

Official Rulebook of The Premier league of HLL

Powered by Qonzer



Season 2



FOREWORD

The Rulebook for The Premier League (henceforth referred to as “TPL” or “Premier League”) acts as the official governing document to which all players, teams and staff must adhere. The Rulebook contains the information required for all parties to ensure they understand the code of rules within.

Any alterations made to the Rulebook prior to the commencement of the Season may not be announced to the community and/or Team Representatives. It is the responsibility of the individual and of the competing teams to ensure they are familiar with the contents of the Rulebook. Any alterations to the Rulebook which may be deemed necessary after the commencement of the Season will be discussed amongst TPL Organisers before any alteration is implemented.

By participating in the TPL, all players and teams agree to abide by the rules contained within this Rulebook.



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PURPOSE

The Premier League is a competitive, community-organized event for Hell Let Loose. We welcome teams and players globally including from North & South America, Oceania, Asia and Europe.

The Premier League is a multi-divisional (tiered) based tournament with a promotion/relegation system that is home to the very best teams and players across the world, competing over the course of 11 weeks of intense regular season and playoff matchups.

As HLL continues to grow in popularity, we are well-positioned to grow with it by providing a welcoming environment for newer teams and players looking to break into the HLL competitive scene.

With our tiered format, new teams who have never competed will begin their journey in the lowest Division and must fight their way to the top where they ultimately compete with the best of the best.

Here at the Premier League, we wish to give thanks to members and organizations of the Hell Let Loose community both Console & PC for their contributions and inspirations.

List of teams competing: Appendix B:



Article 1.0 SEASON FORMAT

- 1) The Premier League for Season 2 includes (9) Divisions, equalling (58) total teams
 - a) Division I, Division II, Division III, Division IV & Division V
 - Each Division contains (6) teams.
 - b) Division VI, Division VII, Division VIII & Division IX
 - Each Division is composed of (7) teams.
 - c) Teams are seeded into Divisions based on the results of previous seasons as well as recent results in other tournaments. Any new teams to the tournament will be seeded into the lowest possible Division according to their team registered size (exceptions may apply as deemed by OrgaTeam).
- 2) Division I, II, III & IV teams are required to field a maximum of 49 players.
- 3) Division V teams are required to field a maximum of 40 players.
- 4) Division VI & VII teams are required to field a maximum of 35 players.
- 5) Division VIII & IX teams are required to field a maximum of 30 players.
 - a) A BYE week will be implemented if a Division contains an uneven number of teams.
- 6) The regular season will consist of the following:
 - a) Divisions I, II, III, IV & V
 - i) 5 rounds of regular season , followed by 3 rounds of Playoffs (Quarterfinals, Semifinals & Finals)..
 - ii) Opening Day: September 12th, 2025
 - iii) / Playoffs begin: December 12th 2025
 - b) Division VI, VII, VIII & IX
 - i) 6 rounds of regular season , followed by 3 rounds of Playoffs (Quarterfinals, Semifinals & Finals).
 - ii) Opening Day: September 5th, 2025
 - iii) Playoffs begin: December 19th 2025



- 7) All matches will be played in Warfare mode.
- 8) Team Reps will vote on the map variations to be included in the Map Ban Phase if a Day, Dusk, & Night variation exists. Otherwise, all eligible maps will be included.
- 9) No extensions will be provided to complete a match unless uncontrollable circumstances occur. These would include updates that are game breaking or game service interruptions or if deemed necessary by League Officials and OrgaTeam.
- 10) Map Bans **must be finalized** within **48-hours** from which the bans have **begun** (*Winning team of coinflip chooses their options see Article 8.0*).

11) Season Schedule Below:

Dates stated are Friday Saturday & Sunday of the week fixture window. Teams can play mid week if they want.

49s & 40s Division Schedule [D1, D2, D3, D4, D5]

1. Week 1: September 12th - 14th 2025
2. Week 2: September 26th - 28th 2025
3. Week 3: October 10th - 12th 2025
- Week BYE:** October 24th - 26th 2025
4. Week 4: November 7th - 9th 2025
5. Week 5: November 21st - 23rd 2025

35s & 30s Division Schedule: [D6, D7, D8, D9,]

1. Week 1: September 5th - 7th 2025
2. Week 2: September 19th - 21st 2025
3. Week 3: October 3rd - 5th 2025
4. Week 4: October 17th - 19th 2025
5. Week 5: October 31st - November 2nd 2025
6. Week 6: November 14th - 16th 2025
7. Week 7: December 5th - 7th 2025

12) Playoffs Schedule Below:

49s & 40s Division Schedule: [D1, D2, D3, D4, D5]

Quarter Finals: December 12th - 14th 2025
 Semi Finals: January 9th - 11th 2026
 Divisional Finals: January 23rd - 25th 2026

35s & 30s Division Schedule [D6, D7, D8, D9]

Quarter Finals: December 19th - 21st 2025
 Semi Finals: January 2nd - 4th 2026
 Divisional Finals: January 16th - 18th 2026



Article 2.0 PLAYOFF QUALIFICATION & STANDINGS

- 1) The top 6 teams will qualify for playoffs in their respective division.
 - a) Teams are ranked in the Standings during the Regular Season based on the following, and in this order:
 - i) Total victories
 - ii) Head-to-head record
 - iii) Point capture differential
- 2) Playoffs will occur over a three week period.
 - a) Some teams are seeded higher, rewarding a bye until other matches are played.
- 3) Playoffs will include three rounds: Quarterfinals, Semifinals and Finals (“Grand Finals” for D1) to crown the season’s TPL Grand Champion and respective divisional champions.
 - a) The first & second-placed seeds in divisions with 6 teams will have a bye. Seeds three, four, five, & six will play in the quarter-final stage.
 - b) After that, there will be the semi-final stage where the winners of the quarter-finals face off against the two top two seeds who had a first round bye. Seeds 3/6 vs Seed 1, Seeds 4/5 vs Seed 2.
 - c) In divisions with 7 teams, only the first-placed seed will receive a bye. All remaining teams (Seeds 2 to 7) will play in the quarter-finals. Seed 2/7 Seed 3/6 Seed 4/5
 - d) After that, there will be the semi-final stage, where Seed 1 plays the winner of seed 3/6 & the winner of seed 2/7 plays the winner of seed 4/5
 - e) Lastly, D1 Grand Finals and all other Divisional finals will be against the last two unbeaten.
- 4) Playoff formatting may differ from the above template if circumstances dictate a revision in playoff formatting.
 - a) Examples would include teams dropping out of the season, uneven divisions, etc.



Article 3.0 DIVISIONAL PROMOTION/RELEGATION

- 1) The last-placed team in each Division will be automatically relegated to the Division below for the following season. The last place of each division at the end of the regular season will be relegated, ***unless*** that team wins their respective playoff, in which case, the relegated team would be the team in second-to-last place of their respective divisions at the end of the regular stage.
- 2) The winner of Division I will be crowned TPL Grand Champion.
- 3) The winning team of each Division (except D1) will be granted promotion to the next Division
- 4) *We cannot guarantee who may or may not register for the following season. Therefore, it is possible that due to circumstances that are beyond our control, that some teams may or may not be promoted or relegated.*

Article 4.0 DEFAULT TIMES & SERVERS

- 1) TPL has private servers powered by Qonzer on which all matches will be played if available.
 - a) A TPL League Official NOT from either respective team will have administrative privileges so they may change the map.
- 2) Teams are still expected to own their own server as these will be utilized to supplement our primary servers as needed.
 - a) At least one point-of-contact present with administrative privileges on that server a minimum of 30 minutes prior to and at the start of a scheduled match.
- 3) There are some basic requirements and expectations for servers hosting TPL matches:
 - a) It is expected that the server undergoes a full restart on the day of the match.
 - b) The map the match is to be played on should be loaded prior to the map flip (start of the match).



- c) Server host **must** have the HLL Log Utilities tool (<https://github.com/timraay/HLLLogUtilities>) installed in your team's Discord and connected to your game server for the entire duration of the match.
 - i) Please reach out to the League should you require assistance setting this up.
 - ii) The game logs must be uploaded into the appropriate channel in the TPL Discord following the conclusion of the match.
 - iii) Player stats must also be uploaded post-match.
 - iv) It is the responsibility of the server host to ensure their server has the HLL Log Utilities tool installed and is active for their match.
 - (1) Should the HLLU tool not be used, the following shall be applied:
 - (a) First infraction: Warning (host team).
 - (b) Second infraction: Forfeit 0-5 loss (host team).
- 4) Teams will schedule their matches with their opponents every week between Friday and Sunday for the duration of the tournament or if mutually agreed upon on a weekday.
 - a) Matches are to be scheduled and confirmed with the League no later than the preceding Tuesday of match weekend as listed in the league dates.
 - b) Should two teams be unable to reach an agreement on the time and/or date of their match, they will automatically be scheduled to the default times per Appendix A.
- 5) Teams will be required to select a region for which their team is based.
 - a) This declaration will determine what server location they are to play on (depending on the opponent). This would also include the default times as listed in the server spreadsheet.
 - b) Consult Appendix A for how server location and default times will be determined.
 - c) Teams may agree to play a match on a separate server that does not follow in line with the server spreadsheet. This must be in writing to the league and mutually agreed upon between the two teams.
 - i) If no agreement for date of match is determined in map ban phase and scheduling the server spreadsheet will be used.
 - ii) Teams may play at other times not listed in the spreadsheet as long as both teams agree and it is written to TPL Staff.



Article 5.0 - MATCH RULES

(Credit to Summit for wording of Match Modifiers)

TPL is a 49v49, 40v40, 35v35 or 30v30 Warfare tournament.

1. Divisions I, II, III & IV are forty-nine versus forty-nine. Division V will be a maximum of forty versus forty. Division VI & VII will be a maximum of thirty-five versus thirty-five. Division VIII & Division IX will be a maximum of thirty versus thirty.
2. No other modes will be accepted.
3. Teams will be required to field a team of no less than 45 players for divisions I, II, III & IV. No less than 35 for division V. No less than 30 for divisions VI & VII. No less than 25 for divisions VIII & IX.
4. Teams may play with less than 49, 40, 35, or 30 players, but opponents are not required to match player count.
 - a. If teams agree to move forward with less players then the match will still stand for the league results.
5. Fill-ins from other teams are not permitted within TPL unless a coalition is registered with TPL & approved by the League.
 - a. Fiftieth, Forty-first, Thirty Sixth, & Thirty First slots on each respective team must be left open and available to matchcasters or tournament officials.
6. Failure to submit the results of a game by 23:59 UTC on the Tuesday following each match weekend/week will lead to a review by TPL OrgaTeam or League Officials.
7. If a team is unable to play a match for any reason, they automatically forfeit the game 5-0.
8. Teams must play on the map determined by their map bans and the match must commence within 30 mins of scheduled match start time or risk forfeit.



Solo Arty (1-Man Artillery)

1. The first artillery player to get a kill will become the team's Designated Artillery Player.
 - a. Designated Artillery Players (DAP) may not use reloaders and they are not allowed to switch between guns.
2. A new DAP may be assigned if the current DAP disconnects and is unable to reconnect for over five minutes.
3. The DAP will be protected by HLL Log Utilities scripts.
 - a. If the DAP is injured, killed, or impeded by the opposing team, the killer, their own team's DAP, as well as (up to) 8-10 randomly chosen teammates will be admin-slain.
 - b. Impeding of the gun does not only include killing the DAP but also includes jumping on the gun impeding the DAP's ability to maneuver while moving the artillery gun.
4. To balance this, the DAP must not leave the artillery gun or use any other means to injure or kill a member of the opposing team, or the same consequences will apply.
5. In the event the DAP is killed by accident, they must return to the arty gun as soon as possible without returning fire.

Panther Ban

1. While a team may spawn a panther accidentally, using it to kill an enemy player/structure/vehicle is prohibited.
2. Driving it off the map or moving it from the vehicle spawn area within the HQ area is the only acceptable use of the panther.
 - a. If a panther is used to kill/destroy an enemy player/structure/vehicle, failsafe HLL Log Utilities scripts are in place to punish the entire tank crew, as well as seven additional players at random.
3. The team that used the panther will receive a game loss for the match.



Indestructible Nodes

1. Nodes must be built within an HQ sector, away from artillery, vehicle spawns, etc.
2. Nodes are protected and cannot be destroyed or dismantled by opposing teams.
3. Teams violating this rule will receive a forfeit, 0-5.
4. Teams should use discretion when deciding on the location to build their nodes, finding a place that is unlikely to cause problems or trigger a review.
5. Building nodes in key locations will be deemed gamification and is a punishable offense!

Any intentional gamification of the spirit of these rules constitutes a violation.

1. The above rules are to be monitored by HLL Utilities. Server hosts are required to install HLL Utilities in their discord and it must be switched on for TPL matches. This is not negotiable. Match Logs must be made available to TPL Staff should it be requested for review.
2. TPL also recommends that players record their matches in order to make available any evidence of suspected wrongdoing. Reports of wrongdoing must be submitted by ticket within 48 hours of the scheduled match start time, along with a description of the suspected violation, player names(if applicable), and video evidence.





Article 6.0 SERVER SETTINGS

- 1) There are some basic requirements and expectations for servers hosting TPL matches:
 - a) It is expected that the server undergoes a full restart on the day of the match.
 - b) Server host **must** have the HLL Log Utilities tool (<https://github.com/timraay/HLLLogUtilities>) installed in your team's Discord and connected to your game server for the entire duration of the match.
 - i) The utility bot allows for the enablement and enforcement of the Solo Artillery and Panther ban rule sets.
 - ii) TPL has no role in the development or maintenance of this tool. Teams are responsible for their own due diligence of the tool.
 - iii) It is the responsibility of the server host to ensure their server has the HLL Log Utilities tool installed and is active for their match.
 - (1) Should the HLLU tool not be used, the following shall be applied:
 - (a) First infraction: Warning (host team).
 - (b) Second infraction: Forfeit 0-5 loss (host team).
- 2) Matches must start no later than 30-minutes after the scheduled start time
 - a) It is the responsibility of the team hosting the server to ensure the map flips and the match starts no later than 15-minutes when musters begin.
 - i) The following will apply should the host team not meet this expectation:
 - (1) First Infraction: Warning
 - (2) Second Infraction: 2 point capture deduction
 - (3) Third Infraction: Forfeit 0-5 loss
- 3) Match logs must be provided at TPL Organizers or League Officials request.
 - a) If a team fails to provide match logs. The match can or will result in a forfeit, 5-0.
- 4) If borrowing a server, there must be at least one point-of-contact present with admin privileges on the server 30 minutes prior to and at the start of the match.



- 5) The server should be set to the designated map that was chosen during the Map Ban Phase.
 - a) Teams will populate the side opposite of their designated faction for the match to ensure only one map change is necessary.
- 6) In the event of a server crashing (defined as >20% of each team being forcibly disconnected from the server), for any reason, the match **must** be replayed from the beginning, unless the time remaining is less than $\frac{1}{3}$ of the total match time (ie. 29:59 or less remaining).
 - a) The score at the time of the server crash will be the final match result.
 - b) The team responsible for providing the server must identify whether the original server may be used for the replay match or find an alternative server. Once the server provider has communicated the server information for the replay match server, teams have 10 minutes to get their teams connected. After 10 minutes the server provider will start the map flip.
 - c) From a roster perspective, the original match during which the server crash occurred will not count for anything. There is no limit to the number of changes to the teams' lineups for the replay match because for all intents and purposes, the original match did not occur.
 - d) In the event that the original match server is not able to be used for the replay match and a suitable alternative cannot be found within a reasonable time period, the League will make a judgment call on the next course of action including rescheduling to another day or week.



Article 7.0 BROADCASTING & STREAMING

- 1) Only casters/streamers assigned by the League to a match are permitted to cast an TPL match.
 - a) No public streaming outside of the caster and co-casters are permitted. Recorded and private streams/ POVs may be uploaded publicly at the conclusion of the matches stream . Any person who leaks private streams will be held under the stream spoiling discipline standard
 - b) Offenders would be under a progressive discipline system of Warning, Suspension, Ban
 - c) Teams wouldn't be penalized if evidence doesn't sustain that teams were culpable, willfully ignorant or reckless
 - d) It is the responsibility of the hosting team to ensure that no player is casting/streaming the game other than the assigned caster/streamer.
 - i) Exceptions may be granted if contact is made to the TPL OrgaTeam or the StreamTeam.
- 2) Teams are explicitly forbidden from asking streamers not to show certain parts of the game. Streamers should do their best to show the parts of the match, including the openings, that they deem most relevant and interesting for the viewer.
- 3) Casters are required to register with TPL and the TPL StreamTeam, so they are aware of the Tournament Guidelines.
 - a) Co-casters are acceptable as long as permission is granted by the TPL OrgaTeam or TPL StreamTeam.
- 4) Casters that are affiliated and rostered on that team's competitive roster are not permitted to cast that team's match.
 - a) Exceptions may apply at the discretion of the OrgaTeam and StreamTeam.
- 5) You **must** Kick the caster from squad spot (unless the caster is asked or is allowed to be an SL in a locked squad where no one can join.
 - a) The caster can't be alone in a squad, unless he's an SL in a lock squad.

(I.E) This rule exists because the OP can stay active for the entire match, creating an unfair advantage for the team with the caster if they occupy a squad slot.



Article 8.0 Map Pool and Map Bans

Map Pool and Map Bans are contained in Appendix C.

1. Map Ban Process

- a. Each team's representative will conduct their map bans via the Ban Phase Bot, in the channel for their specific game.
- b. Map Ban Bot begins with a randomized coinflip, giving the winning team two options to choose from.
 - i. Unused option defaults to the other team.
- c. If there is no middle ground server, the options are as follows:
 - i. Banning first, giving you an extra and the final ban.
 - ii. Picking Server Advantage according to Article 4.0.
- d. If there is middle ground server, the options are as follows:
 - i. Banning first, and getting an extra ban.
 - ii. Banning second, and getting the final ban.
- e. Each team takes turns banning specific combinations of map and faction that they do not want to play, until only one permutation is left.
 - i. As an example, if Team A bans Foy Allies, and Team B bans Foy Allies, Foy will no longer be a playable map.
- f. As mentioned previously in Article 1.0, Bans must be completed within a 48-hour window at the start of the process.
 - i. The final ban should be completed with-in a 2 hour window
- g. For Server and Scheduling Defaults see Appendix A.
- h. For eligible maps to be played see Appendix C.
- i. Any future maps to be released after the start of the season may be considered once tested and approved by TPL OrgaTeam and Team Representatives.




Article 9.0 TPL Objective Configuration Guidelines


To maintain consistency and fairness in competitive play, TPL will utilize a system of pre-assigned midpoints for each different schedule. These midpoints will be shared with Team Representatives weekly before the map ban process begins.

Once a map is selected through the ban phase, teams are required to play that map using the specified midpoint only. No alternative midpoints are allowed. It is the duty of the **host team and/or server administrator** to ensure the correct midpoint is used and no unauthorized changes are made.

If the matches is played on a teams private server, After the match concludes, teams must submit **a screenshot of the CRCON audit log** within **30 minutes** as proof that the designated midpoint was properly applied.

When configuring the objectives via CRCON, the following settings must be used:

 **Enable:** "Objectives must be adjacent"

 **Disable:** "Objectives must not be aligned in a straight line"

These criteria are necessary to ensure that the remaining control points follow the standard flow of Warfare mode and provide balanced gameplay for both teams.

Failure to follow these instructions may result in penalties or match disputes. (See Article 10)



Article 10.0 - BANNED ACTIONS, BRIBERY, CHEATING, AND SPORTSMANSHIP

Banned Actions

1. The list below is non-exhaustive, and if any game breaking glitches or exploits are discovered, TPL Organizers reserve the right to address them if needed, upon consultation with the Team Representatives.
2. Deliberate clipping inside an asset that prevents you from being shot at whilst allowing you to shoot out. This does not include terrain clipping as a result of natural gameplay, e.g. a leg clipping through a wall when prone.
 - a. The use of rooftops is permitted. Examples include jump spots from windows or utilizing a truck or belgian gate, etc.
3. Placing any spawn point where it is unable to be reasonably dismantled by the opposing team, for example within blocked terrain, under the map or in trees.
4. Abuse of the squad invite system to manipulate the intended use of a spawn point, also known as the "Recon Glitch."- using a Recon OP in enemy territory to spawn any personnel other than Spotter/Sniper."
5. Prohibited Repair Station/Out-of-Bounds Half-Track Exploitation.
6. Building AT guns or structures inside of buildings, on roofs, or clipped within terrain. (This does not include AT guns built on top of "Radar Bunkers," or on top of level 3 player built bunkers.)
7. Entering Admin Cam during the match once both teams have players on the server.
 - a. This includes the muster portion of the match when players are filling in. Only match casters designated for the match may enter admin cam.
8. Switching sides at any point during the match or entering the wrong faction when connecting to the server when the match has commenced.
9. Admin switching once the match has commenced.
10. Presetting or touching multiple arty guns & switching guns is strictly prohibited. Arty is limited to one gun and one gun only during the muster/burn & match.
11. Using the Artillery Strike Ability by the commander or any players during the muster/match is strictly prohibited.



Bribery

1. Any behavior that aims to undermine the integrity of the league, including, but not limited to, a Team Representative attempting to influence or manipulate any votes that may occur throughout the duration of TPL, is forbidden.

Cheating

1. Any use of hardware or software that gives an individual or a team an unfair advantage, for example chipped game consoles, XIM keyboard and mouse adaptors, and Chronos controllers, are explicitly banned without exception.
2. SCUF controllers, Playstation Dualsense Edge controllers, and Xbox Elite controllers, or any others that have additional paddles are not banned, so long as they do not have the capacity for software manipulation.

Sportsmanship

1. We ask that all players treat each other, other teams, TPL staff and TPL Organizers with respect and dignity at all times. Any racism, sexism, ableism, other derogatory language, harassment or spoiling inside the game or discord server will result in punishment.

Punishments, Disqualifications and Withdrawals

1. The level of punishment for breaches of the rules may vary depending on the nature and severity of the offending action, and whether the team has committed a breach already.
2. Outcomes and punishments include, but are not limited to:
 - a. No further action
 - b. Player warnings
 - c. Player suspensions
 - d. Player disqualifications
 - e. Team disqualifications
3. TPL Organizers, Officials & Team Representatives will convene to decide the appropriate punishment.
4. If a team is disqualified or withdraws for any reason, their results up until the point of disqualification or withdrawal remain valid.
5. For disqualifications resulting from conduct within a match, i.e. cheating, the opposing team will be awarded a 5-0 victory.
6. For any remaining scheduled fixtures they have, the opposing team will be awarded a 5-0 victory.



Article 11.0 Team Management

1. A team is permitted 4 Team Representatives; these individuals represent the team in the TPL and are the only ones permitted to participate in ban phases, team votes and will act as the voice of the team they represent with other Team Reps and the League.
 - a. Teams must have a minimum of 2 Team Representatives, this is to ensure the League is able to have multiple channels of contact with each team.
2. Teams are only permitted to field players that are included in their Roster.
3. Team rosters are required to be submitted **48 hours** before the start of Week 1.
 - a. This is to ensure the integrity of the League and good sportsmanship during the season & playoffs.
4. Team Rosters are limited to 150 players. Minimum players registered are 60 players for 49's & 40's, 45 players for 35's & 30's.
 - a. Speak with League officials if you have questions about Team Rosters and capability of meeting the minimums.
5. Players listed on each Team's Roster are locked in for the rest of the season until playoffs are done & the conclusion of the current season.
6. Players are permitted to be on only a single roster and are not allowed to play for more than one team in a single season (multi-teaming).
7. Players blatantly multi-teaming during the divisional rounds or after Game 1 will be banned from the remainder of the season decided by Orga and League Officials.
 - a. The level of punishment for breaches of multi-teaming may vary depending on the severity of the offending action. TPL Organizers reserve the right to address them if needed, upon consultation with the Team Representatives.
 - b. This would include any players participating in multiple divisions whether by main competing accounts or if substantial & credible evidence is made; alternative accounts("Alts").



Article 12.0 Transfer Window

12.1 General Rules & Limitations

1. The transfer window **opens** at the start of the Week 1 match of each season.
 - a. There are no limitations on player transfers & acquisitions during the offseason.
2. The transfer window **closes** upon the completion of all Week 1 matches in each season.
 - a. Once the window is closed, teams are no longer allowed to transfer players.

12.2 Definitions

1. Transfer – The act of a registered player moving from one TPL team to another during the same season.
2. Acquisition – The addition of a new player to a team's roster, via signing of a free agent.
3. Free Agent – A player not registered on any TPL team roster for the current season.
4. Match Played – For transfer eligibility purposes, if a player loads into a match, it is counted as one (1) match played regardless of participation duration.
5. Retire – When a player voluntarily removes themselves from an active TPL team roster.
6. Unretire – When a player who has previously retired elects to return to competitive play within the same season, with the same team.

12.3 Player Transfer Limits

1. Each player is permitted one (1) transfer per season.
2. A player may be granted one (1) additional transfer if:
 - a. Their original team does not complete the regular season (drop out, folded)
 - b. They have participated in three (3) or fewer matches with that team
3. Players meeting both criterias in 12.3.2 will be classified as Free Agents.
4. The receiving team has not reached its seasonal transfer limit (see 12.6)



12.4 Postseason Player Movement

1. No transfers are permitted after Week 1 & during the postseason.
2. Acquiring free agents is prohibited during the postseason
 - a) Full Roster Lock will be in effect at the start of the playoffs (see 1.12 for playoff schedule)
3. Retired players may choose to “unretire” during the postseason; upon unretirement, they are classified as a player from the team they originally retired from.

12.5 Transfer Request Procedure

1. All transfers must be submitted via a ticket to League Officials by the Team Representative of the acquiring team.
2. The ticket must include:
 - a. The name of the team the player is leaving.
 - b. The name of the team acquiring the player.
 - c. The players name & Steam ID (32 characters)

12.6 Team Transfer Limits

1. Teams may receive new players equal to a maximum of 20% of their total roster size per season, applicable only before the end of Week 1.
2. Maximum acquisitions by roster size:
 - a. Rosters of 49 players – up to 10 acquisitions
 - b. Rosters of 30, 35, or 40 players – up to 7 acquisitions
 - c. This rule is only for transfers, not for acquiring free agents.



12.7 Roster Management Requirements

1. Team Representatives must submit a ticket to League Officials whenever adding or removing players from their roster or player pool. (free agent acquisitions included)
2. Before the first Week 1 match, all teams must submit their complete roster (including starters and substitutes) for verification and documentation by League Officials (see Article 11).




12.8 Roster Rule Violations & Penalties

1. First Offense – Roster reduced by five (5) random players for the next match.
2. Second Offense – Automatic forfeit of the next match.
3. Third Offense – Suspension from league play for the remainder of the season. All players on the team are suspended for the same duration.
4. Failure to comply with a roster reduction results in immediate forfeiture of the match.
5. Any player who violates these transfer regulations will be suspended from competitive play for the remainder of the season.
6. If the violation occurs after Round 1, the suspension will also apply to the first half of the following season.





Appendix A.

Default Game Time & Servers Spreadsheet								
		SERVER HOST						
		NA WEST PST [UTC -8]	NA EAST EST [UTC -5]	SA BRT [UTC -3]	EU WEST CET [UTC +1]	EU EAST MSK [UTC +3]	OCE AEST [UTC +10]	
FIRST BAN	NA WEST PST [UTC -8]	04:00 UTC Sat/Sun Server: NA West	01:00 UTC Sat/Sun Server: NA East	23:00 UTC Sat/Sun Server: SA	21:00 UTC Sat/Sun Server: EU West	18:00 UTC Sat/Sun Server: EU West	03:00 UTC Sunday Server: Japan	Host Advantage
	NA EAST EST [UTC -5]	01:00 UTC Sat/Sun Server: NA West	01:00 UTC Sat/Sun Server: NA East	00:00 UTC Sat/Sun Server: SA	20:00 UTC Sat/Sun Server: EU West	18:00 UTC Sat/Sun Server: EU West	03:00 UTC Sunday Server: Japan	Middleground
	SA BRT [UTC -3]	23:00 UTC Sat/Sun Server: NA West	00:00 UTC Sat/Sun Server: NA East	23:00 UTC Sunday Server: SA	19:00 UTC Sat/Sun Server: NA East	17:00 UTC Sat/Sun Server: NA East	00:00 UTC Sat/Sun Server: NA West	Not Applicable
	EU WEST CET [UTC +1]	21:00 UTC Sat/Sun Server: NA West	20:00 UTC Sat/Sun Server: NA East	19:00 UTC Sat/Sun Server: NA East	19:30 UTC Sat/Sun Server: EU West	17:00 UTC Sat/Sun Server: EU West	10:00 UTC Sat/Sun Server: NA West	Powered by: Qonzer 
	EU EAST MSK [UTC +3]	18:00 UTC Sat/Sun Server: EU West	18:00 UTC Sat/Sun Server: EU West	17:00 UTC Sat/Sun Server: NA East	17:00 UTC Sat/Sun Server: EU West	17:00 UTC Sat/Sun Server: EU East	10:00 UTC Sat/Sun Server: NA West	
	OCE AEST [UTC +10]	03:00 UTC Sunday Server: Japan	03:00 UTC Sunday Server: Japan	00:00 UTC Sat/Sun Server: NA West	10:00 UTC Sat/Sun Server: NA West	10:00 UTC Sat/Sun Server: NA West	09:00 UTC Saturday Server: OCE	

Note: UTC (Coordinated Universal Time) is adjusted for ST (Standard Time) not for DST (Daylight Saving Time)

Changelog

13/01/2025 - EU West vs OCE Pushed Back By 30 mins

13/01/2025 - South America Added To The Sheet

11/06/2025 - NA East & West vs SA changed from Middleground to Host Advantage

13/07/2025 - OCE vs SA Middleground changed from Japan to NA West

30/09/2025 - Same timezone matches changed from Non-Applicable to Middleground



Appendix B.

Season 2 Division Format

Division 1 (49s)				Division 2 (49s)				Division 3 (49s)				Division 4 (49s)			
TACO	LGN	6TH	EXO	HLE	9PZ	TFMC	22ND	1SBS	101A	ANZR	R22R	SAS	KRRC	MSU	3LPZ
MERC	3/5			FILO	1ST			L90	21ST			508P	TRR		

Division 5 (40s)				Division 6 (35s)				Division 7 (35s)			
ROFS	SaP	50a	OCL	HRB	RZN	L201	OFIN	DLB	DBD	RMC	79TH
75TH	GOAT			DEC	RAGE	263h		RDG	626	50a	

Division 8 (30s)				Division 9 (30s)			
27th	48TH	CEL	11ID	7CAV	2/6TH	SVS	ITHL
PZLD	SUDT	SOH		ZSR	SCC	SOV	



Appendix C.

Map Ban Pool List		
SMDM	Omaha	Utah
Hurtgen Forest	SME	Utah Night
Carentan	PHL Rain	Kursk
Mortain	Hill 400	Kursk night
Kharkov	Elsenborn Ridge	PHL Night
El Alamein	Kharkov Night	Driel
Foy	SMDM Night	SME Night