



ECL '26: Spring Official Rules

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1 Preface

Welcome to the ECL '26: Spring Official Rules. With ECL '26: Spring, we will use the rules from ECL '26: Winter as a foundation. In addition to this, we have tweaked some rules based on feedback from ECL '26: Winter and subsequent tournaments. As always, it is very important for us to be as clear as possible regarding League Administration procedures, as such if you have any difficulties understanding specific rules then feel free to contact us via the [support tool!](#)

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



1.1 Rule Changes Overview

Here's a snapshot of some of the major adjustments / additions compared to ECL '26: Winter:

- **11.7.: Banned Player Abilities, Builds & Positional Builds section has been significantly updated - All Abilities are now banned and not to be used.**
- **League Administration will be keeping a close eye on teams and players trying to sign up for a division below their perceived skill level. Rules around this have been more clearly defined as a means of clearer transparency. Read more in sections 5.5, 5.6 and 5.7.**
- **5.9 ECL Pro Playoffs structure has been updated from round 2 onward to follow the same logic as the other divisions – the group placement being the first tie-breaker before PPG.**
- **Some final details, as a closer approximation of the prize pool, will be updated to the rules a few weeks after the start of the season.**

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

2 Member registration

2.1 General

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

2.2 Account Details

SportsGamer account name, PSN ID / Gamertag and player name must not be of offensive, insulting, crude or vulgar nature. SportsGamer 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 SportsGamer.gg. 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 SportsGamer profile.

2.5 Account in the same household

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

2.6 Player Card

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



3 Team registration

3.1 General

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

3.2 Requirements

To be eligible for SportsGamer leagues/tournaments, teams must:

- Have a captain and 2 assistant captains
- Have a total of at least 6 players who have purchased the [player license](#)
- Have purchased the appropriate [team license](#)
 - Team licenses do not apply to ECL Neo
- Have a minimum number of players as follows:
 - ECL Elite: 7 players
 - ECL Pro: 7 players
 - ECL Lite: 8 players
 - ECL Core: 8 players
 - ECL Neo: 8 players
- Use the same team-name on SportsGamer.gg and in NHL 26
- Use unique player numbers within a team (two players on the same team cannot use the same number at the same time)
- Have no more than 14 players

3.3 Additional Requirements

New members on the SportsGamer platform, who have not participated in at least one event, cannot be in a captain position for a team during the Summer Cup or for an ECL Lite, Pro, or Elite team. In order to confirm the identity of a member, SportsGamer 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. SportsGamer 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 remove the team's sign-up and signify that they are no longer intending to sign up. Additionally, if the team has already been moved into a division they must contact 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's name is free. However, traditionally SportsGamer 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 must pay a fee depending on which part of the season they are in at the time of the switch.

ECL Elite

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

ECL Pro

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

ECL Lite

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

ECL Core

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

ECL Neo



Week 1: 100 EUR

Week 2: 100 EUR

Week 3: 100 EUR

Week 4 & Playoffs: 100 EUR

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

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

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

3.7 Logos

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

3.8 Broadcast Photos

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

3.9 Sponsorship

Teams can acquire sponsors if they desire. However, any potential sponsors cannot conflict with SportsGamer values, tournament main sponsor, or league organiser. Furthermore, teams cannot be sponsored by companies that centre around alcohol, tobacco, gambling, or adult entertainment – the tournament organiser reserves the right to expand these restrictions at any time.

4 Code of conduct

4.1 External Standards & Conduct

All participants are expected to uphold standards of fair play, integrity, and respectful behavior both within and outside of official ECL matches.

This includes all interactions in-game, on broadcasts, and across public platforms where players represent themselves or their team in connection with the ECL.

League Administration reserves the right to take action against any behavior that may harm the integrity, reputation, or competitive environment of the league.



4.2 General

Registered members are expected to treat each other with respect and must not engage in abusive, offensive, or inappropriate language.

This applies to all league/tournament-related communication conducted on SportsGamer.gg, as well as direct communication between players on external platforms, provided sufficient context and evidence can be presented.

4.3 Rule Circumvention

Members are not allowed to circumvent the rules, attempt to exploit loopholes, or deceive SportsGamer staff or League Administration under any circumstances.

5 ECL Divisions framework

5.1 Division Setup

ECL is separated into five divisions: ECL Elite with 16 teams, ECL Pro with 32 teams, ECL Lite with 32+ teams, ECL Core with 32+ teams, and finally ECL Neo with 32+ teams.

League Administration reserves the right to preview and confirm or deny the requested placement of teams to uphold the competitive balance and integrity of the divisions.

5.2 Team Ownership

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

If the captain supports a change of ownership

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

If the captain does not support a change of ownership

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

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



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

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

5.3 “Backer” role

Players can now apply to be in the ‘backer’ role of a team. This role allows players to simultaneously be the captain of one team, and then play for another team. Due to the possible abuse that this role could have, we have set up a number of restrictions for any player taking on this role, namely that the player in the backer role cannot:

- Play any games for the team he is the backer for
- Play in the same division, or higher, as the team that they are backer for

Furthermore, backer players are subject to the same transfer restrictions that captains are and therefore cannot change team mid-season. Additionally, backer players do not count towards qualification quotas, nor do they have any ownership rights, on their ‘second’ team.

5.4 Divisional Spot

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

5.5 Division Placement & Competitive Balance

To maintain competitive integrity and ensure a fair playing environment across all divisions, teams are expected to register for the division that best reflects the overall skill level and experience of their roster.

Teams that intentionally register for a division significantly below their competitive level — including cases where multiple high-level or highly experienced players are grouped into a lower-division team — may be considered as undermining the competitive balance of the league. Attempting to gain a competitive advantage through intentional underplacement (“sandbagging”) is not permitted.

League Administration reserves the right to review all team registrations and rosters and take appropriate action where necessary. This may include, but is not limited to:

- Reassigning a team to a higher division
- Requiring a roster adjustment
- Denying participation in the requested division

These decisions will be based on factors such as previous ECL performance, division history, player experience, and overall roster composition.

Teams are encouraged to contact League Administration if they have questions regarding their placement or eligibility. While all decisions are made with the goal of maintaining a fair and



competitive environment, League Administration remains open to clarifying decisions and reviewing additional context where appropriate.

5.6 Roster Declaration & Registration Integrity

Teams are expected to register with a roster that reasonably reflects the players they intend to represent the team during the season.

Intentionally registering with a significantly weaker or incomplete roster, followed by the addition of higher-level players after division placement has been determined, may be considered an attempt to gain an unfair competitive advantage and a circumvention of the division placement process.

League Administration reserves the right to review roster changes made after registration and assess whether they materially alter the team's competitive level compared to its originally declared roster.

This assessment is based on the **full roster**, not individual roles or expected participation.

Where such cases are identified, League Administration may take appropriate action, including but not limited to:

- Re-evaluating and adjusting the team's division placement
- Restricting the eligibility of newly added players
- Applying additional roster limitations

These measures are intended to ensure that division placement reflects a team's true competitive level and to prevent abuse of the registration process.

5.7 ECL Pro – Division Context & Restrictions

ECL Pro serves as a highly competitive entry point for teams aiming to qualify for ECL Elite. As such, it is expected that strong and ambitious teams — including those with high individual player quality — may participate in this division.

However, to preserve the integrity of the competitive structure, teams or players should not repeatedly compete in lower divisions if their overall competitive level clearly exceeds that environment.

Teams holding an ECL Elite spot are not permitted to voluntarily register in ECL Pro or any lower division.

If an Elite team does not participate in a given season, League Administration will assess any resulting team formations in lower divisions based on overall roster continuity and competitive level.

This assessment is based on the **full roster**, not individual roles or expected participation. Teams are not permitted to recreate a substantial portion of a previous Elite roster within a single lower-division team.



League Administration will evaluate these situations based on factors such as the number of returning players, overall roster strength, and recent competitive history. Where a team is deemed to retain a substantial competitive core, restrictions or adjustments may be applied.

These measures are intended to ensure that ECL Pro remains a pathway for progression, rather than a division for repeated competitive advantage.

5.8 ECL Elite Playoffs

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

5.9 ECL Pro Playoffs

In ECL Pro, 8 out of 16 (or 17) teams from each group will make the playoffs, in which they will be cross-seeded best against worst according to the tiebreakers mentioned in 11.4. After the first round has been played, teams will be seeded against all playoff-bound teams in ECL Pro from best to worst according to the system detailed below, as well as with the general tiebreakers mentioned in 11.4.

- Group winners
- Group runners-up
- Teams that finished 3rd
- ...

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 11.4. Teams that finish in places 9-11 will neither play in the playoffs nor be subject to a qualification tournament or relegation. Teams that finish 12th – 14th will be placed into a qualification tournament to secure their spot in Pro for the next ECL (see section 5.11 for more information). Finally, teams that finish 15th – 16th will be instantly relegated.

5.10 ECL Lite Playoffs

In the ECL '26: Spring – Lite season, 32 teams advance to the playoffs. The top 10 teams from each group qualify directly, along with the two best teams finishing 11th, who will be seeded 31–32. In each playoff stage, teams will be seeded against all playoff-bound teams in ECL Lite from best to worst according to the system detailed below, as well as with the general tiebreakers mentioned in 11.4.

- Group winners
- Group runners-up
- Teams that finished 3rd
- ...



The winner of ECL Lite will be instantly promoted, along with the runner up, and the bronze-game winning team. Teams finishing from 4th to 13th in the playoffs will be placed in the Pro – Lite qualifier for the ensuing ECL season.

5.11 ECL Core Playoffs

In the ECL '26: Spring - Core season 32 teams advance to the playoffs. The top 10 teams from each group qualify directly, along with the two best teams finishing 11th, who will be seeded 31–32. In each playoff stage, teams will be seeded against all playoff-bound teams in ECL Core from best to worst according to the system detailed below, as well as with the general tiebreakers mentioned in 11.4.

- Group winners
- Group runners-up
- Teams that finished 3rd
- ...

The winner of ECL Core will be instantly promoted, along with the runner up, and the bronze-game winning team. Teams finishing from 4th to 13th in the playoffs will be placed in the Lite – Core qualifier for the ensuing ECL season.

5.12 ECL Neo Playoffs

In ECL Neo 24 teams advance to the playoffs. . The top 2 teams in each group make it directly into the 2nd round of the playoffs, while teams 3-6 will proceed to the 1st round of the playoffs in which they will be seeded against all playoff-bound teams in ECL Neo from best to worst according to the system detailed below, as well as with the general tiebreakers mentioned in 11.4.

- Group winners
- Group runners-up
- Teams that finished 3rd
- ...

5.13 ECL Elite – Pro Qualifier

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

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

5.14 ECL Pro – Lite Qualifier

The Pro Qualifiers will hold four groups, out of which the top three teams in each group will be advancing to stage 2 (two groups - six teams) of the Qualifiers. The top three teams of each group in stage 2 will secure a spot in ECL Pro. The exact format will be published at the start of registrations for the new season.



ECL Pro – Lite Qualifiers will consist of the following teams:

- Pro 12th – 14th placed teams
- Lite 4th – 13th ranked teams
- Wildcard teams 1-4

5.15 ECL Lite – Core Qualifier

All teams without an Elite, Pro or Lite league spot can participate in the Lite qualifiers without restrictions. The format of the qualifiers will be decided according to the number of participants, but a maximum of 64 teams can participate in the qualifiers. Spots will be filled in the order of registration.

For the ECL '26: Spring season, no Lite Qualifier will be organized and anyone can apply for Lite.

5.16 Qualifier tiebreakers

The order of the qualifier teams is determined as follows:

- Playoff round
- Seed determined in accordance with section 11.4.

5.17 Qualifiers vs. Relegation

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

5.18 Qualifier Roster Lock

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

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

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

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

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



Teams are allowed to add and remove players to and from their roster during the first stage of the qualifier*. Players are not allowed to transfer from one qualifier team to another during the qualifier. Teams must keep the minimum amount required or will be removed from the qualifier. After the first stage, the rosters of the teams that have made stage two will be locked until the end of the qualifiers. After the end of the qualifier transfers will be open with the regular transfer restrictions.

*Wildcard teams need to meet the wildcard requirements for the duration of the qualifiers

Finally, it should be noted by all teams that Qualifiers are *part* of the season and as such regular transfer restrictions apply.

5.19 Filling Open Spots in Qualifiers

Teams will no longer be promoted straight (excluding automatically relegated/promoted teams) and all open division spots will be filled through qualifiers. If there happens to be more open spots than anticipated (e.g., from teams disbanding which would have been invited to play in the qualifier) spots are to be filled as follows:

- Pro relegated teams (in seed order)
- Lite #14-16
- Wildcard teams #5-8
- Lite #17-32

Based on the amount of spots available in the qualifiers League Administration reserves the right to allow more Wildcard teams to the qualifiers.

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 Rule Change(s)

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.

League Administration reserves the right to review and change all rules mid-season if necessary.

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:

- @CMB-
- @DobbyTheJoker_
- @eSwahn
- @Kenu
- @MartindalexC
- @sopulii_
- @wobfighter
- @Vamoux

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

7.7 Active Bans

The active bans can be found by following [this link](#).



8 Team rules

8.1 Players

Teams are only allowed to use players listed in their official roster on the SportsGamer.gg main page and who have purchased a [player license](#). Teams may register up to three players designated as *backups*. Each backup may appear in **no more than 10 games combined** during ECL '26 (Winter + Spring, including qualifiers, regular season, and playoffs). All backups must be listed on the team's official roster.

8.2 Forfeiting Games

Outside of the qualifiers, 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. Forfeiting games during the qualifier will result in a disqualification from the qualifier. This is done to ensure that all the teams are seeded correctly for each stage of the qualifiers.

8.3 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.

9 Fair Play

9.1 General

"Fair Play" is the most essential rule in any games carried out within a league/tournament on SportsGamer.gg. 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)
- Do not distract your opponent in game (e.g. goalie spamming empty net with no reason)

9.2 Glitches

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



9.2.1 Skaters/goalies stuck in freezes

There is a bug which leads to players (skaters and goalies) being frozen in buggy, unintended animations (e.g. goalies stuck in butterfly and unable to move, skaters down on the ice appearing to be "dead"), making it impossible for him/her to play the game temporarily or until the next stoppage. In case this bug occurs, teams are required to clear the puck as soon as they notice it. Regular animations that are intended by game developers, such as a goalie's sit-down motion after a desperate save attempt, are not affected by this rule. If there are disagreements whether a goal scored during this time should count or not, teams may submit video proof to League Administration for review. Intentional, abusive usage (e.g. to hinder scoring chances) is considered exploiting the game.

9.2.2 Instigating a fight in a faceoff situation

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

9.2.3 Reverse hitting in a faceoff situation

Players taking the face-off are strictly forbidden from reverse hitting directly following the face-off across all divisions.

9.2.4 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.gg/watch?v=ZELueWIZVr4>

9.2.5 'Legally' interfering with a player

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

We have created an article (which can be found [here](#)) that hopefully illustrates the rationale behind this rule and how we look to apply it. Given that this issue is fundamentally a judgement call, we all need to be on the same page and understand what is allowed and what is not. As a general thought though, with reference to rule 9.1, if you are ever unsure about whether an event in game should be allowed (does not have to be exclusive to legal vs. illegal interference with a player), ask yourself whether you would be happy being on the receiving end of what you are doing – if not, do not do it.

9.2.6 Trapping a player inside the net

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



10 Scheduling

10.1 Game Scheduling

Every game scheduled for your team will come with an official game day, this schedule can be accessed by navigating to your team's respective division, then clicking on "schedule". Teams are free to reschedule these games providing that they are not broadcast or otherwise featured games, additionally teams must communicate with their opponents prior to the game day to figure out when best to play – teams are recommended to do this through the site's own PM system but if that fails then try to reach out on as many platforms as possible (e.g., discord). Furthermore, any agreed schedule changes must be sent and accepted through the rescheduling tool.

10.2 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 SportsGamer. 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.

10.3 Reasonable attempt to contact

Teams must, at the very least, attempt to reach out and contact their opponent(s) before a default schedule game. Simply waiting until the time as generated by the schedule, challenging an opponent, then filing for WOs if the opponent does not show will not be deemed acceptable. In addition to this, teams ideally should be in contact 12-24hrs before the default scheduled time, if no reply has been received by the other team despite your best attempts to contact them, then please contact support.

10.4 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, teams must send a message to all three of the opponent's captains via private messages on SportsGamer.

Any scheduling disagreement can be sent to LA for review, and if one or both teams were at fault by being uncooperative or showing poor communication (as examples), walkover wins / losses can be handed out.

10.4.1 Maximum Postponing Possibilities

To ensure teams do not abuse the procedure mentioned above, the games may only be postponed once per matchup. If a team notices misbehavior, it is expected to inform League Administration about it.

10.5 Regular Season and Playoff Schedules

Regular season start and end dates, as well as playoff schedules, can be found by following the link below:

[ECL '26: Spring](#)



10.5.1 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 within 10 days of the original scheduled game date, 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, giving them the ability to be better equipped to help. In extreme scenarios WOs may be assigned, however LA will attempt to remedy the situation long before that becomes the case.

10.6 Un-played Games

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

In accordance with the End of Regular Season dates, all games must be played and reported by the close of the dates mentioned (23:59 CET). If games are unreported, and there has been no support request submitted, no points will be awarded to either team.

10.7 Walkovers vs. Disqualification

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

Additionally, leaving part-way through a game without a valid reason (as deemed by LA), will mean that your team forfeits the game in question.

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

10.8 Home-Ice Advantage

10.8.1 Regular Season

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



10.8.2 Playoffs

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

10.9 Late game appearances

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

11 Game rules

11.1 Game Setup

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

The period length is 4 minutes – as per default.

11.2 Server Selection

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

11.3 Points

A regular win is awarded with 3 points, an OT win is awarded with 2 points, an OT loss is awarded with 1 point and a regular loss is awarded 0 points.

11.4 Tie-Breaking Rules (regular season and playoffs)

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

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



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

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

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

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

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

11.5 Jersey Design

11.5.1 Jersey Colours

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

11.5.2 Jersey Numbers

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

11.6 Jersey Selection

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

11.7 Banned Player Abilities, Builds & Positional Builds

League Administration has decided to enforce a ban on **ALL** player Abilities and Builds in the ECL '26: Spring seasons. This includes using forward builds on defense and vice versa.



In addition to all levels of the listed abilities being banned, **players (including goalies) also cannot use special characters, nor special character classes.**

Forwards cannot use defensive classes: Defensive Defender, Enforcer Defender, Puck Moving Defender, Two-way Defender.

Defenders cannot use forward classes: Dangler, Enforcer, Grinder, Playmaker, Power Forward, Sniper, Two-way Forward.

11.7.1 List of Banned Abilities

All tiers of all abilities are banned.

The ban applies to all three levels of all abilities.

11.7.2 Enforcing of the bans of Abilities

If a player is found to have used a banned Ability or Build in a competitive game, the infractions will result in the following repercussions:

1st Infraction

Team Captains warning + player in question suspended for two (2) games + WO loss*

2nd Infraction

2nd Captain warning + warning for all players in line-up + player in question suspended for four (4)

Games + WO loss*

3rd Infraction

Captain suspended for 2 games, a 2-point deduction + player in question suspended for 4 games + WO loss*

*A WO loss will only be granted if the violating team has been informed by their opponents that they will not play against banned Abilities (X-Factors) and/or Builds, and another attempt at playing the game with said Abilities and/or Builds was made after that. If no communication has occurred and it is clear that the opposing team is simply trying to exploit the rule for an easy WO win, the WO loss will not be granted, as it will be considered that the team willingly agreed to play against a team using banned Abilities (X-Factors) and/or Builds.

For clarity, a team has the right to refuse to play a team that is attempting to use banned Abilities and/or Builds.



Reporting the illegal use of the banned Abilities or Builds requires clear video evidence.

11.8 Other Customisations

11.8.1 Players

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

11.8.2 Skaters

Skaters are allowed to wear 'CHEL' style gloves and / or skates but are not allowed to wear 'CHEL' style helmets (unless it is a team-wide chrome-style helmet that is not golden), with the notable exception of the top (point) scorers on ECL Elite and ECL Pro teams*, who will have to wear the golden helmet when taking part in ECL games – due to this all ECL Elite and ECL Pro players* will now have to wear helmets during ECL games, with the captain wearing the golden helmet for the opening game of the season. Furthermore, skaters are not allowed to equip an 'all-white' stick in ECL Elite and ECL Pro – an all-white stick is defined as a stick that is wrapped in white stick tape, or is otherwise predominantly white.

*Regarding ECL Pro and golden helmet use, it is unlikely that SportsGamer will be able to unlock the helmet for ECL Pro players at this time, as such the requirement for top point scorers in ECL Pro to wear the golden helmet will be relaxed, helmets are still mandatory in ECL Pro however.

11.8.3 Goalies

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

11.8.4 Arena

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

11.8.5 Goal post colour

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

11.8.6 The use of non-human character

The use of non-human characters, such as the werewolf, is not allowed in the ECL.

11.9 Pausing

Teams are allowed to pause the game during stoppages.

11.10 Fighting

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



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

11.11 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.

11.12 Quitting Games

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

11.13 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.
- If the player has disconnected (icon not shown above their in-game player's head) before face-off, the game will stop immediately, and teams are required to clear the puck.
- If a player has disconnected in either the offensive, or defensive zone, the immediate game situation should be played out. The game situation cannot be extended beyond this, and teams are required to clear the puck as soon as possible
- If the player has disconnected (icon not shown above their in-game player's head) and the puck is in the neutral zone, the game will stop immediately, and teams are required to clear the puck.
- The above rule does not apply if a player disconnects outside of the game situation, e.g., while a counterattack is taking place. If this occurs, then teams must:
 - Play out the immediate game situation. Once the initial game situation has been played out (e.g., odd-man rush no-longer applies) teams are required to clear the puck as soon as possible.



- If there are disagreements whether a goal scored during this time should count or not, teams must submit video proof to League Administration for review
- The remaining time in the disconnected game will be played in a new game. Teams are advised to wait for the clock to run down to the time when the original game ended and complete it regularly. Alternatively, they can also use a different procedure of their own if both parties agree (providing the start point is at, or before, the time in which the disconnect took place). Afterwards, both teams record all stats from this second portion of the original game.
- Additionally, players must not change positions or builds (including traits / specializations, height or weight) used between disconnected games. Line-up change is permitted if one of the starting players can no longer play; however, the replacing player(s) must take the position(s) left by the disconnection, they cannot in effect change with the players who did not disconnect. In such an event, it is up to the captains whether they want to start the restarted game at the point of the disconnect, or from a time prior to it.
- In the end, stats for both relevant portions of the games need to be merged, to report the whole game on SportsGamer.gg. 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.
- 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.
- 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.



11.14 Clock Reset

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

12 Match report

12.1 Match Reporting

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

12.1.1 Normal Games

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

- ECL Elite
- ECL Pro
- ECL Lite
- ECL Core
- ECL Neo

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

12.1.2 Disconnected Games

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



ADD MATCH (EA API)

European Championship League 11 Lite

Choose team: Armada Hockey

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

COULDN'T FIND THE MATCH YOU WERE LOOKING FOR?

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

[Click here to use manual tool](#)

Step-by-step manual tool instructions:

1. Select the game that you want to add stats to by clicking on "Add stats" from "DNF Game". By pressing this button for the first part it will add the first part of the game from the API.
2. Click "Add stats from DNF game" button again.
3. Now press the Add stats button for the 2nd part of the game. This will add the 2nd part of the stats to the stats that you already imported. So, if the shots were 5 in the first part and 6 in the second, the shots will now say 11. If there were more than two parts, you repeat this until you added all parts.
4. At this point you should pretty much have everything automatically input similarly to if you were adding a regular game from the API.
5. You can correct any errors, remove any stats that did not occur (if for example the game was continued and the goals from the first part of the game were added to the 2nd game for convenience, you need to remove the doubled stats).



6. Submit and you are done.

EDIT MATCH

Add stats from DNF game

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

Nordic Nosebleed player stats

Player	G	A	P	+/-	Shots	PIM	Hits	FQs Won	FQs Lost	Takenaways	Givenaways
--------	---	---	---	-----	-------	-----	------	---------	----------	------------	------------

EDIT MATCH

Add stats from DNF game

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

12.2 Submission Deadline

All match reports must be submitted immediately after the games have been completed due to the EA API only allowing statistics to be retrieved from the five most recent games played. 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 SportsGamer 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 SportsGamer or Affiliates

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

#10 PSNID - #95 PSNID - #25 PSNID

#5 PSNDID - #3 PSNID

#30

PSNID

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

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



- Set your bench/penalty camera to your regular camera angle
- Furthermore, players must turn on all indicator colours (for both teams) and have them set to small

13.1.3 Broadcast rights

ECL Division finals can only be broadcast on SportsGamer's, or a stated SportsGamer affiliate's, Twitch account. Furthermore, any games that SportsGamer's, or a stated SportsGamer affiliate's, Twitch account are broadcasting must not be broadcast by any other party.

13.1.4 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.

13.1.5 Licenses

To play in ECL in any division other than ECL Neo a license will be required for both the team and 6 players on it – all licenses can be found [here](#) (when made available for purchase). For Neo, a Neo Player License is required, but no team license is necessary.

- **In order to make the start of the season as clear and smooth as possible, the player and team licenses must be purchased and active () before stepping on the ECL '26: Spring ice. Failure to do so will translate into a forfeit of the game**
 - Please also remember to activate the necessary backup player licenses (max 3 per team)

13.1.6 Prize Pools

The ECL prize pool will be determined directly by community participation. Each season, a share of the collected license-fee income is distributed back to players as prize money across all divisions. The following outlines how this system works for ECL '26: Spring.

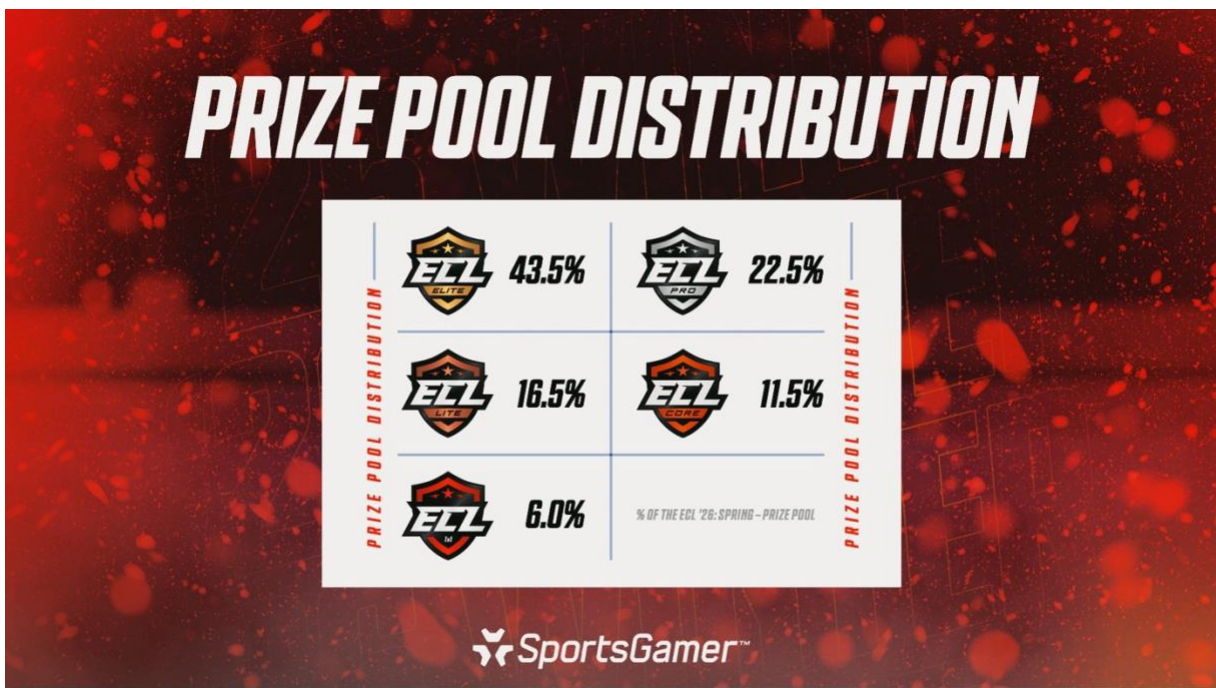
For the ECL '26: Spring season, at least 35% of net license-fee income (after VAT and transaction fees) will be paid out as prize money. The remaining funds will cover operational and production costs and support the continued stabilization of SportsGamer's operations.

The initial prize pool estimate will be published during the first weeks of the regular season, based on confirmed team and player registrations at that time. If additional licenses are purchased during the season, the final prize pool will be adjusted accordingly and disclosed once all purchases are complete. For players with full-year licenses, their contribution will be divided evenly between the Winter and Spring seasons.

Prize pool shares reflect each division's competitive level and progression within the ECL structure – ensuring that advancement through the divisions is both meaningful and rewarding.



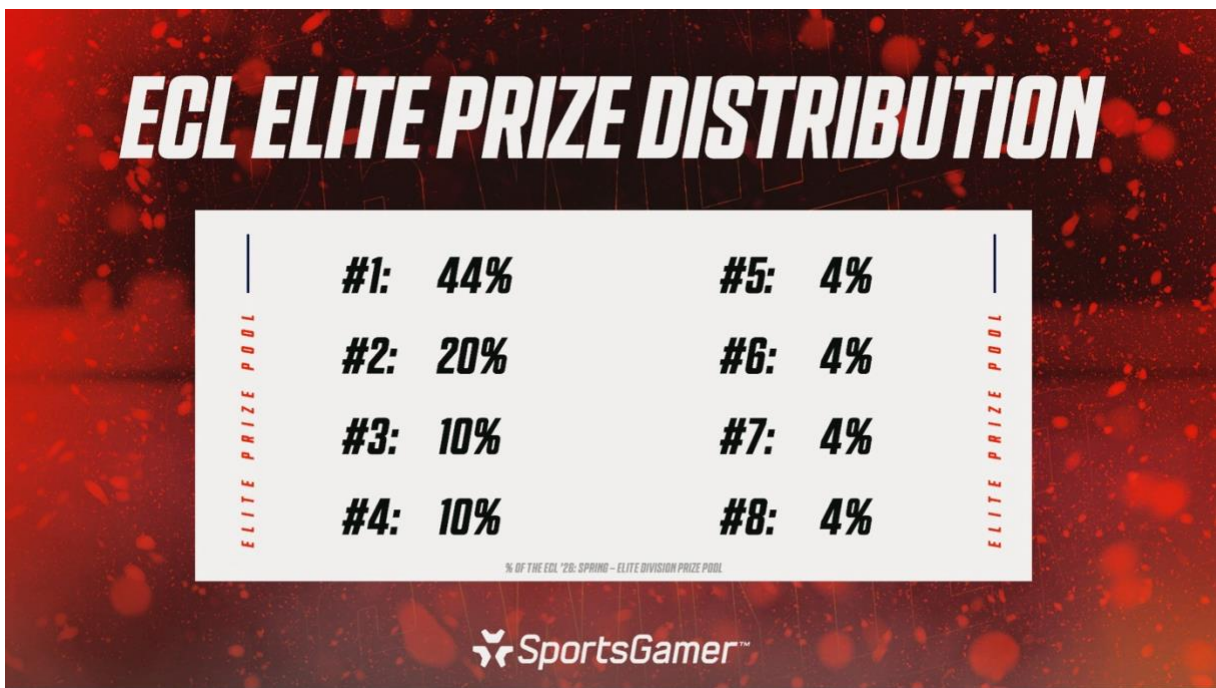
The distribution between divisions remains consistent with previous ECL seasons.



The initial prize pool estimate will be published before the start of the season, based on confirmed registrations at that time.

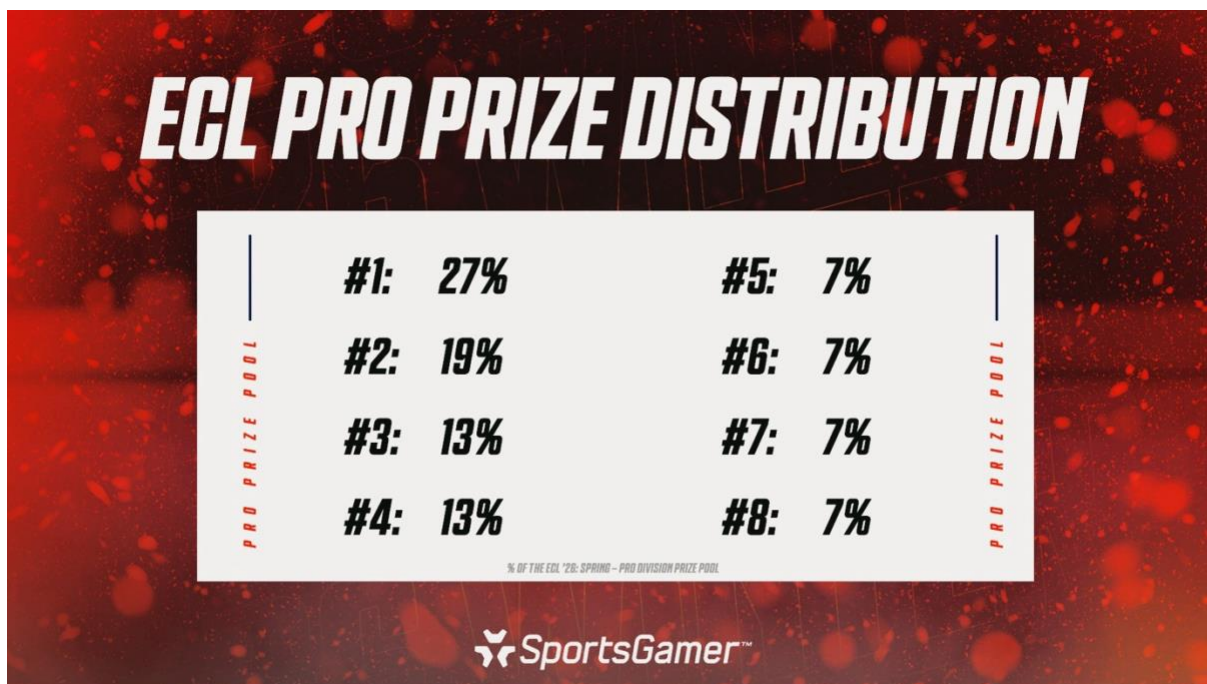
If additional licenses are purchased during the season, the final prize pool will be adjusted accordingly and disclosed once all registrations are complete.

ECL '26: Spring – Elite Prize Distribution: % of the of the Elite division prize pool

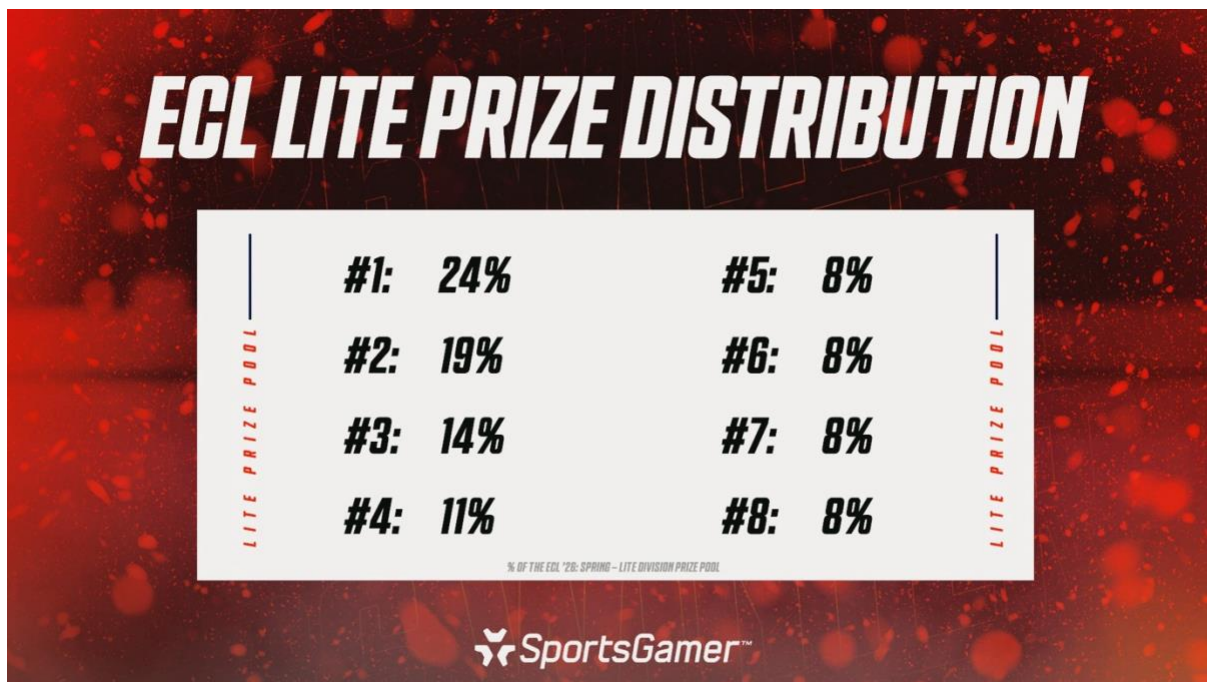




ECL '26: Spring – Pro Prize Distribution: % of the of the Pro division prize pool

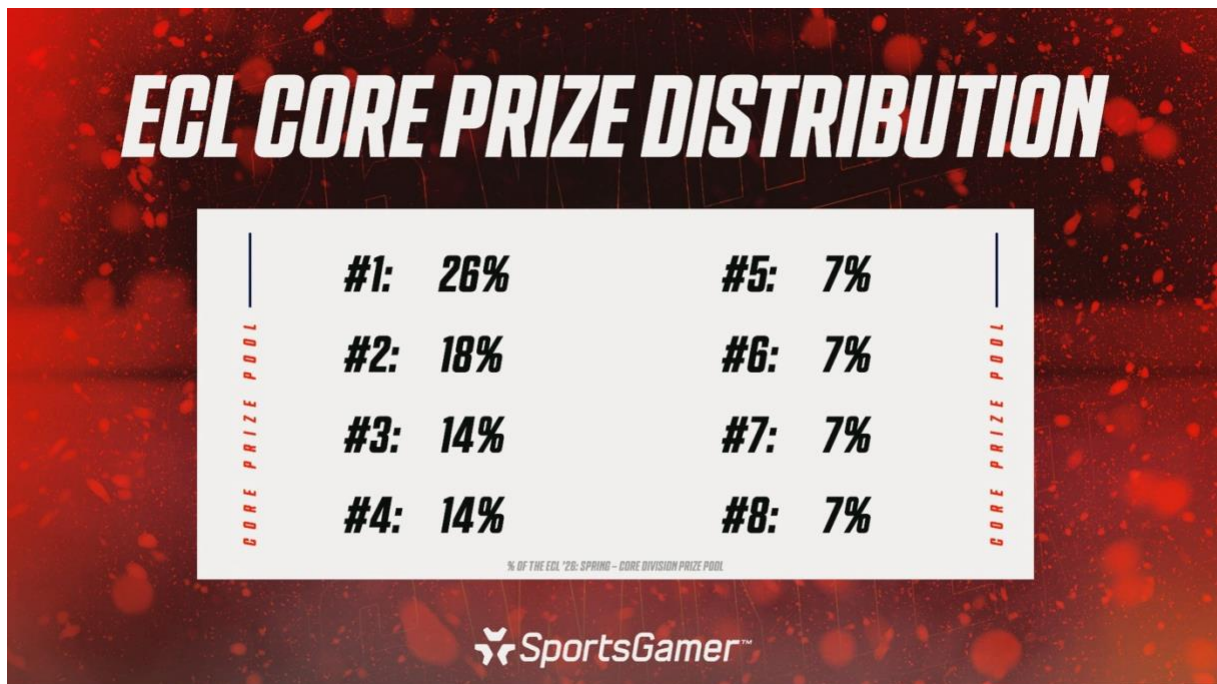


ECL '26: Spring – Lite Prize Distribution: % of the of the Lite division prize pool

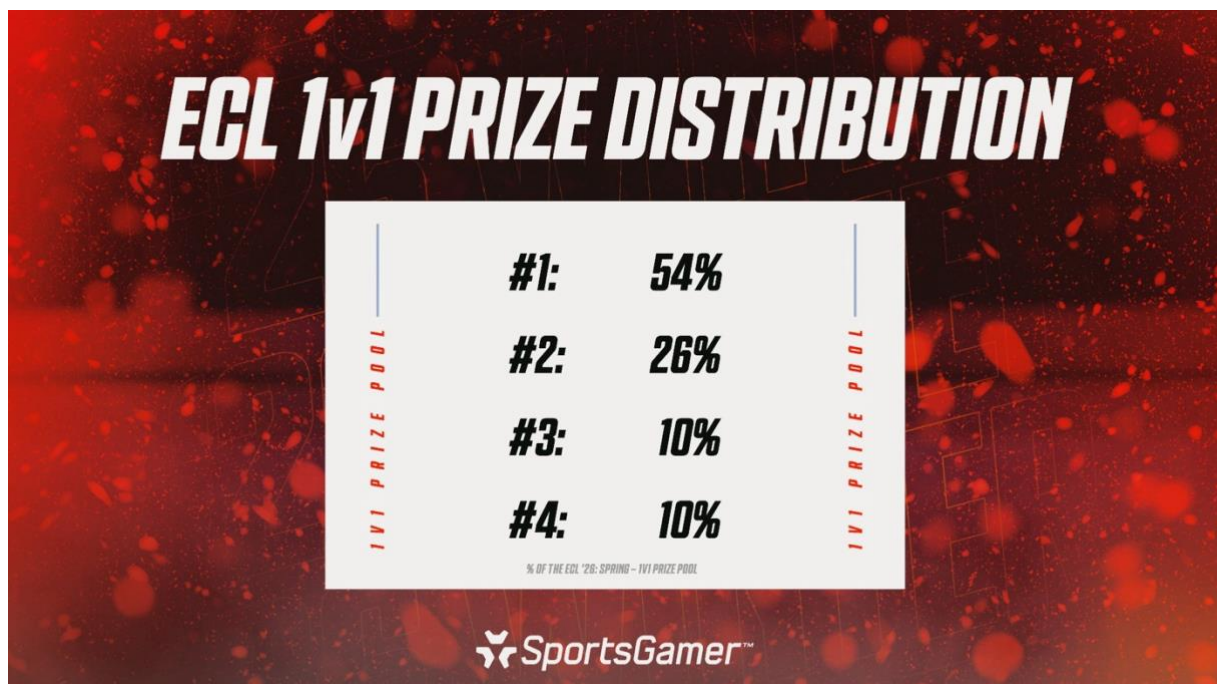




ECL '26: Spring – Core Prize Distribution: % of the of the Core division prize pool



ECL '26: Spring – 1v1 Prize Distribution: % of the of the 1v1 tournament prize pool (more info soon)



To prevent abuse, SportsGamer 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 after the conclusion of the ECL '26: Spring season. This standard reflects the organization's commitment to timely prize processing.

Prizes are subject to Finnish taxation, and any applicable withholding may be deducted before payment. SportsGamer will report all winnings of foreign players to the Finnish Tax Administration in accordance with local regulations.

The ECL license fees will be used in their entirety to develop the SportsGamer 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 unlikely event that an ECL season cannot be completed due to SportsGamer's inability to fulfill its operational responsibilities, players and teams may request a refund for that specific season's license fees. Refunds do not apply to previous seasons or unrelated business activities.

13.1.7 Betting

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

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

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

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

13.1.8 Streaming Information

We are currently reviewing our broadcasting plans for the upcoming season. We will need your cooperation to make this work.

The approximately 2,5h long broadcast will consist of two matchups; one at 20:00 CEST and one at 21:00 CEST.

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

- Teams that are part of the broadcast will need to have representatives on a pre-communicated channel on Discord.
- Teams need to have some extra time in their schedule, so they can delay their games if needed for some reason. (For example, if previous matchup goes into OT). Obviously, the



idea is not to have anyone waiting longer than necessary, but when we promise specific matchups, we want to deliver those matchups.

- The official matchups will not be streamed on any other channel.
- Replays are not to be skipped.
- Failure to follow the above rules may lead to disciplinary actions.

Furthermore, SportsGamer will look to broadcast division games from outside of ECL Elite, in which case the bullet points from above still apply.

13.1.9 Player Card

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

13.1.10 Finals Appearance

In the event that you and your team progress to the semifinals (and Final) of ECL Elite, you must be available in the case of a LAN event in person. Each finals team must therefore have six members of their team, who are able to play, at the LAN event – exceptions include, but are not limited to, medical exemption, or a force majeure situation.

13.1.11 Finals Appearance Conduct

When on site during, before, and after, the LAN event, players must adhere to behavioural and dress-code guidelines set by SportsGamer, these include:

- Conducting yourself in a positive manner to those around you, e.g., making sure that you do not harass others, as well as keeping alcohol consumption (if applicable) to a safe amount.
- Wearing your team's jersey during your entrance to the stage, games on the stage, as well as during interviews. Players may wear a cap of their sponsor or similar during the games. When off the stage, players can wear other clothing items or accessories. Additionally, coaches and team representatives are asked to wear team uniforms when they are in close proximity to the stage.

Failure to adhere to these guidelines may result in a penalisation, such as a reduction in prize money.

During these events SportsGamer also has responsibilities to the players taking part:

- Teams are offered a common space (outside public areas) both before and after games.
- Each player is reserved an 'X' amount of water, or another beverage, per event.
- A trophy will be presented for the winning team.
- Game consoles, devices, and controllers will be supplied if required.

14 Transfers

14.1 Transfer Deadline

The deadline for transfers across all divisions is set to the 23rd of April 2026 at 23:59 CEST.

A player cannot leave a team after the deadline has passed in one division, and then join a team in another division where the deadline has not. No team can make transfers in either direction once they have completed their regular season. This also applies to adding completely new players.



14.2 Player Pickup

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

14.3 Player Drop

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

14.4 Captain Transfer Rule

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

14.5 Assistant Captain Transfer Rule

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

14.6 Player Transfer Rule

Regular players can transfer once per tournament from a team to another, unless the move would violate the roster size rule. This comes with the exception that if 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.

14.7 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 players over the course of a single season in a 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 captains (including assistants) 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 SportsGamer will face serious penalties for doing so. The captains of the team will be banned for the duration of the season on SportsGamer 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 they are displayed as such on SportsGamer.

15.7 Recruitment

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

15.8 Free Agent

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

15.9 Disqualification

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



15.10 Ban

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

15.11 Infraction

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

15.12 Walkover

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

15.13 Transfer deadline

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

15.14 League/Tournament game

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

15.15 Desynced/looped game

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

15.16 Legal (In reference to players used)

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

15.17 Starter (In reference specifically to the promotion systems)

A starter is defined as having played 16 or more games in the ECL '26: Winter, ECL '25: Spring or ECL '25: Winter regular season.

15.18 ‘Wildcard’ team

For a team to apply for a wildcard position the team must be ‘new’, i.e., it must have no previous ECL experience, or have strengthened themselves significantly over the off-season.



16 Appendix

16.1 Appendix 1. Abbreviations

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

16.2 Appendix 2. Document Change History

Date	Change performed
6.4.2026	<ul style="list-style-type: none">Initial creation