



IS Cup 4 Rules

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1 Preface

Welcome to the IS CUP 4 rule book. With IS Cup 4, 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 leagues and tournaments. As always, it is very important for us to be as clear as possible regarding Tournament 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 tournament. Regular players on the other hand should be aware of member registration requirements, etiquette, fair play and game rules.

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 7 players
- 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)

3.3 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.

3.4 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 TA support to make sure that this doesn't go unnoticed. This is only possible before the sign-up deadline is over.

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 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 Tournament Administration at any time.

5 IS Cup 4 framework

5.1 Regular Season Setup

73 teams signed up for IS Cup 4, with them being split (as evenly as possible numerically) into 10 different groups.

5.2 IS Cup 4 Playoffs

The top 3 teams from each group will progress to the playoffs. Then, out of all the remaining teams across all groups, the top 2 based on PPG will be selected to advance. As such, this system will lead to 32 teams in the first round of the playoffs.

Regarding the seeding however, we will be replicating the system we used for the most recent Summer Cup. Meaning then that:

- Group winners are seeded #1-10
- Group runners-up #11-20
- Teams that finished 3rd #21-30
- Remaining teams with the highest PPG #31-32

The seeding of said teams within these levels will be decided using the usual tiebreakers, found in 11.3.

Rounds 1, 2, and 3 will be decided via a BO5 series.

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 Tournament Administration in the name of their team
- Ensuring the team finishes all its games

7 Tournament Administration (TA)

7.1 Responsibilities

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

7.2 Rule Changes

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 TA, 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

Tournament 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

Tournament Administration must agree on its actions by a majority vote. After a decision has been made, Tournament 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 TA 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 TA through the support tool so that they can get a heads up if possible.

7.5 Contact

To contact Tournament Administration, players must use the [support feature](#) and choose IS Cup 4 Administration as the department. These messages are only visible to Tournament Administration members and the person who sent the message. Do not use private messages to message individual Tournament Administration members about TA issues.

7.6 TA Members

The following members are currently part of Tournament Administration:

- @Crisu_rottis
- @iRSPe
- @Kenu
- @Kookasi
- @Mannheimer1938
- @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 TA:

- 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.

8.2 Forfeiting Games

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

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 in order 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 Tournament 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=ZELueWIZVr4>

10 Scheduling

10.1 Game Scheduling

Due to the condensed nature of this tournament, we have decided to schedule multiple opponents on the usual game days of Monday / Wednesday / Thursday, as well as added an ‘extra day’ for some teams in Sunday. As always, teams are free to come to an agreement with their opponents regarding changing the date and time that they will play. However, as a pointer, we would like to remind people that if you are going to reschedule games, try not to ‘schedule’ over games already loosely put down by the site-schedule without properly contacting the respective team(s) and making sure that they are okay with postponing their games to another day. Like tournaments before it, the IS Cup recommends starting game times of 20:00 CE(S)T & 20:30 CE(S)T. Please refer to CEST during summertime and CET during wintertime, to avoid confusion.

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.

10.3 End of Regular Season

All regular season games in IS Cup must be finished by the 20th of October, 2019.

10.4 Playoff Schedule

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

10.4.1 IS Cup

Playoff Schedule

- Playoffs: 28.10 - 6.11 (**28.10 - 30.10** [Round 1], **31.10 - 3.11** [Round 2], **4.11 - 6.11** [Round 3])
- Semifinals & Finals @ GameXpo: 15.11 - 16.11

10.4.2 Un-played Games

In case there are any un-played games after these deadlines have passed, Tournament 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.

10.5 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.

10.6 Home-Ice Advantage

10.6.1 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.

10.6.2 Playoffs

All playoff-style games will take place as a best-of-5 series in which the higher seeded team will play at home first. Afterwards, the right to play at home will alternate.

10.7 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 TA 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 IS Cup.

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 TA.

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 home team. On a usual gameday, this means both opponents each initiate one report. Of course, teams are welcomed to report both games, providing that they either record the stats from both.

12.1.1 Normal Games

To report matches that were completed in a single session without any disconnects, the home team uses the API reporting tool to record stats and events for both teams. The away team is not involved.

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 IS Cup 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).

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 IS Cup 4

The rules in this section only apply to IS Cup 4 teams.

13.1.1 Streaming

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, Tournament Administration may follow up.

13.1.2 Archiving

Teams competing in the IS Cup 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.

14 Transfers

14.1 Transfer Deadline

Transfers are not allowed for this tournament.

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.

16 Appendix

16.1 Appendix A: Abbreviations

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

16.2 Appendix B: Document Change History

Date	Change performed
23.10.2019	<ul style="list-style-type: none">• Added further tiebreaker clarification
16.10.2019	<ul style="list-style-type: none">• Added tiebreaker clarification
13.10.2019	<ul style="list-style-type: none">• Initial Version