



WECL Inaugural Season Rules

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1 Introduction

Welcome to the WECL Inaugural Season rule book. We will use the rule book from ECL as a foundation. 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, 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 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 that players have entered on their player card on NHLGamer must match their name ingame.



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, ending on February 17th.

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 21
- 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
- No more than 2 foreign players meeting the skill cap criteria (info below)

3.3 Regional scope

As a regional league, the WECL has three officially recognized countries (ES, FR and UK). However, teams based on countries that are not represented in the current (ongoing or not) NHLGamer regional leagues (CSCL, GCL, RCL, FCL and SCL) are also able to take part.

Countries in the list below are counted as **local** and can signup teams and their players don't count as foreign:

- Albania
- Andorra
- Armenia
- Azerbaijan
- Belarus
- Belgium
- Bosnia and Herzegovina
- Bulgaria
- Croatia
- Cyprus
- Denmark
- Estonia
- France
- Georgia
- Greece
- Hungary
- Iceland
- Ireland
- Italy
- Kazakhstan
- Kosovo



- Latvia
- Liechtenstein
- Lithuania
- Luxembourg
- Macedonia
- Malta
- Moldova
- Monaco
- Montenegro
- Netherlands
- Norway
- Poland
- Portugal
- Romania
- San Marino
- Serbia
- Slovenia
- Spain
- Turkey
- Ukraine
- UK
- Vatican City

Countries in the list below are counted as **foreign** and cannot sign teams up:

- Czech Republic
- Slovakia
- Germany
- Austria
- Switzerland
- Russia
- Finland
- Sweden

Players from these countries are counted against the 2-player on the roster cap.

3.4 Skill Cap

Teams are allowed 2 foreign players in the roster. This is to help potential teams that are struggling to find enough players to complete the season. To ensure a skill balance as much as possible, the foreign players must have not played in ECL Pro or above in the last 2 seasons.

Up to 2 foreign players having played in Neo or Lite divisions of the ECL are allowed to be registered.

These players must have not played in ECL Pro or Elite in ECL 10 or 11.



3.5 Exceptions

Potential teams might be granted an exception for example if half of their roster is from a foreign country by nature. A team that is half French and half Swiss would be unable to

compete in the GCL. An exception can be handed out in such situation if explained properly to the LA beforehand.

Additionally, teams from regions not covered can also contact the LA for an exception. (IE, teams from north Africa).

3.6 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.

3.7 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.

3.8 Changing Team Name

In contrast with the ECL rulebook, no hard rules are in place about this topic. Teams are free to change team names in between seasons. Name changes are by default not permitted once the season has begun. Exceptions can be permitted but will be decided on a case-to-case basis, and will be only granted, if deemed appropriate, if a team begins or changes their partnership with an eSports organization or traditional hockey club.

3.9 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.

4 Team Management Responsibilities

4.1 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

5 League Administration (LA)

5.1 Responsibilities

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

5.2 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.

5.3 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.

5.4 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.

5.5 LA Members

The following members are currently part of League Administration:

- @Crisu_rottis
- @iRSPe
- @Kenu
- @Franky__2768
- @MartindalexC
- @wobfighter

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



5.6 Active Bans

The following bans have been announced by LA:

- Stefan_397 (PSN: Stefan_397) o Banned from being main captain (C) or assistant captain (A) indefinitely (may be lifted when deemed appropriate).
- Alex28 (PSN: alexbvb28) o Banned from being main captain (C) or assistant captain (A) for the next 5 years (until the 31st of December 2023) Page 15 of 31
- Men-at-work74 (men-at-work74) o Banned from being main captain (C) or assistant captain (A) indefinitely (may be lifted when deemed appropriate)

6 Code of conduct

6.1 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.

6.2 Rule Circumvention

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

7 WECL Group structure (Work In Progress)

7.1 General (WIP)

The WECL Inaugural season is intended to be drawn into a single group with all the participants if team registrations end below 14. If 14 or more teams sign-up, two groups will be drawn. This is in order to ensure the competition ending without overlapping with the ECL.

At the moment of composition of the rulebook, a promotion/relegation system still hasn't been considered but could be the case going forward. Any decisions on this matter will be properly communicated to all team captains.

7.2 Top Team Status (WIP)

For competition health matters, Grenoble BDL and Remparts de Tours will be granted Top Team status as the highest ranked teams in the ECL structure. if signed up, they will be drawn separated in the group stage.

7.3 Playoffs (WIP)

Out of the participating teams, 8 teams will make the playoffs, these will be seeded as 1-8, 2-7, 3-6 and 4-5. Home and Away is to be alternated after every game, with the best seeded team starting at home for best-of-5 quarter finals and semis, and best-of-7 finals.



8 Scheduling

8.1 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 Wednesdays and Sundays. 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. In any case, team captains are required to confirm via private message or using the league discord the date and time of the game with their opponent.

8.2 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.

While teams are encouraged to stick to the official game days, we advise being talkative and communicating with your opponent in time if the team captaincy sees that they're going to struggle to have enough players. The whole week is to be used to play the 4 games, while the game scheduled on Sunday can be played as late as the next Wednesday.

8.2.1 Postponing Issues and Resolution

In case you find impossible to find an scheduling agreement with the opponent team and there is a dispute, please reach out to the LA as soon as possible.

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.

8.3 End of Regular Season (WIP)

All regular season games in WECL

8.4 Playoff Schedule (WIP)

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

- Quarterfinals:
- Semifinals:
- Finals:

8.5 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.

8.6 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.

8.7 Home-Ice Advantage

8.7.1 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.

8.7.2 Playoffs

Home games will alternate during the playoffs. The first game is to be played at home of the highest seeded team.

8.8 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.

9 Game rules

9.1 Game Setup

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

9.2 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.

9.3 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.



9.4 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)

9.5 Jersey Design

9.5.1 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.

9.5.2 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.

9.6 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.

9.7 Other customizations

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

9.7.1 Player

Players are not allowed to equip non-standard or in other words 'CHEL' style gloves and / or helmets (e.g. 'Solid goooooold').

9.7.2 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. Additionally, the following customisation to the Arena are not allowed:



9.7.3 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.

9.8 Pausing

Teams are allowed to pause the game during stoppages.

9.9 Fighting

Fighting is only allowed in the last minute of a game and during a faceoff with both players choosing to start a fight. Other means to start a fight are prohibited (IE, after a 'big hit')

9.10 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.

9.11 Quitting Games

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

9.12 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. 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.
- 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.

9.13 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.

10 Team rules

10.1 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.

10.2 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.



10.3 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.

11 Fair Play

11.1 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)

11.2 Glitches

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

11.2.1 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.

11.2.2 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>

11.2.3 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.

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 API reporting tool can be accessed by selecting "Team tools" -> "Add match (EA API)" from the top right corner on the main page. After a game was completed in challenge mode, it may take up to 60 minutes for it 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"

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 they 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 Streaming

Teams are required to stream 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. Teams are encouraged to use the 'Start a stream' feature on NHLGamer to appear on the main page.



14 Transfers

14.1 Transfer Deadline (WIP)

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

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 3.2, 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 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