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eHOCKEY

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C Y B E R L I V E ! A R E N A



## **1. General Provisions**

- 1.1 The international tournament "CLA EuroCup eHockey" (hereafter referred to as the "tournament") is an esports competition featuring four players from each division of the CyberLive!Arena esports league (hereafter referred to as "CLA").
- 1.2 Each tournament is assigned a unique number (hereafter referred to as the "Season").
- 1.3 The tournament consists of three stages, lasting a total of 21 calendar days:
  - a) First Stage – Qualifying (hereafter referred to as "CLA EuroCup eHockey Daily Qualifiers") lasts 19 calendar days, from Tuesday to Saturday, with breaks on Sunday and Monday.
  - b) Second Stage – Group Stage (hereafter referred to as "CLA EuroCup eHockey Group Stage") takes place on the penultimate day of the current tournament season, which falls on a Sunday, and lasts 1 day.
  - c) Third Stage – Final (hereafter referred to as "CLA EuroCup eHockey Final Six") takes place on the last day of the current tournament season, which falls on a Monday, and also lasts 1 day.
- 1.4 At the conclusion of each tournament, one winner is determined (hereafter referred to as the "Season Champion").
- 1.5 All stages of the tournament are played on the PlayStation gaming platform, using EA Sports' NHL sports simulation game.
- 1.6 The results of all matches, as well as series results, are recorded in the tournament table, which is updated in real-time.
- 1.7 Esports players aged 18 and older are eligible to participate in the tournament. All participants must have the appropriate accreditation and approval from the organizers.
- 1.8 The tournaments are held on specialized, stationary esports platforms, and both participants and organizers are required to adhere to all sanitary and hygiene regulations.

## **2. Format of the CLA EuroCup eHockey Daily Qualifiers**

- 2.1 The CLA Daily Qualifiers serve as the first (qualifying) stage of the tournament, running from Tuesday to Saturday over a span of three weeks.

- 2.2 Participants compete against each other in "Play Now" mode at the "Superstar" difficulty level.
- 2.3 During the CLA Daily Qualifiers, participants play a series of matches (referred to as "Series"). The series follow a round-robin system, where each participant plays against every other player in two rounds.
- 2.4 Regular game time consists of three periods, each lasting 20 in-game time units, totaling 60 in-game time units (equivalent to 12 minutes of actual time).
- 2.5 If a match ends in a tie during regular time, participants will select the "Agree to Draw" game option.
- 2.6 Once the match is completed, the result is recorded in the series statistics.

### **3. Determining the Winner of a Series in the CLA EuroCup eHockey Daily Qualifiers**

- 3.1 At the end of each match, points are awarded as follows:
  - a) 3 points for a win
  - b) 0 points for a loss
- 3.2 If, due to force majeure circumstances, the match cannot be played or completed, both participants will receive 0 points.
- 3.3 If a match is interrupted for technical reasons, the score at the time of the interruption will be recorded in the tournament table (under the "Points" section). This result will also be taken into account when determining the tournament winner.
- 3.4 In cases where two participants have the same number of points, the series winner and the overall standings in the tournament table will be determined by the following criteria:
  - a) Goal difference across all matches in the series
  - b) Total goals scored across all matches in the series
  - c) Goal difference in head-to-head matches in the series
  - d) Highest win rate across all league matches
- 3.5 All match results are added to the tournament statistics, which are updated in real-time.

#### **4. Participant Selection for the CLA EuroCup eHockey Group Stage Based on CLA EuroCup eHockey Daily Qualifiers**

- 4.1 After each series, participants are awarded EuroCup Points (referred to as "points") based on their final standings:
- a) 3 points for first place
  - b) 1 point for second place
  - c) 0 points for third place
- 4.2 The results of all series are recorded in the division leaderboard, which is updated at the end of each series.
- 4.3 In the event of a tie in points, the division leaderboard ranking will be determined by the following criteria:
- a) Goal difference across all matches played during the CLA EuroCup eHockey Daily Qualifiers
  - b) Total goals scored across all matches played during the CLA EuroCup eHockey Daily Qualifiers
  - c) Goal difference in head-to-head matches during the CLA EuroCup eHockey Daily Qualifiers
  - d) Highest win rate across all league matches
- 4.4 The top four participants from each division will automatically advance to the next stage — the CLA EuroCup eHockey Group Stage.
- 4.5 A participant who qualifies for the next round through the CLA EuroCup eHockey Daily Qualifiers has the option to withdraw from the tournament. If they choose to do so, the next player in the division leaderboard will be granted the opportunity to continue in the tournament.

#### **5. Force Majeure Circumstances in the CLA EuroCup Hockey Daily Qualifiers**

- 5.1 If a scheduled match cannot take place due to technical issues, the match will be considered canceled.
- 5.2 Canceled matches are not rescheduled and will retain the status "Canceled."

- 5.3 If technical problems occur during a match, making its continuation impossible, the match will be deemed interrupted. Interrupted matches will not be rescheduled and will retain the status "Interrupted."
- 5.4 A match can only be restarted under the following conditions, provided the issue was identified before the score was opened and/or before the first half ended:
- a) The match did not start according to the schedule.
  - b) The wrong team was selected.
  - c) Team rosters were incorrectly set.
  - d) The "home"/"away" sides were incorrectly assigned.
- In all other cases, the match will be considered "Canceled."
- 5.5 If, due to force majeure circumstances, a registered player is unable to participate in a match, a prearranged or urgent substitute will be made.
- 5.6 In the event of a substitution, all previously earned points in the current series will be transferred to the substitute player.
- 5.7 If no substitute can be found, the series will proceed without the previously registered player.

## **6. General Regulations for the CLA EuroCup eHockey Group Stage and CLA EuroCup eHockey Final Six**

- 6.1 The CLA EuroCup eHockey Group Stage and CLA EuroCup eHockey Final Six are held in an online format.
- 6.2 Participants compete in the "Hockey Ultimate Team" mode at the "Superstar" difficulty level. EA Sports servers are used for all matches.
- 6.3 In both the Group Stage and Final Six, participants from each division will play with teams assembled in Ultimate Team mode. These teams will be approximately equal in strength to ensure fair and competitive gameplay.
- 6.4 Team names will include a division identifier (UA - Ukraine, HR - Croatia, PL - Poland) along with a number (e.g., "UA Team 1").
- 6.5 Teams are assigned to participants from the same division based on their results from the CLA EuroCup eHockey Daily Qualifiers.
- 6.6 Once assigned, teams are fixed for the duration of the tournament and cannot be changed.

- 6.7 All matches in the CLA EuroCup eHockey Group Stage and Final Six are played in a Best of 2 format (BO2)
- 6.8 Each match in the series is played until there is a winner. If the winner is not determined during regular time, a shootout series will be held.
- 6.9 Regular time consists of three periods, each lasting twenty in-game time units, totaling sixty in-game time units, which is equivalent to twelve minutes of real-time play.

## **7. Format of the CLA EuroCup eHockey Group Stage**

- 7.1 The CLA EuroCup eHockey Group Stage is the second phase of the tournament, held on Sundays every three weeks.
- 7.2 Following the CLA EuroCup eHockey Daily Qualifiers, the top four players from each division, based on their EuroCup Points, advance to the Group Stage.
- 7.3 In this phase, two groups are formed—Group A and Group B—each consisting of six participants. Players are randomly assigned to groups using a random number generator. No more than two participants from the same division can be in the same group.
- 7.4 Players compete in BO2 (Best of 2) series using a round-robin format, where each player faces every other player in their group (one "home" match and one "away" match).
- 7.5 Points are awarded based on the results of each BO2 series:
  - a) 3 points for a win
  - b) 1 point for a draw
  - c) 0 points for a loss
- 7.6 If players have equal points, the group standings will be determined by the following criteria:
  - a) Goal difference across all matches in the CLA Group Stage
  - b) Total goals scored across all matches in the CLA Group Stage
  - c) Goal difference in head-to-head matches within the CLA Group Stage
  - d) Win percentage across all league matches
- 7.7 The top three participants from each group advance to the CLA EuroCup eHockey Final Six the following day.

7.8 Participants who finish fourth to sixth in their groups are eliminated from the tournament.

## **8. Force Majeure Circumstances in the CLA EuroCup eHockey Group Stage**

8.1 If technical issues arise during a match, the match will be canceled, and the home team will be assigned a technical loss.

8.2 If, due to force majeure circumstances, a registered player is late or unable to attend the first match of the series, they will be given a technical loss for the series.

8.3 If a registered player is unable to continue participating in the tournament due to force majeure circumstances, no substitution will be allowed, and the player will be assigned a technical loss for all remaining matches.

## **9. Official Format of the CLA EuroCup eHockey Final Six Stage**

9.1 The CLA EuroCup eHockey Final Six represents the third and final stage of the tournament. This stage is conducted on the last Monday of the concluding week, and the winner is officially recognized as the season champion.

9.2 Upon completion of the CLA EuroCup Group Stage, players are grouped for participation in this stage.

9.3 Each participant competes in a round-robin format, with all players facing each other in a BO2 (Best of 2) series. Each series consists of two matches: one "home" and one "away."

9.4 The results of all matches and series are recorded and reflected in the tournament leaderboard, which is updated in real-time.

9.5 Points are awarded after each BO2 series as follows:

- a) 3 points for a win
- b) 1 point for a draw
- c) 0 points for a loss

9.6 In cases where participants have equal points, the standings in the group table are determined by the following criteria:



- a) Goal difference across all matches within the CLA EuroCup eHockey Final Six
- b) Total number of goals scored across all matches within the CLA EuroCup eHockey Final Six
- c) Goal difference in head-to-head matches within the CLA EuroCup eHockey Final Six
- d) Win rate across all league matches

9.7 The participant who secures first place in the CLA EuroCup eHockey Final Six, based on the cumulative series results, will be declared the season champion.

## **10. Force Majeure Situations in the CLA EuroCup eHockey Final Six**

10.1 In the event that a registered player is delayed due to force majeure circumstances and cannot attend the first match of the series, they will be automatically assigned a technical loss for that series.

10.2 If a registered player is unable to continue in the tournament due to force majeure circumstances, no replacements will be allowed. The player will receive a technical loss for all remaining matches in the tournament.

## **11. Fair Play Compliance**

11.1 Participants are strictly prohibited from participating in match-fixing, meaning any games where the outcome has been pre-arranged, circumventing the principles of fairness and sporting integrity. Any attempt to manipulate the outcome of a match, in any form or degree, will be deemed a serious violation of the tournament rules.

11.2 All teams and participants must adhere to fair play principles, respect their opponents, honor the spirit of competition, and perform their duties with integrity in accordance with tournament regulations.

11.3 If a participant is found to be involved in match-fixing or any other actions aimed at influencing game results, they will be immediately expelled from the tournament and banned from all future events under the UCEF, ESUH,



STEP federations, or the CyberLive!Arena league. This disqualification is permanent and non-negotiable.