



**EUROPEAN
COMMUNITY
LEAGUE**

POWERED BY  onzer

Official Rulebook of the
European Community League
Edition: 2025 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 2025 includes 6 divisions, equalling 24 teams (29 including alliances).
 - 1.1. Division I, Division II, Division III, Division IV, Division V, Division VI
 - 1.2. Each division contains 4 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 last place team in each division will play a relegation game with the 1st place team in each division (except for 1st place Division 1).
2. The winner of the relegation match will advance up a division or remain.
3. The loser of the relegation match will be relegated from the Division or will remain.
4. At the end of the season, the winner of Division 1 will be crowned the ECL Champion.
5. *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 Saturday.
2. The default match time is 19:00 UTC (07:00 PM UTC).
3. The playable game period is two weeks.
 - 3.1. Matches are to be scheduled and confirmed with the league no later than the preceding Tuesday.
 - 3.2. 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. Team registration will open on 3rd October 2024 and officially close on 26th January 2025.
2. 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.
 - 2.1. 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).
 - 2.2. 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.
3. Teams are only permitted to field players that are included in their roster.
4. Initial rosters must be submitted no later than **23rd February 2025 at 23:59**, regardless of when a team's first game is scheduled to take place.
 - 4.1. Changes may be made after this roster is submitted and up to 24 hours before a team's first game.
5. Initial rosters must have a minimum of:
 - 5.1. 60 players registered for Division I teams.
 - 5.2. 46 players registered for Division II, III, IV, V, and VI teams.
6. Rosters are limited to 150 players.
7. Rosters will be made public to other team managers and posted by ECL staff in the [Team Rosters channel](#).
8. Rosters must include in-game names and Steam64 IDs.
9. **Epic Game Store Players in the ECL**



- 9.1. Epic Game Store (hereby referred to as “EGS”) players are allowed in the ECL as voted for by team managers and are currently being trialled up until the end of the first split (20th April 2025). EGS additions must follow the below:
 - 9.1.1. EGS players are limited to a maximum of 10 on a team's roster.
 - 9.1.2. Minimum player level of 75.
 - 9.1.3. When adding EGS 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 Website.
10. Rosters are locked once the season commences.
11. Transfer window opens and closes on the following dates:
20th April 2025 > 25th April 2025
15th June 2025 > 22nd August 2025
5th October 2025 > 17th October 2025
12. Transfers and any roster removals must be updated in the [Roster Extension channel](#).
13. 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).
 - 13.1. 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.
- 14. Mercenary Usage in the ECL**
 - 14.1. For the first time, the ECL is allowing mercenaries to be used in the ECL. However, mercenaries (hereby referred to as “mercs”) are limited to a maximum of 13 and are outlined as follows:
 - 14.1.1. Teams Not Registered in the ECL and around your Division**
 - 14.1.1.1. All teams are allocated **3 slots**.



14.1.1.1.1. Teams can register mercs from teams that are not registered in the ECL, or, can register mercs from one division above or below your current position. These instances are equal to your 3 slots. (eg. Division 2 teams can register mercs from either Division 1 or Division 3)

14.1.2. Mercs from your Division

14.1.2.1. Teams are allocated **10 slots**.

14.1.2.1.1. Teams can register mercs from the division that you are currently in. These players cannot be players who are registered with any other team.

14.1.2.2. Mercs from your division, or around your division, are **not allowed** to play for any other team except the team that has registered them as their mercs.

14.1.3. All mercenaries are to only field infantry positions.

14.1.4. Mercenaries must be registered via the [Merc-Registration](#) ticket in order to be valid and registered.

14.1.5. Once your mercs have been registered, no alterations can be made for a maximum of 10 games, and merc registration tickets are final.

14.1.6. 10 games maximum start from when your ticket has been created.

14.1.7. When a ticket is launched for the first time, a ticket reference will be generated (example: mr-name-95). This reference is important; this will be used when making changes to your registered mercs after 10 games.

14.1.8. All mercs will be made public to the other team managers via [registered-mercs](#).



15. Players that have a VAC or game ban from less than three years ago (1095 days) from the start date of the season are not allowed to participate.
 - 15.1. Accounts with VAC/Game Bans older than that are permitted.
16. Account sharing is strictly forbidden in all ECL matches.
 - 16.1. This includes, but is not limited to, an unregistered player participating for a team by using an account that is registered to that team.
 - 16.2. Any player who shares their account or uses an account shared to them will be immediately and permanently banned from the ECL.
 - 16.3. 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.
17. Players whose Steam account was created less than three months ago (91 days) at the start of the tournament are not allowed to participate.
 - 17.1. The ECL reserves the right to request that any player's Steam profile be made publicly available to confirm the account's creation date.
 - 17.2. Teams/Players may provide other evidence of the account's creation date, however, the ECL will ultimately determine if that evidence is sufficient.
 - 17.3. Any player who refuses to prove their account meets these criteria will be ineligible to participate.
18. Teams are able to appeal a maximum of **2 cases** should they wish a player/account to be reconsidered as ineligible. *Note; that no appeal will be heard for a player transferring between competing teams (i.e. Multi-Teaming).*
 - 18.1. An appeal must be submitted a minimum of **48 hours** before the game where the account would be fielded/rostered.



- 18.1.1. Any appeal submitted within 48 hours will be automatically denied and will count as 1 of your 2 appeals.
 - 18.2. Appeals are expected to include the nature of the issue, the player's information, as well as evidence/explanation as to why the account/player should be permitted.
 - 18.3. The ECL will consider the appeal, and the final decision on whether the account/player will be permitted to participate will be provided to the team no later than 24 hours before the game.
 - 18.4. A private appeal ticket channel will be set up exclusively for Team Managers.
19. 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.
 - 19.1. A player who disconnects and is replaced may not return to the match.
 - 19.2. This may be done for a maximum of two players per match.
20. 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. Winning map and mid-point will be played in the first and second round.
5. Team A will always play as Axis/Achse.



6.0 SERVER SETTINGS

1. The ECL is delighted to have secured a server sponsorship with Qonzer.com for the duration of the ECL to provide 5 servers on which all Division 1 and 2 matches will be played.
 - 1.1. 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.
2. All teams are still expected to own their own servers, as these will be utilised to supplement our primary servers as needed.
 - 2.1. 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.
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 10 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 10 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 not able to be used 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 midpoint will be played in the first and second round.
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.



7.0 GAME RULES

1. The following in-game meta rules are in-effect for all ECL games.
 - 1.1. **One-Man Artillery**
 - 1.1.1. A team is permitted one Designated Artillery Player (DAP) to use one Designated Artillery Gun (DAG).
 - 1.1.2. The DAP will be the first player to record a kill with an artillery gun.
 - 1.1.3. The DAP may not:
 - 1.1.3.1. Be injured or killed by the opposition.
 - 1.1.3.2. Be impeded in any way by the opposition.
 - 1.1.3.3. Leave their DAG.
 - 1.1.3.4. Kill or injure an opposing player with anything other than the DAG.
 - 1.1.4. Loaders are **not** permitted.
 - 1.1.5. Every DAP is required to run MOSS Anti-Cheat AND/OR to record and post the full length video of their match.
 - 1.1.6. The resulting MOSS .zip folder or video file must be uploaded after every match, regardless of whether there is suspicion of rule breaking.
 - 1.1.7. Team representatives are required to post these into their team channels after each game
 - 1.1.8. Failure to post MOSS logs or video files in a timely manner will result in potential match overturn.
 - 1.1.8.1.1. 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.



- 1.1.8.1.2. The DAP recording and MOSS Anti-Cheat file must be posted within 24 hours after the game has ceased.
- 1.1.8.1.3. The ECL may randomly request teams to produce a DAP recording and MOSS Anti-Cheat file to ensure players are compliant.
- 1.1.8.2. The DAP may place an Outpost in their team HQ during the game's warm-up phase.
 - 1.1.8.2.1. The outpost may not be rebuilt if it is destroyed outside the warm-up phase.
- 1.1.8.3. A new DAP may be assigned should the previous DAP disconnect from the server and 5 minutes have passed.
- 1.1.8.4. The DAP may not intentionally get themselves killed (or attempt to do so) by an opposing player.
- 1.1.8.5. Should the DAP be killed by an opposing player:
 - 1.1.8.5.1. The player will be punished (killed) along with 9 additional teammates by the HLLU tool.
- 1.1.8.6. Should the DAP use any firearm other than the DAG to kill an opposing player, or leave the DAG:
 - 1.1.8.6.1. The DAP will be punished (killed) along with 9 additional teammates by the HLLU tool.
- 1.1.8.7. In addition to the above, any interference with the DAP (including killing the DAP) or DAG, will result in a team receiving:
 - 1.1.8.7.1. **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.



- 1.1.8.7.2. **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.
- 1.1.8.7.3. This also applies should the DAP leave their DAG or kill an opposing player with anything other than the DAG.
- 1.1.8.7.4. *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.
- 1.1.8.7.5. **Rule Enforcement** may also be applied in situations as deemed necessary by the ECL.

2. Protected Nodes

- 2.1. All nodes are protected and may **not** be destroyed or dismantled by any means by the opposition.
- 2.2. Nodes shall be built in HQ columns A-J or 1-10.
- 2.3. Destroying opposition team nodes will see the destroying team:
 - 2.3.1. **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.
 - 2.3.2. **Second Infraction:** 6 players randomly selected to be banned from participating in their next game.
 - 2.3.2.1. And the team will receive a forfeit 0-5 loss.
 - 2.3.3. Further infractions of this rule will see a team disqualified per Rule Enforcement.

3. Panther Ban



- 3.1. The spawning of a Panther will not be punished, as it may be spawned accidentally.
- 3.2. The Panther may not be used to kill or destroy an enemy player, structure, vehicle or other.
- 3.3. Moving the Panther from the vehicle spawn area, or off the map, are the only permitted actions.
- 3.4. Should the Panther be used to kill or destroy an enemy player, structure, vehicle or other, the following punishments will occur:
 - 3.4.1. The entire tank crew, plus seven additional teammates, will be punished (killed) by the HLLU tool.
 - 3.4.2. Rule Enforcement will be applied to the players of that tank.
- 3.5. The ECL reserves the right to punish any player/team who are found to have violated the spirit of these rules, even if it is not specifically indicated within this Rulebook.

4. Cheating, Glitching & Exploiting

- 4.1. The ECL encourages all players to record their gameplay and/or utilise the MOSS Anti-Cheat program while participating in the ECL.
 - 4.1.1. 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.
 - 4.1.1.1. By participating in the ECL, no player may refuse the ECL's request to record their gameplay and/or use MOSS.
- 4.2. 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).
 - 4.2.1. A team has 48 hours to open an SPR ticket following the conclusion of a game.



- 4.2.1.1. A dispute ticket will be automatically refused beyond 48 hours.
- 4.2.2. The allegation must be in relation to suspicious player activity in the most previously played game.
 - 4.2.2.1. An SPR ticket must include:
 - 4.2.2.1.1. A detailed description of the event(s)
 - 4.2.2.1.2. Evidence (screenshots, videos, logs etc)
 - 4.2.2.1.3. Name(s) of suspected player(s)
- 4.2.3. The ECL will consider the SPR and the evidence/information provided.
- 4.2.4. A SPR submitted without the above included will be automatically closed with no further action.
- 4.2.5. Should the ECL not find sufficient evidence or suspicion to support the SPR's claim, the ticket will be closed without further action.
- 4.2.6. Should the ECL find that the evidence provided is worthy of further examination, but is not completely conclusive, the ECL will:
 - 4.2.6.1. Request the player(s) record their gameplay and submit the unedited footage immediately following the conclusion of each game.
 - 4.2.6.1.1. 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).
 - 4.2.6.1.2. 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.



- 4.2.6.1.2.1. The number of games a player (or players) may be required to run MOSS will be determined by the ECL.
- 4.2.6.1.3. If no further evidence is acquired to support the initial claim, then the SPR will be closed with no further action taken.
- 4.2.6.1.4. If at the conclusion of the investigation it is found that sufficient evidence has been gathered to support the SPR, the ECL will:
 - 4.2.6.1.4.1. Apply Rule Enforcement.
 - 4.2.6.1.4.1.1. 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.
- 4.3. Cheating** is defined by the ECL as a deliberate attempt to gain an advantage that the game does not intend or support.
 - 4.3.1. The ECL does not permit teams or players to gain an unreasonable advantage in gameplay. These advantages include, but are not limited to:
 - 4.3.1.1. Usage of external software to offer enhancements to a players' ability.
 - 4.3.1.2. Usage of external software to alter the normal behaviour/configuration of HLL as intended.
 - 4.3.1.3. Modifications to Vivox, Easy Anti-Cheat, or Steam.
- 4.4. 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.



4.5. 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.

4.5.1. Occurrences that give a player or team an unfair advantage will be banned within the ECL, which include but are not limited to:

4.5.1.1. External software usage is not allowed.

4.5.1.1.1. Communication software such as Discord and Teamspeak is allowed.

4.5.1.1.2. NVIDIA game filters are allowed.

4.5.1.1.2.1. “Smoke” filters are banned.

4.5.1.1.3. Third party programs such as artillery calculators should be used at the players own risk.

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

4.5.1.1.5. Certain specific third party programs or hardware features are not allowed:

4.5.1.1.5.1. LastGarriz HLL Overlay (and any overlay offering similar features)

4.5.1.1.5.2. Crosshair software or hardware (red dot)

4.5.1.1.5.3. Keyboard or mouse macros

4.5.1.1.5.4. Glassbrick software

4.5.1.1.5.5. 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.

4.5.1.2. Map exploits or glitches that cause a player, spawn point, or team asset to be immune from incoming fire, destruction or disabling.



- 4.5.1.2.1. A player colliding to enclose themselves within a structure/ground/map asset.
- 4.5.1.2.2. A garrison or outpost being placed in an elevated or inaccessible location to avoid being dismantled/destroyed.
- 4.5.1.2.3. A vehicle or buildable structure positioned in an enclosure or in a way that it cannot be dismantled/destroyed.
- 4.5.1.3. Spawn exploits and glitches where players can spawn on specific spawn points not intended for their specific in-game character.
 - 4.5.1.3.1. Recon OP glitch.
 - 4.5.1.3.2. Unknown/undiscovered spawn glitches.
- 4.5.1.4. Exploits/glitches to gain movement/height advantages not normally experienced in gameplay.
 - 4.5.1.4.1. Fish flinger/player boosting.
 - 4.5.1.4.2. Using speed to ignore barriers/walls.
 - 4.5.1.4.3. Players levitating or gaining altitude without standing on something.

4.6. Other Banned Actions

- 4.6.1. Entering the admin camera at any point during the game once both teams have players in the server.
- 4.6.2. Switching sides at any point during the game.
- 4.6.3. Entering the wrong side when connecting to the server and the game has already started.
- 4.6.4. Admin switching any player.



8.0 RULE ENFORCEMENT

1. All competitors are expected to have familiarised themselves with this Rulebook and any prohibited actions within the ECL.
 - 1.1. 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.
2. All rules shall be enforced by the following method:
 - 2.1. First Infraction:** Player ban for one game.
 - 2.2. Second Infraction:** Player ban for the season and a forfeit loss of 0-5.
 - 2.3. Third Infraction:** Team disqualification from the tournament.
 - 2.4. 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.
3. Different infractions committed by the same player and/or team will be considered as one-in-the-same.
 - 3.1. Example: A player who kills a DAP and then kills a player using the Panther will have committed two infractions and will receive a season ban (per Article 8.0, Section 2).
4. Section 2 of this Article may be applied in addition to any other punishment at the discretion of the ECL.
5. Any ECL staff member who is part of a team participating in the ECL will abstain from any decision-making
6. situations that may include their team or have a direct impact on their team.



9.0 BROADCASTING & STREAMING

1. Only casters/streamers assigned by the ECL to a match are permitted to cast an ECL match.
2. Any game casted/streamed by an individual who was not assigned by the ECL will render the game a loss for the team hosting the server.
 - 2.1. It is the responsibility of the hosting team to ensure that no player is casting/streaming the game other than the assigned caster/streamer.
3. Teams are explicitly forbidden from asking streamers to not show certain parts of the game. Streamers should do their best to show parts of the match, including openings, that they deem most relevant and interesting for the viewer.