



BRAWL STARS CHAMPIONSHIP 2023

COMPETITION HANDBOOK

1. INTRODUCTION	4
2. GENERAL OVERVIEW	4
2.1. Definition of Terms	4
2.2. Rights	5
2.3. Rule Changes	5
2.4. Confidentiality	6
2.5. Terms of Service	6
3. PARTICIPATION ELIGIBILITY, REQUIREMENTS, AND RESTRICTIONS	6
3.1. Age Limitations	6
3.2. Account Eligibility	6
3.3. Sub-regional Restrictions	7
3.3.1. Eligible Countries & Recommended Sub-Regions	7
3.4. Slot Ownership	9
3.5. Game Version	9
3.6. Server Location	9
4. TOURNAMENT BREAKDOWN	10
4.1. Phases & Format	10
4.2. Roster Limitations	13
4.2.3. Last Chance Qualifier Roster Locks	14
4.2.4. World Finals Roster Locks	15
4.3. Qualifying Spot Allocation	16
4.4. Points Distribution	17
4.5. Regional Leaderboard	19
4.6. Tournament Schedule	19
4.6.2. Championship Challenges	19
4.6.3. Monthly Qualifiers	20
4.6.4. Monthly Finals	21
4.7. Time Zones	22
5. MATCH PROCESSES	23
5.1. Game Modes and Maps	23
5.2. Brawler Picks and Bans	23
5.3. Match Process Breakdown	24
5.4. Seeding	27
5.5. Failure to Appear / No Show	28
5.6. Draws	29
5.7. Technical Issues	29
6. INCENTIVES & PRIZES	29
6.1. Championship Challenge	29
6.2. Monthly Qualifiers	29
6.3. Monthly Finals	29
6.4. Last Chance Qualifier	31

6.5. World Finals	31
6.6. Prize Money Payments	31
6.7. Prizing Eligibility	31
7. COMMUNICATIONS & SUPPORT	32
7.1. How to Communicate	32
7.2. Support	32
8. PLAYER & TEAM BRANDING, SPONSORS, ETC.	32
8.1.1. Rebranding	32
8.2. Sponsorship Restrictions	33
9. CONTENT / MEDIA OBLIGATIONS	33
9.1. Player Questionnaires	34
10. CODE OF CONDUCT	34
10.1. Account Sharing	34
10.2. Competitive Integrity	34
10.3. Player Behavior Investigation	34
10.4. Unfair Play	34
11. PENALTIES	38
12. DEVICES	39
12.1. Approved	39
12.2. Banned	39
12.3. Webcams	39
13. FINALITY OF DECISIONS	39
13.1. Language Discrepancies	40

1. INTRODUCTION

The following terms and conditions serve as the official guide document ("**Ruleset**") for the Brawl Stars Championship 2023 ("**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 from time to time, and
- (b) may interpret or apply these Rules by releasing notices, online postings, e-mails, or other electronic communications that provide instructions and guidance to the Players.

2. GENERAL OVERVIEW

2.1. Definition of Terms

- 2.1.1. **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 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 sub-region, and one Monthly Final per sub-region.
- 2.1.6. **Split.** The BSC 2023 Competition Year will consist of 2 Splits, the 1st Split will include all BSC competitions from February to May, and the 2nd Split will include all BSC competitions from June to October.
- 2.1.7. **Monthly Event.** The monthly event consists of the Monthly Qualifier and the Monthly Final.

- 2.1.8. **Last Chance Qualifier.** 16 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.
- 2.1.9. **Sub-Region.** There will be nine (9) total Sub-Regions that will compete in BSC 2023. Any matches played within the sub-region for both the Monthly Qualifiers and the Monthly Finals will be locked to a specific server. Each sub-region will have its own leaderboard and will also be allotted different World Final (WF) and Last Chance Qualifier (LCQ) slots.
- 2.1.10. **Regional Leaderboard.** Tracks Championship points each team has earned throughout the year. The Team(s) at the top of the Regional Leaderboard will qualify for the World Finals and the Last Chance Qualifier (LCQ), with slot allocation varying per sub-region.
- 2.1.11. **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.
- 2.1.12. **Single Elimination.** A Tournament format in which a Team is eliminated after losing one match.
- 2.1.13. **Team Captain.** Each Team will be required to designate a Team Captain upon qualifying 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.
 - 2.1.13.1. 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 sub-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 sub-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 and NDA. Eligible Players must fill out all required portions of the verification form to be eligible for consideration.

3.3. Sub-regional Restrictions

The Monthly Qualifiers and Monthly Finals will be split into nine (9) sub-regions. Players will compete exclusively within their corresponding sub-regions during these two (2) phases.

3.3.1. Eligible Countries & Recommended Sub-Regions

Listed below are all countries eligible to compete in the Brawl Stars Championship in 2023 and our recommendations for the sub-region of each country. Our recommendations are based on the geographical location of each country compared to the sub-regions server location.

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

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

3.3.1.1. East Asia - Japan, South Korea

3.3.1.2. SEA - Australia, Bangladesh, Bhutan, Brunei, Myanmar, Cambodia, Cook Islands, Fiji, Hong Kong, Indonesia, Kiribati, Laos, Macau, Malaysia, Maldives, Mongolia, Nauru, Nepal, New Zealand, Pakistan, Papua New Guinea, Philippines, Samoa, Singapore, Solomon Islands, Sri Lanka, Taiwan, Thailand, Timor-Leste, Tonga, Tuvalu, Vanuatu

3.3.1.3. India - India

3.3.1.4. 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

- 3.3.1.5. **NA East** - Antigua and Barbuda, Bahamas, Barbados, Bermuda, Cayman Islands, Cuba, Dominica, Dominican Republic, Grenada, Guadeloupe, Haiti, Jamaica, Martinique, Montserrat, Saint Barthélemy, Saint Kitts and Nevis, Saint Lucia, Collectivity of Saint Martin, Saint Pierre and Miquelon, Saint Vincent and the Grenadines, Sint Maarten, Trinidad and Tobago, Turks and Caicos Islands, British Virgin Islands, Alabama, Arkansas, Connecticut, Delaware, Washington, D.C., Florida, Georgia, Illinois, Indiana, Iowa, Kentucky, Louisiana, Maine, Maryland, Massachusetts, Michigan, Minnesota, Mississippi, Missouri, New Hampshire, New Jersey, New York, North Carolina, Ohio, Pennsylvania, Rhode Island, South Carolina, Tennessee, Vermont, Virginia, West Virginia, Wisconsin, Puerto Rico, Manitoba, New Brunswick, Newfoundland and Labrador, Nova Scotia, Nunavut, Ontario, Prince Edward Island, Quebec
- 3.3.1.6. **NA West** - Belize, Costa Rica, El Salvador, Guatemala, Honduras, Mexico, Nicaragua, Panama, Alaska, Arizona, California, Colorado, Hawaii, Idaho, Kansas, Montana, Nebraska, Nevada, New Mexico, North Dakota, Oklahoma, Oregon, South Dakota, Texas, Utah, Washington, Wyoming, Alberta, British Columbia, Northwest Territories, Saskatchewan, Yukon
- 3.3.1.7. **SA East** - Aruba, Brazil, French Guiana, Guyana, Paraguay, Suriname, Uruguay, Venezuela
- 3.3.1.8. **SA West** - Argentina, Bolivia, Chile, Colombia, Ecuador, Peru
- 3.3.1.9. **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 Sect. 4.2 Roster Limitations to keep their slot as well as to maintain all points earned in the Monthly Qualifiers and Monthly Finals.

- 3.4.1. The only exception to rule 3.4. are 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) sub-region or across two (2) sub-regions.
 - 3.4.2.2. Team organizations must notify the Administrator if they own two (2) Teams in the Tournament.
 - 3.4.2.3. Team organizations 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 sub-region. A server location list for each sub-region can be found below:

SUB-REGION	Server Location
NA WEST	Los Angeles (USA)
NA EAST	Virginia (USA)
SA WEST	Santiago (Chile)

SA EAST	São Paulo (Brazil)
EMEA	Frankfurt (Germany)
EAST ASIA	Tokyo (Japan)
SEA	Singapore (Singapore)
INDIA	Mumbai (India)

4. TOURNAMENT BREAKDOWN

4.1. Phases & Format

The Tournament year will consist of six (6) Seasons.

4.1.1. Championship Challenges

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

4.1.1.2. Players will have 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 and two (2) losses or better.

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

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

4.1.2. Monthly Qualifiers

- 4.1.2.1. The Monthly Qualifiers will be held in the in-app tournament hub under a new icon named "ESPORTS".
- 4.1.2.2. Each sub-region will hold its own Monthly Qualifier, and only players who have qualified through the global in-app Championship Challenge and are of sixteen (16) years of age or older may participate.
- 4.1.2.3. 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 sub-region Double Elimination Bracket will be capped at 1024 teams.
- 4.1.2.4. The Monthly Qualifiers will be played across two (2) days, up to eight (8) hours each day.
 - 4.1.2.4.1. On day one (1), the bracket will be played up to the Top eight (8) (depending on the bracket size).
 - 4.1.2.4.1.1. Should a bracket not be at the Top eight (8) by the end of day one (1), the remaining bracket will be played out on day two (2)
- 4.1.2.5. For Matches from the Top eight (8) and onwards, a Single Elimination bracket will be created - except for EMEA.
 - 4.1.2.5.1. The Single Elimination bracket will be played out until the four (4) teams from East Asia, NA West, NA East, SA West, and SA East, who qualify for the Monthly Finals, have been determined.

The SEA and India brackets will be played out until the two (2) who qualify for the Monthly Finals have been determined.
- 4.1.2.6. The Single Elimination part of the Monthly Qualifier may be broadcasted.

The broadcast will be structured using the same format as the Monthly Finals. In addition, any team who makes it to the Single

Elimination part of the bracket will also be provided with the instructions via Discord.

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

4.1.2.7.1. Teams are not required to have the same teammates as they did in the Championship Challenge.

4.1.2.7.2. Teams must adhere to the roster rules described in Sect. 4.2 Roster Limitations going into the Monthly Finals and onward in the Tournament to maintain their points earned.

4.1.2.8. The number of teams that will qualify for the Monthly Finals will vary depending on the sub-region and is as follows:

4.1.2.8.1. The top 8 qualified teams from the Monthly Qualifiers for EMEA will advance to the region's Monthly Finals.

4.1.2.8.2. The Top 4 qualified teams from NA West, NA East, SA West, SA East, and East Asia Monthly Qualifiers will advance to their respective region's Monthly Finals.

4.1.2.8.3. The top 2 qualified teams from the Monthly Qualifiers for SEA and India will advance to their respective region's Monthly Finals.

4.1.3. Monthly Finals

4.1.3.1. The Monthly Finals will be held in the in-app tournament hub under a new icon named "ESPORTS".

4.1.3.2. The Teams will compete in a Single Elimination bracket.

4.1.3.2.1. All matches featured on the Monthly Finals broadcast will be a Bo5 set with a Bo3 game format. There will be a minimum of six (6) games played and a maximum potential of up to fifteen (15) games.

4.1.4. Last Chance Qualifier

- 4.1.4.1. More information will be released during the 2nd split. Last Chance Qualifier slot allocations can be found in section 4.3.4.

4.1.5. World Finals

- 4.1.5.1. More information will be released during the 2nd split. 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 February 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 2023 competition year may join a Team.
- 4.2.1.4. Teams may add a new player at any point except on Monthly Qualifier and Monthly Finals match days, except when an emergency substitute is needed (see Sect. 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 Single Elimination part of the Monthly Qualifiers bracket and 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. Captains must notify an Administrator 15 minutes before their match begins if they will be swapping players for the Team's next match.

- 4.2.2.1.1.2. For the Single Elimination part of the Monthly Qualifiers bracket and 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)

- 4.2.2.2. Teams may not rotate their starting lineup in the middle of a match.

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 Tournament Administration.

A team will be notified by Tournament Administration 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 Tournament Administration.

A team will be notified by Tournament Administration 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 / WeChat the emergency substitute. Substitutes will not be able to join in-between games or sets.

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

4.2.5.1. The substitute must have successfully completed the most recent Championship Challenge.

4.2.5.2. The emergency substitute will not count towards the new player allowance detailed in Sect. 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*** 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*** 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 World Finals are non-transferable. Team disbandment will negate all points and will not be redistributed. The 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 any potential points lost.

4.3. Qualifying Spot Allocation

4.3.1. Championship Challenges

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

4.3.2. Monthly Qualifiers

All players who are eligible to participate in the Tournament and have met the Monthly Qualifiers qualification conditions will be able to participate in their respective sub-regions Monthly Qualifiers.

4.3.3. Monthly Finals

The top 8 qualified teams from the Monthly Qualifiers for EMEA will advance to the region's Monthly Finals.

The Top 4 qualified teams from NA West, NA East, SA West, SA East, and East Asia Monthly Qualifiers will advance to their respective region's Monthly Finals.

The top 2 qualified teams from the Monthly Qualifiers for SEA and India will advance to the region's Monthly Finals.

4.3.4. World Finals and Last Chance Qualifier

Each sub-region will be given a number of guaranteed WF slots (8 total) and/or a number of Last Chance Qualifier slots (16 total). As an example, the #1 NA East team, by the end of the last MF, will earn a WF slot, and the #2 NA East team will earn a slot in the LCQ, which will be a separate offline event, where the 16 LCQ teams will compete to identify the 4 teams that will advance to the World Finals.

Sub-region	World Finals Slot Allocation	LCQ Slot Allocation
North America East	1	1
North America West	1	1

South America East	1	1
South America West	0	2
EUROPE, THE MIDDLE EAST AND AFRICA	3	4
East Asia	1	2
South East Asia	0	2
India	0	2
Chinese Mainland	1	1
TOTAL	8	16 (top 4 to WF)

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 sub-regions Monthly Qualifiers and Monthly Finals. These points will accumulate throughout the six (6) 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 2023 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 2023 is as follows:

NOTE: Points will be awarded based on a Team's final placement of the Single Elimination bracket after the broadcasted part of the Monthly Finals has been completed.

Final Rank	Points Earned
------------	---------------

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

4.4.3. 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 sub-region, only teams that compete in the same sub-region within 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 at the end of Season six (6), 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	2023 Dates
February Championship Challenge	February 3 - 5
March Championship Challenge	March 3 - 5
April Championship Challenge	March 24 - 26
May Championship Challenge	N/A
June Championship Challenge	June 2 - 4

July Championship Challenge	June 30 - July 2
August Championship Challenge	July 28 - 30

4.6.3. Monthly Qualifiers

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

Monthly Qualifiers	2023 Dates
February Qualifiers	February 11 - 12
March Qualifiers	March 11 - 12
April Qualifiers	April 15 - 16
May Qualifiers	N/A
June Qualifiers	June 10 - 11
July Qualifiers	July 8 - 9
August Qualifiers	August 5 - 6

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

Sub-Region	Pre-Tournament Check-in Time	Start Time
East Asia	9:30 - 11:30 AM JST	12:00 PM JST
SEA	9:30 - 11:30 AM SGT	12:00 PM SGT
India	9:00 - 11:00 AM IST	11:30 AM IST
EMEA	8:30 - 10:30 AM CEST	11:00 AM CEST
NA East	11:30 - 1:30 PM EDT	2:00 PM EDT

NA West	11:30 - 1:30 PM PDT	2:00 PM PDT
SA East	9:30 - 11:30 AM BRT	12:00 PM BRT
SA West	12:30 - 2:30 PM BRT	3:00 PM BRT

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 Administrators and will be played at the same time each month.

SEA, India, and East Asia will be part of the same ongoing broadcast. As such, teams from the SEA sub-region will need to be available two (2) hours before the Monthly Finals are set to begin for their respective sub-regions.

SA East and SA West will be part of the same ongoing broadcast. As such, teams from the SA West sub-region need to be available two (2) hours before the Monthly Finals are set to begin for their respective sub-region.

NA East and NA West will be part of the same ongoing broadcast. As such, teams from the NA West sub-region need to be available two (2) hours before the Monthly Finals are set to begin for their respective sub-region.

Sub-Region & Broadcast Time (Daylight savings will be observed if applicable)	2023 Dates	
	First Half of Year	Second Half of Year
SEA 1:00 PM SGT	February 25 March 25 April 29	June 24 July 22 August 12
India 11:25 AM IST	February 25 March 25 April 29	June 24 July 22 August 12
East Asia 3:55 PM JST	February 25 March 25 April 29	June 24 July 22 August 12
EMEA 12:10 PM CEST	February 25 March 25 April 29	June 24 July 22 August 12



SA East 12:00 PM BRT	February 26 March 26 April 30	June 25 July 23 August 13
SA West 2:50 PM BRT	February 26 March 26 April 30	June 25 July 23 August 13
NA East 5:05 PM EDT	February 26 March 26 April 30	June 25 July 23 August 13
NA West 4:55 PM PDT	February 26 March 26 April 30	June 25 July 23 August 13

4.7. Time Zones

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

Sub-region	Time Zone <i>(Daylight savings will be observed if applicable)</i>
East Asia	Japan Standard Time (JST)
SEA	Singapore Standard Time (SGT)
India	Indian Standard Time (IST)
EMEA	Central European Summer Time (CEST)
NA East	Eastern Daylight Time (EDT)
NA West	Pacific Daylight Time (PDT)
SA East	Brasilia Time (BRT)
SA West	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. The team that caused the lobby to disband will not be penalized for the first disbandment caused. However, if a team disbands the lobby for whatever reason more than one (1) time throughout the tournament, the team will receive a set loss for the set in the lobby disband occurred.

5.3. **Match Process Breakdown**

5.3.1. **Championship Challenges**

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

- 5.3.1.1. Only matches played within the event will count towards the qualification requirements for the next phase.
- 5.3.1.2. Each Match will be a Bo1 set with a Bo1 game, 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 - 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 Administration.**

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 streamed by the Administrators.

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. 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 Sect. **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 sub-region's first Monthly Qualifiers.

- 5.4.1.1. Starting in March, Teams who have qualified for the previous month's Monthly Finals will automatically qualify for the following month's Monthly Qualifiers. This bonus will only apply if a Team has participated in the Monthly Final immediately before the current season. For example, Team A participated in the February Finals, so Team A will automatically qualify to participate in March's Monthly Qualifiers. If Team A, however, then fails to qualify for March's Monthly Finals, they will not receive automatic qualification into April's Monthly Qualifiers and will have to participate in April's Championship Challenge.

- 5.4.2. For 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 2023 Competition Year.

- 5.4.3. For the Single Elimination bracket of the Monthly Qualifier, which leads into 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 / 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", an extra game would be played to determine the winning Team. The extra game after a draw can be played with different brawlers and star powers.

5.7. 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 better record and are of sixteen (16) years of age or older will be awarded advancement to their respective sub-region's Monthly Qualifier.

6.2. Monthly Qualifiers

For NA West, NA East, SA West, SA East, and East Asia teams who place Top four (4) in their respective sub-region's Monthly Qualifier will advance to their sub-region's Monthly Finals.

For EMEA, teams who place Top eight (8) in the Monthly Qualifier will advance to the Monthly Finals.

For SEA and India, teams who place Top two (2) in the Monthly Qualifier will advance to the Monthly Finals.

While the teams in the SEA and India sub-regions who place 4th and 3rd will not be featured on the Monthly Finals broadcast, they will receive the 3rd - 4th placed prizing designated for their sub-region's Monthly Finals.

6.3. Monthly Finals

Teams who qualify for the Monthly Finals will receive prize money based on their final rankings and sub-region (each amount listed being the total prize money per team):

EAST ASIA	
Rank	Prize Money
1	\$8,000
2	\$5,000
3 - 4	\$3,500 per team
Total	\$20,000

INDIA	
Rank	Prize Money
1	\$4,000

SEA	
Rank	Prize Money
1	\$4,000
2	\$2,500
3 - 4	\$1,750 per team
Total	\$10,000

NA EAST	
Rank	Prize Money
1	\$8,000

2	\$2,500
3 - 4	\$1,750 per team
Total	\$10,000

2	\$5,000
3 - 4	\$3,500 per team
Total	\$20,000

NA WEST	
Rank	Prize Money
1	\$8,000
2	\$5,000
3 - 4	\$3,500 per team
Total	\$20,000

SA EAST	
Rank	Prize Money
1	\$8,000
2	\$5,000
3 - 4	\$3,500 per team
Total	\$20,000

SA WEST	
Rank	Prize Money
1	\$4,000
2	\$2,500
3 - 4	\$1,750 per team
Total	\$10,000

EMEA	
Rank	Prize Money
1	\$11,000
2	\$7,000
3 - 4	\$5,000 per team
5-8	\$3,000 per team
Total	\$40,000

6.4. Last Chance Qualifier

To be announced at a later date.

6.5. World Finals

To be announced at a later date.

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.
 - 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 prohibit 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.

8.2. **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

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 Tournament Administration with the information necessary to prepare for the upcoming event. All players must fully complete these forms within 48 hours. 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 or one provided by Administrators during their Monthly Finals matches.

12.3.1.1. 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.

12.3.1.2. 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.