



# BRAWL STARS CHAMPIONSHIP 2021

## COMPETITION HANDBOOK



## 1. INTRODUCTION

The following terms and conditions serve as the official guide document (“**Ruleset**”) for the Brawl Stars Championship 2021 (“**BSC**”) and will be valid for all phases including the Championship Challenge (“**CC**”), Monthly Qualifier (“**MQ**”), Monthly Final (“**MF**”) and the World Finals (“**WF**”), henceforth known as “**the Tournament**”. All participants (“**Players**” and/or “**Teams**”) are agreeing to abide by the conditions set forth and breaking of these rules may result in immediate disqualification and/or forfeiture of all prize money earned.

By competing in the Tournament you agree to the following:

The Tournament Organizer (“**Organizer**”) in its sole discretion:

- (a) may update, amend, or supplement these Rules from time to time, and
- (b) may interpret or apply these Rules by releasing notices, online postings, e-mails, or other electronic communications that provide instructions and guidance to the Players.

## 2. GENERAL OVERVIEW

### 2.1. Definition of Terms

- 2.1.1. **Tournament.** Refers to the Brawl Stars Championship 2021 in its entirety, including but not limited to its four (4) phases - Championship Challenges, Monthly Qualifiers, Monthly Finals and World Finals and its participating regions.
- 2.1.2. **Tournament Organizer.** The Brawl Stars Championship 2021, it’s Championship Challenges, Monthly Qualifiers and Monthly Finals will be organized and administered on behalf of Supercell by Vindex.
- 2.1.3. **Tournament Administration.** The Tournament Administration Team will be employed by Vindex or Supercell and will serve as the primary point of contact for participants.
- 2.1.4. **Team.** Refers to a group of three (3) or four (4) players who have joined together to participate on one side of the competition.
- 2.1.5. **Game.** Refers to a single instance of competition that is played until a winner is determined.

- 2.1.6. **Set.** Refers to a series of Best-of-one (Bo1), Best-of-three (Bo3) or Best-of-five (Bo5) games.
  - 2.1.7. **Match.** Refers to a series of sets between two participating teams. Matches may be a Bo1, Bo3 or Bo5 sets.
  - 2.1.8. **Season.** Each Season will last one month and will consist of a global Championship Challenge, one Monthly Qualifier per region and one Monthly Final per region.
  - 2.1.9. **Monthly Event.** Monthly event consists of the Monthly Qualifier and the Monthly Final.
  - 2.1.10. **Regional Leaderboard.** Tracks Championship points each team has earned throughout the year. The Team(s) at the top of the Regional Leaderboard will qualify for the World Finals with slot allocation varying per region.
  - 2.1.11. **Round Robin.** In a round robin tournament format, every team will play against each other for a pre-set amount of times.
  - 2.1.12. **Swiss Style Bracket.** A non eliminating style tournament format in which Teams are only paired against opponents who have the same accumulated match scores. For example, Teams who are 2-0 in matches will only play opponents who are also 2-0 in matches.
  - 2.1.13. **Single Elimination.** A Tournament format in which a Team is eliminated after losing one match.
  - 2.1.14. **Team Captain.** Upon qualifying for the Monthly Finals, each Team will be required to designate a Team Captain. This individual will be the primary point of contact to the Admins for all matters concerning the Team including but not limited to brawler bans, roster changes and match withdrawal requests.
- 2.2. **Rights**
- 2.2.1. All broadcasting rights of the League are owned by Supercell. This includes but is not limited to video streams, TV broadcasts, shoutcast streams, replays, demos and live score bots.
- 2.3. **Rule Changes**

The Tournament Administration Team reserves the right to amend, remove or otherwise change the rules outlined in this Ruleset without further notice.

The Tournament Administration Team also reserves the right to make judgement on cases that are not explicitly supported or detailed in this Ruleset, or in extreme cases, judgements that may even go against this Ruleset to preserve fair play and sportsmanship.

2.4. **Confidentiality**

All content including protests, support tickets, discussions and/or any other correspondence with the Tournament Administration Team are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the Tournament Administration Team.

2.5. **Terms of Service**

All participants are subject to the [Terms of Service](#) conditions set forth by the Tournament owner Supercell.

### 3. **PARTICIPATION ELIGIBILITY, REQUIREMENTS AND RESTRICTIONS**

All players must meet the below requirements to be deemed eligible to participate in the Tournament. In the event a Team has been deemed ineligible to participate, the next top qualified Team will take their place.

3.1. **Age Limitations**

All players must be sixteen (16) years of age or older to participate in the Monthly Qualifiers and Monthly Finals.

3.2. **Account Eligibility**

All players must own the Brawl Stars and Supercell ID account they are participating in the Tournament with. Account sharing is strictly prohibited and will not be allowed under any circumstances. Players who are found sharing the account or breaching any other aspect of the Supercell [Terms of Service](#) before, during or after the Tournament will be removed from the competition and appropriate action will be taken on their Brawl Stars account.

3.2.1. Players must use the same account throughout the whole Tournament.

### 3.3. Regional Restrictions

The Monthly Qualifiers and Monthly Finals will be split into seven (7) regions. Players will compete exclusively within their corresponding regions during these two (2) phases.

#### 3.3.1. Regions & Eligible Countries

- 3.3.1.1. **North America & Latin America North (NA & LATAM N)** - Antigua And Barbuda, Aruba, Bahamas, Barbados, Belize, Bermuda, Canada, Cayman Islands, Colombia, Costa Rica, Cuba, Dominica, Dominican Republic, Ecuador, El Salvador, Grenada, Guatemala, Haiti, Honduras, Jamaica, Martinique, Mexico, Nicaragua, Panama, Puerto Rico, Saint Kitts And Nevis, Saint Lucia, Trinidad And Tobago, United States of America, Venezuela
- 3.3.1.2. **Latin America South (LATAM S)** - Argentina, Bolivia, Brazil, Chile, French Guiana, Paraguay, Peru, Suriname, Uruguay
- 3.3.1.3. **Europe, the Middle East and Africa (EMEA)** - Afghanistan, Albania, Algeria, Andorra, Austria, Bahrain, Belgium, Benin, Bosnia And Herzegovina, Botswana, Bulgaria, Burkina Faso, Burundi, Cameroon, Cape Verde, Central African Republic, Chad, Comoros, Congo (Democratic Republic), Côte d'Ivoire, Croatia, Cyprus, Czech Republic, Denmark, Djibouti, Egypt, Equatorial Guinea, Eritrea, Estonia, Ethiopia, Faroe Islands, Finland, France, Gabon, Gambia, Germany, Ghana, Gibraltar, Greece, Greenland, Guinea, Guinea-Bissau, Hungary, Iceland, Iraq, Ireland, Isle Of Man, Israel, Italy, Jersey, Jordan, Kenya, Kingdom of Eswatini, Kuwait, Latvia, Lebanon, Lesotho, Liberia, Liechtenstein, Lithuania, Luxembourg, Madagascar, Malawi, Mali, Malta, Mauritania, Mauritius, Monaco, Montenegro, Morocco, Mozambique, Namibia, Netherlands, Niger, Nigeria, North Macedonia, Norway, Oman, Palestinian Territory, Poland, Portugal, Qatar, Romania, Rwanda, San Marino, Sao Tome And Principe, Saudi Arabia, Senegal, Serbia, Slovakia, Slovenia, Somalia, South Africa, Spain, State of Libya, Sudan, Sweden, Switzerland, Syrian Arab Republic,

Tanzania, Togo, Tunisia, Turkey, Uganda, United Arab Emirates, United Kingdom, Vatican City, Western Sahara, Yemen, Zambia, Zimbabwe

3.3.1.4. **Mainland China**

3.3.1.5. **East Asia** - Japan, South Korea, Taiwan, Hong Kong, Macao

3.3.1.6. **Southeast and South Asia & Australia and New Zealand (SESA & ANZ)** - Australia, Bangladesh, Bhutan, Brunei Darussalam, Cambodia, Cook Islands, Fiji, India, Indonesia, Kiribati, Laos, Malaysia, Maldives, Marshall Islands, Micronesia (Federated States Of), Mongolia, Myanmar, Nauru, Nepal, New Zealand, Pakistan, Palau, Papua New Guinea, Philippines, Samoa, Singapore, Solomon Islands, Sri Lanka, Thailand, Timor-Leste, Tonga, Tuvalu, Vanuatu

3.3.1.7. **Eastern Europe and Central Asia (EECA)** - Armenia, Azerbaijan, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Russian Federation, Tajikistan, Uzbekistan, Ukraine, Turkmenistan

3.3.2. All players must be a resident of the region in which they are participating for at least three (3) months prior to the start of the Tournament. If requested by the Tournament Administration Team, the player is required to provide proof of residency.

3.3.2.1. Proof of residency for players over the age of eighteen (18):

- Official government documentation
- Private documentation such as school records, bills, bank records or employment records. The document must state the players residency at an address for an extended period of time.

3.3.2.2. Proof of residency for players under the age of eighteen (18):

- School records



- Parent records - a proof of parent-child relationship and proof that at least one of the parents lives in the region.

#### 3.3.2.3. Change of Residency

- 3.3.2.3.1. Players may change their residency at any point between seasons as long as they stay within their participating region.
- 3.3.2.3.2. If a player wants to change their residency to another region, they are required to inform the Tournament Administration Team and provide proof of residency as stated in 3.3.2.1 or 3.3.2.2.

### 3.4. Slot Ownership

All points earned and slots in the Tournament belong to the members of the Team and not the organization who owns the Team (if applicable). The Team must abide by the roster rules in Sect. 4.2 Roster Limitations to keep their slot as well as to maintain all points earned in the Monthly Qualifiers and Monthly Finals.

3.4.1. Team organizations are allowed to own and operate a maximum of two (2) Teams in the Tournament. If an organization owns two Teams in the Tournament, their names and logos must be clearly distinguishable, eg. "El Primo Red" / "El Primo Blue".

3.4.1.1. If a team organization owns two (2) Teams in the Tournament, they may be within one (1) region or across two (2) regions.

3.4.1.2. Team organizations must notify the Tournament Administration Team if they own two (2) Teams in the Tournament.

3.4.1.3. Team organizations must notify the Tournament Administration Team if they intend to acquire an additional Team already in the Tournament via ***[brawlstars\\_admin@nge.io](mailto:brawlstars_admin@nge.io)***.

### 3.5. **Game Version**

3.5.1. Online via Mobile or Tablet

3.5.2. Players will use the most up-to-date game version available on the live server.

## 4. **TOURNAMENT BREAKDOWN**

### 4.1. **Phases & Format**

The Tournament year will consist of eight (8) Seasons.

#### 4.1.1. **Championship Challenges**

4.1.1.1. The Championship Challenges will be held as global in-game events.

4.1.1.2. Players will have two (2) days to win fifteen (15) games before they lose three (3) games to qualify for the next phase. The lowest win / loss ratio a participant may have to still qualify for an invitation for registration to the Monthly Qualifiers, is 15 wins / 2 losses.

4.1.1.2.1. All matches will be in a Bo1 set with Bo1 game format.

4.1.1.2.2. Players will play in (5) out of six (6) of the following game modes:

- Bounty
- Brawl Ball
- Gem Grab
- Heist
- Hot Zone
- Siege

4.1.1.3. Players may participate in this phase solo or as a part of a premade team. Those who participate as a Team are not required to have the same teammates going into the Monthly Qualifiers.

#### 4.1.2. **Monthly Qualifiers**



- 4.1.2.1. The Monthly Qualifiers will be held in the in-app tournament hub under a new icon named “ESPORTS”.
- 4.1.2.2. Each region will hold their own Monthly Qualifier and only players who have qualified through the global in-app Championship Challenge and are of sixteen (16) years of age or older, may participate.
- 4.1.2.3. The Monthly Qualifiers will be played across two (2) days, at eight (8) hours a day. If the number of participating Teams allows the bracket to be completed in one (1) day, then players will not be required to play on day 2.
- 4.1.2.4. Teams will compete in a Swiss style bracket to be held the weekend after the Championship Challenge.
  - 4.1.2.4.1. All matches will be played in Bo3 sets with Bo3 games format. This means there will be a minimum of 4 games played (eg. 2-0, 2-0) with a potential of up to 9 games (eg. 2-1, 1-2, 2-1) in each match.
  - 4.1.2.4.2. The number of matches played will be dependent on the number of participants. Please see below for the average number of matches per participation:

<b>Number of Teams</b>	<b>Number of Matches</b>
~100	10
~1000	14
~2500	16

- 4.1.2.5. Players must be a part of a team of three (3) or four (4) players before the Monthly Qualifiers begin. Players will not be allowed to compete in Monthly Qualifiers as a solo player or duo team.

- 4.1.2.5.1. Teams are not required to have the same teammates as they did in the Championship Challenge.
        - 4.1.2.5.2. Teams must adhere to the roster rules described in Sect. 4.2 Roster Limitations going into the Monthly Finals and onward in the Tournament to maintain their points earned.
      - 4.1.2.6. The Top 8 qualified teams from each region’s Monthly Qualifiers will advance to their respective region’s Monthly Finals.
    - 4.1.3. **Monthly Finals**
      - 4.1.3.1. The Monthly Finals will be held in the in-app tournament hub under a new icon named “ESPORTS”.
      - 4.1.3.2. Each region will hold their own Monthly Finals.
      - 4.1.3.3. The Teams will compete in a Single Elimination bracket.
        - 4.1.3.3.1. The Quarter Finals will be played in a Bo3 set with a Bo3 games format.
        - 4.1.3.3.2. The Semifinals and Grand Finals will be played in a Bo5 set with a Bo3 games format. There will be a minimum of six (6) games played and maximum potential of up to fifteen (15) games.
    - 4.1.4. **World Finals**
      - 4.1.4.1. The World Finals will consist of sixteen (16) teams from seven (7) regions.
      - 4.1.4.2. The World Finals is planned to take place in person in November.
  - 4.2. **Roster Limitations**
    - 4.2.1. Teams will be expected to form and maintain their own rosters.

- 4.2.1.1. Teams may have up to four (4) players on their roster at any given time.
- 4.2.1.2. Teams may remove players at their leisure but must maintain at least two (2) players at all times, even in-between seasons.
- 4.2.1.3. Teams may add one (1) new player per half Tournament year; a total of two (2) per Tournament year.
  - 4.2.1.3.1. The first half of the Tournament year begins on February 20th and ends June 13th. The second half of the Tournament year begins on June 14th and ends after the World Finals at the end of November.
  - 4.2.1.3.2. If a Team does not add a new player in the first half of the Tournament year, the roster allowance will not carry over and Teams will still only be allowed one (1) roster addition.
  - 4.2.1.3.3. Only Players who have successfully completed a Championship Challenge in the 2021 competition year, may join a Team.
  - 4.2.1.3.4. Teams may add a new player at any point except on Monthly Qualifier and Monthly Finals match days except in the case where an emergency substitute is needed (see Sect. 4.2.3).

#### 4.2.2. Match Day Roster Rotations

It is recommended that all Teams maintain a four (4) player roster in case they need a substitute.

- 4.2.2.1. During the Monthly Qualifiers and Monthly Finals, Teams may rotate their starting line up with no limitations in-between matches.
  - 4.2.2.1.1. All Players must already be on the roster prior to match day.

4.2.2.2. Teams may not rotate their starting line up in the middle of a match.

#### 4.2.3. Emergency Substitutes

In the case of an emergency and a substitute player is needed, the Team Captain must notify an Admin of the emergency as soon as the current match is completed, and submit via Discord / WeChat the emergency substitute. Substitutes will not be able to join in-between games or sets.

If approved, the substitute will play for the remainder of the Monthly Qualifier or Monthly Final and the original player will not be allowed to return.

4.2.3.1. The substitute must have successfully completed a Championship Challenge in the past and has access to the tournament hub.

4.2.3.2. The emergency substitute will not count towards the new player allowance detailed in Sect. 4.2.1.3.

#### 4.2.4. Team Captain Changes

The Tournament Administration Team requests that Teams keep the same Team Captain throughout the whole Tournament year to maintain a consistent point of contact. In the event a Team would like to elect a new Team Captain for any reason, every player on the Team must email the Tournament Administration Team at ***brawlstars\_admin@nge.io*** and request the Team Captain be changed to the new player.

#### 4.2.5. Disbandment

Points earned towards the World Finals are non-transferable, a Team disbandment will negate all points and they will not be redistributed.

### 4.3. Qualifying Spot Allocation

#### 4.3.1. Championship Challenges

There is no limit on the number of Teams who may enter the Championship Challenges.

#### 4.3.2. Monthly Qualifiers

All players who are eligible to participate in the Tournament and have met the Monthly Qualifiers qualification conditions, will be able to participate in their respective region’s Monthly Qualifiers.

#### 4.3.3. Monthly Finals

The Top 8 placing Teams from each region’s Monthly Qualifiers will qualify to participate in their respective region’s Monthly Finals.

#### 4.3.4. World Finals

The World Championship Finals will consist of sixteen (16) teams total. The teams who have earned the most points throughout the Tournament year with respect to their region will qualify per their region’s allocated spots. The total spot allocation for each region is as follows:

<b>Region</b>	<b>World Finals Slot Allocation</b>
EUROPE, THE MIDDLE EAST AND AFRICA	5
MAINLAND CHINA	3
NORTH AMERICA & LATIN AMERICA NORTH	2
LATIN AMERICA SOUTH	2
EAST ASIA	2
SOUTHEAST and SOUTH ASIA & AUSTRALIA and NEW ZEALAND	1
EASTERN EUROPE AND CENTRAL ASIA	1
<b>TOTAL</b>	<b>16</b>

#### 4.4. Points Distribution

To qualify for the World Finals, Teams will earn points through their participation in their region's Monthly Qualifiers and Monthly Finals. These points will accumulate throughout the eight (8) seasons.

4.4.1. The point distribution for the Monthly Qualifiers is as follows:

Swiss Wins	Points Earned
Each win	2 points

4.4.2. The point distribution for the Monthly Finals is as follows:

Final Rank	Points Earned
1st Place	100 points
2nd Place	70 points
3rd to 4th Place	50 points
5th to 8th Place	35 points

#### 4.5. Tiebreakers

##### 4.5.1. Ties Within the Monthly Qualifiers

Ties that occur during each round of matches will be broken per the following rules in order of priority:

##### 4.5.1.1. Opponents Match Win Percent (OMW%).

4.5.1.1.1. The primary tiebreaker will be the percent mean of victories of all of a Team's previous opponents. This form of tiebreaker is meant to reward Teams who have had tougher opponents.

4.5.1.1.2. To calculate the OMW%, we will use Team A as an example. Team A is currently 2-0, their first opponent is now

0-2 and their second opponent is now 1-1, this means, their first opponent has a win percentage of 0% and their second opponent has a win percentage of 50%.

4.5.1.1.3. To avoid negative performances of previous opponents being too influential, we will default all win percentages under 33%, to 33%. With this being the case, Team A's first opponent now has a win percentage of 33% and second opponent has a win percentage of 50%.

4.5.1.1.4. The mean is calculated by taking the sum of the two opponents win percentage divided by the number of opponents so Team A's OMW% is  $(33 + 50)/2$  which gives us 41.5%.

4.5.1.1.5. If more than one Team has the same OMW% then the next tiebreaker will apply;

4.5.1.2. **Set Win Percent (SW%).** The secondary tiebreaker is determined by the mean of the set win percentage of the Team. This tiebreaker is meant to reward Teams who have performed better in their matches. For example, Team A won their first match with a 2-0 score and their second match with a 2-1, this means their set win percentage is 100% for the first match and 66% for the second match. Team A's SW% is  $(100 + 66)/2$  which gives us 83%. If more than one Team has the same OMW% and SW%, then the next tiebreaker will apply;

4.5.1.3. **Opponents Set Win Percent (OSW%).** The tertiary tiebreaker is determined by the mean of a Team's previous opponents' set win percentage (see 4.5.1.2 for SW% definition). For example, Team A's first opponent's SW% is 50% and second opponent's SW% is 33%. Team A's OSW% is therefore  $(50 + 33)/2$  which gives us 41.5%.

#### 4.5.2. Ties After a Monthly Qualifier Is Completed



4.5.2.1. If there are any ties in points after the Monthly Qualifier has been completed, they will be broken per the following rules in order of priority:

4.5.2.1.1. **Match Record**

4.5.2.1.2. **Head to Head**

4.5.2.1.3. **Set Win Percentage** (Sect. 4.5.1.2)

4.5.2.1.4. **Game Win Percentage (GW%)**

The GW% is calculated by taking the sum of all the games a Team has won, divided by all the games a Team has played. For example, Team A has won 4 out of 6 games they have played, this means the GW% is 66%.

#### 4.5.3. **Regional Leaderboard**

The Regional Leaderboard is cumulative of all the points Teams have earned throughout the Monthly Qualifiers and Monthly Finals. If there are any ties in points, the following tiebreaker rules will apply as outlined below in order of priority:

4.5.3.1. **Total number of first place rankings in Monthly Finals.** If the total number of first place rankings are the same, then the next rule will apply;

4.5.3.2. **Total combined number of matches won.** The Team with the most combined number of matches won in the Monthly Qualifiers and Monthly Finals will win the tiebreaker. If the total number of first place rankings and matches won in the Monthly Qualifiers and Monthly Finals are the same, then the next rule will apply;

4.5.3.3. **Total combined number of sets lost.** In this scenario, the Team with the lower number of sets cumulatively lost in the Monthly Qualifiers and Monthly Finals would win the tiebreaker. If the total number of first place rankings, matches won and total number of sets lost are the same, then the next rule will apply;

4.5.3.4. **Total Game Win Percentage (GW%) between the Monthly Qualifiers and Monthly Finals.** The Team with the higher GW% (defined in 4.5.2.1.4.) will win the tiebreaker.

## 4.6. TOURNAMENT SCHEDULE

### 4.6.1. Championship Challenges

The Championship Challenges will be a global in-app event.

<b>Championship Challenge</b>	<b>2021 Dates</b>
February Championship Challenge	February 20 - 21
March Championship Challenge	March 20 - 21
April Championship Challenge	April 17 - 18
May Championship Challenge	May 15 - 16
June Championship Challenge	June 19 - 20
July Championship Challenge	July 17 - 18
August Championship Challenge	August 21 - 22
September Championship Challenge	September 18 - 19

### 4.6.2. Monthly Qualifiers

Every region will begin their Monthly Qualifiers on the below dates at 12:00 PM in their designated time zones. For time zones, please see Sect. 4.8 Time Zones.

<b>Monthly Qualifiers</b>	<b>2021 Dates</b>
February Qualifiers	February 27 - 28
March Qualifiers	March 27 - 28
April Qualifiers	April 24 - 25

May Qualifiers	May 22 - 23
June Qualifiers	June 26 - 27
July Qualifiers	July 24 - 25
August Qualifiers	August 28 - 29
September Qualifiers	September 25 - 26

#### 4.6.3. Monthly Finals

Monthly Finals will be played in the month following each season (ex. February Finals will be played in March). All Monthly Finals will be broadcasted by the Tournament Administration Team and will be played at the same time each month.

Region & Broadcast Time <i>(Daylight savings will be observed if applicable)</i>	2021 Dates	
	First Half of Year	Second Half of Year
EECA 17:00 MSK	March 6th April 3rd May 1st June 5th	July 3rd August 7th September 4th October 2nd
MAINLAND CHINA 17:00 CST	March 13th April 10th May 8th June 12th	July 10th August 14th September 11th October 9th
EAST ASIA 11:00 KST	March 13th April 10th May 8th June 12th	July 10th August 14th September 11th October 9th
EMEA 15:00 CET	March 7th April 4th May 2nd June 6th	July 4th August 8th September 5th October 3rd
NA & LATAM N	March 7th	July 4th

12:00 PST	April 4th May 2nd June 6th	August 8th September 5th October 3rd
LATAM S 16:00 BRT	March 14th April 11th May 9th June 13th	July 11th August 15th September 12th October 10th
SESA & ANZ 11:00 SGT	March 6th April 3rd May 1st June 5th	July 3rd August 7th September 4th October 2nd

4.7. **World Finals**

Exact date to be announced at a later time.

4.8. **Time Zones**

Monthly Qualifiers and Monthly Finals will operate under the following time zones for each region:

<b>Region</b>	<b>Time Zone</b> <i>(Daylight savings will be observed if applicable)</i>
EECA	Moscow Standard Time (MSK)
SESA & ANZ	Singapore Standard Time (SGT)
EMEA	Central European Time (CET)
NA & LATAM N	Pacific Standard Time (PST)
LATAM S	Brasilia Time (BRT)
EAST ASIA	Korea Standard Time (KST)
MAINLAND CHINA	China Standard Time (CST)

## 5. MATCH PROCESSES

### 5.1. Game Modes and Maps

All game modes and maps will be pre-selected by the Tournament Administration Team and shared with participants via socials, Discord / WeChat announcements.

For the Monthly Qualifiers and Monthly Finals, the Tournament Administration Team will share with qualified Teams via Discord / WeChat announcements, the order of modes and maps to be played on match day.

### 5.2. Brawler Picks and Bans

#### 5.2.1. Brawler Selections

During the Monthly Qualifiers and Monthly Finals, Teams will be allowed to change their brawlers in-between games.

#### 5.2.2. Brawler Bans

During the Monthly Qualifiers and Monthly Finals, after check-in, Team Captains will be required to ban up to two (2) brawlers each to ban for their upcoming match.

5.2.2.1. Brawler bans will be blind bans.

5.2.2.2. Banned brawlers apply to both Teams and will last for the duration of the entire match.

5.2.2.3. Teams may ban the same brawler. In this scenario, two (2) or three (3) brawlers may end up being banned rather than the anticipated four (4).

5.2.2.4. Team Captains will have up to one (1) minute to select their bans.

#### 5.2.3. New Brawler Releases

All new Brawlers who have been released within two (2) weeks of a Monthly Qualifier and/or Monthly Final will be disabled and not available for competitive play. The new Brawlers will still, however, be available to play during the Championship Challenge.

### 5.3. Match Process Breakdown

#### 5.3.1. Championship Challenges

All matches will be played in the in-game app and will be available through the “NEW EVENT” icon in the bottom center of the home screen.

5.3.1.1. Only matches played within the event will count towards the qualification requirements for the next phase.

5.3.1.2. Each Match will be a Bo1 set with a Bo1 game which means players only need to win/lose one game to earn a tally towards their qualifying wins/losses.

5.3.1.3. Players will have two (2) days to complete the qualification conditions.

#### 5.3.2. Monthly Qualifiers

All matches will be played through the in-app tournament hub. It will be located on the right side of the home screen under a new icon named “ESPORTS”.

5.3.2.1. Teams will have the option of joining the Monthly Qualifier club to have their match potentially selected for broadcast.

5.3.2.2. All Players will receive notifications and reminders of their upcoming matches. When a match is ready to be played, all Players will receive a notification to check-in to the match and join the match lobby. **This check-in will only show inside the tournament hub so make sure to have it opened.**

5.3.2.2.1. Every member on the roster of the participating Team will receive a check-in notification but only the Players who intend to play, will need to check-in.

5.3.2.3. After check-in has been completed, Teams will then receive an invitation to the join the game lobby. Team Captains will be prompted to select their Team’s blind brawler bans. After both Team Captains have submitted their bans, the banned brawlers will be displayed and

Teams will move forward to Brawler selections. Once all Players have confirmed they are ready, the match will begin.

5.3.2.4. All matches played will be in a best-of-three (Bo3) set with best-of-three (Bo3) games format. This means each set will consist of three (3) games and a team must win two (2) of the games to win that set. Teams will then be required to win two (2) of out the three (3) of the sets to win the match.

5.3.2.5. Each Team will have up to five (5) minutes upon the completion of their previous match to ready up and start their next match. The wait time may increase if one Team has finished early and are waiting for their next opponent to finish their previous match.

5.3.2.5.1. If a Team is running late due to extenuating circumstances, the Team Captain must immediately contact a Tournament Admin via Discord / WeChat before the five (5) minutes are up.

5.3.2.6. All players who qualify for Monthly Finals will receive an in-app notification to confirm their participation in the next phase.

5.3.2.7. Due to the nature of a Swiss style bracket having no eliminations, Teams will be able and highly encouraged to continue playing even if they are out of contention for a Monthly Finals slot since each win will be awarded with points towards a World Finals slot.

### 5.3.3. Monthly Finals

All matches will be played through the in-app tournament hub. It will be located on the right side of the home screen under a new icon named "ESPORTS".

5.3.3.1. Team Captains will be required to join the Monthly Final club so that their matches may be observed and broadcasted.



- 5.3.3.2. All Players will receive notifications and reminders of their upcoming matches. When a match is ready to be played, all Players will receive a notification to check-in to the match and join the match lobby. **This check-in will only show inside the tournament hub so make sure to have it opened.**
  - 5.3.3.2.1. Every member on the roster of the participating Team will receive a check-in notification but only the Players who intend to play, will need to check-in.
- 5.3.3.3. The Tournament Administration Team will be using Discord / WeChat as the primary source of communications with players who have qualified for this phase.
- 5.3.3.4. An Admin will directly message each Team Captain in the match on Discord / WeChat and the Team Captains will designate the two (2) brawlers their team wishes to ban. Once both Teams have completed their bans, the Admin will announce the banned brawlers in the shared match channel on Discord / WeChat. Teams may then ban their designated brawlers in-app.
- 5.3.3.5. The Monthly Finals will be streamed by the Tournament Administration Team.
- 5.3.4. World Finals
  - 5.3.4.1. To be announced at a later date
- 5.3.5. Breaks
  - 5.3.5.1. Teams will have the below set amount of break time in between games, sets and matches during the Monthly Qualifiers.
    - 5.3.5.1.1. In between games: Up to thirty (30) seconds
    - 5.3.5.1.2. In between sets: Up to two (2) minutes
    - 5.3.5.1.3. In between matches: Up to five (5) minutes

5.3.5.2. Teams will have the below set amount of break time in between games, sets and matches during the Monthly Finals.

5.3.5.2.1. In between games: Up to thirty (30) seconds

5.3.5.2.2. In between sets: Up to one (1) minutes

5.3.5.2.3. In between matches: Minimum of two (2) Minutes

The break time may vary depending on broadcast needs but Teams will always be allotted a minimum of two (2) minutes.

5.3.5.3. Teams who are late or a no show will be subject to prize money deductions and/or match forfeiture as outlined in Section 11. Penalties.

#### 5.3.6. Match Restart

Match restarts will not be allowed unless an issue with the Tournament hub or game server has occurred. In either case, the Player must take a screenshot of the error message received and submit it to the Tournament Administration Team with a request for a match restart. The approval for the match restart will be at the sole discretion of the Tournament Administration Team.

### 5.4. Seeding

5.4.1. For each region's first Monthly Qualifiers, Teams will be seeded at random. Starting in March, Teams who have qualified for the previous month's Monthly Finals will automatically qualify for the following month's Monthly Qualifiers, receive priority seeding as well as two (2) points. These awards only apply if a Team has participated in the Monthly Final immediately before the current season. For example, Team A participated in the February Finals so Team A will automatically qualify to participate in March's Monthly Qualifiers. If Team A however, then fails to qualify for March's Monthly Finals, they will not receive automatic qualification into April's Monthly Qualifiers and will have to participate in April's Championship Challenge.

- 5.4.2. For the Monthly Finals, Teams will be seeded per their accrued Monthly Qualifier points for that specific month with the Team with the most points being first seed.

## 5.5. **Tournament Check-In**

### 5.5.1. Monthly Qualifiers

Check-ins will take place each day of the Monthly Qualifier via the check-in channel on Discord and Monthly Qualifier channel on WeChat (Mainland China only). It will begin at 9:00 AM local region time and close at 11:45 AM local region time.

Beginning at 12:00 PM local region time, Teams will need to have the Tournament hub opened and await match check-in requests. Once all Players who intend to play the match, have checked-in, all Players will receive an invitation to join the game lobby.

### 5.5.2. Monthly Finals

Check-ins will begin one (1) hour with an Admin via the Monthly Finals channel on Discord and WeChat (Mainland China only) before each region's Monthly Finals is scheduled to begin. Due to the potential variance in match times, all Teams participating must check-in at this time, not just the Teams playing the first match of the day.

## 5.6. **Failure to Appear / No Show**

### 5.6.1. Monthly Qualifiers

Teams have up to five (5) minutes to check in to their matches, if a Team does not check in within that time frame, they will automatically forfeit their first set. If the first set is forfeited, the Team will have another five (5) minutes to check in, if the second five (5) minutes has lapsed and the Team has still not checked in, they will automatically receive a match forfeiture.

### 5.6.2. Monthly Finals

Teams will have up to fifteen (15) minutes of lateness allotted to them for each match. Lateness begins once the match start time, relayed by Admins, has passed. Once ten (10) minutes has lapsed, if a Team fails to ready up, they will automatically forfeit their first set. If a Team has forfeited their first set, an additional five (5) minutes will be

allotted to them to begin their match. Once this additional five (5) minutes has lapsed, the Team will automatically forfeit the match.

#### 5.7. **Match Abandonment / Forfeiture**

##### 5.7.1. Monthly Qualifiers

If a Team abandons / forfeits a match during the Monthly Qualifier, they may continue to their next match when it is available to start.

##### 5.7.2. Monthly Finals

Teams who abandon / forfeit games, sets or matches during the Monthly Finals will be subject to penalties in the form of prize money deduction.

#### 5.8. **Draws**

In the rare event there is a game “DRAW”, an extra game would be played to determine the winning Team. The extra game after a draw can be played with different brawlers and star powers.

#### 5.9. **Technical Issues**

Players will be responsible for their own connection to the game. Players should resolve any problems they might occur before a match starts. Connection or hardware problems that cause an inability to compete could lead to an automatic match forfeiture. Any agreements between Teams to postpone a match must be first approved by an Admin. The Tournament Administration Team reserves the right to reject any match rescheduling requests.

## 6. **INCENTIVES & PRIZES**

#### 6.1. **Championship Challenge**

Players who complete the Championship Challenge with a fifteen (15) wins and two (2) losses or better record and are of sixteen (16) years of age or older, will be awarded advancement to their respective region’s Monthly Qualifier.

#### 6.2. **Monthly Qualifiers**

Teams who place Top 8 in their respective region’s Monthly Qualifier will advance to their region’s Monthly Final.

### 6.3. Monthly Finals

Teams who qualify for the Monthly Finals will receive prize money based on their final rankings and region:

EMEA	
Rank	Prize Money
1	\$7,500
2	\$4,000
3 - 4	\$2,000 per team
5-8	\$1,000 per team
Total	\$19,500

MAINLAND CHINA	
Rank	Prize Money
1	\$7,500
2	\$3,000
3-4	\$1,000 per team
Total	\$12,500

NA & LATAM N	
Rank	Prize Money
1	\$7,500
2	\$3,000
3-4	\$1,000 per team
Total	\$12,500

LATAM S	
Rank	Prize Money
1	\$7,500
2	\$3,000
3-4	\$1,000 per team
Total	\$12,500

EAST ASIA	
Rank	Prize Money
1	\$7,500
2	\$3,000
3-4	\$1,000 per team
Total	\$12,500

SESA & ANZ	
Rank	Prize Money
1	\$4,000
2	\$2,000
3-4	\$500 per team
Total	\$7,000

EECA	
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Rank	Prize Money
1	\$4,000
2	\$2,000
3-4	\$500 per team
Total	\$7,000

#### 6.4. **World Finals**

The 2021 Brawl Stars Championship World Finals will have a prize pool of a minimum \$500,000, with an opportunity for the community to increase this further through in-game offers. Details will be communicated in the second half of 2021.

#### 6.5. **Prize Money Payments**

6.5.1. **Payment Schedule.** Upon completion of each Monthly Final, payment information will be requested from the winners within seven (7) days. Prize money will be paid out net 30 days upon receipt of the payment information. If payment information is incomplete, prizes will not be paid until it is complete.

## 7. **COMMUNICATIONS & SUPPORT**

### 7.1. **How to Communicate**

7.1.1. All Players will be prompted to join Discord / WeChat upon successfully registering for the Monthly Qualifiers. Team Captains will be required to stay in the channel while team members have the option to leave.

7.1.2. Discord / WeChat will be the primary platform for communications to contact the Tournament Administration Team for immediate responses regarding urgent Tournament issues / questions.

### 7.2. **Support**

7.2.1. In-app Regional Leaderboard, notifications, match reminders and check-in requests will be available during the Tournament.

7.2.2. The Tournament Discord / WeChat server will only be available for competitors and will provide announcements, general tournament support, FAQs, a link to the ruleset, relevant forms, scrims requests and looking for team (LFT) channels for players and teams.

7.2.2.1. Admins and Moderators will be available to answer questions related to rule clarifications, schedules and disputes.

## **8. PLAYER & TEAM BRANDING, SPONSORS, ETC.**

The Tournament Administration Team reserves the right to forbid the use of unwanted names and/or symbols in the Tournament. Any legally protected words or symbols are generally forbidden unless the owner gives permission to use them.

8.1. Players and Teams are expected to be consistent in the use of their player nicknames and team names throughout the competition. Once a Team has earned ranking points, the following rule starts to apply;

8.1.1. Rebranding

8.1.1.1. Players will not be allowed to change their in-game name during the course of the Tournament.

8.1.1.2. Teams will be allowed a total of two (2) rebrandings per Tournament year split into one (1) per half year.

8.1.1.2.1. If an unsponsored Team is picked up by an organization and rebrands under the organization's name, it will count as a rebrand.

8.1.1.2.2. If a Team is picked up by an organization but is then released, the Team must default to their original free agent name. This will not count as a rebrand.

8.1.1.3. If a free agent Team is picked up by an organization, rebrands, is then released and is later picked up by another organization, they must wait until the second half of the Tournament year to rebrand under the new organization.



- 8.2. Players and Teams will not be allowed to promote personal or team branding, sponsors and logos that would conflict with principles the Tournament carries, these categories include but are not limited to;
  - 8.2.1. Alcohol
  - 8.2.2. Non over-the-counter drugs
  - 8.2.3. Gambling websites (betting)
  - 8.2.4. Tobacco products
  - 8.2.5. Firearms
  - 8.2.6. Pornography
  - 8.2.7. Products of direct competitors
  - 8.2.8. Other game companies, publishers and/or platforms

## 9. CODE OF CONDUCT

All participants are subject to the [Safe and Fair Play Policy](#) conditions and must also abide by the [Terms of Service](#) set forth by the Tournament owner, Supercell.

### 9.1. Account Sharing

- 9.1.1. Players may not share their account with any other players, members of their team, friends, family or any other individual before, during or after the competition. Doing so may result in disqualification from the Tournament year.

### 9.2. Competitive Integrity

- 9.2.1. Teams are expected to play at their best at all times within any Tournament game and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty and/or fair play.

### 9.3. Player Behavior Investigation

- 9.3.1. If the Tournament Administration Team determines that a Team or Player has violated the Brawl Stars [Terms of Service](#) or rules outlined in this Ruleset, the Tournament Administration Team may assign penalties at their sole discretion. If the Tournament Administration Team contacts a Player to discuss the investigation,

the Player is obligated to tell the truth. If a Player withholds information or misleads the Tournament Administration Team creating an obstruction of the investigation then the Team and/or Player is subject to punishment.

#### 9.4. **Unfair Play**

The following behaviors are considered unfair play and will be subject to penalties including potential disqualification. The final decisions will be at the discretion of the Tournament Administration Team.

##### 9.4.1. Collusion

Colluding is defined as an agreement between players or Teams to intentionally alter the results of a match. Teams who participate in these discussions will be subject to review. Any Teams found breaking this rule will be subject to a ban from the remainder of the Tournament year, loss of Tournament points and forfeiture of all unpaid prize money earned.

9.4.1.1. Deliberately losing a match for compensation, or for any other reason, or attempting to induce another player to do so.

9.4.1.2. Pre-arranging to split prize money and/or any other form of compensation.

9.4.1.3. Soft play, defined as an agreement between players or Teams to not damage, impeded or otherwise play to a reasonable standard of competition.

##### 9.4.2. Cheating

###### 9.4.2.1. DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

###### 9.4.2.2. Software or Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software

(unapproved apps that manipulate gameplay), playing on private servers, scripted attacks. For more information please visit Supercell's Safe and Fair Play page and Terms of Service.

#### 9.4.3. Hacking

Hacking is defined as any modification of the Brawl Stars game client by any player, Team or person acting on behalf of a player or Team.

#### 9.4.4. Bug Exploitation

Intentionally using any in-game bug, whether known or newly discovered, to seek an advantage is strictly prohibited.

#### 9.4.5. Intentional Disconnection

Intentionally disconnecting from the game without a proper and explicitly stated reason.

#### 9.4.6. Unprofessional Behavior

##### 9.4.6.1. Harassment

Harassment is defined as a systematic, hostile and/or repeated act taking place over a considerable period of time.

##### 9.4.6.2. Sexual Harassment

Sexual harassment is defined as unwelcomed sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

##### 9.4.6.3. Discrimination

Players may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political

opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

9.4.6.4. Players may not represent themselves as Supercell or their affiliated games in any type of public statement

9.4.7. Statements regarding Brawl Stars Championship, Supercell, and Brawl Stars.

Team Members may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the tournament, Supercell or its affiliates, or Brawl Stars, as determined in the sole and absolute discretion of the tournament.

9.4.8. Releasing Information Without Approval

Teams will be asked to submit paperwork for approval or visibility throughout the tournament. Early announcements can disrupt the competitive scouting a team would use to create strategies for upcoming matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

9.4.9. Criminal Activity

A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

9.4.10. Moral Turpitude

A Team Member may not engage in any activity which is deemed by the tournament to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior

9.4.11. Confidentiality

A Team Member may not disclose any confidential information provided by the Administration Team or any affiliate of Supercell, by any method of communication, including all social media channels.

9.4.12. Bribery

No Team Member may offer any gift or reward to a player, coach, manager, Administration Team, or person connected with or employed by another tournament team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

9.4.13. Poaching or Tampering

No Team Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any Team Member who is signed to any other participating Team, nor encourage any such Team Member to breach or otherwise terminate a contract with their said Team. Violations of this rule shall be subject to penalties, at the discretion of the Tournament Administration Team. To inquire about the status of a Team Member from another Team, managers must contact the management of the Team that the player is currently contracted with. The inquiring Team must inform the Tournament Administration Team of their inquiry before discussing the players contract.

9.4.13.1. If one or more of the associated Teams are not signed to a professional organization, the designated Team Captain will be considered the manager.

9.4.14. Gifts

No Team Member may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

9.4.15. Non-Compliance

No Team Member may refuse or fail to apply the reasonable instructions or decisions of the Administration Team.

9.4.16. Match-Fixing

No Team Member may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

9.4.17. Document or Miscellaneous Requests Documentation

Document, miscellaneous requests documentation or other reasonable items may be required at various times throughout the tournament as requested by the Tournament Administration Team. If the documentation is not completed to the standards set by the Tournament Administration Team, then a Team may be subject to penalties. Penalties may be imposed if the items requested are not received and completed at the required time.

9.4.18. Association with Gambling

No Team Member or an Administration Team may take part, either directly or indirectly, in betting or gambling on any results of the Tournament.

## 10. Penalties

Any person found to have engaged in or attempted to engage in any act that the Tournament Administration Team in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. Upon discovery of any Team Member committing any violations of the rules listed above, the Tournament Administration Team may, without limitation of its authority, issue the following penalties:

- Warning
- Removal of Brawler Bans
- Prize Money Deduction(s)
- Suspension(s)
- Disqualification
- Tournament Year Long Ban

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Brawl Stars Tournaments. It should be noted that penalties may not always be imposed in a successive manner. The Tournament Administration, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by the Administration Team.

## 11. Devices

### 11.1. **Approved**

11.1.1. Mobile Phone

11.1.2. Tablet

### 11.2. **Banned**

11.2.1. Emulation

11.2.2. PC

## 12. Finality of Decisions

Finality of all decisions regarding the interpretation of this Ruleset, Player and Team eligibility, scheduling and staging for the tournament and related events, and penalties for misconduct, lie solely with Supercell and the Tournament Administration team, the decisions of which are final. Supercell and the Tournament Administration team's decisions relating to these Rules and/or the Tournament cannot be appealed and shall not give rise to any claim for monetary damages or other legal or equitable remedy. These Rules may be amended, modified or supplemented by Supercell and the Tournament Administration team, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.

### 12.1. Language Discrepancies

In the event of any discrepancies between the English version and international version of the ruleset, the English version will prevail for purposes of interpretation.