Välilehti 1

SG World Cup Rulebook

THIS TOURNAMENT IS PLAYED ON A FIXED SCHEDULE:
FULL TOURNAMENT SCHEDULE

1 Teams
- The following 15 teams are invited to the tournament: Finland, Sweden, USA, Canada, Slovakia, France, Latvia, Austria, Great Britain, Czechia, Switzerland, Germany, Norway, Denmark and Ukraine
- Team "SG World" is invited to the tournament as the 16th team and consists of players from nations other than the 15 invited

1.1 Captain Selection
- The most qualified person is selected as captain for each nation
- If there are multiple people who could be considered "most qualified", a vote will be held amongst top tier players from the nation in question

1.2 Captain / GM Role
- The captain should make an effort to listen to the community when building the team
- The captain has the right to choose the players for their team
- The captain has the right to choose who plays in games
- The captain must stay objective - don't favor your "friends" when choosing players for the team
- Team Finland, Sweden, USA and Canada are restricted to using a maximum of 2 players from each club (on ice at one time)

1.3 Team Roster
- Because the tournament is played on a fixed schedule, team size is not limited
- Any citizen of a nation is allowed to play for said nation (except banned players)
- A player must be added to the team roster at SportsGamer in order to be eligible to play
- A team is encouraged to have at least 10 players added to their roster
- Teams are allowed to add players throughout the tournament
- Players are expected to use their **real names** as their name in-game
- Players should make their in-game character resemble their real-life self as well as possible

1.4 Team Uniform
- Each nation will create a new World of Chel club - national jerseys will be used
- Don't use all white sticks
- Use reasonable helmets, gloves, skates etc.
- Other ECL rules apply (use red goal posts, arena rules, only human characters etc.)

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2 Format
- The tournament consists of a group stage and a playoff stage
- 8 teams make the playoffs

2.1 Group stage

Group A	Group B	Group C
USA	Slovakia	Czechia
Canada	France	Switzerland
Finland	Latvia	Germany
Sweden	Austria	Norway
	Great Britain	Denmark
	SG World*	Ukraine

- 2 games (home/away) against teams in the same group
- 3 points for a win (2p OTW, 1p OTL, 0p L)
- Tie-breaking rules, if two or more teams finish with the same number of points: 1) Points in games against tied teams, 2) Goal differential in games against tied teams, 3) Wins in all games (including overtime), 4) Goal differential in all games, 5) Goals scored in all games
- USA, Finland, Canada and Sweden in finishing order are placed into the playoffs as seeds 1-4
- The winners from Group B and Group C are seeded 5th and 6th
- Teams that place second in Group B and Group C are seeded 7th and 8th

2.2. Playoffs
- Best-of-2 format (best-of-4 for the finals)
- The higher seed chooses whether to play home or away first
- Games can end in a draw
- The aggregate score after two (or four) games determines the winner
- If the aggregate score is even after two games, a third, full game will be played to break the tie (higher seed home game) - **for this game, the period length is adjusted to 3 minutes**
- No re-seeding during the playoffs
- A bronze medal matchup is played (as a best-of-2)

3 Schedule (**full schedule can be found here**)
- The tournament is played on a "fixed" schedule
- Default game days are Tuesday, Thursday, Saturday, and Sunday
- The default start time is 21:00 CET (20:00, 21:00, 22:00 for broadcast games)

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- Sunday, May 11th, is an exception - that day, games will be played starting between 15:00 CET and 22:00 CET
- North American teams should expect to play on weekend days, starting at around 21:00 CET (15:00 EST)
- A large portion of games will be broadcast, meaning re-scheduling games is NOT allowed
- Non-broadcast games may be rescheduled - but only if both teams consent to the schedule change

4 Broadcasts
- Each nation will be featured on broadcasts at least once
- For the streams, team captains are expected to inform the broadcast team of their roster well in advance
- Player photos are expected to be sent to be used on broadcasts

5 Server Selection*
The home team selects which server to play on, with the following exceptions:
- **USA** and **Canada** must play their home games on **North America North-East / North America East Coast / North America East** servers when **facing EU** teams
- **EU** teams may use **Europe Central** or **Europe North** when facing **Canada or USA**

6 Player Ability Bans*
- This tournament is played **without any abilities**
- Remove X-Factor abilities from your build by pressing square (on PlayStation) or X (on Xbox)

*Rules 5 & 6 may be changed in case a clear majority of tournament participants are in favor of a change

7 Players living in another country
- Players who live outside of their country of citizenship, are allowed to play for their nation
- It is **not** permitted to shuffle rosters between home/away games
- Example: Team Finland is not allowed to switch to using players living in North America only for away games

8 Grudge Match
- Grudge match should be turned **off** when playing

9 Additional Rules
- ECL 'fair play' rules apply - don't intentionally interfere with opponents, don't trap a player inside the net etc. (read the official ECL rulebook for more info)
- Fighting is **not allowed**

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- If a game disconnects, teams should work out a solution on how to continue and inform the broadcasters (read the ECL rulebook section 11.13 for the default way to continue disconnected games)