



HANDBOOK
2018/19

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TOURNAMENT RULES:

SECTION A: STAFF

ADMINISTRATION	
A.1.	The Administration may at any time make changes to these rules, in the case of any rule changes or updates team Captains and Administrators will be notified directly.
A.2.	Event Controller: A.2.1. ZeroEmpires
A.3.	Lead Administrators: A3.1. Robo AoEZone: https://www.aoezone.net/members/robo.24156/ Discord: robo_boro#5469 A3.2. T-West AoEZone: https://www.aoezone.net/members/t-west.49885/ Discord: T-West#5555
A.4.	Supporting Administrators: A4.1. Lavie_Head AoEZone: https://www.aoezone.net/members/lavie_head.23870/ Discord: Lavie_Head#3794
A.5.	Technical Support: A.5.1. TriRem AoEZone: https://www.aoezone.net/members/trirem.63435/ Discord: TriRem#7472
A.6.	The goal of the Tournament Administration is to help you to have a smooth and comfortable experience playing in this tournament; please don't hesitate to contact us at any time.

SECTION B: COMPETITION

DEFINITIONS

“Tournament”	The Escape Champions League
“Stage”	A Stage is a section of the Tournament which contains Events.
“Event”	An event is a single elimination bracket.
“Round”	This is referring to the rounds in a bracket. For example: Round of 8, Semi Final, Grand Final.
“Set/Match”	This is a Best of 3/5 series.

LEAGUE STAGE

B.1.	Each of the 8 teams will compete in 14 events throughout the league.
B.2.	Each team will play two opening rounds against each other team across the 14 events. This will result in teams playing a round-robin.
B.3.	The league will feature the following match formats: B.3.1. Four 1v1 events. (16 Players) Round 1: Best of 3, Round 2: Best of 3, Semi-Final: Best of 5, Final: Best of 5. B.3.2. Three 2v2 events. (8 Teams) Round 1: Best of 3, Semi-Final: Best of 5, Final: Best of 5. B.3.3. Four 3v3 events. (8 Teams) Round 1: Best of 3, Semi-Final: Best of 5, Final: Best of 5. B.3.4. Three 4v4 events. (8 Teams) Round 1: Best of 3, Semi-Final: Best of 5, Final: Best of 5.
B.4.	The Tournament is split into 7 stages, with two events per stage. The stages in playing order are: B.4.1. Europe East [1v1][4v4] B.4.2. Africa [2v2][3v3] B.4.3. Middle East [1v1][3v3] B.4.4. Asia [2v2][4v4] B.4.5. Southeast Asia [1v1][3v3] B.4.6. Americas [2v2][4v4] B.4.7. Europe West [1v1][3v3]
B.5.	Each round of each event will last for one week, with the exception of 1v1 events where both round 1 & 2 will be played during the first week of the event.
B.6.	1v1 Events will have 16 competitors; two players from each team. Players from the same team will start on opposite sides of the bracket. It is possible that two players from the same team may meet in the final – in this case they will play on for prizes but their team will score points for both 1 st and 2 nd position.
B.7.	All other Events will have a Round of 8, Semi-Final and Grand Final.
B.8.	There will be no third place or fifth place match in any event.
B.9.	There will be an Admin Week at the end of each of the seven stages. This week is for resting, organizing invoices and preparing for the following event. No games have to be played during this week, but teams may begin scheduling for the following event if they would like.
B.10.	A complete event calendar listing all event dates, admin weeks and invoice deadlines can be found here:

https://docs.google.com/spreadsheets/d/1q2qjpOjXVJC1-6lmJZQESDJKU6yLdJ2Zi27RN-Qr7_I/edit?usp=sharing
 Also see [APPENDIX A](#).

OFFLINE EVENT

- B.11. The top two teams from the League Stage will qualify to the offline grand final event in Summer 2019.
- B.12. All flights and accommodation for both teams will be covered in full by Escape Gaming GmbH.
- B.13. Event Location: TBA.
- B.14. Event Duration: 5 Days.

SCORING

- B.15. 1v1 Events:
 1st = 6pts
 2nd = 4pts
 =3rd = 3pts
 =5th = 1pt
Note: Points scored in 1v1 are scored on behalf of the team.
- B.16. All Other Events:
 1st = 8pts
 2nd = 6pts
 =3rd = 3pts

LEAGUE TIE BREAKS

- B.17. If 2nd and 3rd are tied they will play the [Qualification Settings](#) to determine a winner.
- B.18. In the case of a three way tie for 1st or 2nd there will be a round-robin between the teams using the Qualification Settings. All games must be played and the teams with the most points will qualify.

PRIZES

- B.19. Total Prizes: \$60,000
 \$55,600 - League Stage
 \$4,400 - LAN Final
- B.20. Format Pay-outs:
 1v1 - \$2,800 (\$11,200)
 2v2 - \$3,500 (\$10,500)
 3v3 - \$4,200 (\$16,800)
 4v4 - \$5,700 (\$17,100)
- | Position | 1v1 | 2v2 | 3v3 | 4v4 |
|----------|---------|---------|---------|---------|
| 1st | \$1,008 | \$1,803 | \$2,013 | \$3,002 |
| 2nd | \$684 | \$963 | \$1,155 | \$1,568 |
| =3rd *2 | \$282 | \$367 | \$516 | \$568 |
| =5th *4 | \$136 | - | - | - |
- B.22. Offline Final:
 1st - \$2,640

SECTION C: TEAMS

TEAM REQUIREMENTS

C.1.	Teams must consist of a minimum of 4 players and a maximum of 6.
C.2.	A Team Captain must be selected from one of the registered players. The Team Captain is responsible for: <ul style="list-style-type: none"> C2.1. Ensuring that team scheduling is completed on time. C2.2. Ensuring that recorded games are posted after matches. C2.3. Communicating with tournament admins regarding player selections and availability.
C.3.	A Team Administrator must be assigned by each team. The Administrator may be anyone of the teams' choosing. The responsibilities of the Administrator are to: <ul style="list-style-type: none"> C3.1. Provide translation and aid with communication of players. C3.2. Collect and verify that player invoices are correct. C3.3. Provide all player invoices to tournament Admins by the deadline dates.
C.4.	Team names must not be offensive, tournament Admins will make the final decision regarding this.
C.5.	Teams will complete the whole League irrespective of performance – failure to schedule games in later stages of the league will result in future penalties.
C.6.	The team must be able to send a minimum of four players to compete in a LAN final. <ul style="list-style-type: none"> C.6.1. All players have or are able to get a valid passport. C.6.2. All players are able to travel out of country. C.6.3. All players will complete a VISA application if necessary. Escape Gaming GmbH will support you.
C.7.	Players will be asked to provide a picture of themselves, it is not required to send a picture if you wish to remain anonymous. All players consent to having their provided image used by Escape Gaming GmbH for promotional purposes during the tournament.
C.8.	Players must use the same username in-game during the entire tournament.

TEAM SUBSTITUTES & TRANSFERS

C.9.	If a team is unable to field enough players due to extenuating circumstances they may utilize one substitute player. <ul style="list-style-type: none"> C.9.1. The substitute player may not be a player who is registered in the ECL with another team. C.9.2. The Substitute player must play the entire set of games that they are substituting for even if the player which they are substituting becomes available during the time the set is being played.
C.10.	Teams will be able to make changes to their rosters during the Admin Week (Section B.9. & B.10.). During this week teams are allowed to drop players and add players to their teams. In order to drop a player it must either be the choice of the player being dropped or a majority team vote to remove the player from the team. New players joining the team must not already be in any other team.
C.11.	Teams must adhere to rule C1. When adding and removing players from their roster.
C.12.	The Team Captain is responsible for informing tournament Admins about roster changes.
C.13.	Roster changes will be published by tournament Admins at the end of any Admin Week where a roster change occurred.

PLAYER SELECTION

C.14.	There are limitations on how many times each player in a team may compete in 1v1 and 2v2 event formats. This is to ensure that teams use their entire roster and not just one or two players every time a 1v1 or 2v2 event takes place.
C.15.	The Team Captain must inform a Lead Admin which of their players will be representing them before the scheduling for any 1v1 or 2v2 events begin.
C.16.	Limitations: C.16.1. 1v1 Events – Each player in a team may only compete in two 1v1 events. C.16.2. 2v2 Events – Each player may only play with the same teammate once throughout the league.
C.17.	In the case that a player changes teams at any time during the league or attempts to substitute for another team if they are no longer in a team, the player will not be able to compete if they have already met their two event quota in 1v1 events.

SCHEDULING

C.18.	All scheduling must take place on the AoEZone scheduling forum, a Tournament Admin will create your scheduling topic for you.
C.19.	If any agreement is made outside of the forum both Team Captains are expected to inform a Tournament Admin of this agreement and confirm their match date and time in the dedicated scheduling post.
C.20.	Each round will last for 1 week, your team has until Sunday 23:59GMT of the corresponding week to start your set of games.
C.21.	You may use Admin Weeks to begin scheduling and complete your matches early.
C.22.	You must make a good effort to schedule your games as early as possible each week and inform Tournament Admins of any potential player issues ahead of time.
C.23.	The entire tournament schedule will be published in the scheduling forum at the start of the tournament. Teams are expected to familiarise themselves with this schedule and inform Tournament Admins of any issues ahead of time.
C.24.	Once you and your opponents have confirmed a time the maximum wait time is 20 minutes to have all players in the game room. The team that showed up and is waiting must take a screenshot showing the World Time Server (so the current time is clearly visible) and Game Room, and post the screenshot in the scheduling topic where the game time was arranged and confirmed.

INVOICING

C.25.	In order for players to receive their winnings a completed invoice must be sent for each event that they are claiming winnings for. Documentation on how to complete an invoice is available here: [LINK COMING SOON]
C.26.	It is the Team Administrators duty to collect and verify all player invoices before sending them to a Lead Admin. Invoices will not be accepted if they are sent by players individually, they must all be sent together via the Team Administrator.
C.27.	It is the responsibility of the team to decide how prizes will be split among players and create their invoices to correctly match that split. The Team Administrator should ensure that the prize split is correct before sending invoices.
C.28.	If the total amount being invoiced by the team is higher than the winnings of the team then no invoices will be paid until the amounts match.

C.29.	Escape Gaming GmbH will pay invoices on set days, these are marked on the event calendar. Failure to provide a correct invoice by the deadline date will result in no payment being made.
C.30.	In the case that the invoice deadline is missed, Administrators may send invoices in the following admin week; provided they do so before the invoice deadline for the respective week.
C.31.	All invoices from all stages must be sent by August 11 th 2019. Any invoices received after this date will not be paid. This allows teams 2 months after the league has ended to finalize any invoices before the deadline.

SECTION D: GAME RULES

GAME VERSION

D.1.	All players must own Age of Empires 2: HD and all of the expansions: Forgotten Empires African Kingdoms Rise of the Rajas
D.2.	All players must install the latest version of WololoKingdoms using the WololoKingdoms. Instructions found here: https://www.aoezone.net/threads/ecl-wololokingdoms-setup-guide.140746/ D.2.1. Any balance updates (5.8+) which come into effect during the tournament will be used at the start of the next stage after they are added to the WololoKingdoms Installer.
D.3.	All players must download and install Voobly for multiplayer matchmaking during this event.

GAME MODS

D.4.	Small Trees, Grid Mod and Short Walls mods are all part of the WololoKingdoms installer and are free for use.
D.5.	Players are allowed to use any graphic mods, but Tournament Admins will not assist in setting them up.

GAME SETTINGS

D.6.	All players must use the same colour throughout a set. The highest seed team will pick from one of the two colour pools: D.6.1. Pool 1: Blue(1), Green(3), Teal(5), Grey(7) D.6.2. Pool 2: Red(2), Yellow(4), Purple(6), Orange(8)
D.7.	All games must be recorded and recorded games posted immediately after a match by both teams. The recorded games should be posted in the original scheduling thread for the match. D.7.1. Every Player should keep their point of view recorded game until the end of the tournament (LAN Stage) and be able to present this recorded game to a Tournament Admin for inspection at any time during the event. Failure to provide your POV recorded game will result in a penalty.
D.8.	The game will utilize multiple changes to balance as follows: D.8.1. Banking removed. D.8.2. Coinage moved to Imperial Age. D.8.2. Tribute Tax increased to 40%. D.8.3. Towers cost +25 wood. D.8.4. Korean fortification bonus no longer affects towers. D.8.5. Arambai & Elite Arambai cost +30 wood. D.8.6. Karabmit Warriors & Elite Karambit Warriors cost +5 food and +5 gold. D.8.7. Couriers technology costs +200 food and +400 gold.
D.9.	Game: Random Map Location: See Section G Map Size: Matching Number of Players Difficulty: Standard Resources: Standard Population: 200 Game Speed: Normal Reveal Map: Normal Starting Age: Dark Age Ending Age: Imperial Age Victory: Conquest

	Team Together: Yes Lock Teams: Yes All Techs: No Record Game: Yes Multi Queue: On
D.10.	Multi Queue must be on.

RESTARTS

D.11.	To call a restart a player must type "Re" into the global game chat no later than 4:00 minutes of game time.
D.12.	No player should resign from the game, instead a save and exit should be initialized to prevent either team from seeing the map.
D.13.	There will be one restart per team per match in team games. Each player has one restart per match in the 1v1 events.

NO TC START

D.14.	A No-TC Start is classified as a game where players do not have Town Centers at the beginning of the game.
D.15.	The first buildings constructed must be either a Town Center, Dock, Mill or Lumber Camp or House.
D.16.	No Barracks, no Outpost, no Palisade Wall and no more than one House may be built until the first Town Center is built.
D.17.	Villager Fights are not allowed before minute 3:30 game time.
D.18.	No Town Center fighting is allowed. If it happens mistakenly then the game must be replayed. Should the Tournament Admins decide that a Town Center fight occurred intentionally an Admin Loss will be awarded.
D.19.	Before minute 3:30 of game time it is not allowed to block another Town Center being built by using villager(s), intentionally killing enemy villagers, boar, sheep or deer. Or to sit under an enemy Town Center to steal sheep. After 3:30 minutes players are free to do any of the above. Breaking these rules will result in an Admin Loss.
D.20.	You are not allowed to lame any deer (killing more than 1 deer without taking 20+ food from it) and you are not allowed to kill boars without the intent to harvest the boar yourself for food. (I.e. palisading a villager with the intent to kill simply to deny your opponent from using it), during the first 3:30 of game time.

BUGGED MAPS

D.21.	If a player starts with a trapped villager his team may decide to restart the game; this must be called in the global chat before 1:00 minute of game time. This does not count against the restart limit for the team.
D.22.	A team can request a bugged map restart before 6:00 minutes of game time. This does not count against the restart limit for the team.
D.23.	A map counts as bugged if at least one of the following is true, in case of a standard resource start: <ul style="list-style-type: none"> D.21.1. Gold: Less than 4 tiles of a main gold cluster are at least accessible on one side, extra gold are excluded. D.21.2. Stone: Less than 3 tiles of a stone cluster are at least accessible on one side, extra stones are excluded. D.21.3. Berries: Less than 4 tiles of a berry cluster are at least accessible on one side. D.21.4. Animals: Spawned with less than 3 deer or less than 8 sheep or less than 2 boars or, one or more of the animals being trapped.

STRAGGLER TREES

D.24.	Players are not allowed to delete the straggler trees which spawn within 10 tiles of an opposing player's Town Center. This rule does not apply if the straggler tree which is being deleted forms part of a wall for the defending player.
D.25.	On maps where main forests are exclusively straggler trees it is strictly forbidden to delete straggler trees from opponents (using the "palisade trick") unless they are being used as part of a mid-section of wall.

SECTION E: BEHAVIOUR

PENALTY SYSTEM

E.1.	Penalty points are given to teams for breaking rules or having bad conduct, Tournament Admins will award penalty points as seen fit. Teams can also reduce their number of penalty points through good behaviour - for each stage that a team gets no warnings their penalty points will be reduced by 1.												
E.2.	At the end of each stage penalties will be calculated when prizes are paid out.												
E.3.	<table><thead><tr><th>Penalty Points</th><th>Description</th></tr></thead><tbody><tr><td>0-2</td><td>No Penalty</td></tr><tr><td>3-4</td><td>5% Prize Reduction</td></tr><tr><td>5-6</td><td>10% Prize Reduction</td></tr><tr><td>7-8</td><td>15% Prize Reduction</td></tr><tr><td>9</td><td>Disqualified</td></tr></tbody></table>	Penalty Points	Description	0-2	No Penalty	3-4	5% Prize Reduction	5-6	10% Prize Reduction	7-8	15% Prize Reduction	9	Disqualified
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3-4	5% Prize Reduction												
5-6	10% Prize Reduction												
7-8	15% Prize Reduction												
9	Disqualified												

SPORTSMANSHIP

E.4.	Players are expected to be courteous to their opponents at all times both in and out of game.
E.5.	A good faith effort should be made by all teams and players to complete all of their matches regardless of delays and incidents. It is our goal to try to have the matches played rather than awarding admin wins where possible.

TOURNAMENT SETTINGS:

SECTION F: QUALIFICATION

REGISTRATION

F.1.	Registration opens on Sunday 20 th May 2018.
F.2.	Registration closes on Friday 8 th June 2018 at 23:59 UTC.
F.3.	By registering to the Tournament teams agree to the rules and settings outlined in this document.
F.4.	A total of 8 teams will qualify to play in the main Tournament.
F.5.	A maximum of 32 teams can attempt to qualify. In the case that more than 32 teams sign up, teams will be selected based on their ELO, Tournament History and overall experience. This will also be the basis for seeding.

FORMAT

F.6.	Qualification will be played between Monday June 11th and Sunday 24th June. (Week 24 - Ro32. Week 25 - Ro16)																									
F.7.	Teams will play up to five games in the order shown below, the winner of each game is awarded the number of points shown in the table. The first team to achieve 6 points advances. All games are mirrored civilizations.																									
F.8.	<table border="1"> <thead> <tr> <th>Format</th> <th>Points</th> <th>Players</th> <th>Map</th> <th>Civs</th> </tr> </thead> <tbody> <tr> <td>4v4</td> <td>3</td> <td>Free to choose</td> <td>Arabia</td> <td>Maliens, Huns, Indians, Mongols</td> </tr> <tr> <td>1v1 (x2)</td> <td>1 (x2)</td> <td>Different Player for each match</td> <td>RF Baltic</td> <td>Goths Vikings</td> </tr> <tr> <td>2v2</td> <td>2</td> <td>Two different players who did not play in 1v1</td> <td>Valley</td> <td>Chinese, Japanese</td> </tr> <tr> <td>3v3</td> <td>4</td> <td>Free to choose</td> <td>Gold Rush</td> <td>Aztecs, Mayans, Spanish</td> </tr> </tbody> </table> <p>In the case that a player is unable to complete all of their 1v1/2v2 matches – they may choose to substitute a player from their active roster. This player must be chosen at random by the Admins.</p>	Format	Points	Players	Map	Civs	4v4	3	Free to choose	Arabia	Maliens, Huns, Indians, Mongols	1v1 (x2)	1 (x2)	Different Player for each match	RF Baltic	Goths Vikings	2v2	2	Two different players who did not play in 1v1	Valley	Chinese, Japanese	3v3	4	Free to choose	Gold Rush	Aztecs, Mayans, Spanish
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3v3	4	Free to choose	Gold Rush	Aztecs, Mayans, Spanish																						

SCHEDULING

F.9.	Teams will have one week (Monday - Sunday) to play each qualification round. There will be no extensions handed out to any team, the games MUST be started by Sunday 23:59GMT.
F.10.	If teams have not made any progress scheduling by Thursday 23:59GMT the admins will look at the situation and either decide on a set time that the games must be played, or possibly take action to decide a winner.
F.11.	Scheduling will take place exclusively on the AoEZone scheduling forums.

SECTION G: MAIN STAGE

MAP SETTINGS

G.1.	Each event will have its own map pool consisting of 5 standard maps and 2 non-standard maps. The maps will be carefully chosen to represent the theme of the stage.
G.2.	Teams will ban and pick maps to determine which maps should be played: G.2.1. Team A is whichever team is higher in the League Table. In the case of a tied League Table Team A is the highest seeded team from qualification.
G.3.	Best of 3: Ban A, Ban B, Pick A (G1), Pick B (G2), Ban B, Ban A, Remaining Map (G3). Best of 5: Ban A, Ban B, Pick A (G1), Pick B (G2), Pick B (G3), Pick A (G4), Remaining Map (G5).
G.4.	A map pack will be created containing all of the maps required for the entire tournament, all maps will be prefixed with "ECL_" and should be used throughout the tournament.

CIVILIZATION SETTINGS

G.5.	Each stage will have a pool of 10 civilizations. These civilizations cannot be repeated during a set of games and must be picked a number of times according to the following rules. A player must not repeat any of their civilization at any time during a set of games.
G.6.	1v1 Matches: Best of 3: Must utilize 2 of the civ pool civs each series . Best of 5: Must utilize 3 of the civ pool civs each series .
G.7.	2v2 Matches: Must utilize at least 1 of the civ pool civs each game, as long as there are no repeats.
G.8.	3v3 & 4v4 Matches: Must utilize at least 2 of the civ pool civs each game, as long as there are no repeats.
G.9.	When a civ pool pick is not required players may freely choose any civilization outside of the pool.
G.10.	All 1v1 game civilization picks should use Hidden Picks.
G.11.	Civs will be picked in the following order for each game, using the same definition for A and B from Section G.2.1 : 2v2: A, B, B, A 3v3: A, B, B, A, B, A 4v4: A, B, B, A, B, A, A, B
G.12.	The civilization draft will be done inside of the in-game lobby.

EUROPE EAST



Event 1: 1v1 Play Dates: July 2nd – July 22nd

Baltic, Scandinavia, Arena, Cross, Acropolis

Budapest, Valley

Event 2: 4v4 Play Dates: July 23rd – August 12th

Baltic, Scandinavia, Arena, Cross, Team Acropolis

Budapest, Valley

Civilization Pool: Byzantines, Goths, Huns, Italians, Magyars, Mongols, Slavs, Teutons, Turks, Vikings.

AFRICA



Event 1: 2v2 Play Dates: Aug 20th – Sept 9th

Serengeti, Kilimanjaro, Sahara, Desert, Team Islands

Gorge, +1 Map Competition

Event 2: 3v3 Play Dates: Sept 10th – Sept 30th

Serengeti, Kilimanjaro, Sahara, Desert, Team Islands

Gorge, +1 Map Competition

Civilization Pool: Berbers, Byzantines, Ethiopians, Franks, Italians, Malians, Portuguese, Saracens, Spanish, Turks.

MIDDLE EAST



Event 1: 1v1 Play Dates: Oct 8th – Oct 28th

Arabia, Mediterranean, Desert, Bedouins, Hideout (Sandy)

Vital River, +1 Map Competition

Event 2: 3v3 Play Dates: Oct 29th – Nov 18th

Arabia, Mediterranean, Oasis, Bedouins, Hideout (Sandy)

Vital River, +1 Map Competition

Civilization Pool: Britons, Byzantines, Ethiopians, Franks, Huns, Italians, Mongols, Persians, Saracens, Turks.

EAST ASIA



Event 1: 2v2 Play Dates: Nov 26th – Dec 16th

Mongolia, Steppe, Salt Marsh, Mt Fuji, Twin Puddles

Chaos Pit, +1 Map Competition

Event 2: 4v4 Play Dates: Jan 7th – Jan 27th

Mongolia, Steppe, Salt Marsh, Mt Fuji, Twin Puddles

Chaos Pit, +1 Map Competition

Civilization Pool: Burmese, Chinese, Huns, Indians, Japanese, Khmer, Koreans, Mongols, Portuguese, Turks.

SOUTHEAST ASIA



Event 1: 1v1 Play Dates: Feb 4th – Feb 24th

Bog Island, Pacific Island, Archipelago, Atoll, Bog

Decentring, + 1 Map Competition

Event 2: 3v3 Play Dates: Feb 25th – March 17th

Bog Island, Pacific Island, Archipelago, Atoll, Bog

Decentring, + 1 Map Competition

Civilization Pool: Burmese, Chinese, Indians, Japanese, Khmer, Malay, Mongols, Portuguese, Spanish, Vietnamese.

AMERICAS



Event 1: 2v2 Play Dates: March 25th – April 14th

Yucatan, Cenotes, Gold Rush, Atacama, Caribbean

Hamburger, +1 Map Competition

Event 2: 4v4 Play Dates: April 15th – May 5th

Cenotes, El_dorado, Golden Pit, Atacama, Caribbean

Hamburger, +1 Map Competition

Civilization Pool: Aztecs, Britons, Franks, Inca, Italians, Maya, Portuguese, Slavs, Spanish, Vikings.

EUROPE WEST



Event 1: 1v1 Play Dates: May 13th – June 2nd

Clearing, Lombardia, Acropolis, Highland, Fortress (Regicide)

Houseboat, +1 Map Competition

Event 2: 3v3 Play Dates: June 3rd – June 23rd

Clearing, Lombardia, Team Acropolis, Highland, Fortress (Regicide)

Houseboat, +1 Map Competition

Civilization Pool: Berbers, Britons, Celts, Franks, Italians, Magyars, Portuguese, Spanish, Teutons, Vikings.

SECTION H: LAN STAGE

OVERVIEW

H.1.	The LAN will take place over two days.
H.2.	Teams will score points for each match that they win, with a total of 9 points available. A team needs to score 5 points to win first place.

DAY 1

	1v1 (x2)	Bo3	1 Point per match win.
	First place from League Stage selects a player to represent the team in this match. This player challenges one of the other teams' players, then the second team challenges one of the first team's players.		
	2v2	Bo3	1 Point.
	The two players from each team who played in the 1v1 are not allowed to play here.		
	3v3	Bo3	1 Point.
	No player limitations.		

DAY 2

	4v4	Bo1	1 Point
	No player limitations.		
	3v3	Bo3	1 Point
	No player limitations.		
	1v1 (x2)	Bo3	1 Point per match win.
	The four players must be the players who played in the 2v2 from Day 1. The highest team from the League stage issues the first challenge.		
	2v2	Bo3	1 Point.
	The four players must be the players who played in the 1v1 games from Day 1.		

SECTION I: VOOBLY RULES

PLAYERS

I.1.	All games in the ECL should be played in the dedicated ECL Voobly lobby.
I.2.	All game rooms should be password protected, and no spectators are allowed. This includes teammates.
I.3.	Games should be played completely unrated.
I.4.	Late spectate should be enabled in the case that a Tournament Admin needs to join the game. Players join the room as spectators: On Players can control whether they are spectators: On Allow Spectators to join after launch: On Always start spectator server: On

STREAMERS

I.5.	All streamers are subject to the Voobly Code of Conduct and we expect that they will adhere to this while streaming any games of the ECL.
I.6.	All streamers are expected to join the official stream game room. This game room will be hosted in the ECL Voobly lobby and will be password protected. The password will be sent to you via Discord. You will be invited to join the protected streamer Discord server when you message a Lead Admin requesting to stream the event.
I.7.	You must not share the game or lobby password with anyone who is not an official event streamer.
I.8.	The recorded game will be loaded and played by the room host, all streamers will be able to stay synchronised during the group viewing of the recorded game.

BROADCASTING:

SECTION J: EVENT COVERAGE

LIVE STREAMING

J.1.	The League Stage will be streamed on Saturdays at 14:00 UTC/GMT in both English & Spanish. English Stream: http://twitch.tv/EscapeAoE Spanish Stream: http://twitch.tv/EscapeAoE_es
J.2.	A stream schedule can be found with the entire event stream dates can be found in APPENDIX A .
J.3.	The Tournament offers a semi-open streaming policy which is outlined in the following articles.
J.4.	You may stream the games at the same time as the official EscapeAoE stream freely if you have less than 100 Subscribers on Twitch.tv.
J.5.	In the case that you have more than 100 Subscribers you may stream the games at the same time as the official EscapeAoE stream if a payment relative to your subscriber count is made. J.5.1. Payment = Subscriber Count * \$0.1
J.6.	If you are streaming for half of the day and wish to stream the other half on your own channel you may do so by paying \$0.05 for each subscriber.
J.7.	If you are in the Primary Caster group and wish to stream on your own channel, you may only do so if you are not selected to stream on the official EscapeAoE channel. Failing to declare your availability and consequently streaming on your own channel will result in a penalty toward your eligibility to attend the LAN final with expenses covered by Escape Gaming. See Section K.16 .
J.8.	Streamers must do the following when casting on their own channel: J.8.1. Display a panel provided by Escape Gaming on the top row below their stream. J.8.2. Link the panel to the EscapeAoE stream and write some text which states that viewers can watch the tournament there with your commentary in the future. J.8.3. Verbally mention the EscapeAoE stream as a place to watch the coverage with your commentary in the future. J.8.4. Display any sponsor logos and advertisements on your stream overlay as directed by Escape Gaming. J.8.5. Host EscapeAoE if you stream the first half of the day on your own channel and later switch to casting on EscapeAoE
J.9.	If you wish to stream on your own channel please contact a Lead Admin for further instruction.

YOUTUBE

J.10.	All matches will be uploaded to the EscapeAoE YouTube channel in the days following the stream.
J.11.	Players may upload their POV recordings of any matches only after the Saturday stream has concluded.

SECTION K: STREAMER RULES

AVAILABILITY & REGISTRATION

K.1.	Streaming is split into shifts, with each stream split into two halves. Casters must be able to commit to streaming an entire shift in order to sign up to cast. <i>Each shift is estimated to last between 3-5 hours.</i>
K.2.	In the week prior to each of the 14 events a registration form will be sent to primary casters, this form will ask for their availability over the coming two or three streams.
K.3.	Priority will be given to casters who have worked the least shifts. In the case of the first round, priority will be given on a first come first serve basis.
K.4.	Tournament Admins will confirm which casters will be given which shifts by the end of the week that the availability form deadline ends.
K.5.	In the case that the primary caster pool are unable to fill the available shifts then the secondary pool will be invited to cast on a case by case basis. See Appendix B .
K.6.	For the English channel there must be a minimum of one native English speaker for each game.

PAYMENT STRUCTURE

K.7.	Casters will earn a fixed amount of \$88 per shift.
K.8.	Casters will earn a share of revenues generated via the “tip jar” and “merchandise sales” during the event. 40% of all revenues will be distributed among casters based on how many shifts they have completed.

CASTING GUIDELINES

K.9.	Casters may record their own POV while live or take the VOD from the past broadcasts page on Twitch.
K.10.	It is expected that some games may run under/over time, admins will attempt to give an estimate of start times and the length of the stream but it is never 100% accurate. Your flexibility is appreciated.
K.11.	Please try to be early to your shift to ensure there are no delays and familiarise yourself with the settings/players and the previous results. Feel free to contact a Tournament Admin if you need any information.
K.12.	Avoid using any foul language/inappropriate jokes/content on streams. We want to present a professional outlook to attract sponsors in the future.

CASTING BENEFITS

K.13.	Each Caster will be eligible to be hosted directly after the end of the stream if they have done one of the shifts during the day. Casters who have received the least hosts during the event will be given priority.
K.14.	Casters will be linked below the stream.
K.15.	Automated chat bot every 10 minutes: Casters: Name- twitch.tv/Name.
K.16.	Username shown on-screen during cast. Plus fly-in with names at start of game.

ELIGIBILITY FOR OFFLINE EVENT

K.17.	<p>Since there are limited places available at the LAN we will be operating a points system to ensure fair selection of casters (to receive free travel and accommodation to the LAN). Please Note - You can pay your own way to attend in any circumstance but a casting spot won't be guaranteed.</p> <p>K.16.1. 1 point for every shift that you mark yourself as available for. K.16.2. 2 points for uploading promo videos to YouTube (approx. 2 mins length, 2-4 total). K.16.3. -5 points if you repeatedly cancel a shift after marking yourself as available (3 times). K.16.4. -2 points if you do not mark your availability and then later ask to cast on your own channel.</p>
K.18.	<p>The four English casters and two Spanish casters with the most points at the end of the League Stage will be invited to attend the Offline Stage and receive their travel and accommodation expenses. In the case of a tie in points we will discuss with the casters in a group about possible solutions.</p>

STREAM SCHEDULE

K.19.	<p>Streams are due to start at 14:00 UTC/GMT, this will be the same for every single stream unless stated otherwise on the stream registration form.</p>
K.20.	<p>Casters should arrive at least 15 minutes prior to the stream and ensure that they are prepared with all the necessary files and setup to cast the games.</p>
K.21.	<p>There will be three streams for each 1v1 event and two for each non-1v1 event. There are a total of 32 streams across the event, all of which have a set date on the calendar. This can be seen in Appendix A.</p>

SECTION L: MONETIZATION

REVENUE SHARES

L.1.	Revenues generated by the EscapeAoE and EscapeAoE_es channels will be shared between Casters, Tournament Administrators and Escape Gaming with the following split: L.2.1. Casters: 40% L.2.2. Admins: 50% L.2.3. Escape Gaming: 10%
L.2.	Admins will receive the following split based on the 50% total split: L.5.1. Robo: 20% L.5.1. ZeroEmpires: 20% L.5.1. T-West: 30% L.5.1. Lavie_Head: 30%
L.3.	Total revenue will be divided by the total number of shifts available in a given period. Casters will earn an amount that is equal to this value multiplied by the number of shifts that they completed.
L.4.	Escape Gaming will retain 10% of revenues to cover running expenses.

TIPS

L.5.	Below the EscapeAoE and EscapeAoE_es channels there will be a link to a tips page where viewers may tip the staff. All of these tips will be pooled together from both channels and paid out at the end of each stage.
L.6.	Tip revenue generated will be paid out to casters at the same time that they receive monies earned by casting, as outlined in Section K.6.
L.7.	Tip revenue generated will be paid out to Admins at the same time as Casters, Admins must follow the same invoice deadlines as Casters.

MERCHANDISE

L.8.	Escape Gaming will produce exclusive event merchandise with our merchandising partner – this merchandise will be available to purchase worldwide.
L.9.	Merchandise revenue will be paid out to casters at the end of the event. As with Tips, the total split revenues from merchandise sales will be divided by the number of available shifts. Each caster will be entitled to a single payment of the divided value multiplied by their total number of shifts.
L.10.	Admins will receive a payment at the end of each stage for the total split revenues generated by merchandise sales. This is to be done on the same invoice as the Tip revenues.

TECHNICAL:

SECTION M: IN-GAME

DROPS	
M.1.	In the case of a player dropping, the game must be saved and exited for restoring.
M.2.	If a player drops and the game could not be saved and restored the following action should be taken: M.2.1. If the game time is less than 10:00 restart the game with the same settings. M.2.2. If the game time is after 10:00 but before 20:00 the team that did not drop may decide if they want to restart or not. If not, then the team that dropped will forfeit the game. M.2.3. If the game time is after 20:00 the team that dropped will forfeit the game.
M.3.	Ensure that dropped games are also included when posting recorded games.
M.4.	Contact a lead Admin if there are any other issues.
LAG	
M.5.	In the case that a player is lagging, they may pause the game and attempt to fix the issue.
M.6.	The maximum allowed time to fix lag is 15 minutes. After this time the following may happen: M.6.1. 3v3 or 4v4: The game will be forfeit and the lagging player may be replaced with another team member. If no team member is present the match will be postponed awaiting an admin decision on how to proceed. M.6.2. 1v1 or 2v2: The game will be forfeit and the remaining games will be postponed awaiting admin decision on how to proceed. Please post in the scheduling topic if a player is unable to play due to lag conditions.

APPENDIX A

Stage	Format	Prize	Dates	Streams
Europe East	1v1	\$2,800	July 2 nd – July 22 nd	July 21 st , 22 nd , 28 th
	4v4	\$5,700	July 23 rd – August 12 th	Aug 11 th , 18 th
Admin Week			Aug 13 th – Aug 19 th	
Africa	2v2	\$3,500	Aug 20 th – Sept 9 th	Sept 8 th , 15 th
	3v3	\$4,200	Sept 10 th – Sept 30 th	Sept 29 th , Oct 6 th
Admin Week			Oct 1 st – Oct 7 th	
Middle East	1v1	\$2,800	Oct 8 th – Oct 28 th	Oct 27 th , 28 th , Nov 3 rd
	3v3	\$4,200	Oct 29 th – Nov 18 th	Nov 17 th , 24 th
Admin Week			Nov 19 th – Nov 25 th	
Asia	2v2	\$3,500	Nov 26 th – Dec 16 th	Dec 15 th , 22 nd
	4v4	\$5,700	Jan 7 th – Jan 27 th	Jan 26 th , Feb 2 nd
Admin Week			Jan 28 th – Feb 3 rd	
Southeast Asia	1v1	\$2,800	Feb 4 th – Feb 24 th	Feb 23 rd , 24 th , March 2 nd
	3v3	\$4,200	Feb 25 th – March 17 th	March 16 th , 23 rd
Admin Week			March 18 th – March 24 th	
Americas	2v2	\$3,500	March 25 th – April 14 th	April 13 th , 20 th
	4v4	\$5,700	April 15 th – May 5 th	May 4 th , 11 th
Admin Week			May 6 th – May 12 th	
Europe West	1v1	\$2,800	April 13 th – June 2 nd	June 1 st , 2 nd , 8 th
	3v3	\$4,200	June 3 rd – June 23 rd	June 23 rd , 29 th
Admin Break			June 24 th – August TBA	
World	All	\$4,400	Summer TBA	Summer TBA

APPENDIX B

ENGLISH

PRIMARY CASTERS

T90Official	http://twitch.tv/t90official
Resonance22	http://twitch.tv/resonance22
MembTV	http://twitch.tv/membtv
Nilpferd	http://twitch.tv/nili_aoe
KillerB	http://twitch.tv/killer_b_aoc
BBQTurkman	https://www.youtube.com/BBQTurkman
ZeroEmpires	http://twitch.tv/zeroempires

SECONDARY CASTERS

Ornlu	http://www.twitch.tv/ornlu_aoe
Nobody41	http://www.twitch.tv/nobodyaoe
MajorQueros	http://www.twitch.tv/majorqueros
Klavskis	http://www.twitch.tv/klavskis
Dave	http://www.youtube.com/channel/UCeZ0zdfgZnfi0GL6YwQnhZQ
Milmano	
Lavie_Head	

SPANISH

PRIMARY CASTERS

TaToH	http://www.twitch.tv/tatohae
Mario Ovalle	https://www.youtube.com/channel/UCFcYXw_MXaalvq9KbdpV3SA
Riverplation	www.youtube.com/c/nachoaoc
LocoSer	https://www.youtube.com/channel/UCopCN9P-sBvseu1ySfRIF9g

APPENDIX C

CHANGELOG	
22 May 18	B21, D3.
23 May 18	B15/16, C9, D14, D24, F2/6, G10/11, Section I. EUW Settings – Fortress (Regicide)
04 Jun 18	C8, C9, C16, M6.2, Appendix A.
12 Jun 18	D2.1, D6, Definition “Set”.
06 July 18	D.8.3. – D.8.7, Updated inconsistent terminology.
06 Sept 18	F8, G7, G8, K6