Legacy HLL
Rulebook V1



Rulebook for Legacy HLL

Discord Ruleset (1.0)

1. **NO NSFW, OFFENSIVE OR INAPPROPRIATE CONTENT**: There is **ZERO TOLERANCE** for nude, sexual, pornographic, excessively graphic, violent, hateful, discriminatory, abusive, threatening, illegal, or otherwise offensive and inappropriate content. This includes, but is not limited to, racist, sexist, homophobic, transphobic, ableist, religiously discriminatory, or otherwise hateful content, as well as content intended to harass, intimidate, threaten, demean, or promote hatred against any individual or group. This applies to images, videos, memes, links, usernames, profile content, and written comments/posts. Political content, debate, campaigning, or discussion of political parties, politicians, elections, or political issues is also prohibited.

2. **NO OFFENSIVE OR INAPPROPIATE SERVER TAGS:** There is a zero tolerance policy for offensive or hateful server tags. People with these tags will be banned.

3. **Be Respectful**: No harassment, baiting, threats, or hate speech is allowed here. Sharing players personal information or images/videos, or threatening to, is strictly prohibited.

4. **NO PUBLIC ARGUMENTS OR DISPUTES**: If you have an issue, complaint, disagreement, or dispute with another member, team, or staff member, do not bring it into public lobbies or channels. Do not engage in public arguments, personal disputes, accusations, or attempts to rally others to your side. Please use the ticket system to raise the issue privately with our staff members, who will review and address it appropriately.

5. **NO ALT ACCOUNTS**: If found, they will be banned. It is also against the rules to impersonate another member.

Note: This list is not exhaustive. Administrators and Moderators reserve the right to remove any content deemed to be problematic without the need for explanation. This includes the removal of members found to be breaking any of the rules or continuously "*walking the line*". There are no warnings or strikes here on this server. This is your *__ONLY__* warning.

Season In Game Rules (2.0)

In Game Rules (2.1)

Legacy HLL is designed for a competitive experience, using the basic, original game (BOG) Hell Let Loose rules. This means the following are allowed:

1. Static Artillery can be killed and destroyed, *however it must only be placed within HQ2* .
2. Nodes can be destroyed.
3. All tanks are permitted to be used, including the Self Propelled Artillery Vehicle (SPA).
4. All Commander abilities are usable.
5. The use of "***Hired Guns***", "***Loans***" and "***Dual Clanning***" players is ***strictly forbidden***.
6. Only players registered in your Roster are eligible to play. Playing un-rostered players comes with heavy consequences.

Do not:

1) Provide team intel, tactics or in game information to anybody outside of your team before or during the match.
2) Try to get access to the other team via untagged players and/or alt accounts.
3) Exploit/use the "Clown Car" (10 man OP Method).
4) Clip inside an asset that prevents you from being shot while allowing you to shoot out.
5) Place an Outpost or Garrison where it cannot be destroyed or dismantled by the opposing team i.e. under the map, inside of foliage.
6) Build Anti Tank guns inside of buildings, on roofs, or clipped within terrain that **prevents** the AT GUN and its users from **being destroyed/killed**.
7) Place Half Tracks to be used as a spawn point outside of the playable map area (Out of Bounds).
8) Use of third party XIM/CRONUS or other controller emulators or hardware to assist in aim response and recoil control is a bannable offense.
    a) **NOTE: All licensed third-party controllers are acceptable to be used in game. For example, PS5 Edge, Xbox Elite and Scuff/other branded products.**
9) No manipulation of the squad invite system to abuse the use of a spawn point, commonly known as the "Recon Glitch". Only the Spotter and Sniper classes are allowed to spawn off of a Recon OP.
10) Player substitutions during a match are **not permitted**. Only players who are **present on the server at the start of the match may participate in that match**. Players may not join the server after the 10-minute mark of the match. The only exception is for a player who disconnects from the server during the match, they can rejoin the match at any time. This rule does not prevent a team from changing roles, squads or positions between

players who are already participating in the match.
11) No bribing League Officials, Moderators, Streamers, and Legacy HLL Admins or other Legacy HLL members to gain an advantage over opposing teams or to gain a ruling made to be in their advantage.
12) Teams are **prohibited** from asking streamers to not show any aspect of their matches.
13) Only the streamer is allowed access to use admin cam during Legacy HLL matches.
14) The designated streamer must have a **30 minute delay** on their stream.

During the Muster, do not:

1. Leave the "Blue Zone" on pre match start up "game". Do not capture the Midpoint.
2. Use Commander abilities over the opposing HQs.
3. Team kill *(The Admins teams are too busy to unban a player who was auto banned from team killing).*

Legacy HLL Admin require all the above rules to be adhered to. Any violations will be met with appropriate level consequences. We reserve the right to address and hand out rulings on new and old game breaking glitches and/or exploits during the season.

Match Scheduling & Starts (3.0)

Match Planner (3.1)

Match planning will be super simple and the process will be easy and quick.

Team Reps will decide on four things prior to scheduled game:

1) Date/Time of scheduled game
2) Team size for the game (Minimum for Mains is 45, minimum for Lite is 30)
3) Form up faction as per the results of the coin flip
4) Server Host as per the results of the coin flip, unless required a neutral server

If teams cannot come to an agreement during match scheduling, the match will be played on the default servers as per **Game Servers (Timezone Locks) (3.7)** below.

The time limit for getting games scheduled is the Wednesday prior to the scheduled weekend, 23:59 UTC. League Officials will step in and enforce default scheduling if no agreement is reached between the teams after the deadline.

- *Note: Games must be played within two weeks, on any mutually agreed date.*

The game will then be "Locked In". On game day, a League Official will proceed with the final steps for the game.

Match Starts (3.2)

1) The form-up map will be changed and announced weekly. All games must be formed up on the designated map each week as per the form-up faction results in the scheduling stage.

2) Once form-up is complete, League Officials will run a Random Number Generator (RNG) wheel spin which will determine the Map and Midpoint for the match.

3) Match faction will depend on the RNG Wheelspin. If your RNG Wheelspin lands on the map you've formed up on, you will play as the opposite faction to form up. If 2 flips are required to set the map and then the midpoint, you will be playing as per the form up factions.

Match Day (3.3)

On Match day, teams are required to:

1) Form-up on the chosen map as your form up faction, 15 minutes prior to the game starting.
2) Have the correct number of players on the server.
3) When both teams are ready the wheel is spun to select the map.
4) Immediately after the map has been selected by the RNG wheel spin, a 60 seconds map flip with no Midpoint selected on the map will commence.
5) If the map flip lands on the selected Midpoint, the match is live immediately, if it doesn't land on the selected Midpoint, the Server Host will flip the map again with the correct Midpoint selected (AKA - "Double flip").
    a) Note: Your actual match faction will not be decided until the map and midpoint has been accurately selected
6) Only the midpoint can be selected. The 1st, 2nd, 4th and 5th points must be left unselected.
7) Points must be set to adjacent.
8) The Logs from the match must be posted within 24 hours after match has finished by the Rep from the winning team.

Result Posting (3.4)

Here is the required format for the match results:

- TEAM vs TEAM

- DATE/TIME:
- DIVISION:
- ROUND:
- MAP:
- MID-POINT:
- SCORE:
- TIME:
- WINNER:

Map and Midpoint Pool (3.5)

The Random Number Generator Wheel Spin will provide you with a number that corresponds to the below list. Each number is equal and only represented once.

For example, number 47 as per the screenshot is "***Omaha***" at ***Dusk*** with "***Vireville Sur Mer***" as the midpoint.

1. Carentan - Canal Crossing
2. Carentan - Town Center
3. Carentan - Train Station
4. Carentan Night - Canal Crossing
5. Carentan Night - Town Center
6. Carentan Night - Train Station
7. Driel - Railway Bridge
8. Driel - Night Railway Bridge
9. El Alamein - Valley
10. El Alamein Dusk - Valley
11. Elsenborn - Dug Out Tanks
12. Elsenborn - Checkpoint
13. Elsenborn Night - Dug Out Tanks
14. Elsenborn Night - Checkpoint
15. Foy - Southern Edge
16. Foy Night - Southern Edge
17. Hill 400 - Flak Pits
18. Hill 400 - Hill 400
19. Hill 400 - Southern Approach
20. Hurtgen - North Pass

21. Hurtgen - Scar
22. Hurtgen - The Siegfried Line
23. Hurtgen Night - North Pass
24. Hurtgen Night - Scar
25. Hurtgen Night - The Siegfried Line
26. Juno Beach - Grey Sum-Mer
27. Juno Beach - La Sualles River
28. Juno Beach - Market Square
29. Juno Beach Dawn - Grey Sum-Mer
30. Juno Beach Dawn - La Suelles River
31. Juno Beach Dawn - Market Square
32. Juno Beach Night - Grey Sum-Mer
33. Juno Beach Night - La Suelles River
34. Juno Beach Night - Market Square
35. Kharkov - Water Mill
36. Kharkov - St Mary
37. Kharkov Night - Water Mill
38. Kharkov Night - St Mary
39. Kursk - Yamki
40. Kursk Night - Yamki
41. Kursk - Windmills
42. Kursk Night - Windmills
43. Omaha - West Vierville
44. Omaha - Vireville Sur Mer
45. Omaha - Artillery Battery
46. Omaha Dusk - West Vierville
47. Omaha Dusk - Vireville Sur Mer
48. Omaha Dusk - Artillery Battery
49. Mortain - Hill 314
50. Mortain - Petit Chapelle Saint Michel
51. Mortain Dawn - Hill 314
52. Mortain Dawn - Petit Chapelle Saint Michel
53. Purple Heart Lane - Carentan Causeway
54. Purple Heart Lane - Flak Position
55. Purple Heart Lane Night - Carentan Causeway
56. Purple Heart Lane Night - Flak Position

57. Remagen - Ludendorff Bridge
58. Remagen Night - Ludendorff Bridge
59. Tobruk - Desert Rat Caves
60. Tobruk - Church Grounds
61. Sainte Marie du Mont - The Dugout
62. Sainte Marie du Mont - AA Network
63. Sainte Marie du Mont - Pierre's Farm
64. Sainte Marie du Mont Night - The Dugout
65. Sainte Marie du Mont Night - AA Network
66. Sainte Marie du Mont Night - Pierre's Farm
67. Sainte Mere Eglise - Checkpoint
68. Sainte Mere Eglise Night - Checkpoint
69. Sainte Mere Eglise - Hospice
70. Sainte Mere Eglise Night - Hospice
71. Utah - The Chapel
72. Utah - WN7
73. Utah - WN4
74. Utah Night - The Chapel
75. Utah Night - WN7
76. Utah Night - WN4
77. Smolensk - Overpass
78. Smolensk - Zhelyabova Square
79. Smolensk - 84th Battalion Bridge
80. Smolensk Night - Overpass
81. Smolensk Night - Zhelyabova Square
82. Smolensk Night - 84th Battalion Square

****Additional Notice ; The above maps have been labeled 1-82 for our wheel Spinner for ease of use each number corresponds to a map & midpoint the reasoning we have opted to use midpoint for set maps is to ensure a well balanced game for both sides****

Map Spinner (3.6)



Game Servers (Timezone Locks) (3.7)

The below table is to be used to help teams who are playing in different parts of the world. Please choose a Red “Middle Ground” server so both teams have potential ping issues and avoid a server that benefits one team over another highlighted in the Green “Host Advantage”
If teams cannot come to an agreement during match scheduling these days, times, and server locations will be the default for the matches

Region	NA East (EST) (-5 UTC)	NA West (PST) (-8 UTC)	SA (UTC -3)	EU West (CET) (+1 UTC)	Rus MSK (UTC +3)	OCE AEST (UTC +10)
NA East	00:00 UTC - Sunday Server = NA East	01:00 UTC - Sunday Server = NA West	23:00 UTC Saturday Server = SA/NA West	20:00 UTC - Saturday Server = EU West (UK)	18:00 UTC - Saturday Server = EU West (GER)	03:00 UTC - Sunday Server = Japan
NA West	01:00 UTC - Sunday Server = NA East	00:00 UTC - Sunday Server = NA West	00:00 UTC Saturday Server: SA/NA West	20:00 UTC - Saturday Server = EU West (UK)	18:00 UTC - Saturday Server = EU West (GER)	03:00 UTC - Sunday Server = Japan
SA	23:00 UTC Saturday Server: NA West 00:00 UTC Saturday	00:00 UTC Saturday Server: NA East	23:00 UTC Sunday Server: SA	19:00 UTC Saturday Server: NA East	17:00 UTC Saturday Server: NA East	00:00 UTC Saturday Server: Japan
EU West	20:00 UTC - Saturday Server = EU/NA East	20:00 UTC - Saturday Server = EU/ NA East	19:00 UTC Saturday Server: NA East	18:00 UTC - Saturday Server = EU West	18:00 UTC - Sunday Server = EU West (GER)	10:00 UTC - Sunday Server = NA West
Rus	19:00 UTC - Saturday Server = EU West	19:00 UTC - Saturday Server = EU West	17:00 UTC Saturday Server: NA East	18:00 UTC - Sunday Server = EU West	18:00 UTC - Saturday Server = Rus	10:00 UTC - Sunday Server = NA West

	(GER)	(GER)		(GER)		
OCE	00:00 UTC - Sunday Server = Japan	00:00 UTC - Sunday Server = Japan	00:00 UTC Saturday Server: NA West	10:00 UTC - Sunday Server = NA West	09:00 UTC - Sunday Server = NA West	09:00 UTC - Saturday Server = OCE
	MIDDLE GROUND				**HOST ADVANTAGE**	

Punishments (4.0)

Punishments can include, but are not limited to:

- Individual Player and/or Team warnings
- Team point deductions
- Individual Player and/or Team disqualifications
- Individual Player and/or Team being expelled

For any Rule Breaks, all Team Reps have <u>three hours</u> to submit a ticket and provide evidence of rule breaches from match start time for Legacy HLL Admin to review. Legacy HLL will discuss internally as well as with the relevant accused and accusing Team Reps and potentially the accused player.

Nobody else is permitted to submit a ticket and nobody else from the teams involved or teams not involved will be included. The punishment will only be given once the investigation has concluded fully.

<u>Penalty System (4.1)</u>

Minor Offences

Minor offences are mainly the ones named in ***Discord Ruleset (1.0)*** and ***In Game Season Ruleset (2.0)***

1. ***First Offence*** - Depending on the infraction, a warning may be given **OR** a total of 2 points can be deducted from your teams score **PER** rulebreak. A maximum total of 4 points can be deducted from your teams score for a first offence
2. ***Second Offence*** - A further 2 points can be deducted from your teams score **PER** rulebreak. A maximum total of 4 points can be deducted from your teams score for a

second offence by the team.

3. ***Third Offence*** - A further 4 points can be deducted from your teams score **PER** rulebreak. A maximum total of 8 points can be deducted from your teams score for a third offence by the team.

Major Offences

If an offence is deemed as Major, you will lose all points gained in the match the infraction occurred, and/or the individual player or team be immediately expelled from Legacy HLL.

1) Refusal to submit a Roster, in a complete and acceptable format
2) Teams using “Hired Guns”, “Loans”, “Dual Clanners”
3) Teams caught using Unregistered Players
4) Unable to field the agreed team size

Warnings will be logged by LO and repeat offences may result in DQ's & expulsion in the league.

NOTE: Once deliberation has concluded, the ruling is final and cannot be appealed.

Season Format (5.0)

Divisions & Qualifying (5.1)

Division format based on divisions having 6 teams per division (**Subject to change IF more/less teams register).**

- Division placement will be randomly generated for Week 1 to Week 5.
- When the Round Robin style games have finished, the following League Positions will either qualify for the Elite Cup, Challenger up or be knocked out.
    - Position 1 - Qualify for **Elite** Cup
    - Position 2 - Qualify for **Elite** Cup
    - Position 3 - Qualify for **Challenger** Cup
    - Position 4 - Qualify for **Challenger** Cup
    - Position 5 - Knocked out
    - Position 6 - Knocked out

Points Scoring System (6.0)

Points Matter (6.1)

Points are scored by the final result of the match to encourage an action packed match instead of a defensive stalemate.

For example:

- 5-0 = 5 points to the winner, 0 points to the loser
- 4-1 = 4 points to the winner, 1 point to the loser
- 3-2 = 3 points to the winner, 2 points to the loser

If a team forfeits at any stage, 5 points are awarded to the none forfeiting team. 0 points are given to the team that forfeited.

Tied Positions (6.2)

In the event of teams being tied on points at the end of the season, the team with the highest amount of wins will be given the higher position in the league table. For example:

- Team A:
    - Game 1 = Win 3-2
    - Game 2 = Win 3-2
    - Game 3 = Lose 0-5

They have a total of 6 points, they have won 2 games and lost 1.

- Team B:
    - Game 1 = Win 5-0
    - Game 2 = Lose 1-4
    - Game 3 = Lose 0-5

They also have a total of 6 points, but they have only won 1 game and lost 2.

Team A would be given the higher position in the table.

If teams are level on points and Win/Loss ratio a **Finale match** will be scheduled to determine table position. The format of this match will follow the same rules played for all other games.

Cup Format (7.0)

Mains Cups (7.1)

Top 4 – Division 1 Championship

Randomised Cup

Bottom 4 – Division 2 Championship

Lite Elite Cup (7.2)

As stated in (5.1) all 'Lite' format divisions will play a "Round Robin League" to accumulate points. When the Round Robin has finished, the:

- Positions 1 & 2 from each of the 4 divisions will go through to the Elite Cup
- Positions 3 & 4 from each of the 4 divisions will go through to the Challenger Cup

The initial fixtures will be selected by random generator. You will be provided with a designated place on the Legacy HLL Finals Chart. Somewhat similar to the World Cup, with 4 teams on one side, and 4 on another.

The winner of these fixtures will continue through to the Semi Finals. The Loser will be knocked out. The winner will then play the winner from your side of the Finals Chart.

The winner of the Semi Final progresses through to the Final and plays the winner of the Semi Final from the opposite side of the Finals Chart.

Teams (8.0)

Teams (8.1)

1) All teams must be officially accepted and verified into the Legacy HLL tournament to be able to compete.
2) All teams must submit a complete player Roster with the correct HLLRecords ID number and name.
    a) The format **MUST** match exactly. This includes spacing and hyphens or any other symbols and numbers.
3) Each team can have a maximum of four clan representatives.
4) **Not Permitted** to use **ANY** "Hired Guns", "Loans", "Dual Clanners".
    a) A **Hired Gun** is a player who is brought in by another team **specifically to play for them in a competitive match**, despite not being a permanent member of that team.

b) A **Loan** is a player who is **temporarily transferred from their registered team to another team**, with the intention to return to their original team.
c) A **Dual Clanner** is a player who is **officially a member of two clans/teams at the same time** and competes for both.

5) Use of unregistered players is not permitted

Players (8.2)

1) All players are to be made aware of which division/teams they are facing to avoid confusion during match days.
2) All players MUST wear the CORRECT clan tags during games.
3) All players MUST not change their player name from the one that was provided in the team roster.
    a) The format **MUST** match exactly. This includes spacing and hyphens or any other symbols and numbers.

Additional Notice: Teams may be asked to submit a full list of players if speculation of cheating or use of other players that are unregistered.

Rosters (8.3)

Pre Season Roster Lock

Prior to the season schedule beginning, **ALL** teams **MUST** submit a document which validates all members of each team competing. Please use HLLRecords.com to gather their Player ID and Player Names.

- The format **MUST** match exactly. This includes spacing and hyphens or any other symbols and numbers.
- The form MUST contain the Player ID and up to date Player Names.
- A **maximum** of 150 registered players and a **minimum** of 45 players and a **maximum** of 49 per team for teams competing in Mains
- A **maximum** of 100 registered players and a **minimum** of 30 players and a **maximum** per team for teams competing in Lite.

This eliminates the possibility of teams manipulating rules and adding additional players from other teams throughout the season or playing un-rostered players

Final Warning:

The following are **Major Offences.**

5) Refusal to submit a Roster, in a complete and acceptable format
6) Teams using “Hired Guns”, “Loans”, “Dual Clanners”
7) Teams Caught using Unregistered Players

Transfer Window (8.4)

1) Teams are able to transfer players between teams registered or bring in Free Agents up until the ***Wednesday, 23:59 UTC*** prior to Week 2.
2) Players must be officially transferred and added to/removed from the relevant teams Rostered, and verified.
3) After then, the Transfer Window will be **CLOSED** until the end of the Tournament.
4) Each team can transfer into the team a maximum of 10 players. Teams must not exceed their 100/150 player roster. This means you are also able to remove up to 10 players from your Roster to accommodate.
5) 2 Free Agent players (Players who do not play for a team already) can be added per week up until the end of the League Round Robin, before the Cup stages. Teams must not exceed their 100/150 player roster. This means you are also able to remove up to 2 players a week from your Roster to accommodate.
    a) Free Agents do not count towards Transfers, you could bring in up to 20 new players if you use all 10 Transfers and the 2 Free Agents per week for 5 weeks.
6) Transferred players and Free Agents MUST be verified and confirmed by a Legacy HLL League Official before they play a match. DO NOT play them if they haven’t been verified as you will be given a major offence consequence.