal. A Valid reasoning would be Inactive, or left the team and league discord are just a couple reasons.

TRADE/RELEASE REQUESTS

ROSTER MOVES ARE LOCKED ON A NIGHTLY BASIS 1 HOUR BEFORE GAME TIME.
No roster moves (Trades, Signings, Releases) AFTER 8:55 PM (EST)/ 8:15 pm (est PSN).
Roster moves reopen after 11:30 pm (EST All of AXHL)

Players may request 1 release per season.

When a player requests a release, the owner has 48 hours to trade the player.
At the end of 48 hours if they were unable to find a suitable trade the player is released.
At this point the player will enter the waiver wire for 24 hours and can be claimed by any team. If they clear waivers then at this point the player then is ONLY allowed to sign with teams in the bottom 1/3 of standings. * Standings will hold true until the following presea-

son*

Players may request 1 TRADE request per season.

When a player requests a TRADE request, the owner has 72 hours to trade the player.
At the end of 72 hours, if they were unable to find a suitable trade the player is released.
At that point the player will enter the waiver wire for 24 hours and can be claimed by a team.

Players MUST play for their new team 2 games in 1 calendar week before they can request a trade or release.

Trades will be on a probationary basis of 1 calendar week.
Players involved in the trade must be active and willing to play for their new team or the trade will be considered void.
Players must play 2 scheduled games with their new team before they can ask for release.

WAIVER WIRE

Teams will be placed into a priority order which will be shown to teams management in a specific channel. If multiple teams place a claim on a player who is on waivers the player will go to the team who is higher on the priority list, once a claim is used and is successful that team will go to the bottom of the list moving everyone who was below them up one spot.

Teams have unlimited claims up until the transactions deadline

FULL TRANSACTION DEADLINE

THE DEADLINE FOR TRADES AND RELEASES ARE The END of WEEK 3 SO 30 GAMES (The Sunday of Week 4 (Sunday 8:00pm eastern and finalized roster have to be submitted by 8:55pm eastern or a 2 min penalty will be issued if not submitted by the second game then another 2 min pen will be assed)

Rosters must be current at least 1 hour prior to the day's 1st game (8:55 PM EST).
Any trades not completed by this deadline will be considered invalid until the following day.

After the trade deadline NO PLAYERS may ask for a release until the playoffs have completely ended or the team has been eliminated.

ALL TRADES MUST BE HELD FOR 1 WEEK BEFORE YOU CAN TRADE A PLAYER AGAIN Incase a trade needs reversed, players haven't been moved to other teams in the meantime.

Players that refuse to play for a new team after a trade will be banned. And the trade will be reversed.

Trades do not have to be 1 for 1 they can be 1 for 2 max

IF A PLAYER LEAVES OR GETS BANNED FROM THE LEAGUE WITHIN 24 HOURS OF A TRADE IT IS REVERSED

PRE-SEASON

THE PRESEASON GAMES ARE MANDATORY, SCREEN SHOTS ARE REQUIRED AS TO CREATE A GOOD HABIT TO GET THE SCREENSHOTS AND FOR US TO HELP NEW OWNERS LEARN WHAT THE PROPER SCREENSHOTS ARE. THE LAST 2 NIGHTS OF PRESEASON PROPER SCREEN SHOTS AND GAMES ARE TO BE TREATED LIKE REGULAR SEASON GAMES.

IF 10% OR MORE OF PRESSING GAMES ARE FF'S YOUR MANAGEMENT POSITION WILL BE REVIEWED AND CAN BE STRIPPED AWAY.

PLAYOFFS

RULES: - NORMAL LEAGUE RULES APPLY

-PLAYERS/GOALIES MUST HAVE A TOTAL OF 5 GAMES PLAYED MINIMUM IN THE LEAGUE TO BE ELIGIBLE TO PLAY IN PLAYOFFS.

(FALIUR TO MEET ROSTER MINIMUM DUE TO NOT ENOUGH ELIGIBLE PLAYERS WILL RESULT IN LOSS OF YOUR PLAYOFF SPOT)

-AWAY TEAM IS TO SUBMIT THEIR LINEUP BY 5:55 PM EASTERN NO LATER (SUBS/ECUs MUST BE LISTED)

-THE HOME TEAM IS TO SUBMIT THEIR LINEUP BY 7:55 PM EASTERN NO LATER (SUBS/ECUs MUST BE LISTED)

- LATE SUBMISSIONS WILL RESULT IN A PENALTY(S) (STARTING WITH A 2 MIN PENALTY)

-THE VETO SYSTEM IS IN PLACE SAME TIME FRAMES FOR THE VETO'S REMAIN IN AFFECT

(AWAY TEAM MUST SUBMIT WHICH SERVER THEY VETO EITHER NA WEST, NA EAST OR NA CENTRAL BY 7:55PM EASTERN FAILURE TO DO SO WILL ALLOW THE HOME TEAM TO SELECT FROM ANY OF THE THREE SERVERS)

(HOME TEAM MUST THEN TELL THE HOME TEAM WHICH SERVER THE GAME IS PLAYED ON FROM ONE OF THE REMAINING SERVERS BY 8:55PM FAILURE TO DO SO WILL RESULT IN THE GAME BEING PLAYED ON NA CENTRAL)

- TEAM NAMES MUST HAVE AXHL OR XHL IN FRONT OF IT!

-THE SAME LINE CAN NOT BE PLAYED MORE THAN TWO GAMES IN A ROW (MEANING A MINIMUM OF 3 PLAYERS MUST BE CHANGED OUT BUT NO GOALIE CAN PLAY MORE THAN 2 GAMES IN A ROW AND CAN NOT BE PLAYED AS A SKATER).

-POSITION CHANGES ARE NOT ALLOWED IF THE PLAYER SUBSTITUTION IS DUE TO A LAG OUT.

-IF SUBING A PLAYER OUT YOU MUST POST WHO IS SUBBING IN FOR WHO AND WHAT POSITION IF POSITIONS ARE CHANGING THEN THAT MUST BE POSTED AS WELL

-BOTH TEAMS MUST HAVE AT LEAST ONE PLAYER STREAMING AND SUBMIT THE STREAM LINK IN THE STREAMS CHANNEL IN LEAGUE DISCORD.

- BOTH TEAMS MUST TAKE SCREENSHOTS AND POST THEM (WINNING TEAM AND LOSING TEAM) IN THEIR RESPECTIVE TEAM'S STAT CHANNEL OF THE LEAGUES' DISCORD.

PLAYER BANS

SPECIFIC PLAYER BANS CAN BE BOUGHT OUT AT THE FOLLOWING PRICES:

FIRST OFFENSE: \$25 USD

SECOND OFFENSE: \$50 USD

THIRD OFFENSE: \$100 USD

PERMA BANS CAN NOT BE BOUGHT OUT

ALL FUNDS WILL BE PUT TOWARD THE LEAGUE AND ITS GROWTH

THIS LEAGUE IS MANAGED BY VOLUNTEERS.

TEAM OWNERS ARE VOLUNTEERS.

THIS REQUIRES A LOT OF WORK FROM A LOT OF PEOPLE WHO DON'T GET PAID TO DO IT.

DON'T MAKE ANYONE'S JOB HARDER.

HAVE RESPECT FOR STAFF AND OTHER MEMBERS IN THE LEAGUE.

OUR GOAL IS TO MAKE THIS A GREAT LEAGUE TO BE A PART OF FOR ANYONE WHO WANTS TO BE INVOLVED.

ANYONE THAT IS COUNTER PRODUCTIVE TO THESE POINTS WILL BE REMOVED FROM THE LEAGUE AT THE DISCRETION OF LEAGUE MANAGEMENT.

****THESE RULES ARE SUBJECT TO ADDITION, SUBTRACTION AND CHANGE AT ANY POINT IN THE BEST INTEREST OF THE LEAGUE****