German Community League

Foreword:

This rulebook serves as a guideline and reference book for the World of Tanks German Community League. Each participating team undertakes to abide by the rules contained herein.

The experiences of recent years have led to various adjustments and changes. These changes had to be integrated to make the process smoother. Due to the increasing number of players, a lot of personal responsibility is required from the teams. The team leaders are responsible for meeting the requirements for joining with your team. Exceptions are excluded.

Each team must read and understand these rules on its own responsibility. A later "we didn't know that" will not be accepted. Thus change requests or later complaints are excluded.

The focus is on fun and team spirit. Everybody should be aware of the fact that there can be disputes during competitions and that the past season has shown this. Consider that it is and will remain a game. Corresponding behaviour is expected.

We have attracted a lot of attention with this competition mode and we would like to further expand this league and increase the level of awareness. You can support us in this.

We wish you a lot of fun and success.

Your GCL League Management Season 3

table of contents

1. Legal issues

1.1.   Stream and recording of games

The streaming and publishing rights lie solely with Your Risk eSport eV. and Wargaming. It is forbidden for anyone to distribute videos or pictures without the consent of Your Risk eSport e.V.´s and / or Wargaming. By participating, each player agrees that PSN-ID and images may be published by Your Risk eSports e.V. or Wargaming.

The streamers and recorders undertake not to publish the games on your YouTube channel. Saving on Twitch is prohibited, except on the GCL channels. For exchange, the recorded game on Youtube may be set to "not public". The link to this video may only be shared in the GCL Streamer Chat.

1.2.   Legal Liability and Intellectual Property

The German Community League is an event of Your Risk eSport e.V.´s.

The association Your Risk eSport e.V. is organizer, sponsor and legal contact person at the same time.

The league, alignment and organisation (including rules and regulations) are the intellectual property of Your Risk eSport e.V.´s. Exceptions are LahjaFinja and Knüppelknut, which have received all rights to the above points.

2. logo

The logo was designed by the founders of GCL and is therefore also the intellectual property of Your Risk eSport e.V.´s and LahjaFinja. A use is possible only with previous arrangement and permission on the part of the committee of the GCL.

3.

3. Social media

3.1.   homepage

All information about the game operation, rules, stream channels, changes, results and tables are made available on our homepage. This is one of several places to get information.

This information is updated **weekly.** For the topicality we take over no guarantee. In case of questions, ambiguities or discrepancies: Ask an admin about Discord, PSN, Facebook. The website can be reached at :

<font color="#ffff00">-=www.germancommunityleague.com=- sync:ßÇÈâÈâ

3.2. Facebook

One of the social networks is Facebook. A subscription keeps you up to date at all times. Announcements and hints about streams and game encounters can be found here. Also the memories of the current games of the week take place here. You can find our GCL page on Facebook here:

https://www.facebook.com/GCLPS4

3.3. discord

The Discordserver is our main means of communication. Appointments, league registration, help with problems and the community chat can be found here. To see results or current league tables you can use the website. Rules apply on our discordserver. The teams agree to abide by them. Insults, hostility and disrespectful statements of any kind will not be tolerated. In case of negative noticing an ejection or ban from the discordserver threatens. The committee of the respective league reserves the right to decide on the exclusion of a player or the entire team from the current season by simple majority vote.

There will be different language channels in the Discord. For the German league operation the chat language is DEUTSCH.
For the EU League the chat language is ENGLISH. Please do not use any other languages. The moderators reserve the right to issue warnings.

Explicitly forbidden:
- Images that violate German / European laws (right- /left radical images, images with explicitly forbidden content).
- Statements that violate German / European laws.
- Links to websites that violate German / European laws.
- Mobbing / threats of violence against players or their families.
- Spam of the chat channel
- Linking to other channels of any kind.
- Trade and sales

3.4. Misconduct and player suspensions

On the platforms made available by the GCL, advertised rules of conduct apply to participants who violate them, risk a game ban.

1. admonishment
2. 1 game day game ban -> corresponding player is not allowed to participate in the GCL
3. 2 match days lock
4. Exclusion of the player from the GCL

3.5.   YouTube and Twitch

We stream both on [YouTube](#) and [Twitch](#). If several battles take place at the same time, different matches may be shown. You can get information about upcoming streams on the homepage, on the Facebook page or on the Discordserver. The live chat may be used on both platforms, but the usual rules of conduct also apply here.
The stream is organized via Restream and can broadcast a match on YouTube and Twitch at the same time. The stream has a delay of 10 minutes. The comments are in German. An English commentary is planned for the EU League.

Note:
 It is possible to subscribe to or cheer the twitch channel. All revenues flow back into the leagues or individual prices in the form of prices. We would be happy if you support the community   and   leave
 us a subscription.

4. Contact for

The league is divided into different areas. Everyone is represented by contact persons. Decisions concerning regulations or procedures are discussed throughout the committee and passed by a simple majority.

Contact person:
Primary responsibility: Your Risk eSport e.V. Deputy Chairman: Jaxxiimus and

                                                                    design
Salesman: LahjaFinjaEvent   manager
 and administration: LahjaFinja
Streamadmin: truncheon stick
Organization: entire body
Twitch and Youtube channel: Club stick / LahjaFinja / ThoTBP
Streamer: Knueppeknut / LahjaFinja / ThorTBP
Website: Rubacava / Dessection
Discord: Dessection, respective league manager
Mod coordinator: HNSTN0815, Seppelfix2704

Facebook: Vodu,   design
Pro League EU: LahjaFinja, HNSTN0815
Major League EU: Jaxxiimus, Seppelfix2704, Izi1860
Statistics: design
Graphic: R   ubacava1209
Wargaming: Raibot01 about LahjaFinja

The following volunteers are members of the committee and therefore entitled to vote:
- Dessection,
- Thortbp,
- Rubacava 1209,
- HNSTN0815,
- Jaxxiimus,
- Seppelfix2704,
- izi1860

The committee is filled with new volunteers every season. They take care of the rules and their observance. Changes can be brought to the committee by every player of the league. This then votes by simple majority on the implementation of your proposals.

The helpers have different tasks and everyone can support the GCL. However, you are not entitled to vote, but can express your opinion on topics in your area.

Hint:
We are always looking for support in the areas of Facebook Moderation, Streamer and Recorder as well as Graphic Editing and Discord Moderation. You are welcome to contact the committee members.

5. Login and registration

5.1.   Dates for the 3rd Season

The preliminary dates for the third season have already been set. There may still be changes here.

Registration: Tuesday, **January 02, 2019**.
Registration deadline: Friday, **01 February 2019**.
Season 1 game week: Monday**, 18 February 2019**

5.2. Register Team

The registration takes place via the homepage. There you will find a form with which you can register your team. The following information is required.

- Clan: XXX
- Logo: *¶ pic.png ¶
- League: Pro League EU
- Leader: xxxxxxxxxx
- Substitute: xxxxxxx
- Team: xxxxxxx, xxxxxxx, xxxxxxx

The team leader and his deputy must join the Discord Channel. All arrangements of the teams take place over Discord.

Conditions for registration:

- Team name (This **must** correspond to the clan name)
- Team list (**min.** 10 players - max. 15 players)
- Players **must** belong to the clan
- Clanlogo (if possible with transparent background)

5.3. Tips and hints for new teams

The participation requirements are binding for all teams and must be fulfilled. Each clan must consider in advance whether it can realize weekly clan wars over a period of about 10 weeks or more. These Clanwars take place on different days at different times each week. In addition, you should schedule training and meetings. It has been shown in the last leagues that the main playing time was Sunday evening at 20 o'clock. Popular days are Thursday and Friday at 8 pm.
It is recommended to have a minimum of 15 **active** players in the clan who can play several times a week. The time burden is high and requires a lot of commitment. In the past years, there have been many premature abortions by clans who have not been able to cope with the time burden with their members. Be aware of this and discuss it internally beforehand.

5.4. Missing clan logo

If there is no clan logo, please indicate this when registering. If the logo is without a transparent background, just send us your logo and indicate that it is with a background. We'll adjust it then.

6. The leagues

6.1.   PRO League EU

The PRO League EU is played on Tier X. There is a minimum of 5 Tier X tanks in the team. All types of ammunition are allowed. Only one team per clan is allowed to play in the PRO League EU. No Mercenaire's tanks.

The following restrictions must be observed:
- The teams communicate in English.
- a maximum of 2 hunting tanks are allowed per team.
- There are no mercenaries / players allowed that are not on the list.
- Only **registered** people with the corresponding **Clantag** are eligible to play.
- Only teams that have promoted from the Major League are eligible to register.

In the PRO League EU the playoffs take place after the league phase. The best 4 teams fight for the PRO League Champion 2019. 10th place in the league will be **relegated directly to the Major League EU**, while 9th place will be a [relegation match](#) against 2nd place in the Major League EU.

6.2.   MAJOR League EU

The Major League EU is played on Tier VIII. There is a minimum of 5 Tier VIII tanks in the team. Premium tanks may be used. All types of ammunition are allowed. Only one team per clan is allowed to play in the Major League EU. No Mercenaire's tanks.

The following restrictions must be observed:
- Communication is exclusively in English.
- There are no mercenaries / players allowed that are not on the list.
- Only **registered** people with the corresponding **Clantag** are eligible to play.
- a maximum of 2 hunting tanks are allowed per team.
- the same tank 3 times at the most. Reskins also count as the same tank! e.g..: Defender = Object 252 U or SuperPershing = Freedom.

A valid setup would be:
3 x IS3-A, 3 x AMX 50 100, 1 x LTTB.

An invalid setup would be:
 3 x Defender, 1 x Object 252U, 2 AMX 50 100, 1 LTTB

Up to 26 clan registrations we play in 2 major leagues EU, from 28 clans we play in 4 leagues.

7. The Leagueorganization

7.1.   game system

Each league has special rules or restrictions. All leagues have a 7vs7 system in Encounter mode. A maximum of 4 cards can be played.

The cards are predetermined by a pool and will change weekly. This means different maps per week for each team. The order will be published on our homepage and thus given. 3 tickets per week are provided for the teams. The order is the same as the listing in the table. The decision card (at a score of 3:3 after 3 cards) is Ghost Town Encounter Battle. Each card is played once as an attacker and once as a defender. One fight lasts max. 10min.

All leagues are divided into 2 phases.
Phase 1: League operation: in which you compete against each team in your league at least once.
Phase 2: After completion of the league matches, playoffs and relegation matches follow.

7.2.   mappool

Monastery Night, Airfield, Airfield War, Amazon, Polar Snow, Cean 1944,
Cliff Winter, Dukla Pass, El Halluf,
El Halluf war! Ensk, Ensk war,
Erlenberg, Fischerbucht, Fischerbucht War, Heilbronn, Highway, Himmelsdorf Night,
Karelia, Kitimat, Komarin,
Lakeville, Live Oaks, Malinovka Winter, Mountain Pass, Mountain Pass Summer,
Murovanka Winter, Panama, Prkhorovka Winter, Redshire,
Ruinberg War!, Ruinberg Winter, Wadi,
Wadi Night, Siegfried Line War!, Steppes,
Moor, Thiepvalgrat 1944, Tundra Winter

7.3.   Points system table

The team that wins the match with 4 victories gets 2 points for a defeat. No points are awarded for a defeat. A draw is not foreseen. The table is sorted by points. If the number of points is the same, the difference between the number of won and lost rounds decides. If there is also a tie, a deciding match will be played in the top 4 or places 9 and 10.

7.4.   single player statistics

For the first time, we are also awarding prizes to the individual performances of the best players in their respective leagues. (More information under Prices). In each league one player is rewarded as MVP of the league. And of these players the best player of the

tournament will be chosen at the end of the season. For this purpose, the GCL collects data from your played matches.
The following data is collected:

- player's name

- Clan Name

- harm

- support damage

- firing

- penetration rate

Each player who participates in the GCL agrees that this data may be collected and processed about them. Weekly the current league table and the current best 3 players of their league are displayed on the homepage of the GCL.
The so-called GCL Rating contains a formula that automatically evaluates the statistics listed above and awards points. The publication of the formula or its exact content remains open to the GCL.

At least 24 fights must be played to be eligible to win.

7.5.   Playing time / Time zone / Dates

The Europe/Berlin or Central European Time/Central European Time (CEST - UTC+2) applies to all seasons taken. The teams that have members in other time zones must adapt to these times.

The game dates must be discussed by the respective teams. The respective contact persons of the clans are to be seen in the Discord Channel and/or on the homepage. Contact can be made via PSN, Discord (recommended) or other media. The latest registration deadline is Sunday of the previous week.

Example:
 Team A vs. Team B in match week 3. Then the registration deadline is at the latest on Sunday in match week 2.

Should both teams NOT be able to agree, a date will be fixed by the admins / contact persons of the respective league. Standard here is Friday at 8:00. If a team does not answer and the leader can prove that he has tried it with different media, the victory goes 4:0 to

the active team. Proof is the presentation of screenshots about the chat attempt with the contact persons of the opposing team.

7.6. Playoffs and relegation games

7.6.1. relegation

The relegation matches are played with the rules of the PRO League. If only one Major League EU is played, then 2nd place of the Major League EU will compete against 9th place of the PRO League EU.
The winner will be played according to the rules of the PRO League EU. Should the PRO League EU team lose, it will be relegated to the Major League EU. If the team from the Major League EU wins, it can move up if **NO** other team from the clan is already playing in the PRO League EU.

Place 10 of the PRO League is automatically relegated to the Major League EU while place 1 of the Major League is automatically promoted if **NO** other team of the clan already plays in the PRO League EU.

If there is more than one Major League EU, the 1st and 2nd places will be played by playoffs with the first and second of the two leagues. Once the 1st and 2nd places of the playoffs have been determined, the procedure described above applies.

Should a team of the Major League EU, renounce the promotion, it will be priced nevertheless, but protects thereby its opponent team from the Pro League, so that this remains in the Pro League EU. There is no successor.

7.6.2. playoffs

In the PRO League EU it will go into the playoffs after the end of the league play. The first four of the table play out the winners of the season. The matches will be drawn by lot. You can see which prizes can be won under the heading Prizes.

If several leagues in the Major League come together. In two or more leagues, the 1st league of a league competes against the 2nd league of the second league. The game will be played for 1st, 2nd and 3rd place 2. of the playoffs will then play with the rules under point Relegation for the promotion to the PRO League EU. The 1st, 2nd and 3rd places will then receive the prizes to be won.

For the playoffs, the participating teams register their 10 players for the playoffs. Here you can make changes to the team setup.

Attention:
The prizes will then be distributed exclusively to the participants of these playoffs.

8. team exercise room

8.1. preparation

The **first mentioned** team in the schedule on the homepage is responsible for the lobby being open at least 15 minutes before the start of the game and the opposing clan leader or field commander as well as the responsible streamer or recorder being invited. 5 minutes before the start of the game both teams should be completely in the lobby and be ready to choose the tanks. You can find your contact persons for the respective teams in the Discordchannel or on the homepage. If a team with less than 6 players is competing, the game is lost. If a team fails to compete more than twice, it will be excluded from league play. It is the responsibility of the team leader of the complete team to decide whether a 7 vs. 6 or a 6 vs. 6 is played by an incomplete opposing team!

8.2. Players in the Lobby

In the lobby only the players for the respective match and the respective streamers are allowed. If a team is planning to change on a previously addressed card, the new player may not join the lobby until the card has been selected. Waiting in the lobby by players who are not involved in the ongoing battle is not permitted.

If all players and streamers are present, the lobby will be set to "Private". The settings should provide for a 15 vs. 15 as there is the possibility that there are several streamers (streams in several languages at European meetings).

8.3. drain

3 cards are played in the order specified for the match day.
If it is 3:3 according to the three defined maps, Ghost City will be selected as the decision map. This is played until a winner is determined.
As soon as both teams and the streamers / recorders have arrived, the settings are checked again for their correctness.

Checklist:
- All players on the right side?
- Correct map and mode set?
- 10min set?
- Teams complete?
- Lobby not set to public?
- Players and streamers set to spectator mode?

- Did you get the other team's launch confirmation from the leader?

Procedure:
- Tank selection of the teams begins.
- After consultation with the opponent, the player is uncovered alternately. There is always one player per team uncovered and started on the <u>left</u> side!
- Time for selecting the tank is max. **3** minutes.
- Once all the tanks have been uncovered, the battle can begin immediately.
- After a map change, the pages are NOT changed.

Waiting time with an incomplete / not started team!
If a team is not present 5 minutes before the start of the game, a waiting time of 15 minutes is mandatory and must be observed. If the opponent is still not fully present 10 minutes after the actual start (at least 6 players), the game will be scored 4:0 for the full team.

Missing tank selection of a player!
Between games, the clans have exactly 3 minutes to choose their tanks. After the expiration of 3 minutes is revealed. Time begins when all players switch to spectator mode! If a player **is not ready**, he will be excluded from the current round and the team will drive according to 6 vs. 7. Of course you can turn a blind eye to a single violation, this decision is up to the opposing field commander. Exceptions beyond that are to be discussed with the respective admin/contact person or streamer. If a player logs in to a tank and insists that he do so, the round is lost for the team.

8.4.   Behavior in case of Disconnect / Error in game

If a player aborts a game while loading the battle, or an error is visible in the selection of tanks (team has ignored setup rules) / map / map setting, the entire team remains <u>IN THE BASIS</u> and points the cannons upwards. There will be no shooting or movement of the tank. The respective field commander immediately contacts the streamer / other team leader / administrator. Depending on the error, the round will be repeated or further proceedings will be discussed. One round may be repeated per match on the basis of these conditions. The decision about a repetition is to be coordinated with a contact person of the league or the streamer.

If a team uses wrong room settings repeatedly, the respective round is considered lost from the 2nd time and the match from the 3rd time.

Abandonment of a player during the match cannot be counted. Errors in the line-up can no longer be claimed after the match. Please pay attention to each other's settings.

If a team aborts the match prematurely on its own decision, without the consent of an admin, the match is also considered lost for the aborting team.

8.5.   Behaviour in a draw in combat

If no team succeeds in conquering the cap circle in the set time, then the team with more tanks wins. If both teams have the same number of tanks in the game, the team that has more life points in percent wins. If there is also a tie, both teams **do not** receive a **point**.

8.6.   After the battle.

As a sign of respect and fairness, both teams should meet in the practice room after the match to say goodbye or to evaluate the game together, so any ambiguities can be clarified directly. This is of course voluntary for every player, but for the team leaders/field commanders (team leader = clan leader or deputy) it should be a matter of course to appear. The rules of conduct also apply here. In case of violation, the league leadership will decide on further action.

9. Teams and team changes

9.1.   team change

An already registered player is not entitled to play in another league. I.e. player XY is registered for the PRO League, so he cannot be used in the Major League. If a player is removed from the list of a team, for example because he is no longer a member of the clan, this player will be banned for the rest of the league! Team changes are not allowed! The exception is the phase between the end of the league and the playoffs / relegation.

9.2.   Late entries from players

In all leagues only 3 changes of the player list are possible after league start. However, it is possible to make a complete change per change request or to report a player after.

You can register later in Discord via the ticket system with the following command:

/ticket create "team change xy" "add ab, remove cd, add ef, remove gh"

the "" are absolutely to be put with.

As an example:
Team A has 12 players on the player list. Team A registers a change request with two new players for your team and can now make **1 more** changes.

Team B has already reported 15 players, but since they want to deploy a new player, one must be replaced for this new player, if a player is replaced Team B still has 2 changes available.

Hint:
A substituted player will then be banned for this season.

9.3.   Team retreat

If a team withdraws during the current league, every past and future battle will be scored 4:0, i.e. 2 points for upcoming and already played matches. The league management will consider if this team is allowed to start again when they register again for the following season!

9.4.   Kick, spell, barrier

Players who have been banned by leaving a team or players who have been banned by the league management are excluded from play. If a player plays with the account of another player, the whole team will be excluded.

A player's suspension ends at the end of the league operation. The board decides on the withdrawal of a ban or kick with a simple majority. Currently banned players can be requested from the administrators if they concern their own team.

10.   Streaming the games

It is planned to stream the PRO League games as often as possible on YouTube and Twitch Live. This means that Amateur League matches can be shown live less often. However, if it can be made possible, these games will also be streamed. Exceptions are the Amateur League Play Off matches and the relegation match which will be broadcast live. We are not able to record / stream all games due to personal reasons. Nevertheless, we try to record every clan at least once. This however without guarantee.

Editing and uploading the recorded games can take up to 7 days due to the large number of games. After the expiration of the 7 days can be inquired in the Discord.

Hint:
If someone is interested in supporting the GCL Streamer Team, as a recorder or even as a streamer, please contact Knueppelknut or LahjaFinja via PN on Discord or via message on PSN. Every help makes the GCL even better and more interesting.

11.   prices

The prizes are realized through income from the twitch channel and youtube channel as well as sponsoring through wargaming.

Prize distribution for the teams (prizes for the 10 participants of the team in the playoffs):

PRO League EU (level T10):

1.   7,000,000 Silver, 30 Premium Days, Tier 8 or Small Premium Tank
2.   5,000,000 Silver, 15 Premium Days, Tier 7 or Small Premium Tank
3.   3,000,000 Silver, 10 Premium Days, Tier 6 or Small Premium Tank
4.   3,000,000 Silver, 10 Premium Days
5.   10 Premium Days

PRO MVP: 30 premium da days, animal or small premium tank

MAJOR LEAGUE EU (LEVEL T8)

1.   5,000,000 Silver, 30 Premium Days
2.   3,000,000 Silver, 15 Premium Days
3.   1,000,000 Silver, 10 Premium Days

MAJOR LEAGUE (LEVEL T8)

1.   5,000,000 Silver, 30 Premium Days
2.   3,000,000 Silver, 15 Premium Days
3.   1,000,000 Silver, 10 Premium Days

The best individual players of the Majorleague DE, Majorleague EU and Proleague DE /EU will receive:

PRO MVP: 30 premium days, animal or small premium tank
MAJOR MVP: 30 Premium Days

The best single player of all leagues gets:

- 30 days premium and one premium tank from the current selection of Wargaming Premium stores of your choice up to level 7.

The individual prizes are generated by individual players and by the revenues of the Twitch channel. For this reason we would like to remind you again to leave a small subscription.

These tanks are excluded from the selection!

- AMX CDC Black Edition (France)
- Flash MTLS (U.S.A.)
- Champion Panther/M10 (Germany)
- Fox T7 Combat Car (U.S.A.)
- FV201 (A45) Black Edition (U.K.)
- FV4202 (P) (U.K.)
- Hornet T7 Combat Car (U.S.A.)
- IS-6 Black Edition (U.S.S.R.)
- Kraken T7 Combat Car (U.S.A.)
- Python T7 Combat Car (U.S.A.)
- Pz.Kpfw. II version J (Germany)
- Shark T7 Combat Car (U.S.A.)
- STA-2 Black Edition (Japan)
- T34 Black Edition (U.S.A.)
- T-34-3 Black Edition (china)
- T7 Combat Car (U.S.A.)
- Viper T7 Combat Car (U.S.A.) Fury
- Valkyria Chronicles
- Girls and tanks
- T14 HP
- T1E6-PS

All Merc and Black models!

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