



ECL | Official Rulebook

Welcome to the Official Rulebook for the European Community League (ECL). This rulebook is your key resource for understanding the regulations, match setup, game day, and promotion/relegation information, as well as fair play guidance for the ECL. Whether you're a seasoned team or a first-time team, this rulebook will provide you with the necessary information to compete effectively and enjoy the ECL tournament.

Teams

82AD

BFTB

BEARS

BB

FLL

Greyhounds

HTD

J7 & EG

KRT

Lost Squad

LwJg46

LXD

PV

Refuze

STDB

Taurus

VLK

XD

Contact

ECL Organisers:

Tibasko (tibasko)

DerTurboentpelzer (lwjg46derturboentpelzer)

Doctor (doctor9746)

S-1 (s_001)

ECL Helpers:

Beverbang (beverbang)

SeRiOuS (htd_serious)

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Format

League format across two splits, where teams fight on both sides of each chosen map.

Rules

1) Round Organisation

- a) Default time for each game is the one written on the [match spreadsheet](#)
 - i) Default day is **Saturday**
 - ii) Default time is **20:00 CET / 20:00 CEST**
 - iii) The spreadsheet has to be edited by Team Representatives when they have decided on a map, time and date, and marked with a checkmark by both.
 - iv) If teams can not agree on a different time than the default, the match will be put on the default time and date.
 - (1) In certain cases, if both teams agree to ask ECL Orga to help facilitate a later date for their game, this is possible.

2) Server Hosting

- a) All servers must be hosted in the UK/EU.
- b) The server host must fully restart the server on the day of the game.
- c) The map on which the match is to be played must be loaded before the map switch that signals the start of the game.
 - i) This is to minimise loading time and lag for PC's that are not equipped to handle high loads.
- d) The server host must provide full logs from the game and post them in the appropriate Discord channel as soon as possible after the game.
 - i) These logs have to be captured by the [HLL Log Utilities](#), as it is the

only tool that provides enough information to be able to enforce the rulebook. Specific and detailed instructions will be given by tournament organisers in the tournament's Discord

- e) Refusal of exporting server logs results in:
 - i) The first time, a 1-point deduction will be issued.
 - ii) Any other time after that, a 5-point deduction will be issued.

3) Ban Phase (ban phases are in review to align more with other tournaments)

TBA

- a) Team Representatives carry out the ban phase on mapban.gg
- b) The ban phase begins with a random coin flip, giving the winning team the final map ban.
- c) Map bans must be completed on the Tuesday before the match at 20:00.
 - i) Failure to finish the ban phase before this deadline, will give the non-offending team the final map ban.
- d) Map bans must be completed within 48 hours of starting the map ban.
 - i) Failure to finish the ban phase before this deadline, will give the non-offending team the final map ban.
- e) If there are an odd number of maps in the ban phase:
 - i) The loser starts the ban phase
- f) If there are an even number of maps in the ban phase:
 - i) The winner starts the ban phase
- g) The map selected in the ban phase is played in both matches between the teams.
 - i) Team A in the spreadsheet will play Axis in the first match.
 - ii) Team B in the spreadsheet will play Allies in the first match.

4) Streaming

- a) Every game will have two open streamer/content creator slots. Streamers apply and are selected in the ECL Discord by Organisers.
 - i) There will always be at least one English speaking stream if possible.
 - ii) If a streamer is associated with a team he applies to stream for, the opposing team will need to accept the use of said streamer.
- b) Streamers must respect a series of Discord guidelines.

- c) The streamers' delay is 30 minutes by default, but a 15-minute delay can be used if both Team Managers agree to a shorter delay
- d) Team Managers or Players participating in the ECL have no authority to dictate the content of ECL Streamers or VODs. Streamers are not obligated to honour any requests to show or hide specific parts of a match or alter VODs.
- e) POV streams are allowed, but should follow the same delay as the Caster.
 - i) 30 minutes by default
 - ii) 15 minutes if both teams agree

5) Player Rosters

- a) Teams are only allowed to field players on their official roster.
- b) Team rosters will be visible to other team managers.
- c) The channel for rosters is [here](#).
- d) A registration consists of a Steam64ID and name of the respective player. Teams can register players all throughout the tournament, as long as they don't surpass the player limit.
 - i) The roster must be submitted to the ECL Orga one day before the team's first match, at latest.
- e) Teams are not allowed to roster players meeting any of the below criteria:
 - i) Players that have a VAC or game ban from less than three years ago (1095 days) at the start of the tournament.
 - ii) Players whose Steam account was created less than three months ago (91 days) at the start of the tournament.
- f) Teams can only register up to 150 players initially before the first match. After each week, that limit is raised by 5.
 - i) Teams are allowed to save these roster spots and use more than 5 per match at a later time.
 - ii) For example, teams can have up to 160 players on their roster for week 3.
- g) Registration of players outside the registered team or alliance is strictly prohibited.
 - i) "Mercs" or "Mercenaries" from other teams participating or not participating in the ECL is prohibited.
 - ii) If the team or alliance fails to comply, a punishment of a 3-point deduction or disqualification will be issued.

- iii) The team is responsible for ensuring that the player is not registered with any other team in the ECL. While the ECL Orga will run checks on all player rosters, it remains the other team's responsibility to bring charges forward.
- h) Smurfs or alternate accounts of any sort are not allowed and are a violation of roster rules unless given express permission by the ECL Orga through player appeal.
- i) The Team Representatives' responsibility is to ensure that their opponents are not fielding unregistered players.
- j) Each Team may appeal up to 2 cases of problematic accounts (game ban, underage) for the duration of the ECL. Multi-teaming cannot be appealed.
 - i) Only cases mentioned in **5.D** will be considered for appeal.
 - ii) To be valid, appeals must be posted by the Team Representatives in their ticket at least 48 hours before the game, where the problematic account would be rostered.
 - iii) Appeals need to be supplied with evidence and reasoning as to why these accounts should not be banned.
 - iv) The ECL Orga will review these appeals and either revoke or uphold the specified account's ineligible status.
- k) Tournament admins will regularly run checks to ensure these rules are upheld.
- l) Issues may be reported by tournament admins, not just Team Representatives.

6) Game Rules

- a) All matches are 49v49. Teams are allowed to play with less than 49 players, but it will not limit their opponents to less than 49 players.
- b) The 50th slot is to be used by an admin cam user (Caster) or to be left empty if none is present.
- c) External software usage is not allowed.
 - i) Communication software such as Discord and Teamspeak is **allowed**.
 - ii) NVIDIA game filters are **allowed**.
 - iii) Third party programs such as artillery calculators **should be used at the players own risk**. If a game

ban results from the use of third party programs the player will also be banned from participating in the tournament.

- iv) Certain specific third party programs or hardware features are **not allowed**:
 - (1) LastGarriz HLL overlay (and any overlay offering similar features)
 - (2) Crosshair softwares or hardware (red dot)
 - (3) Keyboard or mouse macros

- d) Everything that is possible inside Hell Let Loose using regular controls is permitted.
 - i) Unless otherwise specified in this rulebook.

- e) All matches are played in warfare mode.

- f) All maps are allowed. The map is chosen during the ban phase.

- g) Games are played in a league format, and each team plays Axis and Allies on the chosen map.

7) Cheating

- a) Every player is encouraged to either record their gameplay or use MOSS anti-cheat while playing, to protect themselves from any accusation.

- b) Cheating reports must follow a strict reporting process:
 - i) A cheating investigation will start with a dispute from a Team Representative using the ticket system on the ECL discord within 48 hours of the match taking place.
 - (1) A cheat investigation may be launched after the 48 hour window has passed, if there are valid reasons why the claim has not been presented earlier. Any investigation started after the 48 hour window cannot result in the team forfeiting the match(es) in which the cheating occurred.
 - (2) Teams are allocated two disputes per Tournament that do not need to conform to rule **8.B.ii**, stating that specific evidence must be presented to initiate a cheating investigation.
 - (3) Teams may request that one player per dispute

records a future match to be reviewed under the guidelines in rule **8.D**.

- ii) Reports must be specific and contain evidence. It must contain:
 - (1) Accurate description of the situation
 - (2) Timestamp(s) in game
 - (3) Material evidence (screenshot, videos, logs, etc.)
 - (4) Name(s) of player(s) suspected.

- c) Tournament Admins will assess whether the report has substance.
 - i) If the report doesn't have enough merit, the ticket will be closed without further action.
 - ii) If the report raises sufficient suspicion, the accused player is encouraged to provide material evidence from the game in which they're accused of cheating and give their explanation of what occurred.

- d) The tournament Admins will judge the evidence and reach one of the following conclusions:
 - i) The player is found to be not guilty. Any team dispute will not be refunded.
 - ii) The player is found to be not guilty, however the evidence has raised sufficient suspicion to require the player to record future games until satisfactorily cleared.
 - iii) The player is found to be guilty
 - (1) The guilty player is banned from ever playing ECL again.
 - (2) The team will forfeit the game in which the cheating occurred, unless there are mitigating circumstances.
 - (3) The team of the guilty player may be disqualified and/or banned, if there are aggravating circumstances
 - (4) Team dispute will be refunded

8) Banned Actions

- a) The tournament admins reserve the right to add more items to this list in case of discoveries or new, impactful bugs/glitches being known in the future.

- b) Staying inside an asset in which you are unable to be killed by small arms fire (being killable by explosions inside this asset does not make the action legal).
 - i) This **does not** include traversing walls/roofs/structures

- to move to any other spot.
 - ii) This **does not** punish players for clipping half of their model into an asset. This only prevents players from glitching inside a part of the map (a rock, the ground, a wall,...) and purposefully staying on that spot to be invulnerable
 - iii) It **does not** prevent players from moving through anything.
- c) Using any exploit accidentally or otherwise of any mechanic to gain an advantage in movement not otherwise obtained through only using the mechanic itself.
 - i) Specifically, this refers to exploiting the prone-dive system to gain unnatural movement advantages.
 - ii) If a player triggers this exploit in another way not mentioned here, they are to return to the ground immediately or redeploy, without taking advantage of the increased movement triggered by the exploit.
- d) If an action listed is suspected to have been performed by a player, it is to be reported using the ticket system by a team rep of the opposing team.
 - i) If the report is void and the action taking place is not on the list, the ticket is dismissed.
 - ii) If the report is accurate and the action taking place is on the list, the offence is registered.
- e) The level of punishments vary according to the severity of the offence and its impact on the game, and can range from a player ban up to a game forfeit, depending on the situation. The Tournament Admins will settle on what punishment should be taken.
- f) Under exceptional circumstances, if it's clear that a team is taking advantage of a yet to be discovered game breaking bug, retroactive punishment for actions not yet listed may be issued. If a team is uncertain if an action might be seen as such, they are to post the specifics of that action in the Team Representative channel. It will then be examined by the Team Reps and the Tournament staff, and judged either as:
 - i) a normal gameplay action, in which case it will be allowed
 - ii) a game breaking action that should be banned going forward, in which case it will be added to the list in **rule section 9**.

- g) Entering admin cam during the game.
- h) Switching sides at any point during the game / entering the wrong side when connecting and the game has already started / admin switching any player.
- i) As the server host, failing to provide accurate logs using the proper tool (HLL Log Utilities) (barring bot crashes).
- j) If an action listed is suspected to have been performed by a player, it is to be reported using the ticket system by a team rep of the opposing team.
 - i) If the report is void and the action taking place is not on the list, the ticket is dismissed
 - ii) If the report is accurate and the action taking place is on the list, the offence is registered.
- k) Dropping a Supply Drop together with anything else to make the Supply Drop fall instantly to the ground will be treated as an exploit and will be punished in accordance with the Rulebook.

9) Rule Enforcement

- a) If any rules are broken that are listed in the rulebook, the action of the tournament Organisers will follow the guideline below. Organisers reserve the right to make their own judgement on the matter if necessary.
 - i) Warning for first time offenders, if it's deemed that an honest mistake was made.
 - ii) Game loss for second time offenders, if it's deemed that an honest mistake was made.
 - iii) Disqualification for third time offenders, if it's deemed that an honest mistake was made.
 - iv) Game loss for first time offenders, if it's deemed that the infraction was made on purpose.
 - v) Disqualification for second time offenders, if it's deemed that the infraction was made on purpose.

10) Disqualification and Drop-Outs

- a) If a team drops out of the tournament on their own accord, or is disqualified from the tournament by organisers, they will receive a 5-0 game loss for all their matches in the edition of the tournament, past and future.

- b) If a slot is created by a team dropping out of the tournament or being disqualified, it is possible, under the right set of circumstances, for the Tournament Admins to find ways to fill that slot. The circumstances are :
 - i) The team wanting to fill the slot is similarly matched to the corresponding league or seed they are to be put into.
 - ii) Any other circumstances that can influence either positively or negatively the outcome of the decision.
- c) Ways to fill the slot(s) may vary depending on the circumstances, and are up to the discretion of the Tournament Admins.

11) Voted Meta Rules

a) Panther ban

- i) While it could happen that a team spawns a panther accidentally, using it to kill an enemy player/structure/vehicle is forbidden.
- ii) Driving it off the map or moving it from the vehicle spawn area is the only acceptable use of the panther.
- iii) Failsafe scripts are in place that will punish the entire tank crew as well as seven additional players in case the action is performed.
- iv) The team that used the panther will also be awarded a game loss for the match.

b) Unkillable Artillery

- i) The first artillery player to get a kill will become the team's designated artillery player.
- ii) Designated artillery players (DAP) may not use reloaders and **they are not allowed to switch between guns.**
- iii) A new DAP may be assigned if the current DAP disconnects and 5 minutes passes.
- iv) The DAP will be protected by the HLL Log Utilities scripts.
- v) If the DAP is killed, the killer and 9 additional teammates will be admin-slain.
- vi) Any **intentional gamification** of the rules constitutes **a violation of the rule.**
- vii) To balance this, the DAP must not leave the gun or use any firearm or the same consequences will apply. In the event the DAP is killed by accident, they must return to the arty gun as soon as possible without returning fire.

- (1) Parking tanks next to the Artillery guns
- (2) This list is not exhaustive, and only to give you an idea of what is meant.

c) DAP Requirements

- i) **Every DAP is required to run MOSS Anti-Cheat AND/OR to record and post the full length video of their match.**
- ii) The resulting MOSS .zip folder or video file must be uploaded after every match, regardless of whether there is suspicion of rule breaking.
- iii) Team representatives are required to post these into their team channels after each game.
- iv) Failure to post MOSS logs or video files in a timely manner will result in potential match overturn.

d) Node Requirements

- i) **Nodes must be built within an HQ sector.**
- ii) Nodes are protected and cannot be destroyed or dismantled.
- iii) Destroying or dismantling nodes will trigger a review of the offence by organisers and may result in a game loss for the offending team.
- iv) **Intentional gamification of the node building rules as determined by the organisers will not be tolerated and may result in a match overturned.**
 - (1) Building nodes close to 5th point.
 - (2) Parking tanks close to nodes.
 - (3) Building nodes close to where tanks are spawned.
 - (4) This list is not exhaustive, and only to give you an idea of what is meant.
- v) Teams should use discretion when deciding on the location to build their nodes, finding a place that is unlikely to cause problems or trigger a review.

12) Map Pool

- a) All maps available in Hell Let Loose are available to be played.

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Changelog -

02.08.2023 — Complete rewrite of the ECL rulebook and addition of 1-man arty rule and updates to player punishments.

23.08.2023 — Updated wording on adding players to rosters with any previous clan history.

01.09.2023 — Added No Panther rule to rulebook under section 4 of Match Day Rules 2.

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17.02.2024 — Updated Team Rosters with new rules for 2024. Updated Match Conduct & Discord Activity. Added a new section in 3. **Node Requirements**, where Nodes built in the HQ cannot be destroyed and are protected. Update to the Default Match Time from 6pm UTC to 7pm UTC.

28.02.2024 — Removed sections surrounding Long Range Anti-Artillery Rockets and Tank due to being banned anyway for 1-man Arty. The 1-man arty rule still remains. Added a new section for Game Pass Players being banned from the ECL. General updates to grammar.

10.3.2024 — Updated Match Caster Assignment and added Rule 2.2. General grammar updates.

11.03.2024 — Update to the 1-Man Arty section, particularly 1.1.6 with the ECL Orga issuing a Game Defeat or warning if the Arty Player is intentionally killed.

25.03.2024 — New section added under “Map Banning” called “Time Length of Map Bans”. Map bans are to be completed by 20:00 UTC within 2 days from the start of map bans. Failure will result in the non-offending team to take the final vote. General updates to grammar around the rule book.

26.03.2024 — Updated rule for new registered players, see Team Rosters, section 5, A & B.

30.03.2024 — Made tank clipping of any kind illegal and removed all the extra intricacies surrounding this rule. Also added a new 1. Rule of intentional gamification.

01.04.2024 — Added a new rule under “Manpower, Registration of Players” see 3.1.1. Added a new rule under “Match Casting, Caster Assignment” see 2.3.

23.08.2024 — Streamers are now selected manually, instead of “First come, first serve”. Team Managers now have 2 disputes for cheating accusations throughout a split. A new exploit has been discovered, where you can drop a supply drop and an ammo drop at the

same time to make the supply drop fall out of the sky faster. It is now banned.

25.08.2024 — POV streams are allowed, but should follow the same delay as the Caster.

19.09.2024 — Replaced the previous rulebook that was here with the rulebook that was shared prior.