ECL | Official Rulebook

Version: 3.0.2 – Updated: 10/03/2024

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.

Match Day Rules:

1. **Intentional Gamification**
   1.1. Any intentional gamification of the below rules is considered a violation and will result in your team being disqualified from the ECL.
2. **Course of the Game**
   2.1. The map will be flipped after the go of the non-hosting team.
   2.2. The match ends after the in-game timer has finished or by a 5:0 score.
3. **Gameplay Prohibitions**
   3.1. **Floating Bug**
      3.1.1. Any player who finds themselves floating **MUST** redeploy.
      3.1.2. Players who fail to redeploy will inflict an automatic game loss and automatic team removal from the ECL.
   3.2. **Glitching**
      3.2.1. It is prohibited to make use of positions that are not accessible via jump and run or take positions that are in walls or objects where players can not be killed.
      3.2.2. It is forbidden to gain an advantage through closed obstacles. If a player is spawned inside a building or object by spawning on an OP or Garrison, the player **MUST** redeploy immediately.
      3.2.3. It is forbidden to place objects in positions that can not be reached.
   3.3. **Clipping**
      3.3.1. **Character clipping through solid structures**
      3.3.2. Illegal if a player is fully encased in a solid structure.
      3.3.3. Illegal if a player cannot be reasonably (admin discretion) killed by infantry small arms.
      3.3.4. Legal when your model goes through a game solid structure (wooden walls, stone walls, barrels).
      3.3.5. **Player clipping through hedge or bush**
         3.3.5.1. Legal
      3.3.6. **Player weapon clipping through solid structure or object (wall banging)**
         3.3.6.1. Legal – only when the player is not fully encased in a solid structure or object. Mounting an MG in a window sometimes requires clipping.
      3.3.7. **Player weapon clipping through hedge or bush**
         3.3.7.1. Legal
      3.3.8. **Tank clipping through solid structure or object**

3.3.8.1.   Clipping a tank through any kind of structure is illegal.

3.3.9.   Player clipping into the sky or ground

3.3.9.1.   Illegal – Unless done by accident.

3.3.10.   Tank or other vehicle clipping into the sky or ground

3.3.10.1.   Illegal – Unless done on accident.

3.4.   Squad Teleportation

3.4.1.   Redeploying/suicide

3.4.1.1.   Legal – Crucial game mechanic.

3.4.2.   Teleporting between Infantry, Armour, or Recon Squads

3.4.2.1.   Legal – Crucial game mechanic.

3.4.2.2.   Illegal – If your role is not normally allowed to perform these roles.

3.5.   Submarining

3.5.1.   Driving a tank across a body of water

3.5.1.1.   Legal

3.5.2.   Driving a supply or transport truck across a body of water

3.5.2.1.   Legal

3.5.3.   Jumping or hopping across a body of water by a player

3.5.3.1.   Legal

3.6.   Truck and OP Boosting

3.6.1.   Boosting onto a roof with a truck

3.6.1.1.   Legal

3.6.2.   Boosting onto a roof with an OP

3.6.2.1.   Legal

3.7.   OP and Garrison related exploits

3.7.1.   Putting an OP in a bush

3.7.1.1.   Legal

3.7.2.   Putting an OP in a building

3.7.2.1.   Legal – As long as the OP can be taken by the enemy.

3.7.3.   Putting an OP in a tree (in the sky)

3.7.3.1.   Illegal – OP can not be taken by the enemy.

3.7.4.   Putting a Garrison inside a Bunker

3.7.4.1.   Legal – As long as the enemy can dismantle the Garrison.

3.7.5.   Putting a Garrison inside a building

3.7.5.1.   Legal – As long as the enemy can dismantle the Garrison.

3.8.   Structure related exploits

3.8.1.   Building a Field Gun, Node, Garrison, Barrier, OP, or any structure on a roof.

3.8.1.1.   Legal – As long as the enemy can dismantle it.

3.9.   Map traversal related exploits

3.9.1.   Going out of bounds during the out-of-bounds timer

3.9.1.1.   Legal

3.10.   Vehicle exploits

3.10.1.   Smoke grenade and truck exploit

3.10.1.1.   Legal

3.10.2.   Mounting vehicles on top of each other

3.10.2.1.   Legal

3.10.3.   Speed boosting vehicles

3.10.3.1.   Legal – If only boosted by another vehicle.

If an exploit or glitch is not listed in the Rulebook, please contact the ECL Orga. This can be before the game to question a potential new exploit or glitch, or after a match. We will then make the final decision on whether it is permitted and included in the Rulebook or Forbidden.

Match Day Rules 2:

1. **1-Man Artillery**
    1.1. **Using more than one artillery and/or killing the enemy designated artillery player.**
        1.1.1.   The first artillery player to get a kill will become the team's designated artillery player.
        1.1.2.   Designated Artillery Players (DAP) may not use reloaders, and **they are not allowed to switch between guns**.
        1.1.3.   A new DAP may be assigned if the current DAP disconnects and 5 minutes passes.
        1.1.4.   The DAP will be protected by the HLL Log Utilities scripts.
        1.1.5.   If the DAP is killed, the killer, along with 9 additional teammates, will be admin-slain.
        1.1.6.   Any intentional gamification of these rules constitutes a violation of the rule. The ECL Orga will review the complaint and may issue a game defeat.
        1.1.7.   To balance this, the DAP must not leave the gun or use any firearm, or the same consequences will apply as killing the DAP.
        1.1.8.   In the event the DAP is killed by accident, they must return to the arty gun as soon as possible.
    1.2. **Interfering with the use of artillery guns.**
        1.2.1.   Teams may not stand on or impede the movement of the artillery guns using players, structures, or vehicles.
        1.2.2.   Impending the movement of an artillery gun will be considered the same violation as killing the DAP and may result in a game loss.
2. **DAP Requirements**
    2.1. **Footage Recording**
        2.1.1.   All DAPs are required to run MOSS Anti-Cheat and/or record and upload the full-length video of their match.
        2.1.2.   The resulting MOSS .zip folder or video file must be uploaded after every match, regardless of any suspicion of rule breaking.
        2.1.3.   A specific channel in the ECL Discord will be used for submitting MOSS and video files for team reps.
        2.1.4.   Failure to post MOSS logs or videos in a timely manner will result in a potential match overturn.
3. **Node Requirements**
    3.1. **Node placement**
        3.1.1.   Nodes must be built within an HQ sector. Nodes are protected and can not be destroyed or dismantled. Destroying or dismantling nodes

will trigger a review of the offence by ECL Orga and may result in a game loss for the offending team.

   3.2. **Intentional gamification of the node building rules as determined by the ECL Orga will not be tolerated and may result in a match overturn.**

      3.2.1. For example, if a team builds nodes near the 5th point in the HQ sector in an attempt to bait the enemy team into destroying their nodes, the offending team will be punished. 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.

4. No Panther

   4.1. The Panther is banned from play in all ECL Games.

Cheating/Hacks:

1. 3rd Party Software

   1.1. The use of 3rd Party Software, which accesses or interferes with the game's files or game, is forbidden (e.g., Aimbot, wall hacking, map hacking, ESP).

2. Approved Software

   2.1. Discord, TeamSpeak, Microsoft Teams, NVIDIA Recording, OBS, Artillery Calculators (Arty Calc).

3. Punishments

   3.1. Disallowed Glitch

      3.1.1. In the event of a player being discovered to have used a disallowed glitch, the player will be issued with a two match ban.

   3.2. Use of 3rd Party Software

      3.2.1. In the event of a player being discovered to have used 3rd Party Cheats or Hacks, the player will be issued with immediate and permanent disqualification from the ECL.

4. Reporting Players

   4.1. Teams who feel they have experienced a player using 3rd Party Software, or a player has used a Disallowed Glitch must report this via their Team Manager with sufficient evidence in their Teams Ticket, 48 hours after the match taking place. The ECL Orga will then investigate.

      4.1.1. Reports must contain the following:

         4.1.1.1. Accurate description of the situation

         4.1.1.2. Timestamp(s) in Game

         4.1.1.3. Material evidence (screenshot, recordings, videos, logs, etc.)

         4.1.1.4. Name(s) of player(s) suspected of cheating.

      4.1.2. The ECL Orga will then begin an initial verification if the report is valid.

         4.1.2.1. If the report is not valid, the ECL Orga will provide a reason behind this.

         4.1.2.2. If the report is a valid case, the ECL Orga will encourage the accused player to provide supporting evidence in the form of a match recording and supporting explanation of the incident.

      4.1.3. The ECL Orga will investigate with the evidence provided and will reach one of the possible outcomes:

         4.1.3.1. The accused player is not found guilty.

4.1.3.2.　The accused player is not found guilty, however, will be classified as a suspicious player (see. 5)

4.1.3.3.　The accused player is found guilty:

4.1.3.3.1.　The player, when found guilty, is banned from the ECL permanently.

4.1.3.3.2.　The team will forfeit the game in which the cheating took place. Unless there are mitigating factors.

4.1.3.3.3.　The team with the guilty player may be disqualified and/or banned.

5. Suspicious Players

5.1.　If a player is found to be classified as suspicious, the ECL Orga will require the player to record their games and use MOSS Anti-Cheat. The player will then need to provide both the recording and MOSS folder (unchanged) for the remainder of the current ECL split.

Match Days

1. Default Match Date

1.1.　The default match date is Saturday.

2. Default Match Time

2.1.　The default match time is 7 pm (UTC)

3. Alternative Match Dates

3.1.　Matches can be played on other days of the week by agreement of both teams.

4. Match Play Period

4.1.　The match must be played before the next match day.

5. Issues with Match Date

5.1.　If both teams are unable to find an alternative date, the primary match date will be used. However, teams can consult with the ECL Orga.

6. Confirmation of Matches

6.1.　Matches must be confirmed by both teams at a minimum of 7 days before the match date.

7. Game Schedule Confirmation

7.1.　Both teams must confirm the game in the ECL Game Schedule Spreadsheet before the match takes place.

Game Day

1. Playable Period

1.1.　The playable game period is a minimum of two weeks.

1.2.　The game day always begins the first Saturday at 7 pm. (UTC).

Match Cancellation

1. **Insufficient Player Numbers**
   1.1. In the case of a team arriving late to a match due to insufficient player numbers, the ECL Orga will tolerate a 20-minute grace period for postponing the start of the match.
   1.2. In the event of the 20-minute grace period being breached, an immediate 5:0 victory will be awarded to the opposing team.

Server Issues

1. **Complications with the Server**
   1.1. In the event a server issue arises and creates an unplayable or unfair situation for either team, the match must be reviewed by the ECL Orga.
   1.2. If a complicated situation arises, the teams will consult with the ECL Orga for further assistance.

Minimum Server Requirements

1. **Server Ownership**
   1.1. Participating teams must own a server.
2. **After-match Server Logs**
   2.1. All teams are required to export after-match server logs using HLL Log Utilities Bot to the #server-logs channel.
3. **Refusal of Exporting Server Logs**
   3.1. If a team refuses, a 1 point reduction is issued.
   3.2. If the team refuses again, the point loss will be increased to 5.
4. **Server Hosting**
   4.1. All servers must be hosted in the EU.

Match Conduct & Discord Activity

1. **Team Fairness**
   1.1. The ECL Orga requests sporting fairness from all participating teams and players. This also includes the respective match streamers.
2. **Match & Discord Griefing**
   2.1. Insults, toxicity, racism or griefing towards any Discord members or ECL Orga (be it in-game, in a Twitch chat or Discord) will be disciplined by the ECL Orga

Match Casting

1. **Casters in Game**
   1.1. All participating commit to keeping 1 place per team free for match casters.
2. **Caster Assignment**
   2.1. ECL matches to be streamed are chosen by the match casters.

2.2. If a match has two streamers, the match MUST have 1 English-speaking caster.

3. Caster Announcement

3.1. Once a Match Caster(s) has been assigned to a match, the #stream-announcement channel will be updated.

4. Caster Match Delay

4.1. Each Match Caster commits to streaming any ECL match with a 30-minute delay.

Map Banning

1. Mapban.gg

1.1. The map which will be played on in the ECL is selected by the team managers using Mapban.gg

2. Map Selection

2.1. Once the map has been selected, teams must update the ECL Game Schedule spreadsheet accordingly 7 days before the start of the match.

3. Odd number of maps

3.1. In the event of an odd number of maps on Mapban.gg, the loser starts with the banning.

4. Even number of maps

4.1. In the event of an even number of maps on Mapban.gg, the winner starts with the banning.

5. The Winning Map

5.1. The winning map is played in the first round and in the second round.

6. Side Selection

6.1. Team A always plays Axis/Achse.

7. Time Length of Map Bans

7.1. Map bans must be completed by 20:00 UTC within 2 days from the start of the map bans. Failure will result in the non-offending team taking the final vote.

Manpower

1. Team Size

1.1. Participating teams and alliances are obligated to field 49 players

2. Team Strength

2.1. Teams are prohibited from adjusting their team strength to another team.

3. Registration of Players

3.1. Registration of players outside the registered team or alliance is strictly prohibited.

3.1.1. Failing to comply, the team or alliance will be punished with a 3-point deduction, and the unregistered player will be permanently banned from the ECL.

4. Smurf Accounts

4.1. Playing under a smurf account is forbidden.

      4.2.   Should a player be caught with a player under a Smurf account, this will result in immediate disqualification and permanent ban from the ECL.

5.   Team Cancellation
      5.1.   Should a team cancel a match due to sufficient player numbers, the postponement of the match will be looked upon by the ECL Orga and both teams.
      5.2.   In the event a solution can not be made with the postponement, the team with the insufficient player numbers will be forced to forfeit the match, resulting in an official 5:0 score for the opposing team.

Player VAC-Bans

1. All players who have not received a VAC-Ban or Game Ban within the last 3 years are eligible to play.

Division Promotion

1. The winner of a division will receive a higher seed for the next ECL season.

Referee Court

1. In the event of a disagreement in the game, the ECL Orga will decide the outcome.
2. The parties involved shall not have the right to vote in the event of an incident in which they are involved.

Result Announcement

1. The result of the match will be announced in the #results channel by Team A and must be confirmed by the opposing team.
2. If a match was officially streamed, we request that you publish the result once the stream is over.

Integration of New Teams into the ECL

1. The integration of new teams will be discussed and decided by the ECL Orga before the start of a new season or split.
2. If an Alliance splits up, both parties will have the option to participate on their own.
3. If both teams want to continue, the ECL Orga will try to find 2 spots. If this is not possible, further discussions will be made in order to find a common ground.
4. The new team will inherit the points and placement of the once Alliance.
5. It is possible for a team to continue in an alliance. If they are not able to continue, they must field a majority in the new setup.

Team Rosters

1. Team rosters will be publicly available to other team managers & ECL Orga.

2. The channel for rosters is [here](#).
3. Teams are only allowed to field players on their official roster.
4. New players without any previous clan history can be added anytime.
5. If a new player is fielded from another clan in the ECL this season, this must be clearly written [here](#).
   a. A new registered transferred player will not be able to play for two game days, as long as they have already appeared for a team in the ongoing ECL Split.
   b. A new registered transferred player that has not appeared for a team in the ongoing ECL split, can play for their new team immediately.
6. If an unregistered player plays an ECL match, the player will receive a three match ban for the future matches once registered.
7. If this happens more than 10 times, a 1 point deduction will be enforced for every 10 players.
8. If a team fails to register players for more than 1 match during the season, and the unregistered players keep representing the team in the ECL during the ban period, the banned players' ban will be extended to the end of the season.
9. **Game Pass Players**
   a. Players who play using Xbox Game Pass are unable to play in the ECL due to no traceable ID for VAC-Bans.

General Information

1. These rules are automatically accepted upon registration to the ECL.
2. Updates to this rulebook will be marked visibly at the beginning with a next revision date. Once any updates have been made, all team managers will be notified.

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 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 gamficiation.

Next planned revision: 19/04/2024