



# **2023 CLASH OF CLANS WORLD CHAMPIONSHIP GOLDEN TICKET TOURNAMENT RULESET**



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# 1. Introduction

These Official Rules (“**Rules**”) of the 2023 Clash of Clans World Championship Golden Ticket Tournaments (“**Golden Ticket Tournaments**”) apply to each person participating in the applicable Golden Ticket Tournaments (“**Players**”). All Players must agree to abide by the conditions set forth in this document, with the understanding that any rules violation may result in immediate disqualification and forfeiture of all prize money earned as determined by Tournament Organizers (“**Organizer**”).

The following terms and conditions defined in the Rules apply to all stages of the Golden Ticket Tournaments, as well as their Players. These Rules are considered an extension of the 2023 Clash of Clans World Championship Competition Ruleset (“**Championship Ruleset**”). In the event of a Rules dispute, the Championship Ruleset will be treated as the primary source of truth.

By competing in the Clash of Clans World Championship Golden Ticket Tournaments you agree to the following:

The Organizer, in its sole discretion, (a) may update, amend, or supplement these Rules at any time, with or without notice to Players, and (b) may interpret or apply these Rules by releasing notices, online postings, e-mails, or other electronic communications that provide instructions and guidance to the Players.

## 2. General Overview

### 2.1. Definition of Terms

- 2.1.1. **Golden Ticket Tournament(s):** Refers to the Clash of Clans World Championship Golden Ticket Tournament(s), in its entirety, including all stages. These rules do not apply to the official Clash of Clans World Championship Qualifiers and Clash of Clans World Championship Finals.
- 2.1.2. **Golden Ticket:** A team that qualifies through World Championship Qualifiers or an officially sanctioned Clash of Clans community-organized Golden Ticket Tournament earns a Golden Ticket. Teams that earn a Golden Ticket qualify for the Clash of Clans World Championship Finals.
- 2.1.3. **War:** Refers to a 5v5 Friendly War between two participating teams that is played until a winner has been determined. Players may each only use 1 attack during a single War.
- 2.1.4. **Preparation Period:** Refers to the period of time at the start of a Friendly War where teams may set base layouts and donate reinforcement troops. This period is set to 5 minutes throughout each stage of this Golden Ticket Tournament.



- 2.1.5. **Battle Period:** Refers to the period of time after the Preparation Period ends where teams may begin attacking enemy bases. This period varies between 30 to 45 minutes throughout each stage of the Golden Ticket Tournament.
- 2.1.6. **Single Elimination:** Teams compete in a single bracket, and are eliminated from the competition after 1 loss.
- 2.1.7. **Swiss:** Teams will be paired against each other based on match record. For example, a team that is 1-0 after round 1 has completed will be paired against another 1-0 team in round 2. Teams advance after 3 wins, and are eliminated after 3 losses.
- 2.1.8. **Double Elimination:** Teams compete in a bracket format using two brackets, an upper bracket (for teams without a loss) and a lower bracket (for teams with 1 loss). Teams are eliminated from the competition after 2 losses.

## 2.2. Rules Translation

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

## 2.3. Game Version

- 2.3.1. All Players must install and compete using the latest game version in order to participate. Updates must be installed before the Tournament starts.

## 2.4. Required Town Hall Level

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

## 2.5. Rule Changes

- 2.5.1. The Administrators reserve the right to amend, remove, or otherwise change the rules outlined in this ruleset without further notice.
- 2.5.2. The Administrators reserve the right to arbitrate in cases that are not explicitly supported or detailed in the Rules, or in extraordinary cases, judgments that may even go against the Rules to preserve fair play and sportsmanship.

## 2.6. Confidentiality

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



Administrators. Publication of the aforementioned material without prior written consent may result in penalties.

- 2.6.2. Prior to being disclosed confidential information, Players will be required to sign a non-disclosure agreement (NDA) in which they accept the terms and conditions set forth by the Organizer. Failure to comply with the terms of the NDA will result in fines set by the Organizer and a year-long competitive ban.

## 2.7. Participation Eligibility, Requirements, and Restrictions

- 2.7.1. Players must be 16 years of age or older in order to participate. Any Player aged 16-17 (16-18 in South Korea, 16-19 in Japan) will be required to confirm on their verification form that they have parental or guardian consent to participate in this event.

- 2.7.1.1. Players residing within China must be 18 years of age or older in order to participate.

- 2.7.2. The cut-off date for age eligibility is the first day of competition. Players who turn of age on or after this date are ineligible to compete in the Golden Ticket Tournament.

- 2.7.3. Players that are awarded a Golden Ticket to participate in the Clash of Clans World Championship Finals will be required to complete an eligibility form.

- 2.7.3.1. Tournament Administration will deliver the form over Discord within 7 days of their team earning a Golden Ticket.

- 2.7.3.2. Players will be required to submit a picture of their passport. Their passport must expire on 26 May, 2024, or later. **If a player does not have a valid passport submitted in the form by 22 September at 12 PM UTC, their Golden Ticket will be revoked, and the runner-up team will receive the Golden Ticket instead.**

- 2.7.3.2.1. In the event the runner-up player already earned a Golden Ticket from another event, the next highest ranking player will receive the Golden Ticket.

- 2.7.4. Players residing in China will be eligible to participate in a Clash of Clans World Championship Golden Ticket Tournament that is located within the China region.

- 2.7.4.1. Players residing in China will not be eligible to participate in other Clash of Clans World Championship Golden Ticket tournaments.

- 2.7.5. Proof of Identity





- 2.7.5.1. Players who compete in the Golden Ticket Tournament will be required to provide proof of identity. Failure to provide proof of identity may result in disqualification. The Administrators reserve the right to verify an eligible Player's information at any given time if deemed necessary.
- 2.7.5.2. During the verification process, Players must submit an acceptable photo ID to Administrators to verify their identity. The photo ID must include the Players full name and date of birth. Accepted forms of ID include:
  - 2.7.5.2.1. Government Issued Identification
  - 2.7.5.2.2. School Issued Identification
  - 2.7.5.2.3. Birth Certificate, along with another form of photo ID
  - 2.7.5.2.4. Passport
- 2.7.6. Players must be the sole owner of the Clash of Clans account used for participation in the Golden Ticket Tournament. Players are only allowed to participate on a single account.
- 2.7.7. Players must reside in a country where Clash of Clans is available to download in the local app store.
- 2.7.8. Teams that have already earned a Golden Ticket in 2023 are eligible to compete in other Clash of Clans community-organized Golden Ticket tournaments.
  - 2.7.8.1. If a team wins a Golden Ticket tournament more than once, the runner-up team that has not already earned a Golden Ticket in the most recent Golden Ticket tournament will be awarded that tournament's Golden Ticket.
  - 2.7.8.2. If a player wins an additional Golden Ticket tournament with a different team lineup than the originally earned Golden Ticket, the runner-up team of the most recent Golden Ticket tournament will instead be awarded the Golden Ticket.
- 2.7.9. Teams that have earned a Golden Ticket are not eligible to participate in the Clash of Clans World Championship Qualifiers that are organized by Supercell
- 2.7.10. Supercell, Tournament Operations Staff, and its partner companies' employees are not eligible to register for or compete in the Golden Ticket Tournament.



## 2.8. Team Registration & Requirements

- 2.8.1. Teams competing in the Golden Ticket Tournament are required to register a roster of 5 players during the registration period. Changes to team rosters will not be permitted once the registration period has closed, except under extraordinary circumstances. All such substitution requests must be communicated to the Lead Administrator via Discord, who will evaluate requests on a case-by-case basis. **Lead Administrators are not required to accept roster change requests.**

## 2.9. Tournament Coverage

- 2.9.1. During Stage 1: Open Qualifiers, streaming will be open to everyone to cover. Content Creators/streamers must reach out to the teams themselves. Tournament Administration might provide the clan tag list to help creators find the participant clans. However it's up to the clans to decide if they let the creators/streamer into the clans since it's not mandatory for them to accept any join request from outsiders. Creators that want to cover this tournament should apply via Google Form. Please reach out to a Tournament Administrator on the tournament Discord server for further details.
- 2.9.2. Stage 2: Swiss Stage: During this stage, clans must accept into their clans certain selected streamers (Content Creators). These selected streamers will be decided by Supercell and shared with Swiss stage clans by the Tournament Organizer as a certified streamer list via tournament Discord server. Failing to comply with this rule will cause the clans a penalization to be defined by the Tournament Organizer.
- 2.9.3. Stage 3: Playoffs coverage will be also open for non-English speakers to cover via transmission feed which will be provided by the Tournament Administration. During Stage 3: Playoffs, streamers may not enter clans to spectate Wars.

# 3. Golden Ticket Tournament Breakdown

## 3.1. Stage 1: Open Qualifiers

- 3.1.1. Stage 1 is a 2-week competition comprised of two separate open-entry qualifiers. Each Open Qualifier competition is a 2-day event held on Saturday and Sunday.
- 3.1.2. Each Open Qualifier is a 512-team single elimination bracket. Teams will be randomly seeded within this bracket.
- 3.1.3. Each Open Qualifier competition will be played until 8 teams remain. Teams are eliminated once they have lost a match. Once all rounds have been completed, the 8 remaining teams will advance to Stage 2.





- 3.1.4. Teams that qualify for the first Open Qualifier are not eligible to participate in the second Open Qualifier.
- 3.1.5. Both teams must start at least 2 attacks before the War reaches its halfway point (15 min remaining for the War to end), and they are free to decide when to use the remaining 3 attacks during the duration of the War.
  - 3.1.5.1. Failing to comply with this rule will result in a warning for the first infraction, and the team is subject to other penalties as considered by the Administration if infringement persists.
  - 3.1.5.2. There are no Attack Order requirements for this stage.

### 3.2. Stage 2: Swiss

- 3.2.1. Stage 2 is a 16-team Swiss competition. For round 1, teams will be randomly seeded, and teams will be paired against a team that qualified through the other Open Qualifier competition.
- 3.2.2. In order to advance to the Stage 3 Playoff event, teams must win 3 rounds before they lose 3 rounds. Teams will play a maximum of 5 rounds during the Stage 2 Swiss competition. **Once all 5 rounds have been completed, the 8 teams with 3 wins will qualify for the Stage 3 Playoff event.**
- 3.2.3. Starting in round 2, teams will automatically be paired against a team with the same match record. For example, a team that has a 2-0 record will be paired against another team that has a 2-0 record.
- 3.2.4. Attacks must follow the Attack Order requirement (see Section 3.4.3).

### 3.3. Stage 3: Playoffs

- 3.3.1. Stage 3 is an 8-team Double Elimination competition. Teams will be seeded into the bracket randomly.
- 3.3.2. Teams are eliminated after 2 losses, and the bracket will be played until completed. **The winning team will earn a Golden Ticket and advance to World Championship Finals.**
- 3.3.3. Attacks must follow the Broadcast Attack Order requirement (see Section 3.4.4).
- 3.3.4. Broadcast Webcam Requirements
  - 3.3.4.1. All Players are required to use a webcam and have hardware that will enable a video feed to appear live on broadcast during Stage 3.
  - 3.3.4.2. Players are expected to use their own webcam. In the event that a player does not have their own webcam, Tournament Administration will assist the player in obtaining one as applicable.



- 3.3.4.3. It is the responsibility of the Player to ensure they have a webcam that is in working order. Tournament Administration will support players in setting up their webcam during a technical check prior to Stage 3 beginning.
- 3.3.4.4. Players who fail to use a webcam during Stage 3 may be subject to prize money deductions. Repeated infractions are subject to escalating penalties, up to and including disqualification from future participation in official Clash of Clans tournaments.
- 3.3.4.5. This feed will be recorded and incorporated into the Stage 3 broadcast. By sharing their video feed during the broadcast, players consent to being recorded.

### 3.3.5. Competitive Integrity Requirements

- 3.3.5.1. During the final stage of the competition, throughout the full duration of a War, each Player must appear on a live video call with Administrators. Video footage from this call will only be visible to Administrators and will be recorded for competitive integrity purposes.
- 3.3.5.2. Administrators facilitate video calls with each team separately. Players and devices must remain in the camera frame at all times during this call. Additionally, audio must remain unmuted such that Administrators are able to hear Players. Players are not allowed to disconnect from their video calls for the duration of their matches for any reason.
- 3.3.5.3. Players must only communicate with other Players on their team ("**Team Members**") and Administrators while participating in their match. Teams may not receive any external support during this time, including both online and in-person interactions.
- 3.3.5.4. Teams must not use any secondary device, such as a mobile phone or tablet. Teams may only interact with the device they are using to participate in the War during their matches. Devices are allowed to be used as an integrity or broadcast camera but are not allowed to be used for any other purpose during a match.
- 3.3.5.5. Failure to adhere to these requirements will result in a loss of War scoring or potential disqualification.



### 3.4. Match Format

#### 3.4.1. War Settings

##### Stage 1: Open Qualifiers:

- Preparation Period: 5 Minutes
- Battle Period: 30 Minutes
- Number of Attacks: 1
- Both teams must start at least two (2) attacks before the War reaches halfway (15min remaining for the War to end) and they are free to decide when to use the remaining 3 attacks during the duration of the War.
  - Failing to comply with this rule. will result in a warning for the first time, and your team is subject to other penalties as considered by Tournament Administration if infringement persists.
  - The attack order doesn't need to be notified to Admins during the Open Qualifiers stage.

##### Stage 2: Swiss

- Preparation Period: 5 Minutes
- Battle Period: 45 Minutes
- Attacks must follow the Attack Order requirement (see Section 3.4.3).
  - Some matches will be officially broadcasted. For matches that are being officially broadcasted, teams must follow the Broadcast Attack Order requirement (see section 3.4.4).
  - Administrators will inform both teams that they must follow the Broadcast Attack Order requirement.
- Clans must consist of only the 5 participating Players, plus additional Administrators and official spectating accounts.

##### Stage 3: Playoffs

- Preparation Period: 5 Minutes
- Battle Period: 45 Minutes
- Attacks must follow the Broadcast Attack Order requirement (see Section 3.4.4).
- Clans must consist of only the 5 participating Players, plus additional Administrators and official spectating accounts.

#### 3.4.2. Match Scoring and Tiebreakers

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



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

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

- In the event of a tie, both teams should coordinate with each other to facilitate the Best-of-1 Friendly Challenge. Once the Best-of-1 Friendly Challenge has been completed, teams must submit a ticket confirming the match outcome. The Administrators will then confirm the result and report the outcome of the match.
  - During the tiebreaker round, both players must use the same layout that they used during their War.

#### 3.4.3. **Attack Order**

The Attack Order designates the time at which each Player must initiate their attack during a War. This rule applies to Stage 2 & 3.

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

**Home Team** refers to the team that has the better seed in the stage the match is being played in.

**Away Team** refers to the team with the worse seed.

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

Attack Order Timetable		
Attack #	War Time Remaining	Team - Attacker
1	37 minutes 0 seconds	Away Team - Player 1
2	33 minutes 0 seconds	Home Team - Player 1
3	29 minutes 0 seconds	Away Team - Player 2
4	25 minutes 0 seconds	Home Team - Player 2
5	21 minutes 0 seconds	Away Team - Player 3
6	17 minutes 0 seconds	Home Team - Player 3



7	13 minutes 0 seconds	Away Team - Player 4
8	09 minutes 0 seconds	Home Team - Player 4
9	05 minutes 0 seconds	Away Team - Player 5
10	01 minute 0 seconds	Home Team - Player 5

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

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

#### 3.4.4. Broadcast Attack Order

- 3.4.4.1. During Stage 2: Swiss and Stage 3: Playoffs, the Attack Order is adjusted slightly to accommodate matches that are being officially broadcasted.
- 3.4.4.2. Teams must declare the order of their Attackers to Tournament Organizers. This order must be submitted to Tournament Organizers before the War Time Remaining reaches 40 minutes 0 seconds. Teams that fail to submit their Attack Order on time or fail to adhere to their submitted order will be penalized.
- 3.4.4.3. Instead of using the Attack Order Timetable, Players will be directed to start each attack by Tournament Organizers through the Clan chat.

#### 3.4.5. Clan Member Restrictions

- 3.4.5.1. During Stage 2: Swiss and Stage 3: Playoffs, Clans must consist of only the 5 officially registered team members. **Participating Clans must be emptied down to the 5 officially registered team members before the first match of the day begins. During the tournament, Players must be a part of the Clan their team is associated with.**
- 3.4.5.2. Administrators may request to join Clans at any point throughout the Golden Ticket Tournament in order to resolve issues and help facilitate matches. Additionally, official spectating accounts must be allowed to join Clans in order to provide live coverage of each War.



3.4.5.3. Excluding Administrators and official spectating accounts, teams found to have more than the 5 officially registered team members present in their Clan may be subject to disqualification.

3.4.5.4. When teams are not actively playing matches during the tournament, Players may leave their clan.

3.4.5.4.1. For all stages, players must return to their clan 1 hour prior to the first round of the day beginning.

#### 3.4.6. **Game Preparations**

Stable hardware and internet connection are required for participation during the Golden Ticket Tournament. Players are expected to ensure their devices and connections are sufficient before the competition begins. Hardware or connection problems during a match may result in disqualification.

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

During Stage 1: Open Qualifiers, teams have up to 5 minutes to join an online match once they have been notified that it's ready. Showing up after the 5-minute allowance may result in disqualification.

During Stage 2: Swiss & Stage 3: Playoffs, Administrators will enforce a stricter time limit to ensure a timely broadcast. Players, through the official Tournament Discord Server, must confirm they are present at least 15 minutes before the match is scheduled to begin. Players that fail to check-in to their match through the official Tournament Discord Server will be subject to forfeiting their current match.

During Stage 2: Swiss & Stage 3: Playoffs if a team received a match win due to their opponent failing to show up, their teams tiebreaker stats for the match (average stars total, average destruction percentage, and average attack duration) will be the average of all other tiebreaker stats from all matches in the stage of the competition that the match was held in.

### 3.5. **Match Processes**

#### 3.5.1. **Process and Expectations:**

##### 3.5.1.1. **Registration:**

Participating Players must be the highest Town Hall Level. Failure to complete registration will render the Player and the team ineligible to participate.

##### 3.5.1.2. **Clan Settings:**





Before the start of the competition, clans must change their clan settings to the following:

- Invite Only
- Public Clan War Log
- Town Hall Level 1
- 0 Trophies
- 0 Builder Base Trophies

3.5.1.3. **Participation:**

For teams to be eligible to participate, all team members must have completed registration, and their team roster must be locked in by the Team Captain.

3.5.1.4. **Issues and Disputes:**

Any team that encounters an issue or has a dispute during their match is required to escalate the issue to the Tournament Administration during the current match or after the match has concluded but before the issue report deadline, which will be announced at the start of each round of the competition. Team Captains must report the issue to the Administrators before the announced deadline or risk the match outcome becoming finalized.

3.5.1.5. **Active War:**

Teams must not be a part of an active Clan War or Friendly War that overlaps with the start time of any match in the Golden Ticket Tournament. In the event that a Team is unable to participate due to taking part in an active Clan War or Friendly War, they will receive a loss for the Golden Ticket Tournament match. Players cannot be in two Wars at the same time.

3.5.1.6. **Friendly War Base & Friendly War Army:**

All Golden Ticket Tournament matches are played in a Friendly War. As such, you must choose your Friendly War Layout & Army. This can be done during the Preparation Period. To change your Friendly War Layout, go to your War Map, and select the hand icon on the bottom right.

3.5.1.7. **Featured Matches:**

During Stage 2: Swiss and Stage 3: Playoffs, certain matches will be declared as featured matches. Once a match has been declared a featured match, neither team may start the War until an Administrator has instructed the teams to do so. If a match is determined to be a featured match, the match will be announced by the Administrators and both teams will be contacted through The Organizer's platform of choice. If a match is declared to be a



featured match, it is mandatory for both teams to cooperate with Administrators to broadcast the match. The match will follow the Attack Order rules outlined in section 3.4.4

## 4. Golden Ticket Tournament Schedule

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

The Golden Ticket Tournament Schedule(s) will be provided by the Organizers of the officially sanctioned tournaments.

## 5. Prizing

- 5.1. Teams participating in the Clash of Clans World Championship Golden Ticket Tournament will receive prize money based on their final placement.

Rank	Prize Money
1	\$18,000
2	\$10,000
3	\$7,000
4	\$5,000
5-6	\$3,000
7-8	\$2,000

### 5.2. Prize Money

- 5.2.1. If a team qualifies for prizing, the team captain will be contacted to begin the prize payment process. Teams must submit payment information within 7 days of completion of the competition.
- 5.2.2. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.
- 5.2.3. Players are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state, and local taxes,



including possible VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Player.

5.2.4. Players will not be allowed to claim cash prizing or cash-value prizing if the Player resides in a country currently subject to financial sanctions by the United States of America or the European Union that prohibit financial transactions or payments to their country of residence.

5.2.5. All prizes are listed in USD and are subject to currency exchange rates.

## 6. Communications & Support

### 6.1. Communication Platform

6.1.1. Discord will be the primary platform to contact the Organizer for immediate responses regarding urgent Golden Ticket Tournament issues/questions.

6.1.2. The Discord for this tournament can be found in the official announcement on the [Clash of Clans Esports Website](#).

### 6.2. Support

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

## 7. Player & Team Branding, Sponsors

Administrators reserve the right to forbid the use of unwanted names and/or symbols in the Golden Ticket Tournament. Any legally protected words or symbols are generally forbidden unless the owner gives permission to use them.

### 7.1. Team Branding

Players and teams are expected to be consistent in the use of their Player nicknames and team names throughout the competition.

7.1.1. Teams will not be allowed to rebrand their team while participating in a Golden Ticket tournament. Teams may rebrand between Golden Ticket tournaments.

### 7.2. Sponsorship Restrictions

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



- 7.2.1. Alcohol
- 7.2.2. Non-over-the-counter drugs
- 7.2.3. Gambling websites
- 7.2.4. Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
- 7.2.5. Tobacco products
- 7.2.6. Firearms
- 7.2.7. Pornography
- 7.2.8. Products of direct competitors
- 7.2.9. Other game companies, publishers, and/or platforms

## 8. Content, Media, and Tournament Obligations

All Players who have qualified to participate in Stage 2: Swiss and Stage 3: Playoffs will be required to accommodate and participate in any and all media and tournament preparation activities if requested. This includes but is not limited to:

- Pre-match Interviews
- Post-match Interviews
- Press Conferences
- Photoshoots
- Behind the scenes access, such as scrimmages
- Other Video Recordings
- Technical Rehearsals
- Dress Rehearsals

## 9. Code of Conduct

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

### 9.1. Competitive Integrity

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

### 9.2. Player Behavior Investigation

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



or misleads the Administration Team, obstructing the investigation, the Player will be subject to punishment.

In order to protect the integrity of the competition, accounts are subject to account investigations at any time.

### 9.3. Unfair Play

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

#### 9.3.1. Collusion

Collusion 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 Team found breaking this rule will be subject to disqualification from the Tournament and forfeiture of all prize money earned. Collusion includes, but is not limited to, the following examples:

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

#### 9.3.2. Cheating

##### 9.3.2.1. DDoSing

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

##### 9.3.2.2. Software or Hardware

Using any software or hardware to gain advantages that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks. For more information, see Supercell's [Safe and Fair Play](#) and [Terms of Service](#).



#### 9.3.3. Hacking

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

#### 9.3.4. Bug Exploitation

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

#### 9.3.5. Intentional Disconnection

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

#### 9.3.6. Ringing

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

#### 9.3.7. Unprofessional Behavior

##### 9.3.7.1. Harassment

Harassment is defined as a systematic, hostile, and/or repeated act. **If a Player is caught harassing another Player(s) or Administrator(s), they will be issued a warning to cease their offending behavior. Multiple infringements will result in further penalties.**

##### 9.3.7.2. Sexual Harassment

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

##### 9.3.7.3. Discrimination

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.





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

9.3.8. Statements regarding Clash of Clans World Championship, Supercell, and Clash of Clans: Players may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the tournament, Supercell or its affiliates, or Clash of Clans, as determined in the sole and absolute discretion of the Tournament Administrators.

9.3.9. **Criminal Activity**

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

9.3.10. **Moral Turpitude**

Players may not engage in any activity which is deemed by the Organizers to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

9.3.11. **Confidentiality**

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

9.3.12. **Bribery**

No Player or Team competing in the Golden Ticket Tournament(s) may offer any gift or reward to a player, coach, manager, Administration Team, or person connected with or employed by another Player or Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

9.3.13. **Gifts**

No Player or Team 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 Player by a team's official sponsor or owner.



9.3.14. **Non-Compliance**

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

9.3.15. **Match-Fixing**

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

9.3.16. **Documents or Miscellaneous Requests Documentation**

Documents, miscellaneous requests documentation, or other reasonable items may be required at various times throughout the Tournament as requested by the Organizer. If the documentation is not completed to the standards set by the Organizer, then the team may be subject to penalty. Penalties may be imposed if the items requested are not completed and received by the required time.

9.3.17. **Association with Gambling**

No Player or Administrator may take part, directly or indirectly, in betting or gambling on any results of the Golden Ticket Tournament.

## 10. Penalties

Any person found to have engaged in or attempted to engage in any act that the Organizer in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. Upon discovery of a Player committing any violation of the Rules, the Organizer may, without limitation of its authority, issue the following penalties:

10.1. **Warning**

10.2. **Forfeiture of War**

10.3. **Forfeiture of prize money**

10.4. **Disqualification**

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

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



## 11. Terms of Use

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

## 12. Finality of Decisions

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