



# **BRAWL STARS CHAMPIONSHIP 2024**

## **COMPETITION HANDBOOK**

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# 1. INTRODUCTION

The following terms and conditions serve as the official guide document (“**Ruleset**”) for the Brawl Stars Championship 2024 (“**BSC**”) and will be valid for all phases, including the Championship Challenge (“**CC**”), Monthly Qualifier (“**MQ**”), Monthly Final (“**MF**”), the Last Chance Qualifier (“**LCQ**”), 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 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:

Supercell Oy (“**Supercell**”) and the tournament organizers (collectively, the “**Administrators**”) in their sole discretion:

- (a) may update, amend, or supplement these Rules at any 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. **Team.** Refers to a group of three (3) or four (4) players who have joined together to participate on one side of the competition.
- 2.1.2. **Game.** Refers to a single instance of competition that is played until a winner is determined.
- 2.1.3. **Set.** Each set is a best of 3 (“Bo3”). The first team to win two games on the map will be crowned the winner of the set.
- 2.1.4. **Match.** Refers to a series of sets between two participating teams. Matches may be a Bo1, Bo3, Bo5, or Bo7 sets.
- 2.1.5. **Season.** Each Season will last approximately one month and consist of a global Championship Challenge, one Monthly Qualifier per region, and one Monthly Final per region.
- 2.1.6. **Split.** The BSC 2024 Competition Year will consist of 2 Splits, the 1st Split will include all BSC competitions from March to April, and the 2nd Split will include all BSC competitions from May to November.

- 2.1.7. **Last Chance Qualifier.** 12 teams will compete in an offline event after the last Monthly Finals to identify the remaining 4 teams that will qualify for the World Finals.
- 2.1.8. **Region.** There will be five (5) total Regions that will compete in BSC 2024. Any matches played within the region for both the Monthly Qualifiers and the Monthly Finals will be locked to a specific server. Each region will have its own leaderboard and will also be allotted different Last Chance Qualifier (LCQ) and World Final (WF) slots.
- 2.1.9. **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 Last Chance Qualifier (LCQ) and the World Finals (WF), with slot allocation varying per region.
- 2.1.10. **Double Elimination Bracket.** A Tournament format in which a Team is eliminated after losing two matches. The bracket contains 2 parts: a Winners Bracket, which includes all the teams that have not lost a single match, but if a team loses in the Winners Bracket, they are dropped into the Elimination Bracket; and an Elimination Bracket, where all teams have already lost 1 match and if they lose 1 more match, they will be eliminated from the bracket.
- 2.1.11. **Single Elimination.** A Tournament format in which a Team is eliminated after losing one match.
- 2.1.12. **Team Captain.** Each Team will be required to designate a Team Captain upon registering for the Monthly Qualifiers. This individual will be the primary point of contact for the Administrators for all matters concerning the Team, including but not limited to brawler bans, roster changes, and match withdrawal requests.
  - 2.1.12.1. If a Partnered Organization signs a team, the Partnered Organization may designate the Team Captain. Should the Partnered Organization have a designated Manager, the Manager may be appointed as the primary point of contact for the Administrators.

## 2.2. Rights

All broadcasting rights of the Tournament 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 Administrators reserve the right to amend, remove, or otherwise change the rules outlined in this Ruleset without further notice.

The Administrators also reserve the right to make a judgment on cases that are not explicitly supported or detailed in this Ruleset, or in extraordinary cases, judgments 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 Administrators, are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the Tournament Administration Team. By participating in the Tournament, all players agree to follow the ruleset strictly, including this confidentiality clause.

#### 2.5. **Terms of Service**

All participants are subject to the Terms of Service conditions set forth by the Administrators.

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

All players must meet the below requirements to be deemed eligible to participate in the Tournament. If a Team is 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 by the closing time of registration to be eligible to participate in the Monthly Qualifiers and Monthly Finals. Registration closes 1 hour before pre-tournament check-in begins. Reference section 4.6.3 for the exact time for your region.

Players who compete in the Tournament will be required to provide proof of identity. The Administrators reserve the right to verify an eligible Player's information at any given time if deemed necessary.

3.1.1. If a player is unable to provide adequate proof that they are of age, they may be immediately disqualified and not allowed to compete until they can do so.

3.1.2. Players from the Chinese Mainland region must be eighteen (18) years of age or older to participate in the Tournaments.

#### 3.2. **Account Eligibility**

Player's account must be in good standing, be registered in their name, and must not have any violations of Supercell's Terms of Service.

All players must solely 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 Supercell's [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.
- 3.2.2. Eligible Players will be required to complete a registration form. Eligible Players must fill out all required portions of the registration form to be eligible for consideration.

### 3.3. **Regional Restrictions**

The Monthly Qualifiers and Monthly Finals will be split into four (4) regions. Players will compete exclusively within the region of their choice during these two (2) phases.

#### 3.3.1. **Eligible Countries & Recommended Regions**

Listed below are all countries eligible to compete in the Brawl Stars Championship in 2024 and our recommendations for the region of each country. Our recommendations are based on the geographical location of each country compared to the region's server location.

**Note:** If a player wishes to compete in a region that differs from our recommendation, they are free to do so. However, any connection issues will be at their own risk.

If a Team wishes to change their region, they will have to disband their Team, forfeit any points they might have earned, and create a new Team in their desired region.

3.3.1.1. **Asia Pacific (APAC)** - Australia, Bangladesh, Bhutan, Brunei, Cambodia, Cook Islands, Fiji, Hong Kong, India, Indonesia, Japan, Kiribati, Laos, Macau, Malaysia, Maldives, Mongolia, Myanmar, Nauru, Nepal, New Zealand, Pakistan, Papua New Guinea, Philippines, Samoa, Singapore, Solomon Islands, South Korea, Sri Lanka, Taiwan, Thailand, Timor-Leste, Tonga, Tuvalu, Vanuatu

3.3.1.2. **Europe, Middle East and Africa (EMEA)** - Afghanistan, Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, 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, Eswatini (Kingdom of), Ethiopia, Faroe Islands, Finland, France, Gabon, Gambia, Georgia, Germany, Ghana, Gibraltar, Greece, Greenland, Guinea,

Guinea-Bissau, Hungary, Iceland, Iraq, Ireland, Isle of Man, Israel, Italy, Jersey, Jordan, Kazakhstan, Kenya, Kuwait, Kyrgyzstan, Latvia, Lebanon, Lesotho, Liberia, Libya (State of), Liechtenstein, Lithuania, Luxembourg, Madagascar, Malawi, Mali, Malta, Mauritania, Mauritius, Moldova, Monaco, Montenegro, Morocco, Mozambique, Namibia, Netherlands, Niger, Nigeria, Republic of North Macedonia, Norway, Oman, Palestinian Territory, Poland, Portugal, Qatar, Romania, Rwanda, San Marino, São Tomé and Príncipe, Saudi Arabia, Senegal, Serbia, Slovakia, Slovenia, Somalia, South Africa, Spain, Sudan, Sweden, Switzerland, Tajikistan, Tanzania, Togo, Tunisia, Turkey, Turkmenistan, Uganda, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan, Vatican City, Western Sahara, Yemen, Zambia, Zimbabwe

3.3.1.3. **North America (NA)** - Antigua And Barbuda, Bahamas, Barbados, Belize, Bermuda, Canada, Cayman Islands, Costa Rica, Cuba, Dominican Republic, 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

3.3.1.4. **South America (SA)** - Argentina, Aruba, Bolivia, Brazil, Chile, Colombia, Ecuador, French Guiana, Guyana, Paraguay, Peru, Suriname, Uruguay, Venezuela

3.3.1.5. **Chinese Mainland** - Chinese Mainland

### 3.4. **Slot Ownership**

All points earned and slots in the Tournament belong to the members of the Team and not the organization that owns the Team (if applicable). The Team must abide by the roster rules in section 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. The only exception to rule 3.4. is for Partnered Organizations. If a Team signs with a Partnered Organization, they acknowledge that the Partnered Organization holds ownership of all points earned by the Team. In addition, the Partnered Organization holds ownership of any slots earned by the Team.

3.4.2. 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, e.g., “El Primo Red” / “El Primo Blue”.

- 3.4.2.1. If a team organization owns two (2) Teams in the Tournament, they may be within one (1) region or across two (2) regions.
- 3.4.2.2. Team organizations must notify the Administrator if they own two (2) Teams in the Tournament.
- 3.4.2.3. Official Team organization representatives must notify the Administrator if they intend to acquire an additional Team already in the Tournament via **brawlstars\_admin@ee.gg**.

### 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.

### 3.6. Server Location

- 3.6.1. All matches for the Monthly Qualifiers and the Monthly Finals will be forced to take place on a specific server within each region. A server location list for each region can be found below:

REGION	Server Location
North America	Dallas, Texas (USA)
South America	São Paulo (Brazil)
EMEA	Frankfurt (Germany)
Asia Pacific	Hong Kong

## 4. TOURNAMENT BREAKDOWN

### 4.1. Phases & Format

The Tournament year will consist of five (5) Seasons.

#### 4.1.1. Championship Challenge

- 4.1.1.1. The Championship Challenge will be held as global in-game events.
- 4.1.1.2. Players will have three (3) days to complete the Championship Challenge. In order to qualify for the Monthly Qualifier, a

participant must complete the Championship Challenge with fifteen (15) wins before four (4) losses.

4.1.1.2.1. All matches will be in a Bo1 set with a 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
- Knockout

4.1.1.2.2.1. The pool of game modes is subject to changes throughout the competitive year. Any modifications will be announced on the Discord server.

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 an icon named "ESPORTS".

4.1.2.2. Each region will hold its own Monthly Qualifier, and only players who have qualified through the global in-app Championship Challenge and meet the eligibility requirements in Section 3 may participate.

4.1.2.3. Teams will compete in a Double Elimination Bracket to be held the weekend after the Championship Challenge.

4.1.2.3.1. All matches will be played in Bo3 sets with Bo3 games format. This means there will be a minimum of 4 games played (e.g., 2-0, 2-0) with a potential of up to 9 games (e.g., 2-1, 1-2, 2-1) in each match.

4.1.2.3.2. Each region's Double Elimination Bracket will be capped at 1024 teams.



and a maximum potential of up to fifteen (15) games.

#### 4.1.4. Bonus Season

4.1.4.1. In addition to the five (5) seasons, there will be one (1) bonus season. The bonus season will take place in September. The exact date and participation criteria will be released at a later time. The bonus season will be a standalone event, separate from the regular seasons, and will not award any Brawl Stars Championship Points.

#### 4.1.5. Last Chance Qualifier

4.1.5.1. More information will be released at a later date. Last Chance Qualifier slot allocations can be found in section 4.3.4.

#### 4.1.6. World Finals

4.1.6.1. More information will be released at a later date. World Final slot allocations can be found in section 4.3.4.

### 4.2. **Roster Limitations**

4.2.1. Teams are 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 in the first half of the Tournament year and two (2) new players in the second half of the Tournament year, a total of three (3) per Tournament year.

4.2.1.3.1. The first half of the Tournament year begins on March 1st and ends on May 31st. The second half of the Tournament year begins on June 1st 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 two (2) roster additions.

4.2.1.3.3. Only Players who have successfully completed a Championship Challenge and successfully registered in the ESPORTS Tab in the 2024 competition year may join a Team.

4.2.1.4. Teams may add a new player for their Monthly Qualifier team at any point until 1 hour before the pre-tournament check-in begins. Please see section 4.6.3 for the exact time for your region.

4.2.1.5. Teams that qualify for the Monthly Finals may request a change to their roster before 11:59 PM (Regional Local Time) on the Monday following the Monthly Qualifiers.

4.2.1.5.1. The Tournament Administration Team reserves the right to approve roster changes submitted late, in accordance with the Emergency Substitutes rules outlined in section 4.2.5.

#### 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, Teams may only rotate their starting lineup in between matches.

During the Monthly Finals, Teams may rotate their starting lineup in between sets.

4.2.2.1.1. All Players must already be on the roster before the match day.

4.2.2.1.1.1. For the Monthly Finals, the Captain must notify an Administrator 2 minutes after the previous set ends if they will be swapping players for the Team's next set. (For example, if the set ends at 10:00, the captain will need to notify the admin team of any swapping players by 10:02)

#### 4.2.3. Last Chance Qualifier Roster Locks

Once a team qualifies for a spot in the Last Chance Qualifier, their roster will be considered locked, no further changes can be made, and no players can be dropped without consent from the Tournament Administration Team.

A team will be notified by the Tournament Administration Team as soon as they officially qualify for a Last Chance Qualifier spot.

#### 4.2.4. World Finals Roster Locks

Once a team qualifies for a World Final spot, their roster will be considered locked, no further changes can be made, and no players can be dropped without consent from the Tournament Administration Team.

A team will be notified by the Tournament Administration Team as soon as they officially qualify for a World Final spot.

#### 4.2.5. Emergency Substitutes

In the case of an emergency and a substitute player is needed, the Team Captain must notify an Administrator of the emergency as soon as the current match is completed via Discord 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.

4.2.5.1. The substitute must have successfully completed the most recent Championship Challenge and not be part of an existing team.

4.2.5.2. The emergency substitute will not count towards the new player allowance detailed in section 4.2.1.3.

#### 4.2.6. Team Captain Changes

The Administrators request 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, the current Team Captain must email **[brawlstars\\_admin@ee.gg](mailto:brawlstars_admin@ee.gg)** and request the Team Captain be changed to the new player. In their sole discretion, the Administrators reserve the right to approve or deny Team Captain requests.

4.2.6.1. If a Partnered Organization signs a Team, the Partnered Organization reserves the right to appoint a different Team Captain.

4.2.6.2. In the event that all Team Members, other than the Team Captain, unanimously agree to change the Team Captain, all team members must email [\*\*\*brawlstars\\_admin@ee.gg\*\*\*](mailto:brawlstars_admin@ee.gg) and request *the Team Captain to be changed to the new player*. In their sole discretion, the Administrators reserve the right to approve or deny Team Captain requests.

#### 4.2.7. Disbandment

Points earned towards the Last Chance Qualifier and World Finals are non-transferable. Team disbandment will negate all points and will not be redistributed. Team captains may initiate team disbandment as long as they are the only player left on the roster.

4.2.7.1. For teams signed with a Partnered Organization, only the Partnered Organization can initiate the team disbandment.

4.2.7.1.1. Should a Team Captain initiate a team disbandment without the approval and/or knowledge of the Partnered Organization, the Administrators reserve the right to reverse the disbandment request and reinstate any potential points lost.

### 4.3. **Qualifying Spot Allocation**

#### 4.3.1. Championship Challenge

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

#### 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 regions 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 and Last Chance Qualifier

Each region will be given a number of guaranteed WF slots (8 total) and/or a number of Last Chance Qualifier slots (12 total). As an example, the #1 South American team, by the end of the last MF, will earn a WF slot, and the #2 and #3 South American team will earn a slot in the LCQ, which will be a separate offline event, where the 12 LCQ teams will compete to identify the 4 teams that will advance to the World Finals.

Region	World Finals Slot Allocation	LCQ Slot Allocation
North America	2	2
South America	1	2
Europe, Middle East and Africa	3	3
Asia Pacific	2	2
Chinese Mainland	0	3
<b>TOTAL</b>	<b>8</b>	<b>12 (top 4 to WF)</b>

#### 4.4. Points Distribution

To qualify for the World Finals as well as the Last Chance Qualifier, Teams will earn points through their participation in their region's Monthly Qualifiers and Monthly Finals. These points will accumulate throughout the five (5) Seasons.

Approved third-party tournaments may offer points toward the Brawl Stars Championship. See Section 4.4.3 for more details.

4.4.1. The point distribution for the Monthly Qualifiers for 2024 is as follows:

Winners Bracket Wins	Points Earned
Each win	2 points

Elimination Bracket Wins	Points Earned
Each win	1 point

4.4.2. The point distribution for the Monthly Finals for 2024 is as follows:

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

4.4.3. Third-Party BSC Points

4.4.3.1. For third-party events that award Brawl Stars Championship points, the following rules and restrictions apply:

4.4.3.1.1. If a third-party event is restricted to a region, only teams that compete in the same region within the Brawl Stars Championship will be awarded points from the third-party event.

4.4.3.1.2. Teams that compete in both the Brawl Stars Championship and the third-party event must use the same roster, with one (1) deviation allowed. This means that for teams of four (4), three (3) players must be the same for both the BSC roster and the third-party event roster; otherwise, the team will not be eligible to receive Brawl Stars Championship points.

4.4.3.1.3. Brawl Stars Championship points will be awarded at the Brawl Stars Championship Tournament Administration Team's discretion.

4.4.3.1.4. All teams and players competing in the third-party event must follow Supercell's Terms of Service. The Brawl Stars Championship Tournament Administration Team reserves the right to revoke points in the event that a team earned the Brawl Stars Championship points illegitimately.

Should any third-party events that award Brawl Stars Championship points be announced, additional details will be shared then.

#### 4.5. Regional Leaderboard

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

- 4.5.1. **Total number of first-place rankings in Monthly Finals.** If the total number of first-place rankings is the same, then the next rule will apply;
- 4.5.2. **Total Match Win Percentage.** The total match win percentage is calculated by taking the sum of the total matches won in the MQs and MFs divided by the total number of matches played. For example, if Team A has won a total of 15 matches out of 20, their total match win percentage is 75%.
- 4.5.3. **Total Set Win Percentage.** The total set win percentage is calculated by taking the sum of the total sets won in the MQs and MFs divided by the total number of sets played. For example, if Team A has won a total of 30 sets out of 60, their total set win percentage is 50%.
- 4.5.4. **Total Game Win Percentage (GW%) between the Monthly Qualifiers and Monthly Finals.** The Team with the higher GW% (defined in 4.5.1.3.) will win the tiebreaker. The next tiebreaker will apply if the Total Game Win Percentages are the same.
- 4.5.5. **Head to Head.** If the tie consists of only 2 Teams, a single Head-to-Head match will decide the tie break. The match will be a Bo5.

#### 4.6. Tournament Schedule

- 4.6.1. Please note that the following schedule is tentative, and timing and date adjustments may occur at any time
- 4.6.2. **Championship Challenges**

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

Championship Challenge	2024 Dates
March Championship Challenge	March 1 - 3
April Championship Challenge	April 5 - 7
May Championship Challenge	May 3 - 5

June Championship Challenge	May 31 - June 2
July Championship challenge	June 28 - June 30

#### 4.6.3. Monthly Qualifiers

Every region will begin its Monthly Qualifiers on the below dates:

Monthly Qualifiers	2024 Dates
March Qualifiers	March 9 - 10
April Qualifiers	April 13 - 14
May Qualifiers	May 11 - 12
June Qualifiers	June 8 - 9
July Qualifiers	July 6 - 7

The Monthly Qualifiers and their check-in times will begin at the following times each day for each region (Any variations to start times will be communicated to Players before the tournament start in Discord):

Region	Pre-Tournament Check-in Time	Start Time
Asia Pacific	9:30 - 11:30 AM JST	12:00 PM JST
EMEA	8:30 - 10:30 AM CEST	11:00 AM CEST
North America	11:30 - 1:30 PM EDT	2:00 PM EDT
South America	9:30 - 11:30 AM BRT	12:00 PM BRT

Please note, Pre-Tournament Check-In will end if the max number of teams for that region has been reached. After which, no other teams will be able to complete the Pre-Tournament Check-In.

#### 4.6.4. Monthly Finals

Monthly Finals will be played in the same month as the Monthly Qualifier. All Monthly Finals will be broadcasted by the Tournament Organizer and will be played at the same time each month.

All matches will be played in a Best-of-5 format. The Quarter Final matches will be played across two streams (A Stream and B Stream). The Tournament Organizer will announce which matches will be played on the respective streams ahead of the Monthly Final.

Teams will need to be available one hour before the scheduled start of their Monthly Final.

Each region's Monthly Final start time and dates for the 2024 season can be found below:

Region & Broadcast Time <i>(Daylight savings will be observed if applicable)</i>	2024 Dates	
	First Half of Year	Second Half of Year
APAC 3:00PM JST	March 30 April 27	May 25 June 22 July 20
EMEA 1:30PM CEST	March 30 April 27	May 25 June 22 July 20
South America 12:00PM BRT	March 31 April 28	May 26 June 23 July 21
North America 4:30PM EDT	March 31 April 28	May 26 June 23 July 21

#### 4.7. Time Zones

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

Region	Time Zone <i>(Daylight savings will be observed if applicable)</i>
Asia Pacific	Japan Standard Time (JST)

EMEA	Central European Summer Time (CEST)
North America	Eastern Daylight Time (EDT)
South America	Brasilia Time (BRT)

## 5. MATCH PROCESSES

### 5.1. Game Modes and Maps

All game modes and maps will be pre-selected by the Administrators and shared with participants via Discord announcements.

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

### 5.2. Brawler Picks and Bans

#### 5.2.1. Power Match

During the Monthly Qualifiers and Monthly Finals, the Power Match format will be utilized. Before the start of each set, each player can ban any Brawler they want to. You can see what your teammates are currently selecting, and once they ban a Brawler, you can't ban the same one. The individual bans will be blind (meaning the opposing team can't see what you are banning), so it's possible that they will ban the very same Brawlers. This means that the minimum number of banned Brawlers per set is three (3), and the maximum is six (6). Players have the ability to swap Brawlers with teams after their selection and before the match begins.

#### 5.2.2. New Brawler Releases

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

5.2.2.1. If a team selects a restricted brawler, that team will be subject to a one (1) set loss penalty.

#### 5.2.3. Lobby Disband

Players who close the game, including but not limited to disconnecting, changing internet connection, and minimizing the game from the Pick/Ban phase of the match, will cause the Pick/Ban lobby to disband. If

a team happens to disband the lobby for whatever reason, both teams will automatically be re-invited, and the Pick/Ban phase will restart.

During the Monthly Qualifier, teams will be responsible for notifying the Administrators if their opponent causes the Pick/Ban lobby to disband. This must be done before the set is played out. The team that caused the lobby to disband, will be assigned a Set Loss for the 1st offense and a Match Loss for the 2nd offense. However, if the set was played out, the results will stand and no penalty will be assigned.

### 5.3. Match Process Breakdown

#### 5.3.1. Championship Challenge

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, meaning 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. Pre-Tournament Check-In

On the first matchday, the Captain from each Team must check in their Team to confirm their participation in the Monthly Qualifier. The check-in window will open 2 hours and 30 minutes before the match day starts and will last for 2 hours. *For example, if the Monthly Qualifier is set to begin at 12:00 PM, the check-in window will be opened from 9:30 AM to 11:30 AM.*

If the Team Captain does not check-in for their Team, the Team will not be added to the bracket and, therefore, will be disqualified from that Monthly Qualifier. Once the Team Captain has checked in, Teams simply need to wait for the matchday to begin.

#### 5.3.2.2. Round Check-in

All Players on the Team will receive a notification in the form of a purple check-in pop-up box when each round is ready to be played. **Only Players who will be playing in that match should press this button.** If you have a Team of four (4) Players, make sure only the three (3) Players who are playing press this button. There will be no remakes for the wrong teammate checking in. **This check-in button will only appear inside the tournament hub, so make sure to have it opened.**

Each Team will have up to fifteen (15) minutes to complete their check-in once the round has begun. If all Players of a Team are not checked-in within fifteen (15) minutes after the invites are sent, Teams may be subject to penalties up to and including match loss.

If a Team is running late due to extenuating circumstances, the Team Captain must immediately contact an Administrator via Discord before the fifteen (15) minutes are up.

5.3.2.3. Teams will receive an invitation to join the game lobby. Teams must join and Ready Up within 5 minutes of a game lobby invitation. If all Players of a Team are not joined and ready at the five (5) minute mark after the invites are sent, the Team may be subject to penalties up to and including match loss.

#### 5.3.2.4. Join Game Lobby

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) out of the three (3) of the sets to win the match.

5.3.2.5. All Teams who qualify for the Monthly Finals will receive communications from the Administrator within 24 hours with Monthly Finals matchday instructions.

### 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 Team Captains will be required to check-in their Teams via Discord in their designated match channels two (2) hours before match day begins. They may do this by simply going into their match channel and typing in "<team name> checking in".
  - 5.3.3.3. The match processes will follow the same format as that of the Monthly Qualifiers, except **Teams must not ready up and start until instructed by the Tournament Administration Team.**
  - 5.3.3.4. The Administrators will be using Discord as the primary source of communication with players who have qualified for this phase.
  - 5.3.3.5. The Monthly Finals will be officially broadcasted.
  - 5.3.3.6. The Administrators may append these rules with additional processes and/or requirements to facilitate the Monthly Finals broadcast. Any additional rules or requirements will be communicated by the Administrators in Discord prior to the Monthly Finals.
- 5.3.4. Last Chance Qualifier and 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) minute
    - 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 may be subject to prize money deductions, Championship point deductions, and/or match forfeiture as outlined in Section **11. Penalties**.

5.3.5.4. World Finals Break Times

Break times for the World Finals will be adjusted to accommodate broadcast as needed.

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 Administrators with a request for a match restart. The approval for the match restart will be at the sole discretion of the Administrators.

5.3.7. Match Disputes

Players must raise any dispute(s) and/or request(s) for assistance to the Administrators via Discord within 10 minutes of their match completion or prior to the start of the following round, whichever comes first.

5.3.7.1. The Administrators may not review or acknowledge dispute(s) and/or request(s) made outside the specified time frame or the proper channel(s) as specified in 5.3.7.

5.4. **Seeding**

5.4.1. Teams will be seeded randomly for each region's first Monthly Qualifiers.

5.4.1.1. Starting in March, teams who qualified for the prior month's Monthly Finals gain automatic entry to the next month's Monthly Qualifier, provided they participated in the preceding Monthly Final. For instance, if Team A makes it to and competes in the March Finals, they're automatically in the April Qualifiers. Teams who do not make it to the Monthly Finals will have to qualify for the next Monthly Qualifier through the next Championship Challenge.

5.4.2. For all Monthly Qualifiers after the first Monthly Qualifier, Teams will be seeded in order by the number of points earned by their team throughout the BSC 2024 Competition Year.

5.4.3. For the Monthly Finals, the four (4) teams from the Winners Bracket will be placed into Pool 1, and four (4) teams from the Elimination Bracket will be placed into Pool 2. The Monthly Finals matchups and bracket will be determined by randomly drawing one (1) team from each pool to be paired against each other. Teams will be placed into the Monthly Finals Bracket in the order that their matchup was selected.

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

### 5.5.1. Pre-Tournament Check-In

Team Captains must complete the Pre-Tournament Check-In at least 30 minutes before the Tournament starts. Failure to complete this step will result in exclusion from the Monthly Qualifier.

### 5.5.2. Round Check-In

Teams must have all Players complete the match check-in within fifteen (15) minutes after the round has begun. Failure to complete the match check-in within fifteen (15) minutes may result in match forfeiture.

### 5.5.3. Game Lobby Check-In & Ready Up

Teams must join and ready up within five (5) minutes of a game lobby invitation. If all Players of a Team are not joined and ready at the 5-minute mark after the invites are sent, the Team may be subject to penalties up to and including match loss.

### 5.5.4. Monthly Finals

Teams will have up to five (5) minutes of lateness allotted to them for their match before additional penalties may apply, including and up to match disqualification. Additional lateness penalties may apply before disqualification. Lateness begins once the match start time, relayed by the Administrators, has passed.

### 5.5.5. Match Abandonment / Forfeiture

#### 5.5.5.1. 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.

#### 5.5.5.2. Monthly Finals, Last Chance Qualifier, and World Finals

Teams who abandon / forfeit games, sets, or matches during the Monthly Finals / World Finals may be subject to penalties in the form of prize money deduction and loss of Championship points.

**5.6. Draws**

In the rare event there is a game “DRAW”, the set will continue until all 3 games in the set have been played. If the set ends in a “DRAW” (0-0 or 1-1), then the set and all 3 games will be completely replayed and a new pick/ban phase will occur. This replayed set can be played with different Brawlers and star powers.

**5.7. Technical Issues**

Players will be responsible for their own connection to the game. Players should resolve any problems that 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 Administrator. The Administrator reserves the right to reject any match rescheduling requests.

## 6. INCENTIVES & PRIZES

**6.1. Championship Challenge**

Players who complete the Championship Challenge with fifteen (15) wins and three (3) losses, or a better record, and are 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 (each amount listed being the total prize money per team):

Asia Pacific	
Rank	Prize Money
1	\$12,000
2	\$8,000
3 - 4	\$5,000 per team

EMEA	
Rank	Prize Money
1	\$15,000
2	\$10,000
3 - 4	\$5,500 per team

5-8	\$2,500 per team
<b>Total</b>	<b>\$40,000</b>

5-8	\$3,500 per team
<b>Total</b>	<b>\$50,000</b>

<b>North America</b>	
<b>Rank</b>	<b>Prize Money</b>
1	\$12,000
2	\$8,000
3 - 4	\$5,000 per team
5-8	\$2,500 per team
<b>Total</b>	<b>\$40,000</b>

<b>South America</b>	
<b>Rank</b>	<b>Prize Money</b>
1	\$10,000
2	\$6,000
3 - 4	\$3,000 per team
5-8	\$2,000 per team
<b>Total</b>	<b>\$30,000</b>

#### 6.4. **Last Chance Qualifier**

To be announced at a later date.

#### 6.5. **World Finals**

The 2024 Brawl Stars Championship World Finals prize pool will be determined through an in-game event, through which the community can contribute to the prize pool to unlock special in-game offers.

#### 6.6. **Prize Money Payments**

6.6.1. If a team qualifies for prizing, the Team Captain will be contacted to begin the prizing payment process.

6.6.1.1. If a team that is signed by a Partnered Organization qualifies for prizing, the Partnered Organization will receive the prizing unless otherwise agreed upon with the Administrators.

6.6.2. Following the completion of the Monthly Finals, Teams will be required to submit all payment information within seven (7) days. Failure to complete payment information will result in delayed prizing payments.

6.6.3. Team Captains and Partnered Organizations are responsible for providing accurate payment information. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted. If you have a dispute with your Team Captain, regarding prizing or otherwise, you

release the TOs (and their officers, directors, agents, subsidiaries, joint ventures, and employees) from claims, demands, and damages (actual and consequential) of every kind and nature, known and unknown, arising out of or in any way connected with such disputes.

6.6.4. 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 Player's sole responsibility.

6.6.5. All prizes will be distributed net 90 days after the Organizer Administrators have received all necessary payment information from the Player. The Tournament Organizer Is not responsible for additional delays with foreign banks transfers that may occur.

6.6.6. Players have sixty (60) days from when they are eligible to receive prize money to claim their prize money. Players who fail to claim their prize within the allotted period of time are subject to forfeiture of prize money.

#### 6.7. **Prizing Eligibility**

6.7.1. 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 prohibits financial transactions or payments to their country of residence.

## 7. **COMMUNICATIONS & SUPPORT**

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

7.1.1. All Players will be prompted to join Discord 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 will be the primary platform for communications to contact the Administrators 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 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. The Administrators will be available to answer questions related to rule clarifications, schedules, and disputes.

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

The 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. 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 for Broadcast during the course of the Tournament.

- 8.1.1.1.1. Players will be allowed one (1) broadcast name rebrand during the year.

- 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 its 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.

- 8.1.1.4. Any Team rebranding request between the Monthly Qualifier and Monthly Final must be submitted to the Tournament Administration Team for approval before 11:59 PM (Regional Local Time) on the Monday following the Monthly Qualifier.

- 8.1.1.4.1. In extenuating circumstances, the Tournament Administration Team reserves the right to approve team rebranding requests submitted after the deadline outlined in section 8.1.1.4.

## 8.2. 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;

- Alcohol
- Non-over-the-counter drugs
- Gambling websites (betting)
- Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
- Tobacco products
- Firearms
- Pornography
- Products of direct competitors
- Other game companies, publishers, and/or platforms

- 8.2.1. Any team organization that intends to pick up a Brawl Stars team will need to be fully approved by the Tournament Organizer before they can proceed. Should the team organization conflict with any of the categories that conflict with the above sponsorship restrictions, Tournament Administration reserves the right to deny the team organization from participating in the Tournament.

## 9. CONTENT / MEDIA OBLIGATIONS

All Players who have qualified to participate in the Monthly Finals, the Last Chance Qualifier, and the World Finals will be required to accommodate and participate in media activities if requested. This includes but is not limited to:

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

### 9.1. Player Questionnaires

- 9.1.1. Upon qualifying for the Monthly Finals, the Last Chance Qualifier, and the World Finals, teams will be sent forms to complete to confirm player eligibility and provide the Tournament Administration Team with the information necessary to

prepare for the upcoming event. All players must fully complete these forms before 11:59 PM (Regional Local Time) on the Monday following the Monthly Qualifiers. Failure to do so will result in penalties, including forfeiture of prize money and disqualification from the event.

## 10. 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.

### 10.1. Account Sharing

10.1.1. 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.

### 10.2. Competitive Integrity

10.2.1. 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.

### 10.3. Player Behavior Investigation

10.3.1. If the Administrators determine 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 Administrators contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player withholds information or misleads the Administrators obstructing the investigation, then the Team and/or Player is subject to punishment.

### 10.4. 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 Administrators.

#### 10.4.1. 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.

- 10.4.1.1. Deliberately losing a match for compensation or any other reason or attempting to induce another player to do so.
- 10.4.1.2. Pre-arranging to split the prize money and/or any other form of compensation.
- 10.4.1.3. Soft play is defined as an agreement between players or Teams to not damage, impede, or otherwise play to a reasonable standard of competition.
- 10.4.2. Cheating
  - 10.4.2.1. DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.
  - 10.4.2.2. 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, and scripted attacks. Please visit Supercell's Safe and Fair Play page and Terms of Service for more information.
- 10.4.3. 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.
- 10.4.4. Bug Exploitation

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

Intentionally disconnecting from the game without a proper and explicitly stated reason.
- 10.4.6. Unprofessional Behavior
  - 10.4.6.1. Harassment

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

#### 10.4.6.2. Sexual Harassment

Sexual harassment is defined as unwelcome 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.

#### 10.4.6.3. 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.

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

#### 10.4.7. 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.

#### 10.4.8. Releasing Information Without Approval

Teams will be asked to submit paperwork for approval or visibility throughout the tournament. Early announcements can disrupt a team's competitive scouting 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.

#### 10.4.9. 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.

#### 10.4.10. 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

10.4.11. Confidentiality

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

10.4.12. Bribery

No Team Member may offer any gift or reward to a player, coach, manager, Administrators, 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.

10.4.13. 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 Administrators. 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 Administrators of their inquiry before discussing the player's contract.

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

10.4.14. 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.

10.4.15. Non-Compliance

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

10.4.16. Match-Fixing

No Team Member may offer, agree, conspire, or attempt to influence a game's outcome by any means prohibited by law or these Rules.

10.4.17. 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 Administrators. A Team may be penalized if the documentation is not completed to the Administrators' standards. Penalties may be imposed if the items requested are not received and completed at the required time.

10.4.18. Association with Gambling

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

## 11. PENALTIES

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

- Warning
- Removal of Brawler Bans
- Prize Money Deduction(s)
- Championship Points 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 successively. In their sole discretion, the Administrators 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 Administrators.

## 12. DEVICES

### 12.1. **Approved**

12.1.1. Mobile Phone

12.1.2. Tablet

### 12.2. **Banned**

12.2.1. Emulation

12.2.2. PC

### 12.3. **Webcams**

12.3.1. During Monthly Finals, at least one player on each team for each match will be required to use their own webcam during their Monthly Finals matches regardless of whether they are on the Main Broadcast (A) stream or not.

12.3.1.1. It is the responsibility of each team to ensure that at least one member of the team has a working webcam.

12.3.1.2. The player on the webcam must be playing in the current set.

12.3.1.3. Teams who fail to have at least one player in their match use a webcam may be subject to prize money deductions. Repeated infractions are subject to escalating penalties, up to and including disqualification from future participation in Brawl Stars Tournaments.

12.3.1.4. 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.

## 13. 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 the Administrators, the decisions of which are final. The Administrator'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 the Administrators, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.

13.1. **Language Discrepancies**

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