ECL 9 Rules

Last Updated: 27.1.2020

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1   Preface

Welcome to the ECL 9 rule book. With ECL 9, we will use the rule book from ECL 8 as a foundation. In addition to this, we have tweaked some rules based on feedback from ECL 8 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 familiarize themselves with and memorize the different sections. Team captains must be aware of the entire ruleset, as it includes lots 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 an overview of the adjustments compared to ECL 8:

- 3.2 Teams now have a player cap of 14
- 3.3 Added additional requirements to be a captain
- 3.5 Teams now have the opportunity to change their name mid-season
- 5.1 Tweaked information regarding how many teams make the playoffs in Pro, as well as Neo
- 5.6.1 Tweaked lite playoff structure
- 5.6.2 Removed redundant information about Lite playoffs
- 5.9 NHLGamer now reserves the right to change ownership rules between, as well as during seasons
- 7.2 Specific language tweaked to give LA more oversight in the decision-making process
- 8.2 Removed the 'grace period' of being able to give out WOs without drawing LA attention
- 10.5.4 Included ECL Neo playoff schedule
- 10.7.1 Added further clarification regarding who plays home first in a set of games
- 10.7.2 Added ECL Neo playoff series length
- 11.3 Further clarification to the tiebreaking procedure added
- 11.8 Included reference to fighting in Neo
- 11.11 Added an extra clause to the rule
- 12.1 Completed games are now to be reported by the winning team
- 14.1 Added ECL Neo to transfer deadlines
- 14.11 Added transfer exemption
- 14.12 Added acquisition of banned players
- 15.16 Added a new definition

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 Accounts in 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.

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 and ECL Lite) / 7 players (ECL Elite)
- Use the same team name on NHLGamer.com and NHL 20
- Use unique numbers within a team (two players on the same team cannot use the same number at the same time)
- No more than 14 players

3.3 Additional Requirements
New members on the NHLGamer platform, who have not participated in at least one event, cannot have a captain position of a team during the Summer Cup or for ECL Pro and ECL Elite teams. 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

Playoffs: 200 EUR

Neo

Week 1: 100 EUR

Week 2: 100 EUR

Week 3: 100 EUR

Week 4: 100 EUR

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.

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.

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) or deceive NHLGamer Staff and its League Administration at any time.

5   ECL Divisions framework

5.1   Division Setup

ECL is separated into three divisions: ECL Elite with 16 teams, ECL Pro with 32 teams split into two conferences, ECL Lite with ~48 teams split into ~4 groups of ~12, and finally ECL Neo where we are aiming to have groups with as close to 8 teams in as possible. Of course, the precise setup of Neo is dependent on how many teams sign up and as such will be announced after the sign-up deadline is over.

5.2   ECL Pro Promotions

ECL Lite is the regular point of entrance for all new teams, from which they can work their way up into ECL Pro, and later on into ECL Elite. ECL Lite registrants are also allowed to apply for a spot in ECL Pro. If the number of open spots in ECL Pro exceeds the number of promotions from ECL Lite, e.g. due to ECL Pro teams disbanding, these additional spots will be filled with teams that applied during the signup phase according to the following factors:

Priority for ECL Lite quarterfinalists from the previous season

- • Franchise history
- • Roster composition
- • EASHL record

5.3   ECL Elite Promotions

Similarly, if the number of open spots in ECL Elite exceeds the number of promotions from ECL Pro, these additional spots will be filled with additional teams from ECL Pro according to the following factors from the previous season:

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

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. 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 9-12 will neither play in the playoffs nor be subject to relegation. All ECL Pro teams that finish in places 13-16 will play a cross-seeded relegation series, where all losers (4 in total) will be relegated instantly to ECL Lite.

If after this there are still spots to be filled in Elite, the best two teams from either pool (Elite relegates & Pro quarterfinalists) will play each other. These teams will be seeded based on points during the last season and wins in the most recent playoffs respectively. If, however, there are more spots to be filled than just one, a mini tournament can be announced, if there is enough time for it to be played out in full. In the latter case, League Administration will decide on the method best suited for the time available.

5.6 ECL Lite Playoffs

In ECL Lite, the top 5 teams from each of the 6 groups will make the playoffs. In addition to these 30 teams, 2 more playoff spots will be allocated to the next best two teams in terms of PPG. Regarding the seeding however, we will be replicating the system we have used for the most recent IS CUP 4 tournament, meaning that:

- Group winners are seeded #1-6
- Group runners-up #7-12
- Teams that finished 3rd #13-18
- Teams that finished 4th #19-24
- Teams that finished 5th #25-30
- Top teams remaining (PPG) #31-32

Furthermore, the individual seeding of the teams will be in accordance with the tiebreakers mentioned in 11.3.

5.7 ECL Neo Playoffs

In ECL Neo, 16 teams will make the playoffs. These 16 teams will be made up of the top 4 from each of the 4 groups. 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.

5.8 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.

5.9 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.

5.10 Divisional Spot
Outside of the procedures described in 5.8, a divisional spot cannot be given away, sold or traded

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
Tournament Administration can add further clarification to existing rules if deemed necessary. If Tournament 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:

- @Crisu_rottis
- @iRSPe
- @Kenu
- @Kookasi
- @Mannheimer1938
- @MartindalexC
- @Panarinz

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).
- Alex28 (PSN: alexbvb28) ○ 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)

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   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=ZELueWlZVr4

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 are on Mondays, Wednesdays and Thursdays. 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.

10.2 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.

10.2.1 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.

10.2.2 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 Neo)
- the opponent receives walkover wins for the affected games (ECL Elite)

10.2.3 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).

10.2.4 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 misbehavior, it is expected to inform League Administration about it.
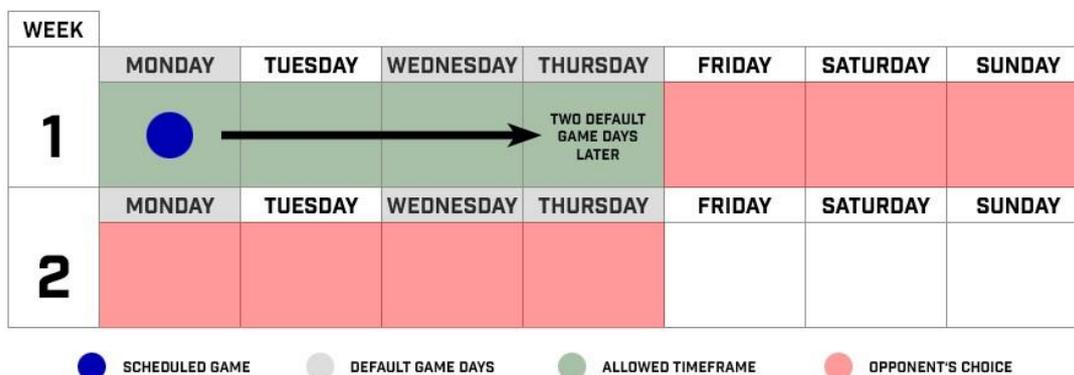

Figure 1 - Rescheduling

10.3 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.

10.4 End of Regular Season

All regular season games in ECL Elite must be finished by the 12th of December 2019. All regular season games in ECL Pro must be finished by the 20th of December 2019. All regular season games in ECL Lite must be finished by the 15th of December 2019. Finally, all regular season games in ECL Neo must be finished by the 15th of December 2019.

10.5 Playoff Schedule

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

10.5.1 ECL Elite

Playoff Schedule

- Quarterfinals: 16.12 - 22.12
- Semifinals: 30.12 - 5.1
- Finals: 11.1 (To be confirmed as of yet)

10.5.2 ECL Pro
Playoff Schedule

- Playoffs Round 1: 29.12 - 5.1
- Quarterfinals: 7.1 - 14.1
- Semifinals: 16.1 - 23.1
- Finals: 26.1 - 2.2

10.5.3 ECL Lite
Playoff Schedule

- Playoffs Round 1: 16.12 - 23.12
- Playoffs Round 2: 29.12 - 5.1
- Quarterfinals: 7.1 - 14.1
- Semifinals: 16.1 - 23.1
- Finals: 25.1 - 1.2

10.5.4 ECL Neo
Playoff Schedule

- Playoffs Round 1: 16.12 - 22.12
- Quarterfinals: 30.12 - 5.1

- Semifinals: 7.1 - 13.1
- Finals: 15.1 - 21.1

10.5.5 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 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.

10.7 Home-Ice Advantage

10.7.1 Regular Season

During the regular season, teams will play two games against each of their conference opponents. It is up to the teams who will play on home-ice first, if there is a disagreement however, we advise that teams stick to the order stated on the site.

10.7.2 Playoffs

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

10.8 Late Game Appearances

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

11 Game rules

11.1 Game Setup

All tournament games are to be played 6 versus 6 in "Challenge Club" mode.

11.2 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.

11.3 Tie-Breaking Rules

If teams are tied in points at the end of the regular season, the following tiebreakers* will be applied in the order 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).

11.4 Jersey Design

11.4.1 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.

11.4.2 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.

11.5 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.

11.6 Other customizations

The following customization options are currently banned from being used in league/tournament games.

11.6.1 Arena

The following customizations to the Arena are not allowed:

11.6.1.1 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.

11.7 Pausing

Teams are allowed to pause the game during stoppages.

11.8 Fighting

Players are not allowed to fight in ECL Elite & Pro. As for ECL Lite and 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.

11.9 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.

11.10 Quitting Games

Except for the first 2 minutes of a game, no player is allowed to quit a game on purpose.

11.11 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. 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 afresh or follow the guidance from the previous bullet point.

- 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.

11.12 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 uses 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 Lite](#)

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 (see URLs posted in 11.2). To access the manual reporting tool, click on the division your team plays in below:

- [ECL Elite](#)
- [ECL Pro](#)
- [ECL Lite](#)
- [ECL Lite](#)

Alternatively, the manual reporting tool is also linked within the API reporting tool, to make captains aware of the fact that disconnected games cannot be reported with the API reporting tool.

12.2 Submission Deadline

All match reports should ideally 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.

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

Teams are not to start the game until given permission by an NHLGamer representative. Additionally, teams must submit their lineups, 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 8h 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 bench/penalty camera to either broadcast or your regular camera angle
- Furthermore, as a humble request we would like to ask that the player streaming turn on all indicator colours (for both teams), so as to make the job of commentating as easy as possible!

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 200 € (incl. 10% VAT) 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 9 Elite prize pool is 5 000 € and payed out at the end of the season as follows:
  - #1 (ECL 9 Elite Champion): 3 500 €
  - #2: (ECL 9 Elite Finals loser) 1 000 €
  - #3-4 (ECL 9 Elite Semifinal losers) 250 €
- Before the start of the season, teams that are eligible to play in ECL 9 Elite need to specify individual player shares towards NHLGamer. If there are trades 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 9 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 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 precommunicated 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.

14 Transfers

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

- ECL Elite: 27th of November 2019
- ECL Pro: 5th of December 2019
- ECL Lite: 30th of November 2019
- ECL Neo: 30th of November 2019

Note: A player cannot leave a team after the deadline has passed (e.g. Elite and the 27th of November), and then join a team in another league where the deadline has not (e.g. Pro and the 5th of December).

14.2 Player Pickup
Teams are also allowed to recruit free agents until the trade 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 Trade deadline

"Trade 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.

16 Appendix

16.1 Appendix A: 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 B: Document Change History

Date	Change performed
27.1.2020	• Fixed typo in rule 5.5 & updated rule 13.1.2
15.12.2019	• Added clarification to rule 5.7 & updated rule 10.5.3
02.12.2019	• General tweaks
26.11.2019	• Added rule 14.11
18.11.2019	• General tweaks
13.11.2019	• General tweaks
09.11.2019	• Initial Version