



Official Rulebook of the European Community League

Edition: 2026 Season

FOREWORD

The rulebook for the European Community League (henceforth referred to as “ECL”) acts as the official governing document to which all players, teams, and staff, must adhere to. The rulebook contains information required for all parties to ensure they understand the code of rules within.

Any alterations made to the Rulebook prior to commencement of the Season may not be announced to the community and/or Team Managers. It is the responsibility of the players and competing Teams to ensure they are familiar with the contents of this Rulebook.

Any alterations made to the Rulebook, of which may be deemed necessary after the commencement of the Season, will be announced and discussed with Team Managers before any alteration is implemented.

By participating in the ECL, all players and teams automatically agree to abide by the rules set within this Rulebook.

PURPOSE

The European Community League (ECL) is the leading competitive, community-organised event for Hell Let Loose. With its roots as a competitive league focused on German-based teams in the German Community League, we have since opened the league to be a European-based league and have welcomed teams and players from all across Europe.

The ECL is a multi-division (tier) based tournament with a promotion/relegation system that is home to the very best teams and players in Europe. Competing over the course of 7–9 weeks of regular season, with relegation matches before a break in the Season.

As Hell Let Loose continues to grow in popularity, we are well-positioned to grow alongside the game by providing a welcoming environment for newer teams and players looking to break into the Hell Let Loose competitive scene. With our division format, new teams who have never competed before will begin their journey in our lowest division and must fight their way to the top, where they will compete with the best of the best.

1.0 SEASON FORMAT

1. The ECL for 2026 includes 6 divisions, equalling 27 teams.
 - 1.1. Division I, Division II, Division III, Division IV, Division V, Division VI
 - 1.2. Each division contains 4 or more teams.
 - 1.3. Teams are seeded into divisions based on an average from the team manager's ranking sheets, as well as recent results in other tournaments and friendlies.
 - 1.4. Any new teams who may wish to enter the tournament will be seeded into the lowest possible division (some exceptions may apply).
 - 1.5. Division 1, 2, 3, and 4 teams are required to field a minimum of 49 players.
 - 1.6. Divisions 5 & 6 are required to field 49 players but can field a minimum of 39 players (the opposing has to accept this).
 - 1.6.1. If one team wishes to field 39 players, this must be notified to the ECL Orga one week before the match.
 - 1.7. All matches will be played in Warfare mode only.
 - 1.8. All maps available in the game will be included.

2.0 DIVISIONAL PROMOTION/RELEGATION

1. The winner of the relegation match will advance up a division or remain.
2. The loser of the relegation match will be relegated from the Division or will remain.
3. At the end of the season, the winner of Division 1 will be crowned the ECL Champion.
4. We cannot guarantee who may or may not register for the following season. Therefore, it is possible that due to circumstances that are beyond our control, that some teams may or may not be promoted or relegated.

3.0 DEFAULT TIMES & SERVERS

1. The default game day is Sunday.
2. The default match time is 19:00 UTC (07:00 PM UTC).
3. The default game time is 1:30h
4. 3 minutes warm-up time
5. The playable game period is two weeks.
 - 5.1. Matches are to be scheduled and confirmed with the league no later than the preceding Tuesday.
 - 5.2. Should two teams be unable to reach an agreement on the time and/or date of their match. The ECL Orga will automatically schedule the games to the default time and default game day.

4.0 TEAM MANAGEMENT

1. A team is permitted 4 team managers; these individuals represent the team in the ECL and are the only ones permitted to participate in ban phases and team votes and will act as the voice of the team they represent with other team managers and the league.
 - 1.1. Teams that are forming an alliance must have a team manager assigned from both teams (e.g., Team A & B are registered together; Team A & B must have at least 1 team manager).
 - 1.2. Teams must have a minimum of 2 team managers; this is to ensure the ECL Orga is able to have multiple channels of contact with each team.
2. Teams are only permitted to field players that are included in their roster.
3. Initial rosters must be submitted no later than 11th August 2026 at 23:59, regardless of when a team's first game is scheduled to take place.
 - 3.1. Changes may be made after this roster is submitted and up to 24 hours before a team's first game.
4. Initial rosters must have a minimum of:
 - 4.1. 60 players registered for Division I teams.
 - 4.2. 46 players registered for Division II, III, IV, V, and VI teams.
5. Rosters are limited to 200 players.
6. Rosters will be made public to other team managers and posted by ECL staff in the Team Rosters channel.
7. Rosters must include in-game names and Steam64 IDs.
8. Non-Steam Players in the ECL
 - 8.1. Non-Steam Players (hereby referred to as "NSP") are allowed in the ECL, as voted for by team managers. NSP additions must follow the below:
 - 8.1.1. Minimum player level of 75.
 - 8.1.2. When adding NSP players to your roster, add the ID number from the Hell Let Loose settings page (top right), and not the ID from the Epic Game Store or Xbox Game Pass.
9. Rosters are locked once the season commences.
10. Transfer window opens and closes on the following dates: **05.October > 31.October 2026 20 CET and 14. December > 09. January 2027 20 CET**
11. Transfers and any roster removals must be updated in the Roster Extension channel.
12. **Mercenary Usage**
 - 12.1. **Basic Multi-Teaming Rule** (remains the same) Players are permitted to be on only a single roster and are not allowed to play for more than one team in a single season (multi-teaming).
 - 12.2. **Duel clanning is prohibited.** It falls under the category of mercenary activities and is also subject to the rules set out here.
 - 12.3. **Transfer Exception:** If a player was included in a roster but has never participated in a game for that team during the season, they are eligible to transfer to a different team.
 - 12.4. **Mercenary Exception:**

Teams are allowed a maximum of 15 mercenary players per roster. These players must be registered in the roster under the "Merc" column.

 - 12.4.1. **Division Tiers (Only for Division 1, 2 and 3)**
 - 12.4.1.1. **Tier 1:** ESPT, WTH, Greyhounds, HS, Omen, PV, CU
 - 12.4.1.2. **Tier 2:** 82AD, KRT, ĚJiG, BOTN, CHMA
 - 12.4.1.3. **Tier 3:** SYN, -R-, SLK

- 12.4.1.4. These teams may only merc from Division 1-3 (subject to ± 1 Division rule).

12.4.2. Basic Rules

- 12.4.2.1. The participating team must be in a division that is at most one level lower than the division of the player's primary team.
 - 12.4.2.1.1. This rule applies to only Division 1, 2, 3, 4.
 - 12.4.2.2. The ECL Orga will determine the divisional ranking of non-participating teams for the purpose of this rule
 - 12.4.2.3. Add these players to player-roster Spreadsheets and use the "Merc Main team" column to let us know what the main team is.
 - 12.4.2.4. **IMPORTANT:** Once a Mercenary plays a game for a team, they are bound to that team for the entire season (no Multi-Teaming)
 - 12.4.2.5. **WARNING:** Our system will now bound automatically Steam ID's to teams, so please fix all spreadsheets and don't do silly things any more.
- 13. Players with a VAC or game ban that is less than three years old (1095 days) are not allowed to participate.
 - 13.1. If the VAC or game ban is older than three years, the player is allowed to play.
 - 14. Account sharing is strictly forbidden in all ECL matches.
 - 14.1. This includes, but is not limited to, an unregistered player participating for a team by using an account that is registered to that team.
 - 14.2. Any player who shares their account or uses an account shared to them will be immediately and permanently banned from the ECL.
 - 14.3. The team of the account being shared will forfeit all games in a 0-5 result that the account sharing was found to have taken place.
 - 15. Players whose Steam account was created less than three months ago (91 days) at the start of the tournament are not allowed to participate.
 - 15.1. The ECL reserves the right to request that any player's Steam profile be made publicly available to confirm the account's creation date.
 - 15.2. Teams/Players may provide other evidence of the account's creation date, however, the ECL will ultimately determine if that evidence is sufficient.
 - 15.3. Any player who refuses to prove their account meets these criteria will be ineligible to participate.
 - 16. In the event that a player disconnects from the game server after the start of the match and is unable to return, that player may be replaced by another from the team's roster for the remaining duration of the match.
 - 16.1. A player who disconnects and is replaced may not return to the match.
 - 16.2. This may be done for a maximum of two players per match.
 - 17. Players that are on a roster of a no longer participating team, can be transferred to another roster at any time.
 - 18. ECL staff will regularly run checks to ensure these rules are upheld.

5.0 MAP BAN PHASE

- 1. Team Managers are responsible for carrying out their map bans against their opponent within a specific channel in the ECL Discord.
- 2. The ban phase begins with a randomised coin flip to determine who wins the first choice or host.

3. Map Bans must be completed by 20:00 UTC within 2 days from when the map ban starts. Failure will result in the non-offending team taking the final vote.
4. The second match must be played on the same map, layout, and cap points as your first game.
5. Team A will always play as Axis/Achse.

6.0 SERVER SETTINGS

1. All matches will be played on team's own hosted servers.
 - 1.1. At least one point of contact present with administrative privileges on that server a minimum of 30 minutes prior to and at the start of a scheduled match.
2. If there are any disputes over the team's own hosted server(s) then the ECL is delighted to have secured a server sponsorship with Qonzer.com for the duration of the ECL to provide 5 servers.
 - 2.1. ECL Staff will have administrative privileges on each server so they can change the map, these privileges will also be shared out to the Team Managers on their game days as a back-up.
3. There are some basic requirements and expectations for servers hosting ECL matches:
 - 3.1. It is expected that the server undergoes a full restart on the day of the match.
 - 3.2. The map that the match is to be played should be loaded prior to the map flip (start of the match).
 - 3.3. Server host must have the HLL Log Utilities Tool (available [here](#)) installed in your team's Discord and connected to your game server for the entire duration of the match.
 - 3.3.1. Please reach out to the ECL Staff should you require assistance in setting this up.
 - 3.3.2. Game Logs must be uploaded and submitted into the Server Logs channel following the conclusion of the match.
 - 3.3.2.1. If your match is hosted on an official ECL server, the ECL Staff will take care of this.
 - 3.3.3. DAP (Designated Artillery Player) footage must be uploaded post-match into the Arty Logs channel.
 - 3.3.4. It is the responsibility of the Server Host to ensure their server has the HLL Log Utilities tool installed and is active for their match.
 - 3.3.4.1. Should the HLLU tool not be installed, the following punishment shall be followed:
 - 3.3.4.1.1. First infraction: Warning (host team)
 - 3.3.4.1.2. Second infraction: Forfeit 0-5 loss (host team)
4. Matches must start no later than 5 minutes after the scheduled start time.
 - 4.1. It is the responsibility of the team hosting the server to ensure the map flips, and the match starts within 5 minutes of the start time.
 - 4.1.1. The following punishment will apply should the host team not meet this expectation. This also applies to the Opponent, should they delay the start of the game by not arriving promptly:
 - 4.1.1.1. First Infraction: Warning
 - 4.1.1.2. Second Infraction: 2 Point Deduction
 - 4.1.1.3. Third Infraction: Forfeit 0-5 loss
5. In the event of a server crashing (defined as >20% of each team being forcibly disconnected from the server), for any reason, the match must be replayed from the beginning, unless the time remaining is less than $\frac{1}{3}$ of the total match time (i.e. 29:59 or less).

- 5.1. The team responsible for providing the server must identify whether the original server may be used for the replay match, or find an alternative server. Once the server provider has communicated the server information for the replay match server, teams have 10 minutes to get their teams connected. After 10 minutes, the server provider will start the map flip.
 - 5.2. From a roster perspective, the original match during which the server occurred will not count for anything. There is no limit to the number of changes to the teams' line-ups for the replay match because for all intents and purposes, the original match did not occur.
 - 5.3. In the event that the original match server is usable for the replay match and a suitable alternative cannot be found within a reasonable time period, the ECL will make a judgment on the next course of action, including rescheduling to another day or week.
6. With the most recent update to Hell Let Loose (15.2), custom point selection has been introduced to the game.
 - 6.1. The ECL will be integrating this into the Map Ban phase.
 - 6.2. The same map layout will be played in the second game.
7. Game Logs must be provided to the ECL from any match not hosted on an ECL server.
 - 7.1. The ECL will also provide these logs from an ECL server.
 - 7.2. These logs may either be provided directly from CRCON (Audit Logs) or via a webhook to a teams' Discord.
8. Use of Heatmap
 - 8.1. Use of the Heatmap is strictly forbidden.

7.0 GAME RULES

The following in-game meta rules are in-effect for all ECL games.

1. One-Man Artillery

- 1.1. A team is permitted one Designated Artillery Player (DAP) to use one Designated Artillery Gun (DAG).
- 1.2. The DAP will be the first player to record a kill with an artillery gun.
- 1.3. Artillery – Permitted Placement Positions (Mid HQ)
- 1.4. **Artillery may only be placed at the known, established positions within the Mid HQ.** Placing artillery at any other location is not permitted.
- 1.5. This rule is effective immediately. Violations may result in the annulment of the affected round or further sanctions.
- 1.6. If a DAP is killed before LogUtilities marks them as such, the kill is still treated as a rule violation. What matters is solely whether the player was functioning as a DAP at the time of the kill — not when the marking occurred. The opposing team that killed the DAP receives a point deduction in this case.
- 1.7. **The DAP may not:**
 - 1.7.1. Be injured or killed by the opposition.
 - 1.7.2. Be impeded in any way by the opposition.
 - 1.7.3. Leave their DAG.
 - 1.7.4. Kill or injure an opposing player with anything other than the DAG.
- 1.8. Loaders are not permitted.
- 1.9. Every DAP is required to run MOSS Anti-Cheat AND/OR to record and post the full length video of their match.
- 1.10. The resulting MOSS .zip folder or video file must be uploaded after every match, regardless of whether there is suspicion of rule breaking.
- 1.11. Team representatives are required to post these into their team channels after each game.
- 1.12. Failure to post MOSS logs or video files in a timely manner will result in potential match overturn.
 - 1.12.1. Additional instances will see that player banned from participating in that role and/or from the ECL for the remainder of the season, and/or the team forfeiting game(s) that do not have a DAP recording AND/OR MOSS Anti-Cheat file.
 - 1.12.2. The DAP recording and MOSS Anti-Cheat file must be posted within 24 hours after the game has ceased.
 - 1.12.3. The ECL may randomly request teams to produce a DAP recording and MOSS Anti-Cheat file to ensure players are compliant.

- 1.13. A new DAP may be assigned should the previous DAP disconnect from the server and 5 minutes have passed.
 - 1.14. The DAP may not intentionally get themselves killed (or attempt to do so) by an opposing player.
 - 1.15. Should the DAP be killed by an opposing player:
 - 1.15.1. The player will be punished (killed) along with 9 additional teammates by the HLLU tool.
 - 1.16. Should the DAP use any firearm other than the DAG to kill an opposing player, or leave the DAG:
 - 1.16.1. The DAP will be punished (killed) along with 9 additional teammates by the HLLU tool.
 - 1.17. In addition to the above, any interference with the DAP (including killing the DAP) or DAG, will result in a team receiving:
 - 1.17.1. **First infraction:** The player who killed the DAP, plus 2 randomly selected additional players (from that game's roster) to be banned from their next game.
 - 1.17.2. **Second infraction:** 6 players randomly selected (from that game's roster) to be banned from their next game. AND a forfeit loss of 0-5.
 - 1.17.3. This also applies should the DAP leave their DAG or kill an opposing player with anything other than the DAG.
 - 1.17.4. Interference may be defined as impeding the DAP/DAG in a way that the player or gun may not be utilised as intended. Example: Standing on the gun.
 - 1.18. Rule Enforcement may also be applied in situations as deemed necessary by the ECL.
- 2. Destruction of Enemy Artillery**
- 2.1. It is strictly prohibited to destroy enemy artillery pieces - regardless of whether this occurs intentionally or unintentionally. Artillery is considered a protected game element within the competitive ECL framework
 - 2.2. Penalty for violation:
 - 2.1.1. Suspension of all players proven to have participated in the destruction
 - 2.1.2. Deduction of 1 point for the offending team
- 3. Protected Nodes**
- 3.1. All nodes are protected and may not be destroyed or dismantled by any means by the opposition.
 - 3.2. Nodes may NOT be built near the auto spawn area or the spawn area for vehicles in the respective HQs.
 - 3.2.1. This is to prevent Satchels from accidentally blowing up the nodes.
 - 3.2.2. Nodes must be constructed at least 50 m away from the above-mentioned points.
 - 3.3. Nodes shall be built in HQ columns A-J or 1-10.
 - 3.4. Destroying opposition team nodes will see the destroying team:
 - 3.4.1. **First Infraction:** 3 players (from that game's roster) randomly selected to be banned from participating in their next game. If the player(s) who dismantled/destroyed the nodes can be identified, those players will receive the ban.
 - 3.4.2. **Second Infraction:** 6 players randomly selected to be banned from participating in their next game. And the team will receive a forfeit 0-5 loss.
 - 3.4.3. Further infractions of this rule will see a team disqualified per Rule Enforcement.

4. SPA Ban

- 4.1 Use of the SPA is prohibited

5. Artillery Squad usage

- 5.1. Artillery Squads are strictly forbidden from general use and may only be deployed for Designated Artillery Player (DAP). This includes prohibiting the use of flares and other support abilities in any other context.

6. Commander Artillery Strike is allowed

7. Cheating, Glitching & Exploiting

- 7.1. The ECL encourages all players to record their gameplay and/or utilise the MOSS Anti-Cheat program while participating in the ECL.
 - 7.1.1. The ECL reserves the right to request any player to record their gameplay and/or use MOSS Anti-Cheat if deemed absolutely necessary by the ECL.
 - 7.1.2. By participating in the ECL, no player may refuse the ECL's request to record their gameplay and/or use MOSS.
- 7.2. Team Managers are able to submit Suspicious Player Reports (SPR) should they have evidence of suspicious activities for a player (or players on the same team).
 - 7.2.1. A team has 48 hours to open an SPR ticket following the conclusion of a game.
 - 7.2.1.1. A dispute ticket will be automatically refused beyond 48 hours.
 - 7.2.2. The allegation must be in relation to suspicious player activity in the most previously played game.
 - 7.2.3. An SPR ticket must include:
 - 7.2.3.1. Name(s) of suspected player(s)
 - 7.2.3.2. A detailed description of the event(s)
 - 7.2.3.3. Evidence (screenshots, videos, logs etc)
 - 7.2.4. The ECL will consider the SPR and the evidence/information provided.
 - 7.2.5. A SPR submitted without the above included will be automatically closed with no further action.
 - 7.2.6. Should the ECL not find sufficient evidence or suspicion to support the SPR's claim, the ticket will be closed without further action.
 - 7.2.7. Should the ECL find that the evidence provided is worthy of further examination, but is not completely conclusive, the ECL will:
 - 7.2.7.1. Request the player(s) record their gameplay and submit the unedited footage immediately following the conclusion of each game.
 - 7.2.7.1.1. This will be submitted in the team's private Discord channel and will not be shared with anyone outside ECL staff & the Team Reps of the player(s).
 - 7.2.7.1.2. Should reasonable suspicion be raised, and sufficient evidence found, the ECL will request the player to run MOSS anti-cheat for a minimum of 1 game.

- 7.2.7.1.2.1. The number of games a player (or players) may be required to run MOSS will be determined by the ECL.
 - 7.2.7.2. If no further evidence is acquired to support the initial claim, then the SPR will be closed with no further action taken.
 - 7.2.7.3. If at the conclusion of the investigation it is found that sufficient evidence has been gathered to support the SPR, the ECL will:
 - 7.2.7.3.1. Apply Rule Enforcement.
 - 7.2.7.3.1.1. As stated within Rule Enforcement, Section 2, the ECL may handle each SPR on a case-by-case basis, including if there are multiple players within a single SPR.
- 7.3. Cheating is defined by the ECL as a deliberate attempt to gain an advantage that the game does not intend or support.
- 7.4. The ECL does not permit teams or players to gain an unreasonable advantage in gameplay. These advantages include, but are not limited to:
 - 7.4.1. Usage of external software to offer enhancements to a players' ability.
 - 7.4.2. Usage of external software to alter the normal behaviour/configuration of HLL as intended.
 - 7.4.3. Modifications to Vivox, Easy Anti-Cheat, or Steam.
- 7.5. Glitching is opportunistically taking advantage of a random occurrence in game due to a flaw in the game's code to gain an unfair advantage.
- 7.6. Exploiting is taking advantage of a non-random occurrence in game due to a flaw in the game's code to gain an advantage over the enemy.
- 7.7. Occurrences that give a player or team an unfair advantage will be banned within the ECL, which include but are not limited to:
 - 7.7.1. Communication software such as Discord and TeamSpeak is allowed.
 - 7.7.2. NVIDIA game filters are allowed.
 - 7.7.2.1. "Smoke" filters are banned.
 - 7.7.3. Third party programs such as artillery calculators should be used at the player's own risk.
- 7.8. If a game ban results from the use of third party programs, the player will also be banned from participating in the tournament.
- 7.9. Certain specific third party programs or hardware features are not allowed:
 - 7.9.1. LastGarriz HLL Overlay (and any overlay offering similar features)
 - 7.9.2. Crosshair software or hardware (red dot)
 - 7.9.3. Keyboard or mouse macros
 - 7.9.4. Glass brick software
- 7.10. This list is not exhaustive, and any 3rd party programs that can be considered as cheating according to Orga's opinion can result in a ban or game loss.
- 7.11. Map exploits or glitches that cause a player, spawn point, or team asset to be immune from incoming fire, destruction or disabling.
 - 7.11.1. A player colliding to enclose themselves within a structure/ground/map asset.
 - 7.11.2. A garrison or outpost being placed in an elevated or inaccessible location to avoid being dismantled/destroyed.
 - 7.11.3. A vehicle or buildable structure positioned in an enclosure or in a way that it cannot be dismantled/destroyed.
- 7.12. Spawn exploits and glitches where players can spawn on specific spawn points not intended for their specific in-game character.
 - 7.12.1. Recon OP glitch.

- 7.12.2. Unknown/undiscovered spawn glitches.
- 7.13. Exploits/glitches to gain movement/height advantages not normally experienced in gameplay.
 - 7.13.1. Fish flinger/player boosting.
 - 7.13.2. Using speed to ignore barriers/walls.
 - 7.13.3. Players levitating or gaining altitude without standing on something.
 - 7.13.4. Medic revive Bug
- 7.14. Other Banned Actions**
 - 7.14.1. Entering the admin camera at any point during the game once both teams have players in the server.
 - 7.14.2. Switching sides at any point during the game.
 - 7.14.3. Entering the wrong side when connecting to the server and the game has already started.
 - 7.14.4. Admin switching any player.

8.0. In-Game Name Policy

To ensure fair play, proper identification, and clear communication within the league, all participants are required to use their official and recognizable in-game name during all matches and official league activities.

8.1.1 Valid In-Game Names:

Players must use their primary and consistently used in-game identifier.

Names should be professional and easily identifiable by opponents, teammates, and league administrators.,

Any name that is deemed inappropriate, offensive, misleading, or a 'joke name' by league administration will not be permitted.,

8.1.2. Prohibited Names:

The use of fake names or names that significantly differ from your registered account name, someone else's real life names is strictly forbidden.

Names containing offensive language, real life names, hate speech, or derogatory terms will result in immediate penalties.

8.1.3. Penalties for Non-Compliance:

Violations of this rule may result in warnings, match forfeitures, temporary suspensions, or disqualification from the league, depending on the severity and frequency of the offense

8.0 RULE ENFORCEMENT

1. All competitors are expected to have familiarised themselves with this Rulebook and any prohibited actions within the ECL.
2. By participating in the ECL, each player and team agree to abide by these rules. Ignorance of the rules will not be considered an acceptable excuse for breaking them.

CONTINUED

3. All rules shall be enforced by the following method:
 - 3.1. **First Infraction:** Player banned for one game.
 - 3.2. **Second Infraction:** Player banned for the season and a forfeit loss of 0-5.
 - 3.3. **Third Infraction:** Team disqualification from the tournament.
 - 3.4. Depending on the severity and nature of the issue, the ECL reserves the right to alter the judgment and potential punishment on a case-by-case basis as needed.
4. Different infractions committed by the same player and/or team will be considered as one-in-the-same.
5. Section 2 of this Article may be applied in addition to any other punishment at the discretion of the ECL.
6. Any ECL staff member who is part of a team participating in the ECL will abstain from any decision-making situations that may include their team or have a direct impact on their team.
7. Rule Enforcement Discretion (Section 2)
 - 7.1. The ECL reserves the right to enforce rules and issue sanctions in response to behaviour or actions that, while not explicitly listed within this Rulebook, clearly violate the intended spirit of fair play, competitive integrity, or sportsmanship.
 - 7.2. This includes, but is not limited to:
 - 7.2.1. Any conduct perceived as attempting to manipulate, circumvent, or abuse rule definitions or structural gaps.
 - 7.3. Decisions made under this rule will be transparently communicated to all relevant parties, and appeals will be considered if submitted within 48 hours of the ruling.

9.0 BROADCASTING & STREAMING

1. All streamers and casters must be approved and whitelisted by ECL Staff prior to casting any ECL match. Unauthorised casting will result in a match forfeit for the server host.
 - 1.1. It is the responsibility of the hosting team to ensure that no player is casting/streaming the game other than the assigned caster/streamer.
2. All official streams must include a minimum 30-minute delay. Failure to meet this requirement will result in the invalidation of the match, and possible streamer blacklisting.
3. Casters must mute the command chat.
4. Streamers are expected to maintain impartiality and must not coordinate, communicate, or disclose in-game information to participating teams during or after the match. Breach of this rule will result in immediate revocation of streaming rights.
5. All official ECL streamers must use the approved ECL branding during broadcasts. Custom overlays must be reviewed and approved by ECL Staff.
6. Any streamer or caster representing the ECL must adhere to a professional standard of conduct. Toxicity, racism, sexism, or unprofessional commentary will result in a permanent streaming ban.

7. All games must have at least 1 streamer assigned.
 - 7.1. In this interest, the ECL staff will organise/assign streamers to unassigned matches, with notice.

9.1 Match Pick

1. The matchups are posted every Monday of the game week
2. Streamers then have until Wednesday to list up to 5 preferences for which match they would like to stream.
3. The organizers will assign streamers to the matches. The main criteria for this are the streamers' language matching the teams, their history of previously streamed games, and the distribution of streamers across games so that as many games as possible have a streamer.
4. Streamers are not allowed to stream two games from the same division in a row. This rule applies even if the streamer does not stream at all the following week.
5. If a match does not have a streamer by 8:00 p.m. CET on Wednesday, it is available for anyone to stream and must be registered with the organizers.
6. If a streamer is part of the team they are streaming, the opponent must give their consent beforehand. The streamer must also be in the designated Discord channel on the Ecl Discord

Changelog

16.09.2026

Add under Section 7.0 Gamerules -> Rule number 1.6

If a DAP is killed before LogUtilities marks them as such, the kill is still treated as a rule violation. What matters is solely whether the player was functioning as a DAP at the time of the kill — not when the marking occurred. The opposing team that killed the DAP receives a point deduction in this case.