



German Community League



Introduction:

This Rulebook is considered as a guide and reference book for all participants of the German Community League. Every team has to accept the terms of condition. The teams are in duty to follow all the rules.

The experience from past seasons have forced us to make some changes. These changes had to be included into the rules, to guarantee a proper process. We expect a lot of responsibility from every team, because the number of players in the league is rising rapidly from season to season. The team captains are responsible for their teammates and have to make sure, that they meet all conditions to be part of the league. No exceptions will be made.

The GCL is a competitive league in World of Tanks Consoles on PS4. However, do not forget, World of Tanks is just a game, and the GCL is here to bring everyone a great clan war experience. Stay kind!

Many eyes stare on this competition. In addition, we want to make it even bigger. You can support us with it.

Good luck and a lot of fun.

Your GCL season 3 Team





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1. Legal issues

1.1. Streaming and recording games

The streaming and publication rights belong to the GCL and Wargaming. It's forbidden to distribute footages of any GCL game without our permission. With the completion of the registration, each player agrees that his or her PSN-ID will be distributed by the GCL.

Streamers and Recorders agree to not publish the game footages on their own Youtube or Twitch Channel. For yourself, you are able to upload the games and set them to „not listed“. The links to the recorded games can only be shared in the stream channel on the GCL Discord server.

2. Logo

The logo was designed by the members of the GCL and is the intellectual property of the GCL. To use the logo, you need the permission of the GCL admins.

3. Social Media

3.1. Homepage

On our Homepage, you will find all the information you need. No matter if fixtures, standings, team rosters or links to our stream channels. The homepage gets updated weekly. Between these updates we take no guarantee for the actuality. In discrepancies, contact one of the admins.

You can find our homepage at:

www.germancommunityleague.com .

3.2. Facebook

Like our Facebook page to stay up to date. Stream highlights, results and several information will be posted there. Upcoming matches will also be posted on our Facebook page.

You can find it here:

<https://www.facebook.com/GCLPS4>





3.3. Discord

The whole communication is happening here. No matter if you want to contact an admin or another Team Captain. You will also find a community chat, which is open for everyone. There are strict rules our server. We do not tolerate insults, hostilities and disrespectful statements. If the admins take a negative notice, the admins may kick you from the server.

The talking language in all EU channels is english. We please you to communicate in english.

Against our rules:

- Pictures that violates the EU law.
- Statements that violates the law. (threats, insults)
- Links to homepages that violate the law.
- Mobbing, spam
- Links to other chatrooms
- Trade and sale

3.4. Penalties

Players who violate the rules of conduct risk the following penalties:

- First time – warning
- Second time - 1 game penalty
- Third time - 2 game penalty
- Fourth time - exclusion from the GCL YouTube und Twitch

3.5. Youtube and Twitch

We will stream the games on YouTube and Twitch. If there are several games at the same time, we will stream different games on each channel. Information about the streams will be shared on our homepage or Facebook page. These two platforms also have a live chat. The same rules of conduct apply here aswell. We will stream with a 10 minute delay. There will be english and german commentators.

Hint:

You can support the GCL on twitch with a cheer and a sub. The earned money will be reinvested in prizes and giveaways.





4. Contact persons

The league is split up in different areas. Each area has its own contact person. Every decision is made in the GCL committee. Here is a full list of all contact Persons.

You can contact:

Supreme responsible:	Dessection
Deputy Supreme responsible:	LahjaFinja
Organisation:	complete committee
Twitch and Youtube:	Knueppelknut / LahjaFinja
Streamer:	Knueppeknut / LahjaFinja
Website:	Rubacava / Traskone / Dessection
Mod Coordinator	HNSTN0815, Seppelfix2704
Discord:	Dessection / some Moderator
Facebook:	Dessection, Wodu
Pro League EU:	LahjaFinja, Dessection, HNSTN0815
Major League EU:	MuckLA01, Seppelfix2704
Major League EU:	izi1860, HNSTN0815
Statistic:	Dessection
Grafik:	Rubacava1209
Wargaming:	Raibot01 -> contact over LahjaFinja

The following persons decide about changes:

- Dessection,
- Knueppelknut,
- Rubacava1209,
- HNSTN0815,
- MuckLA01,
- Seppelfix2704,
- izi1860

Our committee will be replaced every season. The committee is responsible to make everything work, keep it running and will monitor all public communication to guarantee that every player is follows the rules. If you think something need to be addressed or changed, just contact one of the admins and tell them. Every feedback will be discussed in the committee.

Hint:

The GCL is looking for volunteers. Streamers, Recorder, Facebook and Discord moderators is what we need the most. If you are interested, just contact one of the admins.





5. Registration

5.1. Start 3. Season

The temporarily date to start the league is already set but subject to change.

Registration starts Tuesday, **2nd January 2019.**
Registration ends: Friday, **1st February 2019.**
Season starts Monday, **18th February 2019**

5.2. How to register a team

Step 1

Go to our Website (www.germancommunityleague.com) and open the registration tap or just click the registration button.

Step 2

Fill in the form and please take a second look at it just to make sure. If everything is correct, click the „join the league“ button.

Step 3

Team Captain and his deputy have to join the GCL Discord. With the command! registration you'll enter the registration channel.

Step 4

Send your logo in the registration channel. After this step, the registration is finished and one of the admins will contact you as soon as possible to verify the registration.

Keep in mind, the registration can not be finished until your Team captain and his deputy have joined the server, and your logo is uploaded.

Conditions for registration:

- Team name (must be your clan name)
- Team list (10 to 15 members)
- All players must be part of the same clan
- Clan logo (if possible as png)





5.3. Hints for new teams

The conditions for registration are essential. We make no exception, if something is missing the registration will not be completed. If your Clan wants to be part of the league, you'll have to realise that you will play a match per week for about 10 weeks straight. If you want to be successful and take the path of a winner, your clan should also take some time for training.

5.4. Missing logo

If you got no logo, just tell us. We offer to design one for free.

6. The leagues

6.1. PRO League EU

The Pro League will be played on tier X. At least 5 players have to take a tier X tank. All ammunition types are allowed. Mercenarie tanks are not allowed. The Pro League is limited to one team per clan.

The following restrictions must be observed:

- Communication between the teams must be in English
- A total of two tank destroyers per Team are allowed
- Only listed players with the correct clantag are allowed to play
- To be able to participate in the Pro League you must qualify by winning the Major League first

After the regular league phase the Playoffs (consisting of the top 4 teams) will take place. The team placed 10th, relegated to the Major League. And the 9th placed team has to play a relegation match against the second placed team from the Major League (Playoff MajorLeague if there are more then one Major league). Also the 8th placed team has to play a relegation match against the 3rd placed team from the Major League





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 drive in the Major League EU. No Mercenaries tanks.

The following restrictions must be observed:

- Communication between the teams must be in English
- A total of two tank destroyers per team are allowed
- Only listed players with the correct clantag are allowed to play
- Maximum 3 times the same tank can be picked. Reskins count as the standard version.

For example Defender = Obj. 252U and IS-3 is not counted as IS-3a.

A compliant setup will be:

3x IS-3A , 3x AMX 50 100 and one LTTB

A setup that violates the rules would be:

3x Defender, 3x Obj. 252U and 1x Bulldog

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

7. League construction

7.1. League construction

Each league has its own rules. But all games will be played 7vs7 on encounter game mode. One match will consist of maximum 4 played maps. The maps will be selected by our committee. Every played map is placed in a map rotation. The map rotation will be published on our website. Every week will consist of 3 Maps and ghost town as tiebreaker. The game time will be set to 10 minutes per battle. Each map is going to be played 2 times. One time from each side. If a battle ends in a draw, the team with the most kills will get the point. If both teams lost the same amount of tanks, the most damage done will be counting.

All leagues are splitt up in two phases. At first there is the normal league phase and after that the Playoffs and relegation matches will be played.

7.2. Mappool

Ensk Cap City

Sewerogorsk Cap River

Prochorowka Cap Village





Ruinberg Cap Village
Himmelsdorf Cap Train
Cliff Cap middle Hill
LiveOaks Cap City

Steppen Cap Canyon
Malinowka Cap Hills
El Halluf Cap Canyon
Redshire Cap Hill

Airfield Cap Airfield
Abbey Cap River
Murowanka
Placeholder

7.3. Standings and points

If you want to win a match, you need to be victorious in 4 battles. A match victory will bring in 2 points, a loss will give 0 points. A draw is not possible because of the tiebreaker. The standings will be made with these points. If there are teams with the same amount of points, the battle victories will be factored into the math.

7.4. Singleplayer statistics

For the first time we will honor a single player separated from its team. We will crown a MVP per league. The League MVP will be compared to the other MVP's at the end of the tournament to find the GCL MVP.

Following data will be collected:

- PSN-ID
- Clan
- Damage done
- Spotting and Tracking damage
- Frags
- Hit ratio
- Penetration ratio

Each player participating in the league agrees that the GCL will collect this data and share it. There will be a weekly MVP standing, published on our website. The so called „GCL Rating“ contains a formula which distributes point for all the statistics.

7.5. Gametime / timezone / fixtures

The GCL will be played in CET. All teams with members in other timezones then CET, will have to adapt to these times. Each team is responsible for their own fixtures. Your team captain and the enemy's captain have to find a date and time.

Team captains will be published on our website and on our Discord server.

The fixtures has to be published on sunday before the gameday happens.

For example:

Team X has to play Team Y in week 3 of the league. That means, that the date has to be published in week 2.

If the two teams are not able to find a date for their match, the committee will set a date. It will be Friday 8pm. CET. If a team ignores all contact attempts, the ignoring team will lose





automatically 4:0 and gain 0 points. The team who tries to contact the other team has to provide evidence, which shows the enemy ignoring all messaging attempts.

7.6. Playoffs and Relegation

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 the 2nd place of the Major League EU will take place against the 9th place of the PRO League EU, as well as place 3 of the Major League EU against place 8 of the Pro League EU.

It will be played with the rules of the PRO League EU of the winners. Should the PRO League lose EU Team, this descends into the Major League EU. If the team from the major league EU win it can rise, if NO other team of the clan already plays in the PRO league EU.

Place 10th of the PRO League automatically moves to the Major League EU, while 1st place in the Major League can automatically move up if NO other team in the clan already plays in the PRO League EU.

In more than one major league EU, the 1st and 2nd place will be played on the basis of playoffs with the first and second major leagues respectively. As soon as place 1st, 2. and 3. the playoffs are fixed, the procedure described above applies.

Should a Team of the Major League EU refrain from promotion, it will still be priced, but it will protect its opponent team from the Pro League, leaving it in the Pro League EU. There is no follower.

7.6.2. Playoffs

In the PRO League EU it will go to the conclusion of the league match operation in the playoffs. The first four of the table, play the winners of the season. The game matches are drawn. Which prizes can be won can be found under Prices.

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

For the playoffs, the participating teams report their 10 players for the playoffs. Here changes can be made to the line-up of the teams.

Caution: Prizes will only handed out to players on the Playoff team list.





8. Training grounds

8.1. Preparation

The first-mentioned team in the game schedule on the homepage is responsible for the fact that the lobby is open at least 15 minutes before the start of the game and the enemy clan leader or field commander as well as the responsible streamer or recorder are invited. 5 minutes before the start of the game, both teams should be fully in the lobby and ready to choose their tanks. Your contact persons of the respective teams can be found in the dedicated Discord channel or on the homepage. If a team of less than 6 players is playing, the game is considered a loss. If a team does not participate more than two times, it will be excluded from the league game operation. It is up to the team leader of the fully redundant teams to play a 7 vs. 6 or 6 vs. 6 with an incomplete opponent team!

8.2. Player's in the lobby

Only the player's which will be playing in the respective match are allowed to stay in the lobby. If a team plans to change a player for another, the new player has to join the lobby after one has left it. Reserve players are not allowed to stay in the lobby.

If all players and all streamers have joined the lobby it will be set to private. The settings should be 15 vs. 15, since there is a possibility that there are several streamers (streams in several languages during european meetings).

8.3. Procedure

Three maps are played in the order specified for matchday.

If the three maps end 3:3, Ghost Town will be selected as a tiebreaker. This will be played until a winner is given.

Once both teams and the streamers/recorders have been complete, the settings are checked again for their correctness.

Checklist:

- Are all players on the correct side?
- Is the map and the mode correct?
- 10 minutes set?
- Teams complete?
- Is the lobby set to private?
- Are The Streamer set as spectator?





phases:

- **Tactic Phase**: The first 90 seconds are for player changes and tactical changes
- **Pick Phase**: The commanders first select their tanks, left begins. Then, one by one, one after the other turns up. Which player from their own team reveals, determine the commanders. Each pick has 30 seconds.
- **Combat Phase**: Once all tanks have been selected, the battle starts, but at the latest after 6 minutes.

Caution: the streamer has to stay in spectator mode.

Waiting Time for a non-compete Team

If a team is not present 5 minutes before the start of the game, a waiting period of 15 minutes is obligatory and must be adhered to. If the opponent is still not fully present 10 minutes after the actual start (at least 6 players), the game will be counted as a 4:0 victory for the fully present team.

Missing Tank for a player or wrong Tank

Between games, the clans have exactly 6 minutes, (see phases). The time starts when all players change to the right side or the room is changed from Public to Private or the next map is selected. If a player is not ready then he will be excluded from the current round and the team will fight 6 vs. 7. Exceptions must be agreed with the respective admin / contact person or streamer. If affected players still log in a tank and insist on riding, the round is considered lost for the team.

Should a player log out his currently selected tank and trade it for another, that player will also be excluded from the game. The tank has been logged in, if only for a few seconds, it will be driven..

8.4. Behaviour by a disconnect or gamebugs

If a player has a game crash during the loading of the battle or an error in the selection of the tanks (team did not observe setup rules), the entire team remains in the base and aligns the cannons upwards. No shooting or moving the Tank! The respective field commander will immediately contact the streamer / other team leader / administrator. Depending on the error, the round is then repeated or further action is discussed. A round may be repeated on the base of these conditions per match, a second error during the same encounter will not cause a repetition of the match. The decision to repeat has to be coordinated with a contact person of the league or the streamer.

A player's cancellation during the match cannot be counted. Errors in the lineup can no longer be claimed after the match. Please respect each other's settings/statements.





8.5. Behaviour in case of a draw

If no team manages to conquer the cap in the time set, the team with more tanks wins. If both teams have the same number of tanks in the game, the team with 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 find themselves in the training room after the match in order to say goodbye or to evaluate the game together, so perhaps ambiguities can be clarified directly. This is of course voluntary for each player, but for the team leader/Field commander (team leader = clanleader or deputy) it should be a matter of course to appear. The rules of conduct apply here as well. In the event of a violation, the league leader will decide how to proceed.

9. Teams and team changes

9.1. Team changes

An already registered player is not eligible to play in another league. i.e. player XY is registered for the Pro League, so he cannot be used in a Major League game. If a player is removed from a team's list because, for example, he is no longer a member of the clan, that player will be banned for the entire remainder of the league! There are no team changes allowed! The exception here is the phase between the league end and the Playoffs/Relegation.

9.2. Subsequently nominate a player

In all leagues, only 3 changes to the list of players are possible after the league starts. However, it is possible to make a complete change per change request or to nominate a player. This means removing a player from the team list without nominating a new player would'nt use up 1 of the 3 changes.

As an example:

Team A has 12 players on the player list. Team A reports a change request with two new players for your team and can now make 1 change.

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

Hint:

If a player gets taken out from the team list, he will be banned from playing for the rest of the season.





9.3. Team retreat

Should a team leave the league during the current league, each past and future battle will be counted as 4:0, with 2 points for upcoming and the games already played. The league leader has to decide if a re-register for the following season will happen for this team to start again!

9.4. Kick, Ban, Penalty

Players who are blocked by leaving a team or players who have been banned by the league management are excluded from the game operation. If a player is playing with someone else's account, the entire team will be excluded.

A player's lock ends at the end of the league game operation. The committee decides on the withdrawal of a spell or kick by a simple majority. The administrators can be asked about currently banned players if they affect 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 the games of the Major League can be shown more rarely live. However, if it can be enabled, these games are also streamed. The exception is the Major League Playoff games and the relegation game will be broadcast live. It is not possible for us to record/stream all games. We still try to record each clan at least once. However, this is not guaranteed.

Editing and uploading of recorded games can take up to 7 days due to the variety of games. After the expiry of the 7 days it can be requested on Discord.

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 in PSN. Any help makes the GCL even better and more interesting.





11. Prizes

The prizes are realized through the proceeds of Twitch and Youtube channel as well as sponsorship by Wargaming.

Prize distribution for the teams (winnings for the 10 players in a team of the playoffs):

11.1. Prizes League

PRO League EU (Tier T10):

1. 7,000,000 Silver, 30 Premium days, Tier 8 or lower Premium Tank
2. 5,000,000 Silver, 15 Premium days, Tier 7 or lower Premium Tank
3. 3,000,000 Silver, 10 Premium days, Tier 6 or lower Premium Tank
4. 3,000,000 Silver, 10 Premium days
5. 10 Premium Tage

MAJOR LEAGUE EU (Tier 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

11.2. Each League's MVP gets:

- PRO MVP: 30 Premium days, Tier 6 or lower Premium tank
- Each MAJOR league's MVP (two in total): 30 Premium days

11.3. The GCL MVP gets:

- 30 Premium days, Tier 7 or lower Premium tank

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





List of tanks exempt from tournament prizing!

- AMX CDC Black Edition (France)
- Blitzen 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 Ausf. 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 und Panzer
- T14-PS
- T1E6-PS
- All Black-Tanks
- Mercs

-END-

Professional translators did not translate this set of rules. Please be aware of the error in the spelling or the formulation can occur. If you have any questions or corrections, please contact an admin.

