



ECL 12 Rules

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1 Preface

Welcome to the ECL 12 rule book. With ECL 12, we will use the rule book from ECL 11 as a foundation. In addition to this, we have tweaked some rules based on feedback from ECL 11 and subsequent tournaments. As always, it is very important for us to be as clear as possible regarding League Administration procedures, as such if you have any difficulties understanding specific rules then feel free to contact us via the [support tool!](#)

We ask every team to familiarise themselves with and memorize the different sections. Team captains must be aware of the entire ruleset, as it includes lots of important guidance that stays relevant throughout the entire league/tournament. Regular players on the other hand should be aware of member registration requirements, etiquette, fair play, and game rules.



1.1 Rule Changes Overview

Here's a snapshot of some of the major adjustments / additions compared to ECL 11:

- Updated rule 2.6, players must keep their player card fully updated (including numbers now) and have unique numbers on their team
- Updated rule 3.2, ECL Pro teams now have the opportunity to compete with 7 roster players, providing they sign a waiver
- Updated rule 3.6, adding scaling charges for ECL Core
- Added rule 3.8, consent for NHLGamer and NHLGamer affiliates to use photos submitted by players
- Updated rule 5.2, explaining that we will be reviewing how team ownership is structured
- Updated rule 5.4, added further clarification on the relegation series' stemming from ECL Elite
- Updated rule 5.6, tweaking how ECL Lite's playoffs will take place
- Added rule 5.7, providing an overview of ECL Core's playoffs
- Updated the name of rule 5.9, so as to be consistent with the other qualifiers
- Added rules 5.10 and 5.11, qualifiers for ECL Pro – Lite and ECL Lite – Core. **Added a clause which states that any additional spot(s) must be filled via the qualifier, as well as tweaked the seeding order so that relegated teams are placed above playoff teams**
- Added rule 5.12, clarifying the difference between qualifier and relegation
- **Added rule 5.13, describing how the roster lock works in conjunction with the qualifier systems. Expanded upon in the 8/5/21 update.**
- **Updated section 7.6, expanded the number of staff members involved in LA**
- **Updated section 7.7, included the most recent LA rulings**
- Added rule 10.2, further clarifying how teams should approach scheduling
- Elaboration on rule 11.4, how tiebreaking works when three or more teams are tied
- Added rule 11.7.1, players must try to make their in-game player bare some resemblance to themselves in real life
- Added rule 11.7.2, skaters are now allowed to wear non-standard 'CHEL' style gloves and / or skates (but not helmets), additionally the top point scorer on an Elite team will now have to wear the golden helmet in ECL games. As such, all ECL Elite players will have to wear a helmet during ECL games.
- **Added rule 11.7.3, goalies are now allowed to wear non-standard 'CHEL' equipment without restriction.**
- Tweaked rule 11.9, fighting is now banned in all divisions outside of Neo. In the event a fight does occur teams must treat it like a disconnect and follow the procedure surrounding this
- **Expanded upon rule 12.1.2, now includes a run-down on how to input stats from a game that had a disconnect part-way through**
- Added **(and tweaked)** definition 15.17, what counts as a starter
- Added definition 15.18, what counts as a wildcard team
- **Updated appendix 3 with details regarding empty spots both in and outside the qualifier**
- Added appendices 3, 4, and 5 **(detailing how ECL Pro teams should contact LA regarding the roster waiver mentioned in rule 3.2)**



Note: Items in bold are additions / changes relative to the most recent revision of the rulebook during the ECL season.

2 Member registration

2.1 General

All players participating in any NHLGamer league/tournament are required to have a registered account on NHLGamer.com with their PSN ID (PlayStation) or Gamertag (Xbox) added to their profile.

2.2 Account Details

NHLGamer account name, PSN ID / Gamertag and player name must not be of offensive, insulting, crude or vulgar nature. NHLGamer Staff reserves the right to request players to change these details if deemed inappropriate.

2.3 Accepting Rules

By joining a team registered for a league/tournament, the player is accepting these rules.

2.4 Number of Accounts

No player may have more than one account on NHLGamer.com. This account can be used for playing on different consoles and in different leagues/tournaments simultaneously as long as the player has their PSN ID / Gamertag set up on their NHLGamer profile.

2.5 Account in the same household

If several players use their accounts from the same IP address (for example brothers living in the same home), those players are required to inform an administrator immediately about these conditions.

2.6 Player Card

The name and number that players have entered on their player card on NHLGamer must match their name and number in-game. Additionally, players on a team must have unique numbers when compared to their teammates.

3 Team registration

3.1 General

All registered members are allowed to register a team for NHLGamer leagues/tournaments. The team's registrant will be set as captain by default. Team registration is only possible during the signup period, which will be announced via the NHLGamer main page.

3.2 Requirements

In order to be eligible for NHLGamer leagues/tournaments, teams must:

- Have a captain and 2 assistant captains
- Have a total of at least 8 players (ECL Pro*, ECL Lite, ECL Core, and ECL Neo) / 7 players (ECL Elite).
- Use the same team name on NHLGamer.com and NHL 21



- Use unique numbers within a team (two players on the same team cannot use the same number at the same time)
- Have no more than 14 players

**ECL Pro teams may request permission to compete with 7 roster players. By signing the waiver for this (see appendix 5), the team takes full responsibility in the event that they cannot play all schedule games, or struggle to schedule to an expected level.*

3.3 Additional Requirements

New members on the NHLGamer platform, who have not participated in at least one event, cannot be in a captain position for a team during the Summer Cup or for an ECL Lite, Pro, or Elite team. In order to confirm the identity of a member, NHLGamer Staff reserves the right to ask for proof of identity as a means to prevent fraudulent behaviour.

3.4 Closing Registration

Registrations are final once the sign-up deadline has passed, and teams are required to participate in the league/tournament they signed up for. NHLGamer Staff has the final say in seeding teams to divisions or groups, and the decisions are to be accepted.

3.5 Withdrawing a registration

To withdraw a registration, the captain must edit the team's sign-up post and signify that they are no longer intending to sign up. Additionally, they must contact LA support to make sure that this doesn't go unnoticed. This is only possible before the sign-up deadline is over.

3.6 Changing Team Name

During the off-season, changing the team name is free. However, traditionally NHLGamer has not allowed teams to change their name during a season, as it can lead to confusion in many forms. Due to an influx of teams becoming sponsored and/or representing an organization, we have decided to give teams a one-time opportunity to rename their team 'mid-season' in order to give the teams a better possibility to pursue partnerships. However, with the goal of keeping our leagues credible and enjoyable to follow, there needs to be limitations in order to maintain some continuity within the divisions. As such, we have drawn up a system (which can be seen below) that allows teams to request a change of name part of the way through the season, with the caveat that they have to pay a fee depending on which part of the season they are in at the time of the switch.

Elite

- Week 1: 100 EUR
- Week 2: 200 EUR
- Week 3: 300 EUR
- Week 4: 500 EUR
- Week 5 & Playoffs: 1000 EUR



Pro

- Week 1: 100 EUR
- Week 2: 200 EUR
- Week 3: 300 EUR
- Week 4: 300 EUR
- Week 5 & Playoffs: 300 EUR

Lite

- Week 1: 100 EUR
- Week 2: 200 EUR
- Week 3: 200 EUR
- Week 4: 200 EUR
- Week 5 & Playoffs: 200 EUR

Core

- Week 1: 100 EUR
- Week 2: 200 EUR
- Week 3: 200 EUR
- Week 4: 200 EUR
- Week 5 & Playoffs: 200 EUR

Neo

- Week 1: 100 EUR
- Week 2: 100 EUR
- Week 3: 100 EUR
- Week 4 & Playoffs: 100 EUR

It should be noted that if the team / sponsor and NHLGamer agree to the name change **AND** announce the switch prior to the season start*, then the fee is waived.

*Season start meaning the first game day, as well as two hours before the start of the default schedule for the first game day of the division in question.

Finally, every potential name change is at the discretion of NHLGamer and as such we reserve the right to decline at any time, for any reason

3.7 Logos

By signing up to a league / tournament hosted by NHLGamer, you are consenting to NHLGamer, NHLGamer affiliates, as well as your opponents being able to use your team's logo(s) for broadcast and advertising purposes.



3.8 Broadcast Photos

By signing up to a league / tournament hosted by NHLGamer, you are consenting to NHLGamer and NHLGamer affiliates being able to use your own submitted photo(s) for broadcast and promotional purposes.

4 Code of conduct

4.1 General

Registered members are expected to treat each other with respect by not diverting to overly abusive language. This applies to all league/tournament related conversations conducted on NHLGamer.com, or direct communication between players on external sources if proof can be provided that also includes the context of the conversation

4.2 Rule Circumvention

Members are not allowed to circumvent the rules (including any attempts to do so) or deceive NHLGamer staff and its League Administration at any time.

5 ECL Divisions framework

5.1 Division Setup

ECL is separated into five divisions: ECL Elite with 16 teams, ECL Pro with 32 teams equally split into 2 groups, ECL Lite with 64 teams equally split into 4 groups, ECL Core with ~128 teams equally split into 8 groups, and finally ECL Neo with ~64 teams equally split into 6 groups.

5.2 Team Ownership

The captain is considered to be owner of a team, its name and the divisional spot. Teams can switch their primary captaincy in the off-season only. To replace the captain, teams must stick to the following guidelines:

If the captain supports a change of ownership

- the captaincy may be passed on to one assistant captain from the previous season if at least three other members from the previous season stay on the roster as well (option #1).
- the captaincy may be passed on to a regular member from the previous season if no assistant captains are left, and a total of at least five regular members (including the future new captain) are still part of the roster. In this case, at least one assistant captaincy must be filled with one regular player from the previous season too (option #2).

If the captain does not support a change of ownership

- a group including both assistant captains from the previous season and at least three other members who have played for the team in the previous season may take over the team. In this case, one of the two assistant captains becomes the new captain, while the other assistant captain must remain assistant captain.



If there are two separate parties that fulfil the requirements mentioned above, League Administration may deploy additional requirements.

The new captain/owner acquires the team with its history and the current divisional spot - aside of the team name, which remains the earlier captain's/owner's property unless agreed otherwise. In case the earlier captain/owner denies the use of the name, the new captain/owner needs to find a new one and the original name will be blocked for any kind of use in future NHLGamer leagues/tournaments.

NHLGamer reserves the right to adjust team ownership regulations between, as well as during seasons.

We will be reviewing this very shortly, so expect some changes over the coming few weeks.

5.3 Divisional Spot

Outside of the procedures described above, a divisional spot cannot be given away, sold, or traded.

5.4 ECL Elite Playoffs

In ECL Elite, 8 out of 16 teams will make the playoffs. Teams that finish in places 9-12 will neither play in the playoffs nor be subject to relegation. Teams that finish in places 13, 14 & 15 will each play the ECL Pro semifinalists, as well as the Pro runner up – these matchups will be BO7 series wherein the winners stay in / proceed to ECL Elite for the next season. In addition to this, the 16th placed team will be instantly relegated to ECL Pro for the next season.

5.5 ECL Pro Playoffs

In ECL Pro, 8 out of 16 teams from each group will make the playoffs, in which they will be cross-seeded best against worst according to the tiebreakers mentioned in 11.3. After the first round has been played, the teams will then be seeded based on PPG. The winner of ECL Pro will be instantly promoted, however the runner up will have to play (and win) a series vs. an Elite opponent in order to attain promotion. The two ECL Pro semifinal losers will each play one ECL Elite team ranked 13 or 14, cross-seeded according to the tiebreakers mentioned in 11.3. Teams that finish in places 9-11 will neither play in the playoffs nor be subject to a qualification tournament or relegation. Teams that finish 12th – 14th will be placed into a qualification tournament to secure their spot in Pro for the next ECL (see section 5.5 and 5.12 for more information). Finally, teams that finish 15th – 16th will be instantly relegated.

5.6 ECL Lite Playoffs

In ECL Lite, 8 out of 16 teams from each group will make the playoffs, in which they will be seeded against all playoff-bound teams in ECL Lite from best to worst according to the system detailed below, as well as with the general tiebreakers mentioned in 11.3.

- Group winners are seeded #1-4
- Group runners-up #5-8
- Teams that finished 3rd #9-12
- Teams that finished 4th #13-16
- Teams that finished 5th #17-20
- Teams that finished 6th #21-24
- Teams that finished 7th #25-28
- Teams that finish 8th #29-32



The winner of ECL Lite will be instantly promoted, along with the runner up, and the bronze-game winning team. Teams finishing from 4th to 9th in the playoffs will be placed in the Pro – Lite qualifier for the ensuing ECL season. Teams that finish 15th and 16th in their group will be directly relegated to Core, whilst teams that finish 13th and 14th will find themselves competing in the Lite – Core qualifier for the ensuing ECL season to secure their position in Lite.

5.7 ECL Core Playoffs

In ECL Core, 8 out of 16 teams from each group will make the playoffs, in which they will be seeded against all playoff-bound teams in ECL Core from best to worst according to the system detailed below, as well as with the general tiebreakers mentioned in 11.3.

- Group winners are seeded #1-8
- Group runners-up #9-16
- Teams that finished 3rd #17-24
- Teams that finished 4th #25-32
- Teams that finished 5th #33-40
- Teams that finished 6th #41-48
- Teams that finished 7th #49-56
- Teams that finish 8th #57-64

The winner of ECL Core will be instantly promoted, along with the runner up, and the semifinalists. Additionally, not only will these teams have secured their spot in ECL Lite, but they will also be granted a position within the ECL Pro – Lite qualifier.

5.8 ECL Neo Playoffs

In ECL Neo, 32 teams will make the playoffs. These 32 teams will be made up of the top 5 from each of the 6 groups, with the final 2 playoff spots being allocated to the next best teams as ranked by PPG. As is the case with the ECL Lite, the teams will be seeded based on finishing position within their group, as well as the tiebreakers mentioned in 11.3. Furthermore, the top 4 finishing teams will also have the opportunity to play in the ECL Lite – Core qualifier.

5.9 ECL Elite – Pro Qualifier

If, after carrying out the points mentioned in the ECL Pro Playoffs, there is still a spot (or more) to be filled in ECL Elite, a mini tournament can be announced by LA - providing that there is enough time for it to be played out in full. The general structure is at the discretion of LA, however generally speaking the tournament will look to populate the tournament with teams from the following pool:

- 16th Placed Elite Team
- The losing teams from the relegation / promotion series outlined in section 5.5
- The losing teams from the Pro quarterfinals

Teams may potentially be seeded based on the following tiebreakers:

- Playoff wins
- PPG average during the regular season
- Head-to-head record
- Goal difference
- Goals scored



5.10 ECL Pro – Lite Qualifier

PROMOTION SYSTEM: ECL PRO

15TH & 16TH: INSTANT RELEGATION
12TH-14TH: QUALIFICATION TOURNAMENT

1ST-4TH IN PLAYOFFS:
QUALIFICATION TOURNAMENT

TOP 3 IN PLAYOFFS: INSTANT PROMOTION
4TH-9TH: QUALIFICATION TOURNAMENT

WILDCARD TEAMS x4

PROMOTION FACTS

RELEGATIONS FROM PRO: 4-10
PROMOTIONS TO PRO: 4-10

QUALIFICATION TOURNAMENT

STAGE 1				AFTER 1ST STAGE	STAGE 2		AFTER 2ND STAGE
GROUP 1	GROUP 2	GROUP 3	GROUP 4		GROUP A	GROUP B	
1. #1	#2	#3	#4	TOP 3 PER GROUP GO TO 2ND GROUP STAGE	1. #1	#3	TOP 3 TEAMS PER GROUP ARE PROMOTED TO ECL PRO
2. #8	#7	#6	#5		2. #8	#6	
3. #12	#11	#10	#9		3. #12	#10	
4. #16	#15	#14	#13	BOTTOM 2 PER GROUP WILL PLAY IN ECL LITE	4. #2	#4	TEAMS RANKED #4 FACE EACH OTHER IN A BO 5 SERIES. WINNER PROMOTED TO PRO, LOSER AND 5TH & 6TH WILL PLAY IN ECL LITE
5. #20	#19	#18	#17		5. #7	#5	
				6. #11	#9		

We appreciate the complexity of this promotion system and as such, a detailed write up will be available at the very end of the rulebook, under appendix 3.

For ECL Pro, your team must hit one of these two quotas in order to be potentially selected as a Wildcard team:

- Three former Elite starters
- Four former Pro starters

5.11 ECL Lite – Core Qualifier

Note: The text immediately below will eventually be moved to appendix 4 whilst the image below is still being created.

Like the promotion structure laid out for ECL Pro - Lite, ECL Lite - Core will be largely the same – albeit with some minor differences.

Instead of the qualifiers consisting of 20 teams there will be 24 teams, all competing to gain entry into Lite.

Now for the quick rundown of who this qualifier will not have an impact on. Lite teams that finished the season prior as the 15th or 16th ranked team in their group will be directly relegated to the Core division. Meanwhile, the top-4 teams from the Core playoffs (i.e., champion, runners-up, and semifinalists) will be instantly promoted into Lite.

With the automatic relegations / promotions out of the way let us get into the specifics of who you will see in the ECL Lite - Core qualifier.

As with the ECL Pro - Lite system, the majority of the teams taking part will be sourced from the season prior's Core playoff teams (4th, 5th, 6th, 7th, 8th, 9th, 10th, and 11th), as well as Lite teams who were



ranked 13th, or 14th in their group (of which there are four). Specifically, this means that these two groups of teams will take up 16 spots of this 24-team qualifier.

The next group of teams invited will be the four best Neo playoff teams (i.e. champion, runners-up, and semifinalists). Finally, the remaining four slots will be 'wildcard' teams. The process will be similar to the one already laid out for ECL Pro - Lite, namely that these spots can either be filled by solely special* teams, remaining Core playoff teams, or a combination of the two – with that said however, the special* teams take priority and if there are four eligible for admission into the qualifier, then the Core playoff teams that finished 12th, 13th, 14th, and 15th will not be selected.

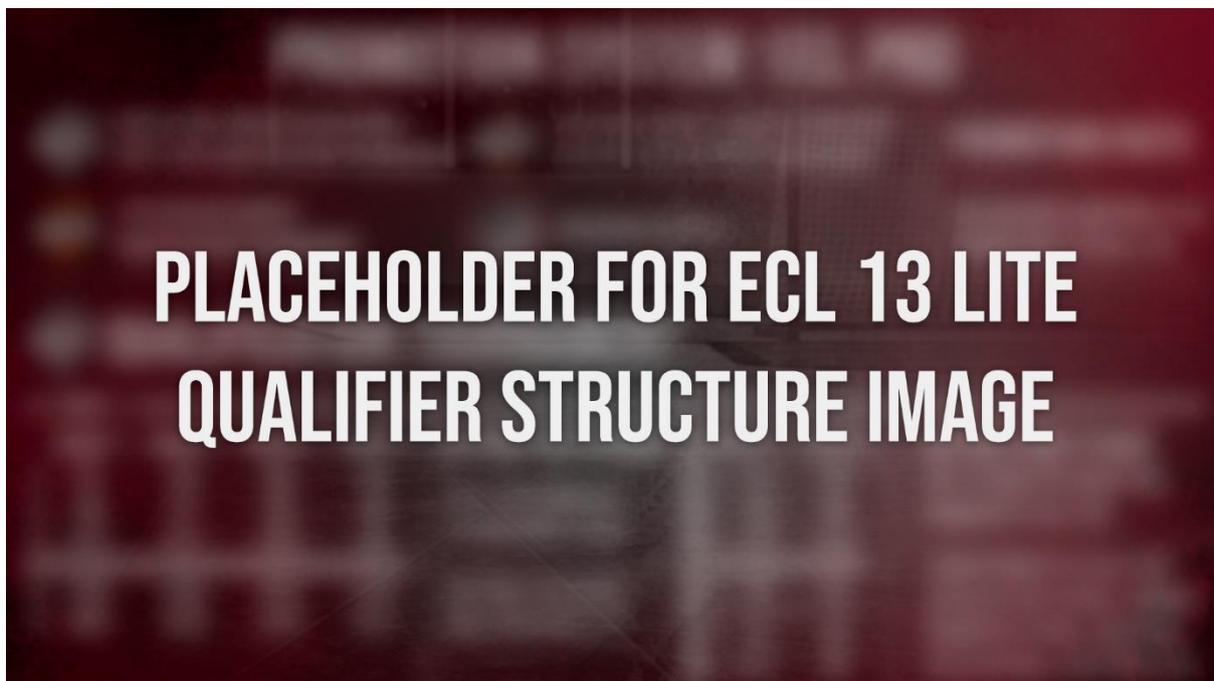
1. **Lite relegation team (13th)**
2. **Lite relegation team (13th)**
3. **Lite relegation team (13th)**
4. **Lite relegation team (13th)**
5. **Lite relegation team (14th)**
6. **Lite relegation team (14th)**
7. **Lite relegation team (14th)**
8. **Lite relegation team (14th)**
9. **Core playoff team (4th)**
10. **Core playoff team (5th)**
11. **Core playoff team (6th)**
12. **Core playoff team (7th)**
13. **Core playoff team (8th)**
14. **Core playoff team (9th)**
15. **Core playoff team (10th)**
16. **Core playoff team (11th)**
17. **Neo playoff team (1st)**
18. **Neo playoff team (2nd)**
19. **Neo playoff team (3rd)**
20. **Neo playoff team (4th)**
21. **Wildcard**
22. **Wildcard**
23. **Wildcard**
24. **Wildcard**

Once the groups have been decided, each team will then play each of their opponents in the usual (Home-Away) double matchup. Once this stage has been completed, the top-2 teams from each group will be promoted directly into Lite, whilst the bottom-2 teams will be eliminated from further contention. Of course, this leaves 5 spots still open, so, like in the ECL Pro - Lite structure described earlier, we will have a second stage following largely the same procedure.

The remaining teams from the four groups of six (i.e., teams that finished 3rd and 4th) will be combined into two groups of four. Teams will progress with the other progressing team from their group. Furthermore, each team's record and points accumulated from their games against the advancing team from their group will be carried forward into this stage. Teams will then be tasked with playing against two different opponents. Once this has been completed, the top-2 teams from each of the two groups will be promoted into Lite, meanwhile the teams that finished 3rd in both groups will battle against each other in a BO5 for the final Lite spot.



In the event that more spots become available prior to, as well as during this qualifier, they will be filled via the qualifier (excluding automatically relegated / promoted teams).



For the ECL Lite – Core qualifier your team must hit this quota to be potentially selected as a Wildcard team:

- Five former Lite starters

Additionally, it should also be stated that at this current moment the ECL Lite – Core qualifier is still a work in progress, and that we are in the process of editing it based on your feedback.

5.12 Qualifiers vs. Relegation

The qualifier procedure precedes an ECL season, whereas the relegation procedure follows an ECL season. As such, teams are allowed to make player transfers for the qualifier, but not for relegation games.

5.13 Qualifier Roster Lock

To prevent teams from taking advantage of the staggered divisional start time that we have instituted for ECL, specifically recruiting players to bolster your chances in the qualifier that have no intention of remaining in the team beyond that, we have decided to enforce a soft roster lock post qualifier play, which includes wildcard teams.

Therefore, for Elite players, if they wish to join a team and help them out in the qualifiers, then they are locked to playing within that division (where the qualifying team ends up) for the entirety of the season. As for Pro players, if they wish to do the same, and play for a team in Lite, then they will have to stay within the Lite division until the 27th of May 2021 (ECL 12), at which point they will be allowed to transfer into Pro or Elite teams.

Furthermore, this only applies to players playing in a team that they did not play with in the season prior.



Additionally, we ask that all teams submit a list of all players on their team who are needed / relevant to the sign-up requirements.

Teams must keep the minimum amount required or will be removed from the qualifier. If someone from the team, who is on said list of players, decides to leave they will only be allowed if it does not risk the team going under the minimum amount, or if the qualifiers have been completed. In the event multiple players want to leave it will be handled on a first come first serve basis. Usual transfer restrictions apply.

5.14 ECL Elite Inactive Status

ECL Elite teams that need to skip a season can apply for an inactive status. This application needs to be directed towards League Administration during the sign-up phase for the season they need to skip. If accepted by LA, they will automatically be relegated to ECL Pro for the next season. In order to play in Pro, they would need to have the core 6 players (i.e., players with the most games played) remain, on top of this, of these 6 players 4 must remain 'inactive' during the season that they are 'skipping'. Assuming a team accepts these terms and carries them out, their spot in Pro will be assured, regardless of if it in turn forces ECL Pro to go over its maximum allowed teams.

The rationale behind this rule is give teams some support if they are facing valid issues that cannot be dealt with easily (e.g.: substantial illness or a forced break), therefore we do not want to punish teams too heavily for something out of their control.

6 Team Management Responsibilities

6.1 General

All managers (C and A) are representatives of the entire team, as such they are responsible for:

- Scheduling games
- Ensuring their team always complies with league/tournament rules
- Any communication with other managers and League Administration in the name of their team
- Ensuring the team finishes all its games

7 League Administration (LA)

7.1 Responsibilities

League Administration is responsible for hosting the league/tournament, enforcing the rules, investigating possible infractions and settling disputes between players and teams.

7.2 Sticking to rules

League Administration can add further clarification to existing rules if deemed necessary. If League Administration is required to process a case that is not covered by any of the existing rules, it can add new rules throughout a league/tournament to cover these scenarios. Once a decision has been made by LA, they must supply both parties involved in the case with an explanation showing how they came to their decision, as well what rules were invoked.



7.3 Penalty Definition

League Administration will define any player or team penalties according to their severity, whilst keeping previous decisions in mind to ensure well-balanced decision making. To accomplish this, any previous cases related to the decision at hand will be cited, and functionally serve as precedents.

7.4 Majority Vote

League Administration must agree on its actions by a majority vote. After a decision has been made, League Administration will always ensure it acts as a single entity, not disclosing any individual votes to the public. All cases will be dealt with as fast as possible, however, it is highly unlikely that LA will be able to deal with a dispute in under an hour for example, so please be patient.

In this situation it is better to be proactive, rather than reactive. So, if you feel there may be a dispute arising, then please flag it up to LA through the support tool so that they can get a heads up if possible.

7.5 Contact

To contact League Administration, players must use the [support feature](#) and choose ECL League Administration as the department. These messages are only visible to League Administration members and the person who sent the message. Do not use private messages to message individual League Administration members about LA issues.

7.6 LA Members

The following members are currently part of League Administration:

- @Franky__2768
- @iRSPe
- @Kenu
- @MartindalexC
- @Mikka
- @wobfighter

Tournament Administration members may be removed, added or replaced during a league/tournament.

7.7 Active Bans

The following bans have been announced by LA:

- Stefan_397 (PSN: Stefan_397): Banned from being main captain (C) or assistant captain (A) indefinitely (may be lifted when deemed appropriate).
- IDangledYouOut (PSN: IDangledYouOut): Banned from being main captain (C) or assistant captain (A) for the next 5 years (until the 31st of December 2023)
- Men-at-work74 (men-at-work74): Banned from being main captain (C) or assistant captain (A) indefinitely (may be lifted when deemed appropriate)
- xJontteZ (PSN: xJontteZz): Banned from taking part in all tournaments hosted on NHLGamer until the 1st of November 2021.



- BensaPoju (PSN: Jerskayy): Banned from taking part in all tournaments hosted on NHLGamer until the 1st of November 2021.
- Vattu__ (PSN: VATTUYY): Banned from taking part in all tournaments hosted on NHLGamer until the 1st of August 2021.

8 Team rules

8.1 Players

Teams are only allowed to use players listed in their official roster on the NHLGamer.com main page. Players which are listed in the sign-up post but were not invited to the team roster are not allowed to play.

8.1 Forfeiting Games

Teams are allowed to forfeit games; however each case is at the discretion of LA. By forfeiting, the opposing team will be given a walkover win.

8.2 Void Games

If a game is played where one (or more) of the players involved was deemed to not be legal, then LA reserves the right to potentially void all games played with said player(s), and award WOs victories to the non-offending team.

9 Fair Play

9.1 General

"Fair Play" is the most essential rule in any games carried out within a league/tournament on NHLGamer.com. In general, "Fair Play" describes the act of treating your opponent the way you would like to be treated. This includes communication, but also any actions which are directly or indirectly related towards gameplay. To give you an idea of what to avoid to comply with this Fair Play rule, here are a few examples:

- Do not attack your opponent with abusive language
- Do not exploit game mechanics or bugs to put your opponent at a disadvantage (e.g. do not make use of any player stats exploits, de-sync glitches, freezes or similar)
- Do not distract your opponent from playing the game (e.g. do not spam messages, do not call your opponent while he/she is in-game or similar)

9.2 Glitches

Please note the following bugs/glitches that are addressed specifically:

9.2.1 Skaters/goalies stuck in freezes

There is a bug which leads to players (skaters and goalies) being frozen in buggy, unintended animations (e.g. goalies stuck in butterfly and unable to move, skaters down on the ice appearing to be "dead"), making it impossible for him/her to play the game temporarily or until the next stoppage.



In case this bug occurs, teams are required to clear the puck as soon as they notice it. Regular animations that are intended by game developers, such as a goalie's sit-down motion after a desperate save attempt, are not affected by this rule. If there are disagreements whether a goal scored during this time should count or not, teams may submit video proof to League Administration for review. Intentional, abusive usage (e.g. to hinder scoring chances) is considered exploiting the game.

9.2.2 Instigating a fight in a faceoff situation

Players are strictly forbidden from instigating a fight prior to puck drop across all divisions. This is to eliminate the currently unproven, but speculated, speed boost from doing such an action.

9.2.3 Goalies leaving the crease

In reference to 9.1 (specifically “Do not exploit game mechanics or bugs to put your opponent at a disadvantage.”), goalies are not allowed to leave their crease in an attempt to interfere with a skater from the opposing team.

For illustration please see the video linked below: <https://www.youtube.com/watch?v=ZELueWIZVr4>

9.2.4 ‘Legally’ interfering with a player

In reference to 9.1 (specifically “Do not exploit game mechanics or bugs to put your opponent at a disadvantage.”), skaters are not allowed to ‘bump’ / hit and/or actively skate in the way of players off the puck.

9.2.5 Trapping a player inside the net

In reference to 9.1 (specifically “Do not exploit game mechanics or bugs to put your opponent at a disadvantage.”), goalies are not allowed to attempt to interfere with a skater from the opposing team who is situated behind them in the net / crease, by being in their way so that they cannot skate away.

10 Scheduling

10.1 Game Scheduling

Games should be played on the official game day and at the time displayed in the league/tournament schedule. Official game days vary between divisions (e.g., Elite is Monday, Wednesday, and Thursday). Teams are scheduled to play both games against a group stage opponent on the same game day, with the recommended game times being 20:00 CE(S)T and 20:30 CE(S)T. Please refer to CEST during summertime and CET during wintertime, to avoid confusion. This is a basic guideline which proved to be suitable for most teams and should be kept in mind whenever teams are planning their games. Furthermore, we advise that teams should still reach out to their opponent to confirm games, even if the time suggested is the recommended time on NHLGamer.

10.2 Reasonable attempt to contact

Teams must, at the very least, attempt to reach out and contact their opponent(s) before a default schedule game. Simply waiting until the time as generated by the schedule, challenging an opponent, then filing for WOs if the opponent does not show will not be deemed acceptable.

10.3 Postponing Games

Teams are allowed to postpone any of their games before 12:00 CE(S)T on the day the game is supposed to take place according to the schedule. To meet this deadline, it is sufficient to submit a message to all three of the opponent's captains via private messages on NHLGamer. When doing so, teams must adhere to the following procedure.



10.3.1 Postponing within Timeframe

If a team asks to postpone a game, then they have the option of moving said game to any of the two directly subsequent default game days, including any non-default days in between (green area in the picture below). The team is obligated to propose the possible alternative days as soon as the team asks their opponent to move the games - "dragging it out" to bypass the second part of the procedure below is not allowed. If the opponent is able to play on one of the proposed days, the game takes place on this day. If the opponent is not able to play on the suggested alternative days and no viable solution is in sight, both parties need to involve League Administration immediately. League Administration will assist in finding a solution.

Example: Team A and Team B are scheduled to play on Monday. Team A is not able to play that day, thus they are asking their opponent to play on Tuesday or Thursday the same week. As both days are within the time frame described above (green area in the picture below), the teams now either play on said days, or contact League Administration if Team B is not able to play on the suggested days and both teams are having issues in finding a solution on their own.

10.3.2 Postponing outside of Timeframe

If a team asks to postpone the game to a later day (red area in Figure 1 - Rescheduling), the opponent can either agree or disagree. If the opponent agrees, the game takes place at a later day which suits both teams (in compliance with the next scheduling paragraph 10.3 below).

If the opponent disagrees:

- League Administration needs to be involved (ECL Pro, ECL Lite, ECL Core, and ECL Neo)
- the opponent receives walkover wins for the affected games (ECL Elite)

10.3.3 Postponing Issues and Resolution

Outside of ECL Elite, League Administration will always try to ensure all games are played, however if one or both teams were obviously at fault by disregarding rules or lacking spirit to play games, or if other teams are affected by a delay (e.g. if the next playoff round cannot start on time), walkover wins/losses can be used to resolve this situation.

Example: Team A and Team B are scheduled to play on Thursday. Team A is not able to play that day; thus they are asking their opponent to play on Thursday the next week. This day is out of the time frame described in the first paragraph, thus the opponent can either agree or disagree to rescheduling the game. If Team B agrees, the game will be played on the day both teams agreed on. If Team B disagrees, both teams need to contact League Administration which will assess the individual situation (ECL Pro and ECL Lite) / Team B receives walkover wins (ECL Elite).



10.3.4 Maximum Postponing Possibilities

Games may only be postponed once to ensure teams do not abuse the procedure in the first bullet point above to move them around multiple times. If a team notices misbehaviour, it is expected to inform League Administration about it.

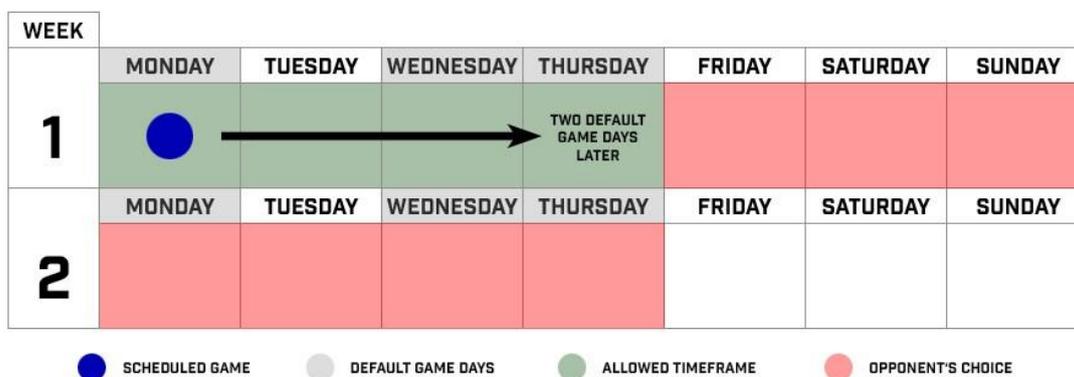


Figure 1 - Rescheduling

10.4 Sticking to Schedule

While regular season games can be played ahead of schedule, it is generally advised that teams and captains try to stick to the schedule as much as possible. If, however, you feel that you will not be able to schedule a day to play the games before 10 days will have passed (since you were 'supposed' to have played per the schedule), then please try your best to have an open dialogue with the other team and contact LA regarding the issue. This just serves to give LA a heads up if the scheduling issue becomes more critical, so that they may be better equipped to help. In extreme scenarios WOs may be assigned, however LA will attempt to remedy the situation long before that.

10.5 End of Regular Season

All regular season games in ECL Elite must be finished by the 1st of July 2021; ECL Pro by the 23rd of June 2021, ECL Lite by the 9th of June 2021, ECL Core by the 3rd of June 2021, and ECL Neo by the 26th of May 2021.

10.6 Playoff Schedule

All games in playoff series' must be finished as listed below:

10.6.1 ECL Elite

Playoff Schedule

- Quarterfinals: 5.7, 7.7, 8.7 (BO7)
- Semifinals: 12.7, 14.7, 15.7 (BO7)
- Finals: 30.7, 31.7 (BO7)



10.6.2 ECL Pro

Playoff Schedule

- Playoffs Round 1: 28.6 – 1.7 (BO7)
- Quarterfinals: 5.7 – 8.7 (BO7)
- Semifinals: 12.7 – 15.7 (BO7)
- Finals: 26.7 – 28.7 (BO7)

10.6.3 ECL Lite

Playoff Schedule

- Playoffs Round 1: 15.6 – 20.6 (BO7)
- Playoffs Round 2: 22.6 – 1.7 (BO7)
- Quarterfinals: 4.7 – 8.7 (BO7)
- Semifinals: 11.7 – 15.7 (BO7)
- Finals: 19.7 – 21.7 (BO7)

10.6.4 ECL Core

Playoff Schedule

- Playoffs Round 1: 6.6 – 10.6 (BO7)
- Playoffs Round 2: 13.6 – 17.6 (BO7)
- Playoffs Round 3: 20.6 – 23.6 (BO7)
- Quarterfinals: 29.6 – 4.7 (BO7)
- Semifinals: 6.7 – 11.7 (BO7)
- Finals: 16.7 – 17.7 (BO7)

10.6.5 ECL Neo

Playoff Schedule

- Playoffs Round 1: 30.5 – 2.6 (BO5)
- Playoffs Round 2: 6.6 – 9.6 (BO5)
- Quarterfinals: 13.6 – 16.6 (BO5)
- Semifinals: 20.6 – 23.6 (BO5)
- Finals: 4.7 (BO5)

10.6.6 Un-played Games

In case there are any un-played games after these deadlines have passed, League Administration will investigate the issue and can hand out: walkover wins for the team that was more active in trying to get the games scheduled and played in time, walkover losses for both teams (applicable to both regular season & playoff games) or allow an extension as a last resort if there is no clear way of resolving the situation.

10.6.7 Walkovers vs. Disqualification

Teams are expected to play (and finish) all of the games scheduled to them over the course of a season. Playing less than 80% of these games risks your team being disqualified from the current tournament you are competing in, as well as potential bans for the players involved. LA will look to monitor and



review all cases where this rule may be used, and the context surrounding each case will be examined – as always LA reserves the right to autonomy and flexibility regarding this.

10.7 Rescheduling Tool

After teams have agreed to postpone or play a game ahead of schedule in written form, they must make use of the rescheduling tool available inside the league/tournament schedule to reflect this change on NHLGamer. To use the tool, find the affected matchup in the schedule and click the "Reschedule" button below puck drop time. Afterwards, the opponent's captains must confirm this action by visiting the [main page](#), where they are alerted by a popup notification.

10.8 Home-Ice Advantage

10.8.1 Regular Season

During the regular season, teams will play two games against each of their conference opponents. Please remember to check the site to see which team starts the matchup at home.

10.8.2 Playoffs

All playoff-style games in Elite, Pro, Lite, and Core will take place as a best-of-7 series, with Neo being best-of-5. The higher seeded team will play at home first. Afterwards, the right to play at home will alternate.

10.9 Late game appearances

If a team is more than 15 late to a game without prior notice, the opposing team must contact LA as soon as possible. The message should have proof of the opposing team "not showing up" attached. Depending on the reason(s) for the delay LA may decide to allocate WOs. Please note section 10.2 when reading this.

11 Game rules

11.1 Game Setup

All tournament games are to be played 6 versus 6 using the "Private Game" setting.

11.2 Server Selection

Due to there now being multiple servers within Europe, it may be appropriate for teams to either alternate the server they play the challenge game on or stick to one of the servers outside the usual "EU-North". As such, the home team for each matchup is allowed to dictate the server of choice for the game - within reason of course. For instance, if one team is located primarily within the EU-Central region, then selecting such a server for their home game would make sense instead of the EU-North server, and vice versa. With that said however, it is not appropriate for a team located in the West of Europe to suggest playing on the NA-East server in order to gain an advantage over an opponent located farther East in Europe.

11.3 Points

A regular win is awarded with 2 points, an OT win is awarded with 2 points, an OT loss is awarded with 1 point and a regular loss is awarded 0 points.



11.4 Tie-Breaking Rules (regular season and playoffs)

If teams are tied in points at the end of the regular season, the following tiebreakers* will be applied in the order that they are listed:

- Points per game (PPG)
- Wins (including OT-wins)
- Head-to-head record (points in mutual games)
- Goal difference (across all games played)
- Scored goals (across all games played)

*In the event of the tiebreakers being applied to teams from differing group sizes, 'wins' will be represented as a percentage, head-to-head will naturally be disregarded, goal difference will be made into an 'average per game' amount, goals scored will (like goal difference before it) be converted into an 'average per game', then finally, if all else fails to break the tie between two teams, a coin flip will decide. To illustrate this please see the example below:

Team A. 13-1-0. +57. 72 GF.

Team B. 12-0-0. +39. 47 GF.

Therefore then, under these tiebreakers, Team B would be seeded higher based on their PPG average being higher (1.86 vs. 2.00, respectively). If they happened to be tied on this, then we would move on to the next tiebreaker in win percentage, where Team B would once again receive the higher seed thanks to them having a higher win percentage than that of Team A (100% vs. 93%). If the two teams happened to be tied on this tiebreaker too, we would then naturally move to goal difference, where Team A would receive the higher seeding, thanks to an average goal differential per game of 4.07 vs. Team Bs 3.25. Finally, if the teams are still tied after applying the first three tiebreaking measures, then the average amount of goals scored by the teams will be compared, which in this example would mean that Team A would receive the higher seeding, as their goals for per game is higher than that of Team B (5.14 vs. 3.92).

Additionally, in the event that three or more teams are tied, mutual games between the teams in question will be examined, and consequently ranked based on how many points they were able to gather.

Finally, it may be necessary to tiebreak teams based on playoff performance. In the event of that, the following tiebreakers will be applied in the order that they are listed:

- Playoff wins
- PPG average during the regular season
- Head-to-head record
- Goal difference
- Goals scored



11.5 Jersey Design

11.5.1 Jersey Colours

The team's home and away jerseys must have different colour schemes. It is e.g. not allowed to have both jersey in the same colour, no matter which colour is used. Both jerseys need to be easily distinguishable from each other.

11.5.2 Jersey Numbers

Teams must attempt to make the numbers on their jerseys are visible as possible, e.g. light-coloured numbers on a dark coloured jersey.

11.6 Jersey Selection

Before the start of the game the captains of both teams should verify that the jerseys are easily distinguishable from each other. In the event of an issue where the uniforms are deemed to be too similar, the game needs to be left immediately. For the next game the away team must switch their uniforms.

11.7 Other Customisations

11.7.1 Players

All players in Elite (skaters and goalies) must try to make the face of their player in-game bare some resemblance to themselves in real life.

11.7.2 Skaters

Skaters are allowed to wear 'CHEL' style gloves and / or skates but are not allowed to wear 'CHEL' style helmets, with the notable exception of the top (point) scorers on ECL Elite teams, who will have to wear the golden helmet when taking part in ECL games – due to this all ECL Elite players will now have to wear helmets during ECL games.

11.7.3 Goalies

Goalies are permitted to wear 'CHEL' style equipment with no restrictions.

11.7.4 Arena

Teams are not allowed to use Junior stadium 1 or 2, this is because these specific arenas are known to cause the classic camera angle to become altered.

11.7.5 Goal post colour

Goal posts must be the default red colour. This is due to colour blindness concerns where individuals would not be able to see the goal if it was a specific colour.

11.8 Pausing

Teams are allowed to pause the game during stoppages.

11.9 Fighting

Players are not allowed to fight in ECL Elite, Pro, Lite, and Core. As for ECL Neo, you can fight under certain circumstances. For instance, you are not allowed to challenge a player in possession of the puck, or one that is about to pick up a loose puck. On the other hand, if a player delivers a big hit, gets the puck and the fight challenge comes up, the opposing team can take the fight, because the player



delivering the hit is regarded as initiating the fight challenge. Initiating a fight with a player that is not in possession of the puck or in proximity of the puck is allowed.

In the event that a fight occurs in Elite, Pro, Lite, or Core, teams are asked to treat the game as though a player was disconnected as dictated by rule 11.11. Once the game has been completed, teams must make sure to flag the incident to LA via the support tool. If the fight is deemed to have been accidental in nature by LA, then no disciplinary action will be taken. If however, it is deemed that the fight was on purpose, then the offending player will be issued a warning. If said player then proceeds to be involved in further “on-purpose” fights LA reserves the right to suspend the player in question. Furthermore, players are asked to help reduce the potential of accidental fights by not actively causing the fight prompt to show up after the whistle (e.g. shooting after the goalie has covered it and the whistle has been blown). Frequent ‘challenging’ after the whistle will be examined by LA and we reserve the right to suspend players if they are deemed to be doing such an action excessively.

11.10 Connection Issues

Teams can leave a game before the 2-minute mark of the first period if they experience significant lag, a player had disconnected during those 2 minutes, or if other glitches appear. If this occurs, the game should of course be started again, with a different host if the team experiencing the lag asks for it. This process can only be used 2 times for a given game. On the 3rd attempt the game must be played regardless of lag for either team.

If a goal is scored within the first 2 minutes and there is disagreement whether it was scored on a team who was in the process of quitting, then please contact support and supply an extended video clip of the full event.

11.11 Quitting Games

Except for the first 2 minutes of a game, players are not allowed to quit a game on purpose.

11.12 Player Disconnects

Player disconnects outside of the first 2 minutes and desynced/looped games need to be handled according to the following procedure:

- The game needs to be quit at the next stoppage. One player from each team is expected to record all stats.
- The remaining time in the disconnected game will be played in a new game. Teams are advised to wait for the clock to run down to the time when the original game ended and complete it regularly. Alternatively, they can also use a different procedure of their own if both parties agree (providing the start point is at, or before, the time in which the disconnect took place). Afterwards, both teams record all stats from this second portion of the original game.
- Additionally, players must not change positions or builds (including traits / specializations, height or weight) used between disconnected games. Line-up change is permitted if one of the starting players can no longer play; however, the replacing player(s) must take the position(s) left by the disconnection, they cannot in effect change with the players who did not disconnect. In such an event, it is up to the captains whether they want to start the restarted game at the point of the disconnect, or from a time prior to it.



- In the end, stats for both relevant portions of the games need to be merged, to report the whole game on NHLGamer.com. This whole procedure can be repeated multiple times, in case players drop out more than once during one scheduled game. If a player had to be replaced the stats must be combined for both players in the end game report.
- If the team of the skater who disconnected was on the penalty kill when the disconnection happened, it must take measures to be on the same PK (same player(s) in the box) again for the full 2 minutes to start the remainder of the game. Delay of game by dumping the puck over the boards in the team's own zone is the suggested penalty to get this done as quickly as possible.
- In the event of a disconnect, the opposing team must give the team affected a minimum of 15 minutes to either get the disconnected player back online or find a replacement player. If 15 minutes have passed and there is yet a resolution, the 'full-strength' team must contact LA and let them know what is happening. As always, we encourage teams to have an open dialogue between each other and that they work with the issue, instead of relying on a potentially favourable decision by LA.
- Furthermore, in the event that a disconnect dispute reaches LA we would like to remind teams that they should be aware when suggesting alternative solutions to the rulebook's default, as LA may hold them accountable even if they rescind the offer later on.
- If a goalie disconnects while facing a breakaway or penalty shot, the offending team must allow a penalty shot upon restarting. This will be accomplished by tripping a player during a simulated breakaway. If a goal happens during the simulated breakaway, it will not count. After the penalty shot has taken place, teams will run the clock down to the appropriate time, clear the puck out of play, then resume the game from the ensuing faceoff. Due to the seriousness of this violation, the infraction will be subject to further review by LA to determine if additional sanctions shall be placed on the offending team/player.

11.13 Clock Reset

In case the clock resets to an earlier state, which can happen at any point in a game due to connection issues, and thus removes scored goals from the scoreboard, teams are required to recreate any goals that were affected by a reset. The game continues immediately after the original score is back in place.

12 Match report

12.1 Match Reporting

A match report must be initiated by the winning team. Of course, teams are welcomed to report games even if they were not the victor, providing that they record the stats in full.

12.1.1 Normal Games

To report matches that were completed in a single session without any disconnects, the winning team's captains must use the API reporting tool to record stats and events for both teams. The losing team is not involved. To access the API reporting tool, click on the division your team plays in below:

- [ECL Elite](#)



- [ECL Pro](#)
- [ECL Lite](#)
- [ECL Core](#)
- [ECL Neo](#)

Alternatively, the API reporting tool can be accessed by selecting "Team tools" -> "Add match (EA API)" from the top right corner on the [main page](#). After an ECL game was completed in challenge mode, it may take up to 60 minutes for a game to show up in the API reporting tool (though usually it takes much less time).

12.1.2 Disconnected Games

To report matches that were disconnected at some point during a game, the home team uses the manual reporting tool to report general game stats and the home team's individual player stats and events. After this is submitted, the away team must report their team's individual player stats and events by completing the match report from within the API reporting tool. The manual reporting tool can be accessed by selecting "Team tools" -> "Add match (EA API)", then selecting the "Click here to use the manual tool", as shown below:

ADD MATCH (EA API)

European Championship League 11 Lite

Choose team:

Date	Match (Away-Home)	Result
08/10/2020, 23:38 EEST	Armada Hockey - Deadly Phantoms HC <i>(Not in the league)</i>	1-5 Cannot report
08/10/2020, 23:10 EEST	Deadly Phantoms HC <i>(Not in the league)</i> - Armada Hockey	3-2 Cannot report

COULDN'T FIND THE MATCH YOU WERE LOOKING FOR?

If you want to report a game that got disconnected at some point, you need to use the manual tool.

[Click here to use manual tool](#)

Step-by-step manual tool instructions:

1. Select the game that you want to add stats to by clicking on "Add stats" from "DNF Game". By pressing this button for the first part it will add the first part of the game from the API.
2. Click "Add stats from DNF game" button again.
3. Now press the Add stats button for the 2nd part of the game. This will add the 2nd part of the stats to the stats that you already imported. So, if the shots were 5 in the first part and 6 in the second, the shots will now say 11. If there were more than two parts, you repeat this until you added all parts.
4. At this point you should pretty much have everything automatically input similarly to if you were adding a regular game from the API.



5. You can correct any errors, remove any stats that didn't actually happen (if for example the game was continued and the goals from the first part of the game were added to the 2nd game for convenience, you need to remove the doubled stats).
6. Submit and you are done.

EDIT MATCH

Add stats from DNF game

Nordic Nosebleed (AWAY)		Armada Hockey (HOME)	
0	Goals	1	
Overtime			
Yes			
8	Total Shots	12	
5	Hits	19	
06	Time on Attack	13	47
1	Amount of penalties <small>(Example: 4min = 2)</small>	1	
12	Faceoffs won	4	

Nordic Nosebleed player stats

Player	G	A	P	+/-	Shots	PIM	Hits	FQs Won	FQs Lost	Takeaways	Giveaways
--------	---	---	---	-----	-------	-----	------	---------	----------	-----------	-----------

EDIT MATCH

Add stats from DNF game

Nordic Nosebleed (AWAY)		Armada Hockey (HOME)		
Select match				
Nordic Nosebleed	@	Armada Hockey	0-3	Add stats
Nordic Nosebleed	@	Armada Hockey	3-0	Add stats
Armada Hockey	@	Nordic Nosebleed	2-1	Add stats

12.2 Submission Deadline

All match reports must be submitted within 24 hours of the game being completed, but in general teams are expected to submit the stats immediately. In case of any issues please contact the support team as soon as possible.



Elite teams must submit the game report immediately upon the game finishing.

12.3 Stats Accuracy

All stats reported must correspond with the in-game stats. Proof for all stats (game overview, events and individual stats) needs to be saved as screenshots for the entire tournament in case any investigation is required.

13 Division Specific Rules

13.1 ECL Elite

The rules in this section only apply to ECL Elite teams.

13.1.1 Streaming

Elite Teams are required to stream and archive all of their games to either Twitch or YouTube by either using their personal equipment or built in console features. One stream per match is sufficient, however both teams are allowed to stream simultaneously. Furthermore, streams must be published on NHLGamer via the ["Start a stream"](#) page prior to puck drop (note: "Start a stream" is currently only available for Twitch and not applicable to YouTube). Teams are advised to contact each other timely to ensure coverage. In case teams cannot agree on a streamer, each team is required to ensure live coverage of its home game. Completeness of streams and archives will be monitored regularly and in case an unusually high quota of missing matches is noticed, League Administration may follow up.

13.1.2 For Games Broadcast by NHLGamer or Affiliates

Teams are not to start the game until given permission by a representative from the broadcasting body. Additionally, teams must submit their line-ups, i.e., their own plus their opponents (agree with your opponent how to handle it), correctly spelled with all the relevant information in the following format at the very latest 24h before the broadcast:

#10 PSNID - #95 PSNID - #25 PSNID

#5 PSNDID - #3 PSNID

#30 PSNID

Finally, we ask that players streaming the game make sure to do the following points:

- Calibrate their screen correctly
- Turn off commentary in the audio settings
- Turn off menu music
- Don't turn off anything else and make sure to have the game audio at a good level, as it helps create atmosphere
- Make sure you have done the display calibration correctly, so the clock appears at the right height
- Be sure not to include any party chat or own overlays on the stream picture
- Prepare your team for not skipping any replays (and advise the opponent to do the same)
- We love it when you also manually go through replays in the intermission
- Don't skip intermissions
- Set your camera angle as Overhead or Classic



- Set your bench/penalty camera to your regular camera angle
- Furthermore, players must turn on all indicator colours (for both teams) and have them set to small
- In addition to this, players must turn off Snoop Dogg from 'appearing' mid-game. To do this players must first go to "Settings" -> "Audio & Visual Settings" -> "Volume Settings", scroll down to the bottom and set "Guest In Booth" to always off.

13.1.3 Archiving

Elite Teams need to set up the twitch archiving feature:

Twitch archiving: Go to the [dashboard](#), select channel settings, scroll down and enable "Store past broadcasts". After the stream is finished, go to the [Video Manager](#), click on the three dots to the right of a video and select "Highlight". From there, save the entire video as a highlight (otherwise your stream will disappear after 14 days).

YouTube archiving: This happens automatically.

13.1.4 Elite License

In order to play in ECL Elite, the qualified teams need to purchase an ECL Elite license, where the following terms and conditions apply:

- The ECL Elite license costs **€TBD** per team and will be collected and submitted by the team captain (unless otherwise agreed with the NHLGamer staff)
 - The license can be purchased in the community store section found [here](#)
- If an ECL Elite team decides not to purchase the ECL license, they are not eligible to play in ECL Elite and will be demoted to ECL Pro.
- The captain who collects and pays the team license must be 18 years or older
- Teams can pay via bank transfer or PayPal ([service fees apply](#))
- ECL 12 Elite prize pool is currently **TBD**, splits regarding pay-out to the winner / finals runner-up, and semifinals losers will be announced shortly:
 - #1 (ECL 12 Elite Champion): **TBD**
 - #2: (ECL 12 Elite Finals loser): **TBD**
 - #3-4 (ECL 12 Elite Semifinal losers): **TBD**
- Before the start of the season, teams that are eligible to play in ECL 12 Elite need to specify individual player shares towards NHLGamer. If there are transfers during the season, the share information should be updated. By default, NHLGamer suggests an even share throughout the roster.
- In order to prevent abuse, NHLGamer will pay out any winnings to each individual player instead of only the team captain unless the team is represented by an organization, in which case the whole amount can be requested to be paid to the organization, who will take care of the split. Such plans need to be communicated at the start of the season.
- Winnings will be paid within 90 days of the end of the ECL 12 Elite season.
- Prizes are subject to tax as per Finnish law and the tax is withheld before payment. NHLGamer will report all winnings of foreign players to the tax authorities.



- The ECL Elite license fees will be used in their entirety to develop the NHLGamer service and organizing leagues, tournaments, competitions.
- In the case of a team folding, being disqualified or for any other reason not finishing the ECL Elite season, there will be no refunds.
- In the improbable event of the ECL Elite season not being finished at all due to NHLGamer not taking care of their responsibilities, the teams have the option to request a refund.

13.1.5 Betting

In short: In order to ensure integrity, members of ECL Elite teams are hereby prohibited from betting on ECL Elite games, or ECL Elite related bets.

If a person (be that player, or manager, or anyone directly affiliated with a team) is found to have placed a bet on a match concerning their own team, or another, regardless of the bet placement, the respective match(es) will be overturned where applicable, and the person in question who placed the bet will be banned for a calendar year (365 days from starting ban date). This penalty is extended towards those placing bets through the use of a secondary, or third-party account.

In addition to this, we strongly advise that players discourage both friends and family from betting in order to reduce the risk of said players receiving a false positive ban.

Finally, we encourage anyone to come forward if they feel they have indisputable evidence that a certain person, or persons, have been placing bets - whether that be directly or via a third party. As always, all disputes will be handled by League Administration and we reserve full autonomy regarding possible punishment on a case-by-case basis.

13.1.6 Streaming Information

We will be committed to broadcasting ECL Elite a minimum of one day a week (Either: MON, WED, THU) throughout the season and as such we will need your cooperation to make this work.

The approximately 2h long broadcast will consist of two matchups; one at 20:00 CET and one at 21:00 CET.

To facilitate this, we will need you to follow these bullet points:

- Teams that are part of the broadcast will need to have representatives on a pre-communicated channel on Discord.
- Teams need to have some extra time in their schedule, so they can delay their games if needed for some reason. (For example, if previous matchup goes into OT). Obviously, the idea is not to have anyone waiting longer than necessary, but when we promise specific matchups, we want to deliver those matchups.
- The official matchups will not be streamed on any other channel.
- Replays are not to be skipped.
- Failure to follow the above rules may lead to disciplinary actions.

13.1.7 Player Card

Elite players must make sure that their real-life name is stated in-game, as well as on their player card on NHLGamer. If you feel uncomfortable doing this, please contact support.



14 Transfers

14.1 Transfer Deadline

The deadline for transfers is set to 23:59 CE(S)T, on the following days:

- ECL Elite: 13th of June 2021
- ECL Pro: 6th of June 2021
- ECL Lite: 25th of May 2021
- ECL Core: 18th of May 2021
- ECL Neo: 11th of May 2021

Note: A player cannot leave a team after the deadline has passed (e.g. Pro and the 6th of June), and then join a team in another league where the deadline has not (e.g. Elite and the 13th of June).

14.2 Player Pickup

Teams are also allowed to recruit free agents until the transfer deadline. Both the player and team must mutually agree to being picked up from the free agents.

14.3 Player Drop

Teams are allowed to release a player from their roster, provided this doesn't violate the roster size rule. If a player is released or transferred to another team and thus the roster size is temporarily below the limit mentioned in 2.2, the team has 24 hours to invite a new player to the team to meet the rule again, otherwise it will be disqualified. Released players cannot go back to the team that released them and their next move is considered a transfer from the team that released them.

14.4 Captain Transfer Rule

Team captains are not allowed to be transferred during a league/tournament.

14.5 Assistant Captain Transfer Rule

Team assistant captains can transfer in case the team captain agrees to a transfer. In case the team captain disagrees, an assistant captain is not allowed to be transferred to another team. This paragraph also applies if a team is not able to finish the tournament for whatever reason.

14.6 Player Transfer Rule

Regular players can transfer once per tournament from a team to another, unless the move would violate the roster size rule.

14.7 Returning to Previous Team

Players are not allowed to be transferred to a team they had previously left during a league/tournament.

14.8 Transferred Players Pickup

Teams may add up to 3 transferred players for the duration of the league/tournament.



14.9 Transfer Decline Possibility

All transfers however are subject to scrutiny by LA. Therefore, transfers can be declined retroactively if deemed to have been illegal, potentially resulting in games played being nullified.

14.10 Team Disqualification

If a team is disqualified, its managers are banned from the league/tournament. The other roster players are free to transfer to another team, unless they were proven involved in the disqualification of their team, in which case they are also banned. Of course, the transfers are still bound by the deadlines mentioned earlier.

14.11 Transfer Rule Exemption

In the event that a player has not played a game in the current ECL season, they are allowed two transfer opportunities, provided that any transfer does not violate the rules outlined in section 14.

14.12 Acquisition of Banned Players

Teams who will pick up players that are currently banned from playing on NHLGamer will face serious penalties for doing so. The captains of the team will be banned for the duration of the season on NHLGamer and the team will be disqualified. For teams consisting of former teammates of the banned player, no proof is required in regards of whether or not they were aware. The assumption is that former teammates will be able to identify the banned player in voice chat parties or in WhatsApp groups.

15 Definitions

15.1 Start

“League/Tournament start” is the date of the first game played in the tournament.

15.2 End

“League/Tournament end” is after the end of the final game of the tournament.

15.3 Game

“Game” is defined by a home team and an away team.

15.4 Managers

“Managers” of a team are the captain and the assistants.

15.5 Players

"Players" of a team are all members on the website roster, including the captain and assistant captains.

15.6 Transfer

“Transfer” is the movement of a player from a team to another. A player is on a team as soon as he is displayed as such on NHLGamer.



15.7 Recruitment

“Recruitment” is the addition of a free agent by a team.

15.8 Free Agent

“Free Agent” is a member of NHLGamer who has not been registered to any team during a league/tournament.

15.9 Disqualification

“Disqualification” is when a team gets removed from the tournament. A disqualified team has all its games cancelled, played or un-played. “Disqualification” also pertains to “disbandment” (see ‘Radical’ case).

15.10 Ban

“Ban” is a player punishment. Ban length depends on the infraction made by the player. A player banned for N games is not allowed to play the next N games scheduled for their team at the time of the ban. As such, if the team schedule is changed the games the banned player has to skip remain the same.

15.11 Infraction

“Infraction” is the act of breaking any rule described in this document.

15.12 Walkover

“Walkover” is a team punishment in the form of an automatic 5-0 or X-X result. 5-0 is the result of one team being at fault for various reasons described in the rules above. X-X is the result of both teams being at fault and means both teams receive 0 points for a game.

15.13 Transfer deadline

"Transfer deadline" is the moment when transfers are not allowed anymore until the end of a tournament.

15.14 League/Tournament game

"League/Tournament game" is the official game according to NHLGamer stats. In the case of disconnection, the tournament game consists of parts of two or more games.

15.15 Desynced/looped game

"Desynced/looped game" describes a game that has been disconnected without player interaction.

15.16 Legal (*In reference to players used*)

“Legal” describes a player who is part of a team and their presence does not violate any rules.

15.17 Starter (*In reference specifically to the promotion systems*)

A starter is defined as having played 16 or more games in the ECL 12 regular season.

15.18 ‘Wildcard’ team

For a team to apply for a wildcard position the team must be ‘new’, i.e., it must have no previous ECL experience.





16 Appendix

16.1 Appendix 1. Abbreviations

API	Application Programming Interface
CET	Central European Time
EA	Electronic Arts
ECL	European Championship League
LA	League Administration
PSN	PlayStation Network
ID	Identification

16.2 Appendix 2. Document Change History

Date	Change performed
25.04.2021	<ul style="list-style-type: none">Initial creation
13.05.2021	<ul style="list-style-type: none">Updated rules / sections: 5.13, 7.6, 7.7, 11.7.3, 12.1.2, 15.17, 16.3 as well as appendix 5

16.3 Appendix 3. ECL Pro – Lite Qualifier

First up we have Pro and Lite. These two divisions mark the mid-way point of the climb into Elite and are the epicentre of where the game goes from just being a hobby or pastime, to something serious, in most cases.

From this point on, prior to every ECL season there will be a 20-team qualifier. This qualifier will be used to decide which teams are relegated, and which teams are promoted into Pro. In the event that more spots become available prior to, as well as during this qualifier, they will be filled via the qualifier (excluding automatically relegated / promoted teams). If a spot becomes open in the qualifier before it begins, we will fill it with a team from the following:

- ECL Pro relegated teams (29th – 32nd)
- ECL Lite teams who finished 10th – 16th
- Wildcard teams ranked 5th – 8th
- ECL Lite teams who finished 17th – 32nd
- ECL Core team who finished 5th – 8th

Before we go into detail regarding the structure of the qualifiers, it should be mentioned that Pro teams who finished 15th and 16th in their group will be relegated straight to Lite (i.e., they will not be invited to the qualifier). Additionally, the top-3 Lite teams (i.e., the champions, runners-up, and bronze medal victor) will be promoted directly into Pro. With that out of the way, let us get into the nitty gritty of the all-new promotion structure.

Making up the bulk of qualifier competitors will be the Pro teams that finished 12th, 13th, and 14th from both groups, as well as the top-6 remaining teams from the Lite playoffs (i.e., 4th, 5th, 6th, 7th, 8th, and 9th). Joining these twelve teams will be the top-4 teams from the Core playoffs (i.e., champion, runners-up, and semifinalists). Finally, to round out the competitors to an even 20 we have four 'wildcard' spots. These spots can then either be filled by solely special* teams, remaining Lite playoff teams, or a combination of the two – with that said however, the special* teams take priority and if there are four eligible for admission into the qualifier, then the Lite playoff teams that finished 10th, 11th, 12th, and 13th will not be selected.



*As ECLs only occur once a calendar year, and twice per each NHL year, we feel that a balance has to be struck between affording upper echelon teams (i.e., Elite and Pro) the ability to reform in a different setting under a different team banner, as well as being 'fair' for teams that have worked their way up through the ECL division structure – as such, under this system we feel that balance has been struck. Of course, we would love to hear your opinions regarding this. In order to qualify as a 'special' team you must hit one of these two quotas:

- Three former Elite starters
- Four former Pro starters

A starter is defined as having played 16 or more games in the ECL 12 season.

With the 'who' out of the way so to speak, let us get into 'how' the qualifiers will be conducted.

The twenty teams will be split into four groups of five based on the following seeding:

Pro relegation team (12th)

Pro relegation team (12th)

Pro relegation team (13th)

Pro relegation team (13th)

Pro relegation team (14th)

Pro relegation team (14th)

Lite playoff team (4th)

Lite playoff team (5th)

Lite playoff team (6th)

Lite playoff team (7th)

Lite playoff team (8th)

Lite playoff team (9th)

Wildcard

Wildcard

Wildcard

Wildcard

Core playoff team (1st)

Core playoff team (2nd)

Core playoff team (3rd)

Core playoff team (4th)

Once the groups have been decided, each team will then play each of their opponents in the usual (Home-Away) double matchup. Once this stage has been completed, the top-3 teams from each group will progress to the second stage, meanwhile the teams finishing 4th and 5th in each group will be eliminated.

Progressing on to the second stage we have a bit of a reshuffle of sorts, as the four group of five will be combined into two groups of six. It will not be a 'full' reshuffle however, as teams will progress with



the other two progressing teams from their group. Furthermore, each team's record and points accumulated from their games against the advancing teams from their group will be carried forward into this stage. Teams will then be tasked with playing against three different opponents. Once this has been completed, the top-3 teams from each of the two groups will be promoted into Pro, meanwhile the teams that finished 4th in both groups will battle against each other in a BO5 for the final Pro spot. Once the BO5 has been played out, and the victor promoted, the pro / lite qualifiers will have concluded.

16.4 Appendix 4. ECL Lite – Core Qualifier

Placeholder for the text as stated in section 5.11.

16.5 Appendix 5. Roster size waiver

I agree that by signing this waiver as captain of my team that whilst we will be allowed to compete with a roster of only 7 players in ECL Pro, we will also be fully responsible in the event that we cannot play all schedule games, or struggle to schedule to the expected level of that of a team with 8 players or more.

Team Name:

Captain name:

Please send the above to the email documents@nhlgamer.com with the details filled in regarding yourself, and your team.