

EUROPEAN • LEAGUE • OF CLANS

HANDBOOK

VERSION 1.5

MUNDO
AGE of EMPIRES

Microsoft®
Studios



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OVERVIEW

The European League of Clans (EULC) is a clan competition for Age of Empires II, organised by Mundo Age of Empires. EULC, together with the American League of Clans (AMLC), constitute our current Continental Leagues of Clans (ICLC). Above all, we intend this competition to be enjoyable for players and fans. We also strive to promote the game we love and encourage new and less experienced players to join the competitive scene of the game. The following rules are set to ensure smooth play and to prevent any potential disputes. The rules and settings have been inspired by the RTS League and modified to fit the event we envision.

All relevant information about the tournament can be found in this handbook and on the official MundoAoE website.

GO TO [MUNDOAOE.COM](https://www.mundoaoe.com)

STAFF & CONTACT

To ensure the success of the League, we are dependent on the assistance and support of all participating clans. The League Staff is grateful for suggestions and constructive criticism; we will address all suggestions with a private vote of all staffers. If necessary, the League Staff can also hold a public vote on ideas to change or improve the League. Mundo Age of Empires can be contacted by email to torneos@mundoaoc.com or by discord.

JOIN OUR **DISCORD**

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LEAGUE PROTOCOL

1. Registration

1. Admission into the league will be handled through a formal application process. At the beginning of each season, interested clans will be given the opportunity to apply for admission through a dedicated registration thread in the official league forums. The application must include the following:
 - a. A list of all players in the team.
 - b. The name of the team captain.
 - c. A Voobly profile link for every team player.
 - d. The full name and abbreviation (clan tag) of your team.
 - e. A team logo (optional).
 - f. An official website or social media (optional).
2. All players of a team must have at least fifty ranked games played.
3. All players of a team must own all the Age of Empires 2: HD Edition expansions on steam before the deadline for signing up has been reached.
4. To sign up, the entire team must have read and accepted all the rules and settings.

2. Seeding

1. All participating teams will be seeded according to their ranked performance. The following ladders will be taken into account:
 - a. **RM - 1v1** and **RM - Team Games**.
1. All clans will be seeded again for the second stage of the tournament, based on their performance in the first stage.

3. Points

1. Teams will receive points according to their performance in their league division.
 - a. A win will reward a team with three points.
 - b. A normal loss will reward a team with one point.
 - c. An admin loss will reward a team zero points.
 - d. Absence from a scheduled game will result in a team losing one point.

4. Seasons, Divisions & Stages

1. Each season is divided into a number of divisions where teams of different rating will compete – all divisions are completely separate from each other.
 - a. A division will consist of at least eight teams and a maximum of ten teams.
 - a. There is no direct promotion or demotion through the divisions.
2. Over the course of a season, all teams within a division will fight each other twice.
3. Each division will go through three stages – first stage, second stage and the finals. See page eight for a more in-depth view of the stages.
 - a. The finals will consist of the two teams with the most points accumulated in each of the aforementioned stages. If the same team won both stages, the finals will not be played and a winner is immediately chosen.
 - b. If two clans play the finals, the winner takes the 1st place and the loser takes the 2nd place. In such case, the 3rd place is taken by the clan who accumulated the highest amount of points in the two stages combined. If two clans share the same amount of points, a final match will determine the winner.
 - c. When one clan wins both stages, the other clan with the most points at both stages takes the second place. If there is more than one clan with the same amount of points, they shall play a final for the 2nd place. In such case, the winner takes the 2nd place and the loser takes the 3rd place.

5. Clan Modifications & Withdrawal

1. Team captains may recruit or dismiss members of their team.
 - a. Any changes must be immediately forwarded to the league staff.
 - b. Any changes to the team setup will take two rounds to take effects once announced. No other changes are allowed in this period.
 - c. A maximum of two modifications is allowed during a season.
 - d. Once a player has been dismissed they may no longer participate in the respective season.
2. If a clan withdraws or is otherwise ousted from the league, they may not participate in the upcoming season.
 - a. All previous games played by this team will result in an automatic loss and all remaining teams will be rewarded with three points, even if they are already played.

6. Clans & Players

1. A clan is defined by a group of people that play under a common tag.
 - a. Players may create a tag for the sole purpose of the league - allowing players across different conventional clans to form teams and participate.
2. All clans must choose a captain that is responsible for the rest of the team, scheduling and communication.
 - a. The team captain must be able to communicate in English.
3. A clan must consist of at least three players and a maximum of eight players.
4. A player cannot participate in more than one clan.
5. Clans are allowed to include up to one non-European player in the team. See below for a full list of approved countries.
 - a. League staff may request proof of nationality.

LIST OF APPROVED EUROPEAN COUNTRIES

A

Albania
Andorra
Armenia
Austria
Azerbaijan

B

Belarus
Belgium
Bosnia and Herzegovina
Bulgaria

C

Croatia
Cyprus
Czech Republic

D

Denmark

E

Estonia

F

Finland
France

G

Georgia
Germany
Greece

H

Hungary

I

Iceland
Ireland
Italy

K

Kazakhstan
Kosovo

L

Lativa
Liechtenstein
Lithuania
Luxembourg

M

Malta
Moldova
Monaco
Montenegro

N

Netherlands
North Macedonia
Norway

P

Poland
Portugal

R

Romania
Russia

S

San Marino
Serbia
Slovakia
Slovenia
Spain
Sweden
Switzerland

T

Turkey

U

STAGES

The league is divided into three stages – the first stage (NORDIC STAGE), the second stage (MEDITERRANIAN STAGE) and a potential final stage. The dates and map pool can be seen below.

FIRST STAGE

20TH OF MAY – 21ST OF JULY
BEST OF THREE

20TH OF MAY – 26TH OF MAY **ROUND 1**

27TH OF MAY – 2ND OF JUNE **ROUND 2**

3RD OF JUNE – 9TH OF JUNE **ROUND 3**

10TH OF JUNE – 16TH OF JUNE **ROUND 4**

17TH OF JUNE – 23RD OF JUNE **ROUND 5**

24TH OF JUNE – 30TH OF JUNE **ROUND 6**

1ST OF JULY – 7TH OF JULY **ROUND 7**

8TH OF JULY – 14TH OF JULY **ROUND 8**

15TH OF JULY – 21ST OF JULY **ROUND 9**

MAPS

Arctic Circle, Arena, Big Freeze, Border Dispute, Frazil, Glacier, Graveyards, Mired, Scandinavia, Shelter & Sinkhole

SECOND STAGE

22ND OF JULY – 22ND OF SEPTEMBER
BEST OF THREE

ROUND 1 29TH OF JULY – 4TH OF AUGUST

ROUND 2 5TH OF AUGUST – 11TH OF AUGUST

ROUND 3 12TH OF AUGUST – 18TH OF AUGUST

ROUND 4 19TH OF AUGUST – 25TH OF AUGUST

ROUND 5 26TH OF AUGUST – 1ST OF SEPTEMBER

ROUND 6 2ND OF SEPTEMBER – 8TH OF SEPTEMBER

ROUND 7 9TH OF SEPTEMBER – 15TH OF SEPTEMBER

ROUND 8 16TH OF SEPTEMBER – 22ND OF SEPTEMBER

ROUND 9 23RD OF SEPTEMBER – 29TH OF SEPTEMBER

MAPS

Coast to Mountain, Dry Lake, Gold Rush, Hideout, Mediterranean, Migration, Skeleton Coast, Takeshima, African Waters, Desert Slope & Grand Bara

Depending on the number of sign-ups and consequently the size of divisions, round eight and/or nine may be skipped, and players will receive a break before the following stage begins.

FINAL STAGE

30TH OF SEPTEMBER – 6TH OF OCTOBER
BEST OF SEVEN

The map pool of the final stage will consist of the seven most played maps during the entire league.

GENERAL GUIDELINES

1. Game & Platform

1. All games must be played on Voobly using the latest version of WololoKingdoms and the latest version of UserPatch.
2. It is the player's responsibility to make sure the mod and game patch is installed correctly and works properly.

2. Respect & Sportsmanship

1. All participants, streamers and administrators must respect each other. Bad behaviour will result in a warning and may lead to disqualification. Insults or racism directed towards other players will not be tolerated. A proper attitude and cooperation are required to participate.
2. Great sportsmanship is expected from all players.

3. Smurfing

1. Players must use their primary account. Smurfing and account sharing prohibited.
2. Players must use the nickname they signed up with.

4. Game Modification

1. Players are allowed to use any graphical mods that are publicly available on the Voobly workshop.

5. Cheating

1. Cheating or hacking is not allowed under any circumstances. Players found using any kind of cheat or hack will be disqualified and banned from all future events.
2. Communicating with people other than your opponents and tournament administrators during the games is strictly forbidden. Receiving any information from third parties may lead to disqualification.

6. Cooperation

1. All participants must cooperate and assist in any situation or incident they are involved in.

7. Communication

1. During the tournament and registration period, players must regularly check AoEZone.net and MundoAoE.com for new information in the tournament forum and private messages.
 - a. Players may also be reached on other platforms like Vobly and Discord, if deemed necessary.

8. Recorded Games

1. All games during all stages must be recorded.
 - a. In case of a game crash or a de-synchronization, the game must be saved and restored.
2. As soon as the games have been finished, the victor must upload the recorded games in the recorded games sub-forum. If the recordings have not been uploaded, the games will be considered not played.
 - a. Potential restarts must be included in the upload.

[GO TO **RECORDED GAMES**](#)

9. Civilisations

1. During all rounds of the seasons, players have complete freedom when it comes to picking civilisations; however, players may only use each civilisation once per round.
2. In case of a player choosing a restricted civilisation, the game must be restarted, and the opposing team may pick any civilisation for that player to play in the restarted game.

10. Miscellaneous

1. All participants, players, streamers and captains must comply with MundoAoE community rules and the Vobly code of conduct.

[GO TO **VOOBLY COC**](#)

[GO TO **MUNDOAOE COC**](#)

2. Rules may be added and/or modified at any time during the event.
3. Maps may be updated during an active season if deemed necessary.

SCHEDULING

The team captain must provide all available times the first Tuesday 22.00 GMT of each new round, and schedule as efficiently as possible throughout the entire season. All teams will be provided with a link to an external scheduling website which they have to use.

1. Availability & Obligation

1. Teams must provide at least two different days in which the games can be played, one of which must be during the weekend.
2. Once both teams have provided all available times, the league staff will officially confirm the date and time in the forum. Once a game has been confirmed, games may not be re-scheduled.

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20TH OF MAY – 26TH OF MAY **ROUND 1**

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10TH OF JUNE – 16TH OF JUNE **ROUND 4**

17TH OF JUNE – 23RD OF JUNE **ROUND 5**

24TH OF JUNE – 30TH OF JUNE **ROUND 6**

1ST OF JULY – 7TH OF JULY **ROUND 7**

8TH OF JULY – 14TH OF JULY **ROUND 8**

15TH OF JULY – 21ST OF JULY **ROUND 9**

SECOND STAGE

ROUND 1 29TH OF JULY – 4TH OF AUGUST

ROUND 2 5TH OF AUGUST – 11TH OF AUGUST

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ROUND 4 19TH OF AUGUST – 25TH OF AUGUST

ROUND 5 26TH OF AUGUST – 1ST OF SEPTEMBER

ROUND 6 2ND OF SEPTEMBER – 8TH OF SEPTEMBER

ROUND 7 9TH OF SEPTEMBER – 15TH OF SEPTEMBER

ROUND 8 16TH OF SEPTEMBER – 22ND OF SEPTEMBER

ROUND 9 23RD OF SEPTEMBER – 29TH OF SEPTEMBER

3. If a team fails to show up to an arranged and confirmed game within twenty minutes, it will result in an automatic loss and the absent team will lose one point.

MAPS

1. Download

1. All the official maps, and corresponding descriptions, for the European League of Clans, can be found on the official website linked below.

[GO TO MAPS](#)

2. Drafting

1. Before the first game commences, the teams must draft what maps are to be played in the order shown below.
 - a. The highest seed will choose whether they want to be A or B.

BEST OF THREE

A	B	B	A	A	B	A	B	A	B
BAN	BAN	PICK	PICK	BAN	BAN	BAN	BAN	BAN	BAN

BEST OF SEVEN

A	B	B	A	A	B	A	B	A	B
BAN	BAN	PICK	PICK	PICK	PICK	PICK	PICK	BAN	BAN

2. The last map to not be picked nor banned will be the first map of the matchup.
3. Once the first game is over, the teams will take turns choosing the next maps. The losing team will choose first.

GAME RESTARTS

1. Game Restarts

1. Teams have no restarts available.

2. Admin Restarts

1. In the rare case of a bugged map, the player whose resources are bugged may request a free restart.
 - a. A restart must be requested no later than six in-game minutes.
 - b. It is the players own responsibility to determine if their map is bugged; however, players are allowed to pause the game and ask a tournament administrator for help determining the situation.
 - c. After a restart, civilisations must remain the same.
2. A bugged map is defined when:
 - a. Less than 5 sides of a player-specific gold are accessible on one side. Extra golds that don't belong to a particular player are excluded.
 - b. Less than 4 sides of a player-specific stone are accessible on one side. Extra stones that don't belong to a particular player are excluded.
 - c. Less than 4 sides of player-specific forage bushes are accessible on one side. Extra forage bushes that don't belong to a particular player are excluded.
 - d. Any herdable¹ or wild animals² that belong to a player is trapped or in any way inaccessible.
 - e. Any player-controlled units are trapped or in any way inaccessible.

¹ Herdable animals include sheep, turkeys, cows, llamas, goats and water buffaloes.

² Wild animals include boars, javelinas, elephants, rhinoceroses, deer, ostriches and zebras.

GAME RULES

1. Straggler Trees

1. Players are not allowed to delete the straggler trees which spawn within eight tiles of an opposing player's town center.
 - a. This rule does not apply if the straggler tree, which is being deleted, forms part of a wall for the defending player.

2. Nomad Start

The following rules only apply on maps with nomad start and only pertain to the first four minutes of in-game time. If any of these rules are broken deliberately, a warning will be given, and an admin restart will be initiated.

1. Attacking enemy units, buildings or herdables¹ is not allowed.
2. Walling in enemy units and buildings is not allowed.
3. Players may not construct their first town center within range of the enemy.
4. Laming² wild animals³ is not allowed.

3. Resignation

1. A game is declared lost once a player from the respective team has **resigned**.
 - a. This rule does not apply if the player is **defeated**.

¹ Herdables include sheep, turkeys, cows, llamas, goats and water buffaloes.

² Laming is determined by a player killing a wild animal without gathering a minimum of 20% of the total food in said animal.

³ Wild animals include boars, javelinas, elephants, rhinoceroses, deer, ostriches and zebras.

LOBBY SETTINGS

Both teams are equally responsible for making sure the lobby settings are correct. All games must be hosted and played inside the "MundoAOE Tournaments" Voobly lobby.

1. Voobly Game Lobby

1. Every week, all teams will be sent a universal password that must be used during the respective rounds. This password may not be shared with anyone but team members.
2. All games must be unranked, but with the match stats enabled.
3. The spectator delay must be set to 1 minute and 30 seconds.
4. The game room settings must be set to the following:

Patch: v1.5 RC

Rated Game

Mod: WololoKingdoms

SPECTATOR SETTINGS

- Players join room as spectators.
- Players can control whether they are spectators.
- Always start spectator server.
- Allow spectators to join after launch.
- Spectators cannot chat in game room.

ADVANCED SETTINGS

- Hidden Civilisations.
- Hidden Scores.
- Anti-Cheat Protection.
- NAT Traversal.

1. In-Game Lobby

1. Take a moment and make sure that all settings are correct before **every game**.
2. Wrong settings will result in a game being restarted completely.
3. The in-game lobby settings must be set to the following:

GAME	RANDOM MAP
MAP STYLE	CUSTOM
LOCATION	MSC_MAPNAME
SIZE	NORMAL
DIFFICULTY	STANDARD
RESOURCES	STANDARD
POPULATION	200
GAME SPEED	NORMAL
REVEAL MAP	NORMAL
STARTING AGE	STANDARD
VICTORY CONDITION	CONQUEST
MULTI QUEUE	ENABLED

BROADCASTING

We invite the Age of Empires 2 community to let us know their interest in broadcasting the games. We shall publish a list of official channels covering the event. MundoAoE will also cover many of the games. See the links below.

GO TO **YOUTUBE CHANNEL**

GO TO **TWITCH CHANNEL**

1. Stream Policy

1. The tournament offers open streaming for everyone.
 - a. While streaming, casters are required to disclose who is hosting the tournament and show either the tournament banner or logo in-between games.

DOWNLOAD **LOGO**

DOWNLOAD **BANNER**

AWARDS

Champions League – 1st Division

FIRST PLACE

300 EUROS

A PHYSICAL UNIQUE EULC TROPHIES WITH THE NAME OF THE CLAN FOR ALL MEMBERS

PREMIUM VOOBLY ACCOUNTS FOR ALL MEMBERS OF THE CLAN

THREE GAME KEYS FOR AGE OF EMPIRES 2: HD EDITION

THREE GAME KEYS FOR AGE OF EMPIRES: DEFINITIVE EDITION

MUNDOAOE AWARDS ON ALL MEMBER'S VOOBLY PROFILE

CUSTOM BANNER POSTED IN THE HALL OF FAME ON THE OFFICIAL LEAGUE WEBSITE.

SECOND PLACE

150 EUROS

A PHYSICAL UNIQUE EULC TROPHIES WITH THE NAME OF THE CLAN FOR ALL MEMBERS

PREMIUM VOOBLY ACCOUNTS FOR ALL MEMBERS OF THE CLAN

THREE GAME KEYS FOR AGE OF EMPIRES 2: HD EDITION

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CUSTOM BANNER POSTED IN THE HALL OF FAME ON THE OFFICIAL LEAGUE WEBSITE.

THIRD PLACE

50 EUROS

A PHYSICAL UNIQUE EULC TROPHIES WITH THE NAME OF THE CLAN FOR ALL MEMBERS

PREMIUM VOOBLY ACCOUNTS FOR ALL MEMBERS OF THE CLAN

THREE GAME KEYS FOR AGE OF EMPIRES 2: HD EDITION

THREE GAME KEYS FOR AGE OF EMPIRES: DEFINITIVE EDITION

MUNDOAOE AWARDS ON ALL MEMBER'S VOOBLY PROFILE

CUSTOM BANNER POSTED IN THE HALL OF FAME ON THE OFFICIAL LEAGUE WEBSITE.

Europa League – 2nd Division

FIRST PLACE

THREE PHYSICAL UNIQUE ELC TROPHIES WITH THE NAME OF THE CLAN

GOLD VOOBLY ACCOUNTS FOR ALL MEMBERS OF THE CLAN

THREE GAME KEYS FOR AGE OF EMPIRES 2: HD EDITION

THREE GAME KEYS FOR AGE OF EMPIRES: DEFINITIVE EDITION

MUNDOAOE AWARDS ON ALL MEMBER'S VOOBLY PROFILE

CUSTOM BANNER POSTED IN THE HALL OF FAME ON THE OFFICIAL LEAGUE WEBSITE.

SECOND PLACE

THREE PHYSICAL UNIQUE ELC TROPHIES WITH THE NAME OF THE CLAN

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CUSTOM BANNER POSTED IN THE HALL OF FAME ON THE OFFICIAL LEAGUE WEBSITE.

Potential Extra Divisions

FIRST PLACE

ONE PHYSICAL UNIQUE ELC TROPHIES WITH THE NAME OF THE CLAN

MUNDOAOE AWARDS ON ALL MEMBER'S VOOBLY PROFILE

SECOND PLACE

ONE PHYSICAL UNIQUE ELC TROPHIES WITH THE NAME OF THE CLAN

MUNDOAOE AWARDS ON ALL MEMBER'S VOOBLY PROFILE

THIRD PLACE

ONE PHYSICAL UNIQUE ELC TROPHIES WITH THE NAME OF THE CLAN

MUNDOAOE AWARDS ON ALL MEMBER'S VOOBLY PROFILE