



2024 CLASH ROYALE LEAGUE COMPETITION RULESET



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1. Introduction

These Official Rules (“**Rules**”) of the 2024 Clash Royale League (“**Tournament**”, or “**CRL**”) apply to each person participating in the Tournament in 2024 (“**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 their Golden Ticket, CRL Points, and all prize money, as determined by the Tournament Organizers (“**Organizers**”).

The following terms and conditions defined in the Rules apply to the Tournament and the five (5) seasons, including the Path of Legends Race, Monthly Qualifiers (“**MQ**”), Monthly Finals (“**MF**”), and World Finals (“**WF**”), as well as the Players.

By competing in the Clash Royale League, you agree to the following:

The Organizers, 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 Royale League 2024, in its entirety, encompassing the Path of Legends Race, Monthly Qualifier, Monthly Final, and World Finals.
- 2.1.2. **Match:** Consists of three games using Duels format, in which the first Player to win two games is determined to be the winner.
- 2.1.3. **Best-of-three (“Bo3”):** A “Best-of-3” consists of three games and three unique decks. The first Player to win two (2) games is the winner of the Bo3 match.
- 2.1.4. **Duels Format (“Duels”):** A Duels match is a Bo3 match where each player must use a unique deck each game. Players may not use a card in more than 1 game per match. The first Player to 2 Deck wins, wins the overall match. All matches in the Tournament, except the Path of Legends Race, will use Duels.
- 2.1.5. **Double Elimination:** Players compete in a bracket format using two brackets: an upper bracket (for Players without a loss) and a lower bracket (for Players with 1 loss). Players are eliminated from the competition after 2 losses.
- 2.1.6. **Swiss:** Players will be paired against each other based on match records. For example, a Player that is 1-0 after round 1 has completed will be paired against another 1-0 Player in round 2.
- 2.1.7. **Ties:** In the scenario of a tie, the game will evenly damage the Players’ remaining towers until a winner is decided. If a true tie occurs and the game cannot determine a winner, the Players will start a new game to determine a winner.
- 2.1.8. **CRL Leaderboard:** The leaderboard tracks CRL Points each player earns throughout the Tournament.



- 2.1.9. **Tournament Hub:** In-app competition platform where Players can register and compete in the competition, spectate Tournament matches, and view critical Tournament information such as the schedule and CRL Leaderboard.
- 2.1.10. **Golden Ticket:** Players who earn a Golden Ticket qualify for World Finals. A total of eight (8) Golden Tickets will be awarded:
 - 2.1.10.1. Five (5) Golden Tickets will be awarded to the first-place winner of the Monthly Finals
 - 2.1.10.2. One (1) Golden Ticket will be awarded to the highest-placing Player on the CRL Leaderboard that does not already hold a Golden Ticket from the Monthly Finals.
 - 2.1.10.3. One (1) Golden Ticket will be awarded to the highest-placing Player on the Community Leaderboard that does not already hold a Golden Ticket from the Monthly Finals or CRL Points Leaderboard.
 - 2.1.10.4. One (1) Golden Ticket will be awarded to players through a separate competition within China. Only players residing within China will be eligible to participate.

2.2. Rules Translation

- 2.2.1. These Rules have been translated into several languages in order to accommodate a diverse group 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. Confidentiality

- 2.3.1. All content, including protests, support tickets, discussions, and/or any other correspondence with the Organizers, are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the Organizers. 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 yearlong competitive ban.

2.4. Rights

- 2.4.1. Supercell and the Organizer own all broadcasting rights of the CRL. This includes but is not limited to: Video streams, TV broadcasts, shoutcast streams, replays, demos, or live score bots.

3. Players Eligibility Requirements

3.1. Players' Age

- 3.1.1. Players must be at least 16 years old by the closing date of registration for each Monthly Qualifier to be eligible to compete.
 - 3.1.1.1. Players residing in China must be at least 18 years old in order to compete.
- 3.1.2. If a Player is under the legal age of consent in their country of residence, but is at least 16 years of age, they may still enter and be a participant if they otherwise meet all eligibility criteria and one of their parents or legal guardians reads and agrees to the Rules on their behalf.



3.2. Verification of Eligibility

- 3.2.1. 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.
- 3.2.2. Eligible Players will be required to complete a registration form upon qualifying for Monthly Finals. Eligible Players must fill out all required portions of the verification form to be eligible to play in Monthly Finals. The form will be made available after Day 2 of the Monthly Qualifier is completed. **All Players must complete the form within 24 hours of the Monthly Qualifier ending. If a Player fails to complete the form, that Player will not be eligible to compete in the Monthly Final.**
- 3.2.3. Proof of Identity
 - 3.2.3.1. Players who compete in the Tournament will be required to provide proof of identity. Failure to provide proof of identity may result in disqualification from the Tournament. The Organizers reserve the right to verify an eligible Player's information at any given time if deemed necessary.
 - 3.2.3.2. During the verification process, Players must submit an acceptable photo ID to Organizers to verify their identity. The photo ID must include the Players full name and date of birth. Accepted forms of ID include:
 - 3.2.3.2.1. Government Issued Identification
 - 3.2.3.2.2. School Issued Identification, along with a Birth Certificate
 - 3.2.3.2.3. Birth Certificate, along with another form of photo ID
 - 3.2.3.2.4. Passport
- 3.2.4. Players must be the sole owner of the Clash Royale account used for participation in the Tournament. Players are only allowed to participate in the Tournament on a single account.
 - 3.2.4.1. Players must register to Monthly Qualifiers with the account with the most leaderboard points.
- 3.2.5. Players must reside in a country where Clash Royale is available to download in the local app store.
- 3.2.6. Supercell, Tournament Operations Staff, and its partner companies' employees are not eligible to register for or compete in the Tournament.

3.3. Account Eligibility

- 3.3.1. Players' accounts must be in good standing with respect to the CRL Rules and their Clash Royale account registered in their name must not have any violations of the Game's applicable [Terms of Service](#) and [Safe and Fair Policy](#). Accounts will be checked to ensure there are no violations of the Terms of Service several times throughout the Tournament, at the discretion of the Tournament Administration (**"Administration" or "Administrators"**).



- 3.3.1.1. Violating the [Terms of Service](#) or [Safe and Fair Policy](#) may result in immediate disqualification and forfeiture of their Golden Ticket, CRL Points, Community Leaderboard, and all prize money

4. Tournament Breakdown

4.1. Stages & Format

- 4.1.1. The Tournament will consist of 5 seasons, with a total of three stages per season. Stages include the Path of Legends Race, Monthly Qualifiers, and Monthly Finals.

4.1.2. Path of Legends Race

- 4.1.2.1. Monthly in-game ladder where the Top 1000 Players qualify for the Monthly Qualifier.
- 4.1.2.2. Players who are tied for 1000th place will also be invited to compete in the Monthly Qualifier.

4.1.3. Monthly Qualifier

- 4.1.3.1. The Monthly Qualifier is a competition hosted through the in-app Tournament Hub, in which qualified Players compete using Swiss format on Day 1 and Round Robin format on Day 2.
- 4.1.3.2. **Day 1 - Swiss:** Players will compete in a multi-round format where the Player will compete against other Players of the same score each round.
- 4.1.3.2.1. Round 1 seeding is randomized. In later rounds, players will be paired against a player with a matching record whenever possible.
- 4.1.3.2.2. The number of rounds will adjust based on the final number of participants, up to a maximum of 11 rounds.
- 4.1.3.3. **Players are required to check in during the Tournament check-in window by tapping the "Check In" button through the in-app Tournament Hub.** Players are required to do this to confirm they are ready before the event begins. The Pre-Tournament Check-in window opens 2 hours before the Tournament Start Time and closes 30 minutes before the Tournament Start Time.
- 4.1.3.3.1. In the event of a technical issue, the Player must escalate the issue to the Administrators through a Discord ticket immediately. Players failing to check in during the Pre-Tournament Check-in window will not be seeded into the bracket.
- 4.1.3.3.2. The competition will be seeded after the Pre-Tournament Check-in window closes.
- 4.1.3.4. The Top 32 players will advance to Day 2 of the competition. If more than 32 players qualify based on the number of matches won after the final round, the tiebreakers are as follows:



4.1.3.4.1. **Tiebreaker 1: Weighted Players Opponent's Match Win Percentage and Weighted Players Game-win Percentage** (50% of Opponent's Match Win Percentage + 50% of Players Game Win Percentage)

4.1.3.4.2. **Tiebreaker 2: The Player's Game-win Percentage** - A player's game-win percentage is the total number of games won divided by the total games played.

4.1.3.4.3. **Tiebreaker 3: Opponent's Average Match Win Percentage Against Their Opponents (Opponents' Opponents' Match Win Percentage)** - A player's match-win percentage is that player's accumulated match points divided by the total match points possible in those rounds. If this number is lower than 0.33, use 0.33 instead. The minimum match-win percentage of 0.33 limits the effect low performances have when calculating and comparing opponents' match-win percentages.

4.1.3.5. **Day 2 - Double Round Robin:** Players will be placed into one of 8 groups consisting of 4 players each. Each player will play everyone in their group twice. The top player from each group will advance to the Monthly Final.

4.1.3.6. Groups will be determined by players' CRL leaderboard points. In the event of a tie in leaderboard points, Day 1 standings, including tiebreakers, will determine the player order.

4.1.3.6.1. A snake draft will be used. For example, seed 1 will be in group 1, seed 2 will be in group 2, and seed 9 will be in group 8. Exact groups are:

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8
Seed 1	Seed 2	Seed 3	Seed 4	Seed 5	Seed 6	Seed 7	Seed 8
Seed 16	Seed 15	Seed 14	Seed 13	Seed 12	Seed 11	Seed 10	Seed 9
Seed 17	Seed 18	Seed 19	Seed 20	Seed 21	Seed 22	Seed 23	Seed 24
Seed 32	Seed 31	Seed 30	Seed 29	Seed 28	Seed 27	Seed 26	Seed 25

4.1.3.7. Final placement in groups will be determined by match record. If any players are tied in match record, the following tiebreakers will be used to determine final group placement:

4.1.3.7.1. **Tiebreaker 1: Head to Head Game Record**

4.1.3.7.2. **Tiebreaker 2: Players' Game Win Percentage in Day 2**

4.1.3.7.3. **Tiebreaker 3:** If group placement can not be broken by Tiebreaker 1 and 2. The Players will play a single elimination bracket to determine their final ranking.



- 4.1.3.7.3.1. Seeding for Players in the single elimination bracket will be determined by the Player's day 1 ranking of the current Monthly Qualifier.
 - 4.1.3.7.3.2. If there are an odd number of players in the single elimination bracket, the player with the highest seed will receive a bye for the first round of the single elimination bracket.
 - 4.1.3.8. To participate in the Monthly Qualifier, Players must complete registration through the in-app Tournament Hub by the provided deadline.
 - 4.1.3.9. All matches will use Duels Format (See [Section 2.1.4](#)). Players will receive a Battle Invite to play a single game. After the game is over, players will have 5 minutes to edit their deck and accept the Battle Invite to their second game. This process will repeat until one player has 2 game wins.
 - 4.1.3.9.1. As per rule 10.6, players may not play a duplicate card within the same match, with the exception being Tower Troop Cards. **Before accepting the Battle Invite, double-check that you have selected the correct deck.**
 - 4.1.3.10. **Players are required to complete match check-in at the start of each round by tapping the "Check In" button through the in-app Tournament Hub.** Match check-in is open for 5 minutes at the start of every round. If any Player fails to check in during the match check-in window, they will be issued a loss for the match.
 - 4.1.3.10.1. In the event a player fails to check in for their match twice in a row, that player will be disqualified from the Monthly Qualifier.
 - 4.1.3.10.2. In the event of a technical issue, the Player must escalate the issue to the Administrators through a Discord ticket immediately. At the start of each round, the Administrators will announce the deadline to report an issue with their match. Players must report the issue to the Administrators before the announced deadline, or risk the match outcome becoming finalized.

4.1.4. **Monthly Final**

- 4.1.4.1. The top eight (8) Players from the Monthly Qualifier will compete in a one (1) day double-elimination tournament to determine the Monthly Final winner.
- 4.1.4.2. In order to be eligible to compete in the Monthly Final, players must have completed their eligibility form within 24 hours of the Monthly Qualifier ending.
- 4.1.4.3. Seeding for the Monthly Finals will be determined by players' CRL leaderboard points. In the event of a tie in leaderboard points, Day 1 standings, including tiebreakers, will determine the player order.
- 4.1.4.4. All matches will be played through Tournament Hub.
- 4.1.4.5. Broadcast Webcam



- 4.1.4.5.1. Players are required to use a webcam and have hardware that will enable a video feed to appear live on broadcast during the Monthly Final.
 - 4.1.4.5.2. Players are responsible for obtaining their own webcam.
 - 4.1.4.5.3. It is the responsibility of the Player to ensure they have a webcam that is in working order. Tournament Administration will support players in setting up their webcam during a technical check prior to the Monthly Final broadcast.
 - 4.1.4.5.4. Players who fail to use a webcam during the Monthly Final may be subject to prize money deductions. Repeated infractions are subject to escalating penalties, up to and including disqualification from future participation in the Clash Royale League.
 - 4.1.4.5.5. This feed will be recorded and incorporated into the Monthly Finals broadcast. By sharing their video feed during the broadcast, players consent to being recorded.
- 4.1.4.6. All matches will use the Duels format (See [Section 2.1.4](#)). Players will receive a Battle Invite to play a single game. After the game is over, players will have 2 minutes to edit their deck and accept the Battle Invite to their second game. This process will repeat until one player has 2 game wins.
 - 4.1.4.6.1. As per rule 10.6, players may not play a duplicate card within the same match. **Before accepting the Battle Invite, double-check that you have selected the correct deck.**
- 4.1.4.7. Players are required to check in 1 hour before the first Monthly Final match of the day with a Tournament Administrator on Discord.
- 4.1.4.8. Players must await instructions from the Administrators before proceeding with their match.
- 4.1.4.9. If a player is required to play sequential matches on broadcast, the affected player will be provided five (5) minutes in order to make any deck changes and any other preparations. A player who has completed their preparations before the conclusion of five (5) minutes can alert the Tournament Administrators in order for the next match to start.
- 4.1.5. **World Finals**
 - 4.1.5.1. World Finals consists of 8 Players total: 5 Players who won a Monthly Final, 1 player who ranked highest on the CRL Points Leaderboard who did not already have a Golden Ticket, 1 player who ranked highest on the Community Leaderboard, and 1 Player who qualified through the China region.
 - 4.1.5.2. World Finals format and other details will be shared at a later date.



4.2. **Game Restarts**

- 4.2.1. Game states that merit a game restart are solely at the discretion of the Organizer. Restart procedures will be decided by the Organizer and communicated to the Player before being executed.

4.3. **Withdrawing from the Tournament**

- 4.3.1. Players may withdraw from the Tournament at any time by notifying the Organizer.
- 4.3.2. Players who fail to show up to their match may be issued a match loss.
- 4.3.3. Players who repeatedly fail to check in or “No Show” to their matches for multiple rounds will be disqualified from the Tournament.

4.4. **Game Updates and Additions**

- 4.4.1. New Clash Royale content may be restricted from competitive play on a case-by-case basis, at the discretion of the Administration. In the event that new Clash Royale content is restricted, the Administration will announce the restriction on Discord prior to the competition starting.

4.5. **Match Results**

- 4.5.1. Players will not be responsible for submitting scores. Scores are automatically recorded after a match has been completed.

4.5.2. **Matchmaking Issues**

- 4.5.2.1. In the event that a Player's match fails to start via the automated matchmaking system, Players must immediately contact Tournament Administration through Discord.

4.5.3. **Match Disputes**

- 4.5.3.1. A Player may dispute their match result if there is an issue by contacting an Administrator via Discord. The Player will be required to provide a reason and sufficient evidence to support their claim.
- 4.5.3.2. Players must raise any dispute(s) and/or request(s) for assistance to Administration via Discord before the end of the current round.
 - 4.5.3.2.1. Administrators will notify Players of the round's end time via Discord.
- 4.5.3.3. During the Monthly Qualifier, match results of a round become **FINAL** as soon as the competition advances to the subsequent round.

4.5.4. **Match Penalties**

- 4.5.4.1. Delaying Start of Game
 - 4.5.4.1.1. Players will have five (5) minutes to complete match check-in. Once both players have checked in, players will be given 5 additional minutes to accept the Battle Invite. In the event a



player does not check in or accept their battle in time, they will be given a match loss.

4.5.4.1.2. Players that decline the Battle Invite twice at any point in the match will be given a match loss.

4.5.4.2. Restricted Content

4.5.4.2.1. If a player uses content (such as a restricted card) that Tournament Administration has announced is restricted during the Monthly Qualifier or Monthly Final they will be given a game loss.

4.5.4.2.2. In the event both players use the restricted content, the game results will stand.

4.5.4.3. Hardware

4.5.4.3.1. Players are restricted from participating in the Monthly Qualifier, Monthly Final, and the World Finals with the PC version of Clash Royale. Players must compete using a mobile device.

4.6. Technical Issue

4.6.1. Players are responsible for their own internet connectivity, hardware, software, and any other components required for participation.

4.7. Disconnection

4.7.1. Players are responsible for their own connections. In the event of a disconnect, Players will not receive a restart unless the disconnect resulted from a global game service outage.

4.8. Streaming and Spectating

4.8.1. Players are allowed to stream their matches during the Monthly Qualifier from their own perspective. Players deciding to stream will do so at their own risk.

4.8.2. During Monthly Finals, any streaming of a live Tournament match is prohibited. The gameplay may only be broadcasted by the official Supercell Esports channel and its approved partners.

4.9. Golden Tickets

4.9.1. Players that have already earned a Golden Ticket by winning a Monthly Final are still eligible to compete in future CRL seasons.

4.9.2. In the event that a Player wins a Monthly Final more than once, the runner-up Player that has not already earned a Golden Ticket in the most recent Monthly Final will be awarded that month's Golden Ticket.

4.9.3. Players who have earned a Golden Ticket by winning a Monthly Final will not be eligible to earn a Golden Ticket through the CRL Points Leaderboard or the Community Points Leaderboard.

4.9.4. In the event that a Player finishes 1st place on both the CRL Leaderboard and the Community Leaderboard, the Player will earn a Golden Ticket via the CRL Leaderboard, and the runner-up of



Community Leaderboard who has not yet earned a Golden Ticket will receive the Golden Ticket designated to the Community Leaderboard.

4.10. CRL Points Leaderboard

4.10.1. Monthly Qualifier

4.10.1.1. Players in the Monthly Qualifier will earn 5 points for every Match won.

Point Per Win	Day 1 Swiss	Day 2 Double Round Robin
1 Win = 5 Points	1-11 Wins = 5-55 Points	1-6 Wins = 5-30 Points

4.10.2. Monthly Final

4.10.2.1. Players in the Monthly Final will earn points based on their placement.

Final Placement	Points
1st	100
2nd	80
3rd	65
4th	50
5th-6th	40
7th-8th	30

4.10.3. Leaderboard Tiebreaker

4.10.3.1. If a tie occurs between multiple Players on the Competitive Leaderboard at the end of Season 5 the following will be used to determine the final standings:

4.10.3.1.1. **Tiebreaker 1:** total number of Monthly Final Wins.

4.10.3.1.2. **Tiebreaker 2:** Total number of CRL Points earned in Monthly Finals

4.10.3.1.3. **Tiebreaker 3:** average placement in all Path of Legends Race Seasons.

4.10.3.1.3.1. If a player does not place within the top 10,000 Players in a Path of Legends Race Season, that players season ranking will be calculated as 10,000th place.



4.11. Community Leaderboard

- 4.11.1. Players will have the opportunity to compete in officially sanctioned community-organized tournaments where they may compete for points on the Community Leaderboard.
- 4.11.2. The Player who finishes 1st on the Community Leaderboard, who does not already hold a Golden Ticket, after the final community tournament will receive a Golden Ticket.
- 4.11.3. Players will earn points based on their final placement in each community tournament.

Final Placement	Points
1st	100
2nd	80
3rd	65
4th	50
5th-6th	40
7th-8th	30
9th-12th	20
13th-16th	10

- 4.12. If a tie occurs between multiple Players on the Community Leaderboard after the final community tournament ends, the following will be used to determine the final standings:
 - 4.12.1. **Tiebreaker 1:** Total number of Community Tournament Wins.
 - 4.12.2. **Tiebreaker 2:** Player with the most CRL Points.
 - 4.12.3. **Tiebreaker 3:** Average placement in all Path of Legends Race Seasons.

5. Tournament Schedule

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

Please note that the following start times use 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.



5.1. Path of Legends Race

The Path of Legends Race will always start and end at 10:00 Helsinki Time or 08:00 UTC.

Season	Begins	Ends
Season 1	4 March	1 April
Season 2	1 April	6 May
Season 3	6 May	3 June
Season 4	3 June	1 July
Season 5	1 July	5 August

5.2. Monthly Qualifier

Registration will be available after the Path of Legends Race has ended. Qualifying Players may register during the pre-event registration period.

Monthly Qualifier Dates	
Season 1	6-7 April
Season 2	11-12 May
Season 3	8-9 June
Season 4	6-7 July
Season 5	10-11 August

Monthly Qualifier Times	
Registration Begins	At least 72 hours before Tournament Start
Tournament Check-In Begins	Day 1 - 11:30 UTC
Registration and Check-In Ends	Day 1 - 13:30 UTC
Day 1 & 2 Round 1 Begins	14:00 UTC

5.3. Monthly Final

Event	Dates and Times (UTC)
Season 1	13 April - 14:00 UTC
Season 2	18 May - 14:00 UTC
Season 3	15 June - 14:00 UTC
Season 4	13 July - 14:00 UTC



Season 5	17 August - 14:00 UTC
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6. Prizing

6.1. Monthly Finals

Final Placement	Prize
1	\$17,000
2	\$11,000
3	\$8,000
4	\$5,000
5-6	\$3,000
7-8	\$1,500

6.2. World Finals

6.2.1. To be confirmed

6.3. Prize Money

- 6.3.1. If a Player qualifies for prizing, they will be contacted to begin prize payment processing. Players must submit payment information within 7 days of completion of the competition.
- 6.3.2. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.
- 6.3.3. 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.
- 6.3.4. 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 the European Union that prohibit financial transactions or payments to their country of residence.
- 6.3.5. All prizes are listed in USD and are subject to currency exchange rates.



7. Communication

7.1. Communication Platform

- 7.1.1. Discord will be the primary platform to contact the Tournament Administration team for immediate responses regarding urgent Tournament issues/questions.
- 7.1.2. The Tournament Discord server is only for use by registered and eligible participants. Players are required to join the Tournament Discord server as part of the registration process.

7.1.3. Support

- 7.1.3.1. Administrators will be available to answer questions related to rule clarifications, schedules, and disputes.
- 7.1.3.2. Helper.gg
 - 7.1.3.2.1. Helper.gg is a bot that allows Players to create support tickets and receive help from an Administrator in a one-on-one setting.
 - 7.1.3.2.2. Tickets can be created through the #support channel.
 - 7.1.3.2.3. Helper.gg has a built-in two-way translation tool. By default, support will be in English. To receive support in their preferred language via Helper.gg, Players can provide which language they speak for the Administrator to configure the tool.
- 7.1.3.3. For issues and questions not requiring immediate assistance, Players may email clashroyale_admin@ee.gg.

8. Sponsorships, Apparel, and Branding

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.

8.1. Sponsorship Restrictions

Players will not be allowed to promote personal or team branding, sponsors, or logos that would conflict with the principles of the Tournament. These categories include but are not limited to:

- 8.1.1. Alcohol
- 8.1.2. Non-over-the-counter drugs
- 8.1.3. Gambling websites
- 8.1.4. Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
- 8.1.5. Tobacco products
- 8.1.6. Firearms
- 8.1.7. Pornography
- 8.1.8. Products of direct competitors
- 8.1.9. Other game companies, publishers, and/or platforms
- 8.1.10. Cryptocurrency products, website, exchange



9. Code of Conduct

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

9.1. Competitive Integrity

Players are expected to play at their best at all times throughout the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, and fair play.

9.2. Player Behavior Investigation

Players may not state any messages of a political nature. Players who state any message of a political nature will be subject to disqualification and forfeiture of prize money. If a player is uncertain if their message breaks this rule, they must contact the Administration for approval. Political messages include but are not limited to:

- 9.2.1. Written or verbal communication
- 9.2.2. Carrying or wearing political items

9.3. Player Behavior Investigation

If the Organizer determines that a Player has violated the Clash Royale Terms of Use, rules of Clash Royale, rules of Supercell, or has displayed other unacceptable behavior as deemed by the Administration, the Organizer may assign penalties at their sole discretion. If the Administration contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player withholds information or misleads the Administration, obstructing the investigation, the Player will be subject to punishment.

9.4. Unfair Play

The following behaviors are considered unfair play and will be subject to penalty, including disqualification. Final decisions will be made at the sole discretion of the Organizer.

9.4.1. Collusion

Collusion is defined as an agreement between Players to intentionally alter the results of a match. Players who participate in these discussions will be subject to review. Any Player found breaking this rule will be subject to disqualification from the Tournament and forfeiture of all prize money earned. Collusion includes, but is not limited to, the following examples:

- 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, which is defined as an agreement between Players to not damage, impede, 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 advantages 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, and scripted attacks. For more information, see Supercell's [Safe and Fair Play](#) and [Terms of Service](#).

9.4.3. Hacking

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

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 resulting in an advantage without an authorized and explicitly stated reason.

9.4.6. Ringing

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

9.4.7. Unprofessional Behavior

9.4.7.1. 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 offending behavior. Multiple infringements will result in further penalties.**

9.4.7.2. Sexual Harassment

Sexual harassment includes, but is not limited to: unwelcome sexual advances, requests for sexual favors, and other verbal or physical harassment of a sexual nature. Cases will be assessed based on whether a reasonable person would consider the conduct to be undesirable or offensive. Threats of a sexual nature and quid pro quo harassment are strictly prohibited.

9.4.7.3. 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.

9.4.7.4. Players may not claim to represent Supercell or their affiliated games, explicitly or implicitly, in any type of public statement.

9.4.8. Statements regarding Clash Royale League, Supercell, and Clash Royale: Players 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 Royale, as determined in the sole and absolute discretion of the Administrators.

9.4.9. **Criminal Activity**

Players may not engage in any activity 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**

Players 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**

Players may not disclose any confidential information provided by Tournament Administration or any affiliate of Supercell by any method of communication, including all social media channels.

9.4.12. **Bribery**

No Player may offer any gift or reward to a Player, coach, manager, Administrator, or person connected with or employed by another Player for services promised, rendered, or to be rendered in attempt to throw or fix a match.

9.4.13. **Gifts**

No Player 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 player 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 Player by their official sponsor or organization.

9.4.14. **Non-Compliance**

No Player may refuse or fail to follow the instructions or decisions of the Tournament Administration within reason.

9.4.15. **Match-Fixing**

No Player 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.

9.4.16. **Documents or Miscellaneous Requests Documentation**



Documents, 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 the Player may be subject to penalty. Penalties may be imposed if the items requested are not completed and received by the required time.

9.4.17. **Association with Gambling**

No Player or Administrator may take part, 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, in its sole and absolute discretion, constitutes unfair play will be subject to penalty. Upon discovery of a Player committing any violation of the Rules, the Tournament Administration may, without limitation of its authority, issue the following penalties:

10.1. **Warning**

10.2. **Forfeiture of match**

10.3. **Forfeiture of prize money**

10.4. **Disqualification**

10.5. **Suspension or ban from competitive play**

10.6. **Duels Penalties**

10.6.1. Players are responsible for ensuring that all decks they bring to a match comply with the Duels format (see [Section 2.1.4](#)).

10.6.2. Incorrect deck selection

10.6.2.1. If a Player enters a game with a deck that contains a previously played card, the infringing Player will be issued a **game loss**.

10.6.2.1.1. A normal card and its Card Evolution equivalent will be considered the same card, and cannot be used in more than one deck per match.

10.6.2.1.2. The same Tower Troop card may be used in multiple decks and is not considered a duplicate card.

10.6.2.2. If both Players enter a game with a duplicate deck, the game results will stand. Repeat offenses may result in an automatic game loss

10.6.3. The cards in that deck are counted as being played and will not be usable in future games in that match. The Player that is awarded the win will not be able to use the same deck for future games in that match.



- 10.6.4. Repeated infractions are subject to escalating penalties up to and including disqualification from future participation in Clash Royale competitions. 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.

11. Terms of Use

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

12. Finality of Decisions

Finality of all decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging for the Tournament and related events, and penalties for misconduct, lie solely with Supercell and the Organizer, the decisions of which are final. Supercell and the Organizer'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 remedies. These Rules may be amended, modified, or supplemented by Supercell and the Organizer, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.