



# **SPORTSMANSHIP**

**UNSPORTSMANLIKE CONDUCT:** No toxic, racist, offensive, or derogatory language. (This includes in-game names). No team or member of a team shall conduct themselves in an unprofessional manner at any time in-game or outside. Any public humiliation of a team or player will be punishable.

**NOTIFICATION:** Any infraction committed by a player or team will be handled directly with the team representatives.

**PUNISHMENT:** There is a “2 strike policy” in effect on this matter for every team in HCA. First infraction will be treated as notification and a warning. Second Infraction will result in disqualification from the league.

# CHEATING

**CHEATING.** Any cheating, exploiting, or glitching by a player will result in their suspension or expulsion from the league. If a person is caught cheating the team will forfeit the game.

**Cheating** can be defined as any behavior that falls within the following categories:

- The usage of any external software to alter the normal behavior of the game as intended by developers. This includes, but is not limited to, modification of memory while the game is running, the modification of in-game assets, tampering with the anti cheat engine, interference with the performance and networking capability of Hell Let Loose servers, the unauthorized access of any internal or external API that belongs to the Hell Let Loose server, client, communications by Vivox, Easy Anti Cheat, or Steam, the modification of any configuration file inside or outside the game with the intent to gain an unfair advantage.
- The usage of any external hardware or firmware to alter the normal behavior of the game as intended by developers. This includes, but is not limited to, the use of modified firmware or drivers utilized with a clear intent to gain advantage over an enemy.
- Any behavior with the intent of compromising the integrity of the League, such as match fixing or bribery (whether this is with league officials, or between teams participating in the tournament).

Common examples of cheating include (but are not limited to):

- Player/personal cheating (cheating that gives a direct advantage to a single individual):
  - Aim assistance
  - Vision assistance, including admin cam
  - Use of modified graphics drivers that do not render certain DirectX components
  - Use of modified configuration files in game to remove foliage
- Team/infrastructure related cheating (cheating which gives a direct advantage to an entire team):
  - DDoSing/lag switching a tournament server
  - Bribing a board member to get them to vote a particular way.

Investigatory Procedure:

- Innocent until proven guilty
- Statute of limitations of one week
- Evidence provided for and against alleged infraction
- Review and decision by league admins

Consequences:

- Player/personal cheating (cheating that gives a direct advantage to a single individual):
  - Immediate expulsion from the current season of HCA
- Team-level cheating (cheating which gives a direct advantage to an entire team):
  - Immediate expulsion of the team from the current season of HCA
  - Retroactive forfeiture of all games played by the team in question

**Glitching/ Exploiting** is defined as opportunistically taking advantage of a random occurrence in game due to a flaw in game code to gain an advantage over an enemy. Exploiting is repeatedly taking advantage of a non random occurrence due to a flaw in the game code to gain an advantage over the enemy. The use of exploits in Hell Let Loose is an integral part of competitive play; the objective is to draw up “rules of war” as to what glitches are fair game or not. The following are categories of glitches and exploits along with their definitions (Key: Legal Illegal Restricted):

- Clipping
  - Player clipping through solid structure
    - Illegal if a player is fully encased in a solid structure
    - Illegal if a player cannot reasonably (admin discretion) be killed by infantry small arms (in essence enough of the player has to be visible that enemy players can identify it as a player can use small arms to take out the clipping player)
    - Legal if and only if the player can be readily identified as an enemy player and can be taken out using small arms fire
  - Player clipping through a hedge or a bush
    - Legal
  - Player weapon clipping through solid object or structure (wallbanging)
    - Legal only when the player is not fully encased in a solid structure (mounting a machine gun in a window sometimes requires clipping for example)
  - Player weapon clipping through a hedge or bush
    - Legal
  - Tank clipping through structure/object
    - Illegal if the tank is fully encased in a solid structure
    - Illegal if a tank cannot reasonably (admin discretion) be killed by another tank, satchel charge, anti material rifle, or rocket launcher (enough of the tank has to be visible in order to identify and kill it)
    - Legal if and only if the tank can be readily identified as an enemy tank, and can be taken out by another tank, satchel charge, anti material rifle, or rocket launcher
  - Tank clipping through hedge/bush
    - Legal
  - Tank barrel clipping through structure/object
    - Legal only when the tank is not fully encased in a solid structure
  - Tank barrel clipping through hedge/bush
    - Legal

- Truck clipping through solid structure
- Legal
- Truck clipping through a hedge or bush
- Legal
- Early supply drop/no chute supply drop
- Legal
- Tank barrel clipping through “preparation wall”
- Legal
- Player clipping into the sky or ground
- Illegal unless done on accident
- Tank or other vehicle clipping into the sky or ground
- Illegal unless accidental
- Squad Teleportation
- Redeploying/suicide
- Legal, crucial game mechanic
- Teleporting between infantry, armor, or recon squads
- Legal, crucial game mechanic
- Submarining
- Driving a tank across a body of water
- Legal
- Driving a transport or supply truck across a body of water
- Legal
- Jumping or hopping across a body of water by a player
- Legal
- Truck/OP boosting
- Boosting onto a roof with a truck
- Legal
- Boosting onto a roof with an OP
- Legal
- OP and garrison placement related exploits
- Putting an OP in a bush
- Legal, as long as the OP can be taken by the enemy
- Putting an OP in a building
- Legal, as long as the OP can be taken by the enemy
- Putting an OP in a tree (in the sky)
- Illegal, as the OP cannot be taken in any reasonable fashion by the enemy
- Putting a garrison inside a bunker
- Legal, as long as the enemy can gain access in some way to dismantle it
- Putting a garrison inside a building
- Legal, as long as the enemy can gain access in some way to dismantle it
- Structure related exploit
- Building a field gun, node, garrison, barrier, OP, or any other structure on a roof
- Illegal
- Map traversal related exploits

- Going out of bounds for the duration of the out of bounds timer
- Legal
- Vehicular exploits
- Smoke grenade and truck exploit
- Legal
- Mounting vehicles atop each other
- Legal
- Long range tank shots (e.g. anti artillery tanks)
- Legal
- Infantry exploits
- Long range rocket shot (e.g. anti artillery rockets)
- Legal

If an exploit is not listed above and is brought to the attention of the administration, it will be discussed by administration added to the rulebook, along with whether it is legal or not.

Investigatory Procedure:

- Innocent until proven guilty
- Statute of limitations of one week
- Evidence provided for and against alleged infraction from refs or participant teams
- Review and decision by league admins

Consequence:

- Single or multiple game suspension of the player at Orga-HCA discretion.

**VAC:** 1. Players with VAC Bans are not allowed to participate.

**Notes:**

- (1) Persons with VAC bans that are 2+ yrs old may participate
- (2) Orga-HCA will make the final decision on these inquiries. If an inquiry has been denied the Team Representative will be notified directly and that account may not participate in the HCA.

# Broadcasting

## **Caster Information - Post to Discord in Broadcast Production section labeled caster-info**

1. In-game name: Guderian
2. Language(s): English
3. Twitch link: [HLLGuderian](#)
4. YouTube link: [YouTube](#)
5. Steam64 ID: [76561197980991831](#)

## **OBS - Standardized settings for all match streaming**

1. 30 minute delay/1800 seconds
2. Video/Audio settings (Highest Quality)
3. Standardized Scene Overlays - Pre/Post match
4. Standardized streaming Bitrate - 6000kbps

## **Production - Standardized for quality and consistency**

1. Standardized scoreboard,transitions,stingers & lower thirds
2. Green Screen/Nvidia Broadcast or equivalent
3. In-game Graphics, Audio & Soundbites
4. Official Trailer Pre-match
5. Interviews (Pre/Post match)

## **Game Settings - Standardized for quality and consistency**

1. Squad/Command Chat - 0%
2. Player and vehicle tags - 500m
3. Player and vehicle tags opacity - 75%
4. Master Volume - 60%/65%
5. Game SFX - 50%
6. HUD - Always ON
7. Video settings - (Highest Quality)

## **Stream Elements - Standardized for quality and consistency**

1. Disable notifications during the match. (ie follows,subs,cheers etc...)

## **Admin Camera - Standardized for quality and consistency**

1. Mouse Controls (Smooth = Low sensitivity)
2. Settings - Clipping ON, Highlights OFF
3. Use Lock and Rotate

## **Twitch, YouTube &**

1. Live and Restreaming - [restream.io](#)

## **Co-Casting -**

1. Roles & Balance (Color & Analysis)

# League Format

## **Schedule:**

*August 20 - September 25: First Half HCA.*

*October 1 - December 11: Break.*

*December 12 - January 1: Winter break.*

*January 7 - February 26: Second Half HCA + Playoffs.*

## **Structure:**

This organization will include 2 leagues. HCA Majors and the B League.

*HCA Majors:* All teams that have been placed into this league based on proficient performance in the Seasonal tournament.

*HCA B League:* All teams that have been placed into this league based on past performance in the Seasonal tournament, as well as the new upcoming teams looking to participate on the International stage of competitive Hell Let Loose.

Both leagues of **12 teams** each will run on par with each other. **12 weeks** of regular season games will take place with single round-robin games. **Top 4** in each league will move into the playoff games in their prospective league, which will consist of a Semi-Final and the Final game. At the end of the 2022-2023 Season, the winner of the B league will move into the Majors. The last place in the Majors will move down into the B league.

## **Game Format:**

1. Games will be held on Saturdays and Sundays with times conducive to each region. The games will be 90 minutes.
2. Each team will have 49 players leaving 1 slot for a caster on their team.
3. All players must be wearing the clan tag(s) of their team.
4. Maps will be decided through a Seasonal map ban, taking into account teams from Asia, Oceania and South America, middle ground servers will be used in order to facilitate these matches without one team having an overwhelming advantage over the other. Teams located in the Europe and North America will always play against these teams on these servers:

***Moscow Server: for teams located in Asia.***

***US West Coast: for teams located in Oceania.***

***US East Coast: for teams located in South America.***

For teams located in Europe and North America the map ban will be the same as it previously was.

5. All teams must have a game server with RCON for collection of statistics from each match.

Default times for each region if teams cannot come up with an agreed time for a match:

**NA and EU teams: Saturdays 21:00CEST/15:00 EDT**

**NA and Asian teams: Saturdays 23:00 EDT/ 11:00 CST**

**NA and OCE teams: Saturdays 22:00 EDT/ 12:00 AEST**

**EU and Asian teams: Saturdays 15:00 CEST/ 21:00 CET**

**EU and OCE Teams: Saturdays 14:00 CEST/ 22:00 AEST**

**NA and SA teams: Saturdays 20:00 EDT/ 21:00 BRT**

**EU and SA teams: Saturdays 20:00 CEST/ 15:00 BRT**

**SA and Asian teams: Saturdays 23:00 BRT/ 10:00 CST**

**SA and OCE teams: Saturdays 22:00 BRT/ 11:00 AEST**

**\*\*\* Times will be corrected after the time change\*\*\***