



Clash of Clans World Championship 2021

Rulebook

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1. Introduction

These Official Rules (“**Rules**”) of the Clash of Clans World Championship 2021 (“**Tournament**”, or “**Championship**”) apply to each person participating in the Tournament in 2021 (“**Players**”). All Players must agree to abide by the conditions set forth in this document, with the understanding that any rules violation may result in immediate disqualification and forfeiture of all prize money earned as determined by tournament organizers (“**TOs**”, or “**Administrators**”).

The following terms and conditions defined in this Official Ruleset ("**Rules**") of the Clash of Clans World Championship 2021 ("**Tournament**", or "**Championship**") apply to the Tournament and its 6 seasons, including the Clan War League ("**CWL**"), Monthly Pre-Qualifier, Monthly Qualifier, Last Chance Qualifier ("**LCQ**"), and World Championship Finals ("**WF**"), as well as their participants ("**Players**").

By competing in the Clash of Clans World Championship you agree to the following.

The Tournament Organizer ("**Organizer**") in its sole discretion: (a) may update, amend, or supplement these Rules at any time, with or without notice to Players, 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 Clash of Clans World Championship 2021, in its entirety, including its five (5) stages - Clan War League, Monthly Pre-Qualifiers, Monthly Qualifiers, Last Chance Qualifier and World Championship Finals.
- 2.1.2. **War:** Refers to a 5v5 Friendly War between two participating teams that is played until a winner has been determined. Players may each only use 1 attack during a single War.
- 2.1.3. **Preparation Period:** Refers to the length of time at the start of a Friendly War where teams may set base layouts, donate reinforcement troops, and scout enemy bases. This period is set to 5 minutes throughout each stage of this Tournament (excluding Clan War League).
- 2.1.4. **Battle Period:** Refers to the length of time after the Preparation Period ends where teams may begin attacking enemy bases. This period varies between 30 to 45 minutes throughout each stage of this Tournament (excluding Clan War League).
- 2.1.5. **Season:** Seasons last one month and consist of the in-game Clan War League, Monthly Pre-Qualifier, and Monthly Qualifier.
- 2.1.6. **Single Elimination:** Teams will compete in a bracket format where a team is eliminated from competition after one (1) loss.
- 2.1.7. **Double Elimination:** Teams will compete in a bracket format using two brackets, a winner's bracket (for teams without a loss) and a loser's bracket (for teams with one (1) loss) where a team is eliminated from competition after two (2) losses.

- 2.1.8. **Golden Ticket:** Teams that achieve 1st place during a Monthly Qualifier will earn a Golden Ticket that qualifies their team to compete at the World Championship Finals.
- 2.1.9. **Silver Ticket:** Teams that earn a Silver Ticket qualify for the Last Chance Qualifier. The highest placing team in each Monthly Qualifier that does not win a Golden Ticket in a subsequent Monthly Qualifier and has not won a Silver Ticket in a previous qualifier wins that qualifier's Silver Ticket.
- 2.1.10. **Wildcard:** The highest placing team in certain community tournaments that does not hold either a Silver or Golden ticket after all six (6) Seasons have occurred earns a Wildcard. This Wildcard qualifies said team for specific slots in the Last Chance Qualifier.
- 2.1.11. **Tournament Hub:** In-app competition platform where Tournament registration, scheduling, event information, and match setup are available.

2.2. Rules Translation

- 2.2.1. These Rules have been translated into several languages in order to best accommodate a wide subset of Players. The English version of this document will be treated as the primary source of truth in the event of a Rules dispute or inconsistency in Rules translation.

2.3. Prize Money

- 2.3.1. If a team qualifies for prizing, team captains will be contacted in order to begin prizing payment processing. Teams must submit payment information within seven (7) days of the completion of the competition. Prize money will be paid out net 90 days upon receipt of the payment information.
- 2.3.2. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.
- 2.3.3. Players are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state and local taxes, including possible VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Player.
- 2.3.4. Players will not be allowed to claim cash prizing or cash-value prizing if the Player resides in a country currently subject to financial sanctions by the United States of America or European Union that prohibit financial transactions or payments to their country of residence.

2.4. Game Version

- 2.4.1. All players must install the latest version of the game in order to participate.

- 2.4.2. All online matches will be played on the current patch available on the live servers at the time of the match.

2.5. Required Town Hall Level

- 2.5.1. All players must use an account with the highest Town Hall level currently available throughout all stages of the competition. Players with an account below the highest Town Hall level may not participate.

2.6. Rule Changes

- 2.6.1. Administrators reserve the right to amend, remove, or otherwise change the rules outlined in these Rules without further notice. Administrators also reserve the right to make judgement on cases that are not explicitly supported or detailed in these Rules, or in extraordinary cases, judgements that may even go against these Rules to preserve fair play and sportsmanship.

2.7. Confidentiality

- 2.7.1. All content including protests, support tickets, discussions and/or any other correspondence with Administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from Administrators. Publication of the aforementioned material without prior written consent may result in penalty points.
- 2.7.2. Prior to being disclosed confidential information, Players will be required to sign a non-disclosure agreement (NDA) in which they accept the terms and conditions set forth by the Organizer. Failure to comply with the terms of the NDA will result in fines set by the Organizer and a year long competitive ban.

2.8. Participation Eligibility, Requirements and Restrictions

- 2.8.1. Players must be 16 years of age or older in order to participate. Any Player aged 16-17 (16-18 in South Korea, 16-19 in Japan) will be required to confirm on their verification form that they have parental or guardian consent to participate in this event. Players residing in Mainland China must be 18 years of age or older in order to participate.
- 2.8.2. The cut-off date for age eligibility is the first day of competition for a given Monthly Pre-Qualifier. Players who turn 16 on or after this date are ineligible to compete in that season.
- 2.8.3. Eligible Players will be required to complete a registration form upon qualifying for the Monthly Qualifier. Eligible Players must fill out all required portions of the verification form to be eligible for consideration.
- 2.8.4. Players who compete in the tournament will be required to provide proof of identity. Failure to provide proof of identity may result in ineligibility for

participation in the Tournament or disqualification from the Tournament. The Organizer reserves the right to verify an eligible Player's information at any given time if deemed necessary.

- 2.8.5. During the verification process, players must submit an acceptable photo ID to Administrators to verify their identity. Forms of acceptable ID include:
 - 2.8.5.1. Government Issued Identification
 - 2.8.5.2. School Issued Identification
 - 2.8.5.3. Birth Certificate
 - 2.8.5.4. Passport
- 2.8.6. Players must be the sole owner of the Clash of Clans account(s) used for participation in the Tournament. Players are only allowed to participate in Monthly Pre-Qualifiers, Monthly Qualifiers, Last Chance Qualifiers, and World Championship Finals on a single account.
- 2.8.7. Players that have previously earned a Golden Ticket in 2021 are ineligible for participation in subsequent Monthly Pre-Qualifiers and Monthly Qualifiers with any of their accounts
- 2.8.8. Supercell, Tournament Operations Staff, or its partner companies' employees are not eligible to register for or compete in the Monthly Pre-Qualifier, Monthly Qualifier, Last Chance Qualifier, and World Championship Finals.
- 2.8.9. Any broadcast of a live tournament match is prohibited and may only be broadcasted by the official Supercell Esports channel during the event window.

2.9. Team Requirements and Restrictions

- 2.9.1. Teams are required to register a roster of five (5) players during Pre-Qualifier registration. Changes to team rosters will not be permitted once registration has closed. Teams that have not qualified to further stages of the competition via Silver Tickets, Golden Tickets, or Wildcards will be allowed to select new team rosters in subsequent seasons.
 - 2.9.1.1. Upon registration a clan leader can choose five (5) members who are in the same Clan, as long as those players are eligible, and are not currently registered to any other Monthly Pre-Qualifier, Monthly Qualifier, Last Chance Qualifier, and World Championship Finals team.
- 2.9.2. All other team roster changes will not be permitted, except under extraordinary circumstances or force majeure occur such that a Player is unable to participate.

All such substitution requests must be communicated to the Lead Administrator via Discord / WeChat, who will evaluate requests on a case by case basis. Lead Administrators are not required to accept roster change requests.

2.9.3. World Championship Final:

- 2.9.3.1. All World Championship Final Teams will be allowed 1 substitute per team. Any substitutions must be provided to the Lead Administrators at the latest by November 16th . Substitutions will not be allowed to take place after November 16th except under extraordinary circumstances or force majeure occur such that a Player is unable to participate. Lead Administrators are not required to accept roster change requests.

3. Tournament Breakdown

3.1. Stages & Format

The Tournament year will consist of six (6) Seasons. Each Season has three (3) stages, a Clan War League, a Monthly Pre-Qualifier, and a Monthly Qualifier, each described in detail below. These six (6) Seasons determine six (6) of the eight (8) teams to qualify for World Championship Finals. The final two (2) teams are determined through the Last Chance Qualifier.

3.1.1. Clan War League

- 3.1.1.1. Clan War Leagues occur during the first 11 days of a month.
- 3.1.1.2. At the conclusion of each month's Clan War League, Clan that are demoted/promoted to or stay in the CWL Champion 1-3 League are eligible to register for that month's Pre-Qualifier. Also Champion 1-3 clans who were not participating in that month's CWL are eligible to register a team.
- 3.1.1.3. Eligible Clan Leaders may register a team of five (5) clan members, who are currently within their clan, to participate in the Monthly Pre-Qualifier via the in-app Tournament Hub. Clan Leader can also register members who were not playing in the clan's CWL roster that month.
- 3.1.1.4. Registration closes 48 hours ahead of the Monthly Pre-Qualifier tournament start time. A registered team with player account(s) that violate Supercell's Safe and Fair Play Policy may be removed by Administrators during this time.

- 3.1.1.5. Upon completion of registration, Players will receive a link to join the Discord or WeChat server for the Monthly Pre-Qualifier via the in-app Tournament Hub; joining these communication platforms is optional at this stage, but is recommended for Players looking for additional support.

3.1.2. Monthly Pre-Qualifier

- 3.1.2.1. The Monthly Pre-Qualifier is a 2-Day Single Elimination competition hosted through the in-app Tournament Hub. Teams will be seeded into the bracket based on their Clan War League results, with higher ranking CWL teams receiving priority seeding. Of the registered teams, each of the 64 highest ranked teams from that month's CWL Champion 1 League will be directly seeded into the first round of 128 on Day 2, and do not participate on Day 1.
- 3.1.2.2. Players must compete in a premade team of five (5) players. Rosters will be locked upon completing registration for the Monthly Pre-Qualifier.
- 3.1.2.3. The total number of bracket rounds will vary based on the number of registered teams, and is expected to be 12-16 rounds in total.
- 3.1.2.4. The Day 1 bracket will be played until only 64 playing teams remain. The Day 2 bracket will be a continuation of the Day 1 bracket and introduce 64 additional teams (see 3.1.2.1) in the initial round. The Day 2 bracket will be played to completion. In addition to the final 1st/2nd place match, additional tiebreaker matches will be played to determine the 3rd, 4th, 5th, and 6th place teams. These top 6 teams will advance to the Monthly Qualifier.
- 3.1.2.5. Team Captains will be required to check-in at the beginning of the event and at the start of each round via the in-app Tournament Hub. Tournament check-in begins 2 hours before the tournament start time and closes 45 minutes before the tournament start time. Match check-in is open for 5 minutes after the match becomes ready on the Tournament Hub. Failure to check-in during the allotted time may result in disqualification.
- 3.1.2.6. The Top 6 teams from the Monthly Pre-Qualifier will advance to participate in the Monthly Qualifier. All players who qualify for the Monthly Qualifier will be required to join the Discord or WeChat server in order to complete a player survey and verify age eligibility.
 - 3.1.2.6.1. Teams that fail to join the Discord / WeChat, do not complete the requested forms in a timely manner, or fail any verification checks may be disqualified. In the event that a team is

disqualified, Administrators will contact the next most eligible team from the Monthly Pre-Qualifier as a replacement.

3.1.3. Monthly Qualifier

- 3.1.3.1. Qualified teams will compete in a 2-Day Double Elimination bracket. The bracket will be seeded based on the final standings of the Monthly Pre-Qualifier, with the 1st and 2nd place teams receiving a first round bye.



3.1.3.2. Broadcast Webcam

- 3.1.3.2.1. Players are required to use a webcam and hardware that allows for a video feed to appear live on broadcast. Additionally, teams must adhere to the Competitive Integrity Requirements detailed in section 3.3.

- 3.1.3.2.2. Players who do not have access to a webcam must contact event administrators to acquire one immediately. Tournament Administration will assist all competitors in the Monthly Qualifiers with obtaining a webcam.
 - 3.1.3.2.3. Players will receive instructions on how to set up the webcam. These are to be used during the Monthly Qualifiers.
 - 3.1.3.3. Teams that achieve 1st place during a Monthly Qualifier will earn a "Golden Ticket" which qualifies them for the World Championship Finals at the end of the year.
 - 3.1.3.4. A "Silver Ticket" which qualifies a team for the Last Chance Qualifier will be awarded to the highest placing team in a given Monthly Qualifier that neither has qualified for the Last Chance Qualifier in a previous Monthly Qualifier nor qualifies for World Championship Finals in a subsequent Monthly Qualifier. The history of which teams held which tickets after each event is available on the Clash of Clans World Championship website.
 - 3.1.3.5. If a team holding a Silver Ticket goes on to qualify for World Championship Finals in a subsequent tournament, their Silver Ticket will be awarded to the next highest placing team according to the rule above. In cases where there is a tie in placement the following tiebreakers will be used:
 - 3.1.3.5.1. Head to Head matchup from Monthly Qualifier or Monthly Pre-Qualifier (if available)
 - 3.1.3.5.2. Total stars earned in Monthly Qualifier
 - 3.1.3.5.3. Average Destruction in Monthly Qualifier
 - 3.1.3.5.4. Seed from Pre-Qualifier
 - 3.1.3.6. In the event that all six teams to participate in a Monthly Qualifier are ineligible to receive that qualifier's Silver Ticket, said ticket will be awarded to the highest placing team who has not qualified for either World Championship Finals or the Last Chance Qualifier after all six (6) Monthly Qualifiers.

3.1.4. Last Chance Qualifier

- 3.1.4.1. The Last Chance Qualifier (or LCQ) will consist of ten (10) teams, six (6) of which qualify from the Monthly Qualifiers as described in section 3.1.3.4., with four (4) more teams qualifying through 3rd Party tournaments by earning Wildcards as described in section 2.1.10.
- 3.1.4.2. Qualified teams will compete in two separate five (5) team single elimination brackets, with two Wildcard holders playing each other in play-in matches before entering their bracket's Round of four (4). Each bracket will run on a separate day.



- 3.1.4.3. Silver Ticket teams will be seeded in the order that they qualified in. In the event that a Silver Ticket team earns a Golden Ticket in any upcoming Monthly Qualifier the next highest placing team from the Month they originally earned a Silver Ticket in will acquire their Silver Ticket instead and will replace their seed on the LCQ bracket.

3.1.4.3.1. Silver Ticket Seeding:

Seed 1 - May
Seed 2 - June
Seed 3 - July
Seed 4 - August

Seed 5 - September

Seed 6 - October

- 3.1.4.3.2. Wildcard seeding will be randomized. Team Captains will have an opportunity to witness the random drawing.

3.1.4.4. Broadcast Webcam

- 3.1.4.4.1. Players are required to use a webcam and hardware that allows for a video feed to appear live on broadcast. Additionally, teams must adhere to the Competitive Integrity Requirements detailed in section 3.3.
- 3.1.4.4.2. Players who do not have access to a webcam must contact event administrators to acquire one immediately.
- 3.1.4.4.3. Players will receive instructions on how to set up their webcams from broadcast administrators prior to the event.

3.1.5. World Championship Finals

- 3.1.5.1. The World Championship Finals will consist of the six (6) teams that earned a Golden Ticket through the monthly season and two (2) teams from the Last Chance Qualifier.

- 3.1.5.2. Qualified teams will compete in a 3 day, 8 team, double elimination event. Teams will be seeded based on the Months they Qualified below:

3.1.5.2.1. Golden Ticket Seeding:

Seed 1 - May

Seed 2 - June

Seed 3 - July

Seed 4 - August

Seed 5 - September

Seed 6 - October

Seed 7 - LCQ Day 1

Seed 8 - LCQ Day 2

3.1.5.3. Broadcast Webcam

- 3.1.5.3.1. Players are required to use a webcam and hardware that allows for a video feed to appear live on broadcast. Additionally, teams must

adhere to the Competitive Integrity Requirements detailed in section 3.3.

3.1.5.3.2. Players who do not have access to a webcam must contact event administrators to acquire one immediately.

3.1.5.3.3. Players will receive instructions on how to set up their webcams from broadcast administrators prior to the event.

3.2. Match Format

3.2.1. War Settings

Monthly Pre-Qualifiers Day 1:

- Preparation Period: 5 Minutes
- Battle Period: 30 Minutes
- Attacks may happen at any time during this 30 minute war.

Monthly Pre-Qualifiers Day 2:

- Preparation Period: 5 Minutes
- Battle Period: 45 Minutes
- Attacks must follow the Attack Order requirement (see Section 3.2.3).
- Clans must consist of only the 5 participating Players, plus additional Administrators and official spectating accounts.

Monthly Qualifiers Day 1 and Day 2:

- Preparation Period: 5 Minutes
- Battle Period: 45 Minutes
- Attacks must follow the Broadcast Attack Order requirement (see Section 3.2.4).
- Clans must consist of only the 5 participating Players, plus additional Administrators and official spectating accounts.

Last Chance Qualifier:

- Preparation Period: 5 Minutes
- Battle Period: 45 Minutes
- Attacks must follow the Broadcast Attack Order requirement (see Section 3.2.4).
- Clans must consist of only the 5 participating Players, plus additional Administrators and official spectating accounts.
 - Teams must use the Clan that was provided to them after their respective Monthly Qualifier concluded. Wildcard teams will be required to join a broadcast clan prior to the Last Chance Qualifier.

World Finals:

- Preparation Period: 5 Minutes
- Battle Period: 45 Minutes
- Attacks must follow the Broadcast Attack Order requirement (see Section 3.2.4).
- Clans must consist of only the 5 participating Players, plus additional Administrators and official spectating accounts.
 - Teams must use the Clan that was provided to them for broadcasts during Monthly qualifiers or Last Chance Qualifiers.

3.2.2. Match Scoring and Tiebreakers

After each War has been completed, the winning team is determined by the following criteria (in order):

1. Highest Star total
2. Highest Destruction Percentage
3. Fastest Average Attack Duration

Tiebreaker Round: If teams are still tied after considering the above criteria, teams will compete in a Best-of-1 Friendly Challenge. Each team will elect a single Team Member to participate using one (1) attack per player. The above criteria are applied to the results of this Friendly Challenge. This process repeats until a clear winner can be determined.

- Administrators will invite both players to a separate Clan. Players must set their Friendly Army and Clan Castle Troops before joining.
- Once both players have joined, Administrators will cue both players to send Friendly Challenges and begin their attacks at the same time.

3.2.3. Attack Order

The Attack Order designates the time at which each Player must initiate their attack during a War.

War Time Remaining refers to the in-game timer at the top of the War screen that starts counting down once the Battle Period begins.

Left Team refers to the team on the left side of the match as it appears in the Tournament Hub. The Left Team is the team within the match with the better initial seed.

Right Team refers to the team on the right side of the match as it appears in the Tournament Hub.

If a War occurs outside of the Tournament Hub, Tournament Organizers will designate a side for each team.

Teams do not need to declare the order of their Attackers.

| Attack Order Timetable | | |
|------------------------|----------------------|-----------------------|
| Attack # | War Time Remaining | Team - Attacker |
| 1 | 37 minutes 0 seconds | Right Team - Player 1 |
| 2 | 33 minutes 0 seconds | Left Team - Player 1 |
| 3 | 29 minutes 0 seconds | Right Team - Player 2 |
| 4 | 25 minutes 0 seconds | Left Team - Player 2 |
| 5 | 21 minutes 0 seconds | Right Team - Player 3 |
| 6 | 17 minutes 0 seconds | Left Team - Player 3 |
| 7 | 13 minutes 0 seconds | Right Team - Player 4 |
| 8 | 09 minutes 0 seconds | Left Team - Player 4 |
| 9 | 05 minutes 0 seconds | Right Team - Player 5 |
| 10 | 01 minute 0 seconds | Left Team - Player 5 |

Players must start their attacks within 15 seconds of the listed time remaining above, regardless of the status of their opponent's attacks. Players may screenshot and report teams that fail to adhere to these timings. Pending the frequency and severity of violations, Tournament Organizers may issue warnings, losses, or disqualifications to offending teams.

Example: The 5th player on the right team must commence their attack with 5 minutes remaining. This means they may commence their attack at, the earliest, 5 minutes and 15 seconds remaining or at, the latest, 4 minutes and 45 seconds remaining.

3.2.4. Broadcast Attack Order

During the Monthly Qualifiers, Last Chance Qualifier, and World Championship Finals the Attack Order is adjusted slightly to accommodate for the broadcast.

Teams **must** declare the order of their Attackers to Tournament Organizers. This order must be submitted to Tournament Organizers before the War Time Remaining reaches **38 minutes 0 seconds**. *Teams that fail to submit on time or fail to adhere to their submitted order will be penalized.*

Instead of using the Attack Order Timetable, Players will be directed to start each attack by Tournament Organizers through the Clan chat.

3.2.5. Clan Member Restrictions

During the Monthly Pre-Qualifier Day 2, Monthly Qualifiers Day 1 and Day 2, and the Last Chance Qualifier, Clans must consist of only the five (5) officially registered Team Members. Participating Clans must be emptied down to the five (5) officially registered Team Members by check-in on the second day of the Monthly Pre-Qualifier competition and must be in the CWL clan they qualified in.

Administrators may request to join Clans at any point throughout the tournament in order to resolve issues and help facilitate the match. Additionally, official spectating accounts must be allowed to join Clans in order to provide live coverage of each War.

Excluding Administrators and official spectating accounts, Teams that are found to have more than the 5 officially registered Team Members present in their Clan may be subject to disqualification.

3.2.6. Game Preparations

Stable hardware and internet connection are required for participation in the Championship. Players are expected to ensure their devices and connections are sufficient before competition begins. Connection or hardware problems during a match may lead to disqualification by admins.

3.2.7. Failure to appear / No Show

During the Monthly Pre-Qualifiers, each team has 5 minutes to show up to an online match (match start time +5 minutes) after being notified that their match is ready by the Tournament Hub. Showing up after 5 minutes can result in disqualification.

During the Monthly Qualifiers and Last Chance Qualifiers, Administrators will set a stricter time limit with Players via the Discord and WeChat channels to ensure a timely broadcast.

3.3. Match Processes

3.3.1. Monthly Pre-Qualifier Process and Expectations:

3.3.1.1. Registration:

Players that want to participate must be in a Clan War League Champion 1, 2, or 3 ranked Clan. They must be chosen to be on the team by the Clan Leader and must fully complete registration in the in-app Tournament Hub. Failure to fully complete registration will render the player and the team ineligible to participate.

3.3.1.2. Participation:

For teams to be eligible for participating all team members must have completed registration, to have their Team Locked in by the Team Captain, and for Team Captains to check-in to the Tournament at the specified time in the Tournament Hub and Discord or WeChat. Team Captains are also required to check-in to each of their matches during the 5 minute time frame. Failure to complete these steps will render the players and the team ineligible to participate.

Clans must also lower the requirements to join their Clan for official spectators to be able to request access.

3.3.1.3. Issues and Disputes:

Any team that encounters an issue or has a dispute during their matches are required to escalate the issue to the Tournament Administration during the current match or after the match has concluded. Failure to escalate any issues or disputes before the next round of matches has begun will make the results for the match stand.

3.3.2. **Competitive Integrity Requirements for Monthly Qualifiers, Last Chance Qualifiers, and World Championship Finals**

3.3.2.1. Throughout the full duration of a War, each Player must appear on a live video call with Administrators. Video footage from this call will only be visible by Administrators and will be recorded for competitive integrity purposes.

3.3.2.2. Administrators facilitate video calls with each team separately. Players and devices must remain in the camera frame at all times during this call. Additionally, audio must remain unmuted such that Administrators are able to hear Players. Players are not allowed to disconnect from their video calls for the duration of their matches for any reason.

3.3.2.3. Teams must only communicate with other Team Members and Administrators while participating in their match. Teams may not receive any external support during this time, including both online and in-person interactions.

3.3.2.4. Teams must not use any secondary device, such as a mobile phone or tablet. Teams may only interact with the device they are using to participate in the War during their matches. Devices are allowed to be used as an integrity or broadcast camera but are not allowed to be used for any other purpose during a match.

- 3.3.2.5. Failure to adhere to these requirements will result in a loss of War scoring or potential disqualification.

4. Tournament Schedule

The Organizer reserves the right to amend, remove, or otherwise change the schedule in this handbook without notice.

Please note the following Start Times use the Coordinated Universal Time (UTC). Depending on each Player's time zone, events may occur on a different date when compared to the listed UTC Start Times.

4.1. Clan War League

The Clan War League for each monthly season starts on the 1st and ends on the 11th of each month.

4.2. Monthly Pre-Qualifiers

The Pre-Qualifier registration for each event will close 48 hours before the Day 1 start time. Tournament Hub check-in for both days of a Pre-Qualifier will open two (2) hours before and close forty-five (45) minutes before the start time.

| Event | Dates (UTC) | Start Time (UTC) |
|-------------------------|-------------------|------------------|
| May Pre-Qualifier | May 22 - 23 | 10:00 |
| June Pre-Qualifier | June 19 - 20 | 18:00 |
| July Pre-Qualifier | July 17 - 18 | 1:00 |
| August Pre-Qualifier | August 21 - 22 | 10:00 |
| September Pre-Qualifier | September 18 - 19 | 18:00 |
| October Pre-Qualifier | October 16 - 17 | 1:00 |

4.3. Monthly Qualifiers

Players must check-in with Administrators on both days of a Qualifier one (1) hour before the start time.

| Event | Dates (UTC) | Start Time (UTC) |
|---------------|-------------|------------------|
| May Qualifier | May 29 - 30 | 1:00 |

| | | |
|---------------------|-------------------|------|
| June Qualifier | June 26 - 27 | 1:00 |
| July Qualifier | July 24 - 25 | 1:00 |
| August Qualifier | August 28 - 29 | 1:00 |
| September Qualifier | September 25 - 26 | 1:00 |
| October Qualifier | October 23 - 24 | 1:00 |

4.4. Last Chance Qualifier

Players must check-in with Administrators on both days of the LCQ one (1) hour before the start time.

| Event | Dates (UTC) | Start Time (UTC) |
|-----------------------|------------------|------------------|
| Last Chance Qualifier | November 13 - 14 | 1:00 |

4.5. World Championship Finals

Players must check-in with Administrators on both days of the World Championship Finals one (1) hour before the start time.

| Event | Dates (UTC) | Start Time (UTC) |
|---------------------------|----------------|------------------|
| World Championship Finals | December 3 - 5 | 04:00 |

4.6.

5. Incentives & Prizes

5.1. Monthly Qualifier

Teams who participate in a Monthly Qualifier will receive prize money based on their final placement in each Monthly Qualifier.

| Rank | Prize Money |
|------|-------------|
| 1 | \$15,000 |
| 2 | \$10,000 |

| | |
|-----|---------|
| 3 | \$8,250 |
| 4 | \$6,750 |
| 5-6 | \$5,000 |

5.2. Last Chance Qualifier

Teams who participate in the Last Chance Qualifier will receive prize money based on their final placement. Both days will have equal prizing.

| Rank | Prize Money per Day |
|------|---------------------|
| 1 | \$5,000 |
| 2 | \$4,000 |
| 3-4 | \$3,000 |
| 5 | \$2,000 |

5.3. World Championship Finals

Teams who participate in the World Championship Finals will receive prize money based on their final placement.

| Rank | Prize Money |
|------|-------------|
| 1 | \$250,000 |
| 2 | \$150,000 |
| 3 | \$100,000 |
| 4 | \$75,000 |
| 5-6 | \$37,500 |
| 7-8 | \$25,000 |

6. Communications & Support

6.1. Communication Platform

- 6.1.1. Discord will be the primary platform for communications to contact the Tournament Administration Team for immediate responses regarding urgent Tournament issues / questions.
- 6.1.2. WeChat will be used as an alternative communication platform for countries without reliable access to Discord.
- 6.1.3. The Tournament Discord and WeChat server will only be available for registered and eligible participants.

6.2. Support

- 6.2.1. The Tournament Discord and WeChat server will provide additional tournament resources for participants. Admins and Moderators will be available to answer Player questions and assist with tournament related requests.

7. Player & Team Branding, Sponsors

Administrators reserve 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.

7.1. Team Branding

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 qualified for a Monthly Qualifier, the following rules starts to apply;

- 7.1.1. Teams will be allowed a total of two (2) rebrandings per Tournament year split into one at the start of the overall competition and once after three Monthly Qualifiers have occurred.
- 7.1.2. If an unsponsored Team is picked up by an organization and rebrands under the organization's name, it will count as a rebrand.
- 7.1.3. 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.

7.2. Sponsorship Restrictions

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;

- 7.2.1. Alcohol
- 7.2.2. Non over-the-counter drugs
- 7.2.3. Gambling websites
- 7.2.4. Tobacco products
- 7.2.5. Firearms
- 7.2.6. Pornography
- 7.2.7. Products of direct competitors
- 7.2.8. Other game companies, publishers and/or platforms

8. CONTENT / MEDIA OBLIGATIONS

All Players who have qualified to participate in the World Finals will be required to accommodate and participate in the following media activities if requested:

- Pre-match Interviews
- Post-match Interviews
- Press conferences
- Photo shoots
- Other video recordings
- Technical Rehearsal
- Dress Rehearsal

9. Code of Conduct

All participants are subject to the Safe and Fair Play Policy conditions set forth by the Tournament owner Supercell [here](#).

9.1. Competitive Integrity

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.

9.2. Player Behavior Investigation

If the Tournament Administration Team determines that a Team or Team Member has violated the Clash of Clans Terms of Use, other rules of Clash of Clans, or other rules of Supercell, the Tournament Administration Team may assign penalties at their sole discretion. If the Administration Team contacts a Team Member to discuss the

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

9.3. 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.

9.3.1. 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 and forfeiture of all prize money earned. Collusion includes, but is not limited to, the following examples:

- 9.3.1.1. Deliberately losing a match for compensation, or for any other reason, or attempting to induce another player to do so.
- 9.3.1.2. Pre-arranging to split prize money and/or any other form of compensation.
- 9.3.1.3. Soft play, defined as an agreement between players or Teams to not damage, impede or otherwise play to a reasonable standard of competition.

9.3.2. Cheating

9.3.2.1. DDoSing

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

9.3.2.2. 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 see Supercell's [Safe and Fair Play](#) and [Terms of Service](#).

9.3.3. Hacking

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

9.3.4. Bug Exploitation

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

9.3.5. Intentional Disconnection

Intentionally disconnecting from the game resulting in an advantage without a proper and explicitly stated reason.

9.3.6. Ringing

Playing under another Player's account or soliciting, inducing, encouraging or directing someone else to play under another Player's account.

9.3.7. Unprofessional Behavior

9.3.7.1. Harassment

Harassment is defined as a systematic, hostile and/or repeated act. If a tournament participant is caught harassing another player(s) or tournament organizer(s) they will be issued a warning to cease their unprofessional behavior. If multiple infringements are presented this will result in penalty points.

9.3.7.2. 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.

9.3.7.3. 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.

- 9.3.7.4. Players may not represent themselves as Supercell or their affiliated games in any type of public statement
- 9.3.8. Statements regarding Clash of Clans World Championship, Supercell, and Clash of Clans: 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 Clash of Clans, as determined in the sole and absolute discretion of the Tournament Administrators.
- 9.3.9. **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.
- 9.3.10. **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
- 9.3.11. **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.
- 9.3.12. **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.
- 9.3.13. **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.
- 9.3.14. **Non-Compliance**
- No Team Member may refuse or fail to apply the reasonable instructions or decisions of the Administration Team.

9.3.15. **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.

9.3.16. **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.

9.3.17. **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:

- 10.1. Warning
- 10.2. Negation of War results or loss of points
- 10.3. Suspension(s)
- 10.4. Disqualification

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Clash of Clans 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.

Teams will receive penalty points per their offense if any of its players violate the terms in the rulebook. Repeat offenses will accrue penalty points for the team, regardless of whether they have already received penalty points for that offense.

| Warning | 0 - 1 |
|--|-------|
| Non-compliance | 2 |
| Bug Exploitation / Intentional Disconnection | 2 |
| Cheating | 4 |
| Hacking | 4 - 6 |
| Discrimination | 6 |
| Harassment | 6 |
| Collusion / Match Fixing | 8 |
| Sexual Harassment | 8 |

Repercussions per Penalty Point Accrual

| Negation of War results or loss of points | 2 |
|---|---|
| Season Disqualification | 4 |
| Season disqualification and next season ban | 6 |
| Ban from Tournament Year | 8 |

11. Terms of Use

All participants are subject to the Terms of Use conditions set forth by the Tournament owner Supercell here.

12. Finality of Decisions

Finality of all decisions regarding the interpretation of these Rules, Player and Team eligibility, scheduling and staging for the tournament and related events, and penalties for misconduct, lie solely with Supercell and Vindex, the decisions of which are final. Supercell and Vindex'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 Vindex, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.