



CLASH ROYALE LEAGUE 2022 COMPETITION RULESET



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1. Introduction

These Official Rules ("**Rules**") of the Clash Royale League 2022 ("**Tournament**", or "**CRL**") apply to each person participating in the Tournament in 2022 ("**Players**"). All Players must agree to abide by the conditions set forth in this document, with the understanding that any rules violation may result in immediate disqualification and forfeiture of all prize money earned as determined by tournament organizers ("**TOs**", or "**Administrators**").

The following terms and conditions defined in this Official Ruleset ("**Rules**") of the Clash Royale League 2022 ("**Tournament**", or "**CRL**") apply to the Tournament, including the Qualifiers ("**Qualifiers**") and World Finals ("**WF**"), as well as their participants ("**Players**").

By competing in the Clash Royale League you agree to the following.

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

2. General Overview

2.1. Definition of Terms

- 2.1.1. **Tournament:** Refers to the Clash Royale League 2022, in its entirety, including all 5 stages of the Qualifiers and World Finals. These rules do not apply to the community-organized Golden Ticket tournaments.
- 2.1.2. **Qualifiers:** A 5 week period of online competition, encompassing 5 stages. The top 10 Players after the Qualifiers is completed will earn a Golden Ticket, which qualifies them for World Finals.
- 2.1.3. **Golden Ticket:** A Player that qualifies through the Qualifiers or an officially sanctioned Clash Royale community-organized Golden Ticket tournament earns a Golden Ticket. Players that earn a Golden Ticket qualify for the Clash Royale World Finals.
- 2.1.4. **World Finals:** A double elimination competition, in which the 16 Players holding a Golden Ticket compete to determine the champion of Clash Royale World Finals.
- 2.1.5. **Match:** Consist of three games using Duels format, in which the first Player to win two is determined to be the winner.



- 2.1.6. **Best-of-one ("Bo1"):** Each Best-of-1 match will consist of 1 game match with 1 deck, the first Player to 1 deck win, will win the match.
- 2.1.7. **Best-of-three ("Bo3"):** Each Best-of-3 match will consist of 3 game matches with three unique decks, the first Player to 2 deck wins will win the match.
- 2.1.8. **Duel Format:** Players will bring 4 unique decks to a match which will be a **Bo3**. Players may not reuse a deck once it has been played. The first Player to 2 deck wins will win the match. All matches in the Tournament, except during the 20 Win Challenge, will use Duels format.
- 2.1.9. **Ladder:** Players compete in a ladder, where Players gain or lose points based on wins and losses. The 128 Players with the most points at the end of the ladder play period advance to the next stage of the Qualifiers.
- 2.1.10. **Single Elimination:** Players compete in a bracket format where a Player is eliminated from the competition after 1 loss.
- 2.1.11. **Double Elimination:** Players compete in a bracket format using two brackets: an upper bracket (for Players without a loss) and a lower bracket (for Players with 1 loss). Players are eliminated from the competition after 2 losses.
- 2.1.12. **Swiss:** Players will be paired against each other based on match record. For example, a Player that is 1-0 after round 1 has completed will be paired against another 1-0 Player in round 2. Players advance after 3 wins, and are eliminated after 3 losses.
- 2.1.13. **Ties:** In the scenario of a tie, the game will evenly damage the Players' remaining towers until a winner is decided. If a true tie occurs and the game cannot determine a winner, the Players will start a new game to determine a winner.
- 2.1.14. **Tournament Hub:** In-app competition platform where Players can register and compete in the competition, as well as view critical Tournament information and leaderboards.

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. Confidentiality

- 2.3.1. All content including protests, support tickets, discussions, and/or any other correspondence with Administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from Administrators. Prior to being disclosed confidential information, Players will be



required to sign a non-disclosure agreement (“NDA”) in which they accept the terms and conditions set forth by the Organizer. Failure to comply with the terms of the NDA will result in fines set by the Organizer and a yearlong competitive ban.

2.4. Rights

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

3. Players Eligibility Requirements

3.1. Players Age

- 3.1.1. Players must be at least 16 years old. The cut-off date for age eligibility is August 15. Players who turn 16 after this date are ineligible to compete in the Tournament.
- 3.1.2. If a Player is under the legal age of consent in their country of residence, but is at least 16 years of age, they may still enter and be a participant if they otherwise meet all eligibility criteria, and one of their parents or legal guardians reads and agrees to the Rules on their behalf.

3.2. Verification of Eligibility

- 3.2.1. Players must be 16 years of age or older in order to participate. Any Player aged 16-17 (16-18 in South Korea, 16-19 in Japan) will be required to confirm on their verification form that they have parental or guardian consent to participate in this event.
- 3.2.2. Eligible Players will be required to complete a registration form upon qualifying for Stage 3 of the Qualifiers. Eligible Players must fill out all required portions of the verification form to be eligible to play in Stage 3. The form will be made available on 20 August and must be completed by 26 August. **All Players must complete the form. If a Player fails to complete the form, that Player will not be eligible to compete in Stage 3 of the Qualifiers.**
- 3.2.3. Players who compete in the Tournament will be required to provide proof of identity. Failure to provide proof of identity may result in disqualification from the Tournament. The Administrators reserve the right to verify an eligible Player's information at any given time if deemed necessary.
- 3.2.4. 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:



3.2.4.1. Government Issued Identification

3.2.4.2. School Issued Identification

3.2.4.3. Birth Certificate, along with another form of photo ID

3.2.4.4. Passport

3.2.5. Players must be the sole owner of the Clash Royale account used for participation in the Tournament. Players are only allowed to participate in the Tournament on a single account.

3.2.6. Players must reside in a country where Clash Royale is available to download in the local app store.

3.2.7. Players that have already earned a Golden Ticket in 2022 are ineligible for participation in the Qualifiers with any of their accounts.

3.2.7.1. In the event that a Player earns a Golden Ticket while the Qualifiers is in progress, the Player must discontinue their participation in the Qualifiers and contact the Tournament Organizer.

3.2.8. Supercell, Tournament Operations Staff, and its partner companies' employees are not eligible to register for or compete in the Tournament.

3.3. **Account Eligibility**

3.3.1. Players' accounts must be in good standing with respect to the CRL Rules and their Clash Royale account registered in their name must not have any violations of the Game's applicable [Terms of Service](#).

4. **Tournament Breakdown**

4.1. **Stages & Format**

4.1.1. The Tournament will consist of two parts: The Qualifiers and World Finals.

4.1.2. **Qualifiers**

4.1.2.1. The Qualifiers is a 5 week competition encompassing 5 stages. The top placing Players at the end of each stage will advance to the next stage of the Qualifiers. The final 10 Players of the Qualifiers will earn a Golden Ticket and advance to World Finals.



Qualifiers Overview			
Stage	Dates	Format	Players Advancing
Stage 1	6 - 11 August	20-Win Challenge	<i>Varies</i>
Stage 2	15 - 20 August	Ladder	Top 128 Players
Stage 3	27 August	Double Elimination	Top 32 Players
Stage 4	3 September	Swiss	Top 16 Players
Stage 5	10 September	Swiss	Top 8 Players
LCQ	11 September	Single Elimination	Top 2 Players

4.1.3. **Stage 1: 20 Win Challenge**

- 4.1.3.1. The Stage 1 20-Win Challenge is a 5-day in-game event.
- 4.1.3.2. In order to advance to the Stage 2 Ladder event, Players must achieve 20 wins before 3 losses.
- 4.1.3.3. Once a Player achieves 20 wins, that Player will be able to register through the in-app Tournament Hub.

4.1.4. **Stage 2: Ladder**

- 4.1.4.1. The Stage 2 ladder is a 5-day competition hosted through the in-app Tournament Hub, in which Players compete against each other and gain or lose ladder points based on their wins and losses.
- 4.1.4.2. To participate in the ladder, Players must complete registration through the in-app Tournament Hub.
- 4.1.4.3. All matches will use the Duels format.
- 4.1.4.4. All Players begin with 1000 ladder points. The number of points gained or lost after each match varies based on the point differential between both Players. The points system is based on the ELO rating system.
 - 4.1.4.4.1. For example, if a Player is ranked first on the ladder and is paired against the lowest-ranked Player, the higher Player would earn only a small amount of points for winning the match. However, if the lowest-ranked Player wins the match, they will earn a large amount of points.



4.1.4.5. At the end of the ladder play period, the **128** highest-ranked Players on the ladder leaderboard will advance to Stage 3 of the competition.

4.1.4.5.1. Once the ladder play period is over, the 160 highest-ranked Players on the ladder will be provided with a form that must be completed by **12:00 PM UTC on 26 August**. Players ranked 129-160 are also required to also complete the forms, in the event that a Player ranked 128th or better is disqualified. **If a Player fails to complete the form by 12:00 PM UTC on 26 August, they will be disqualified from the competition and the next eligible Player will advance to Stage 3 of the competition.**

4.1.4.6. Final ladder placement is determined by the Player's number of ladder points after all ladder matches have been completed.

4.1.4.7. In the event of a tie in points, the following tiebreakers will determine the final ladder placement:

4.1.4.7.1. Match win percentage

4.1.4.7.2. Game win percentage

4.1.4.7.3. Average tower hit rate

4.1.4.7.3.1. Example: If a Player destroys 2 out of 3 towers, their hit rate is 2.

4.1.4.7.4. Average tower damage

4.1.4.7.5. Head-to-Head single-elimination competition played via Duel Format.

4.1.4.8. Players will be able to search for a match anytime during the ladder play period. Players may only play a maximum of 10 matches per any 24-hour period.

4.1.4.8.1. For example, if a Player plays their first match on 16 August at 17:00 UTC, and plays 9 more matches immediately after that, they will not be able to find a new match until 17 August at 17:00 UTC.

4.1.4.9. Players can search for a match through the Tournament Hub by tapping the "Find Match" button. They will then be paired against another Player that is also in matchmaking. Players are paired



against each other on a first-in, first-out basis, so that Players quickly find an opponent.

4.1.4.9.1. In order to prevent free win trading, a Player may not compete against the same opposing Player more than once during the ladder play period.

4.1.4.10. Free win trading or any other attempt to manipulate the ladder leaderboard is strictly prohibited. In the event that the Tournament Organizer has determined that a Player has maliciously manipulated the ladder leaderboard, that Player will be subject to penalties up to and including disqualification from the Tournament.

4.1.5. **Stage 3: Double Elimination**

4.1.5.1. Stage 3 of the Qualifiers is a 128-Player double elimination competition hosted through the in-app Tournament Hub. Players will be seeded into the bracket based on their final ladder placement during the Stage 2 ladder competition.

4.1.5.2. Qualified Players will be automatically seeded into the bracket. A qualified Player is defined as a Player that placed in the top 128 during the Stage 2 Ladder, completed the Player form in time, and passed the fair play check.

4.1.5.3. All matches will use the Duels format.

4.1.5.4. The bracket will be played until 32 Players remain. Players are eliminated after 2 losses. The first 3 rounds of the upper bracket and the first four rounds of the lower bracket will be played. **Once all rounds have been completed, the 32 Players remaining will advance to Stage 4.** 16 Players will qualify through the upper bracket, and 16 Players will qualify through the lower bracket.

4.1.5.5. **Players are required to complete match check-in at the start of each round by tapping the “Check-In” button through the in-app Tournament Hub.** Match check-in is open for 5 minutes at the start of every round. If any Player fails to check-in during the match check-in window, they will be issued a loss for the match.

4.1.5.5.1. In the event of a technical issue, the Player must escalate the issue to the Administrators through a Discord ticket immediately. At the start of each round, the Administrators will announce the deadline to report an issue with their match. Players must report the issue to



the Administrators before the announced deadline, or risk the match outcome becoming finalized.

4.1.6. **Stage 4: Swiss**

- 4.1.6.1. Stage 4 of the Qualifiers is a 32-Player Swiss competition hosted through the in-app Tournament Hub. For round 1, Players from the Stage 3 Double Elimination upper bracket will be randomly paired against a Player from the Stage 3 Double Elimination lower bracket.
- 4.1.6.2. The top 32 Players from the Stage 3 Double Elimination event will automatically be seeded into the Stage 4 Swiss event.
- 4.1.6.3. All matches will use the Duels format.
- 4.1.6.4. In order to advance to the Stage 5 Swiss event, Players must win 3 rounds before they lose 3 rounds. Players will play a maximum of 5 rounds during the Stage 4 Swiss competition. **Once all 5 rounds have been completed, the 16 Players with 3 wins will qualify for the Stage 5 Swiss event.**
- 4.1.6.5. Starting in round 2, Players will automatically be paired against a Player with the same match record. For example, a Player that has a 2-0 record will be paired against another Player that has a 2-0 record.
- 4.1.6.6. Players must check-in during the match check-in window, following the same rules as the Stage 3 Double Elimination event. Please reference rule 4.1.5.6 for more details.

4.1.7. **Stage 5: Swiss**

- 4.1.7.1. Stage 5 of the Qualifiers is a 16-Player Swiss competition hosted through the in-app Tournament Hub. For round 1, Players will be randomly paired against each other.
- 4.1.7.2. The top 16 Players from the Stage 4 Swiss event will automatically be seeded into the Stage 5 Swiss event.
- 4.1.7.3. All matches will use the Duels format.
- 4.1.7.4. In order to place top 8 and earn a Golden Ticket, Players must win 3 rounds before they lose 3 rounds. Players will play a maximum of 5 rounds during the Stage 5 Swiss competition. **Once all 5 rounds have been completed, the 8 Players with 3 wins will earn a Golden Ticket and advance to World Finals! The other 8 Players who are eliminated will be placed into a single elimination last chance qualifier.**



- 4.1.7.5. Starting in round 2, Players will automatically be paired against a Player with the same match record. For example, a Player that has a 2-0 record will be paired against another Player that has a 2-0 record.
- 4.1.7.6. Players must check-in during the match check-in window, following the same rules as the Stage 3 Double Elimination event. Please reference rule 4.1.5.5 for more details.

4.1.8. Last Chance Qualifier ("LCQ")

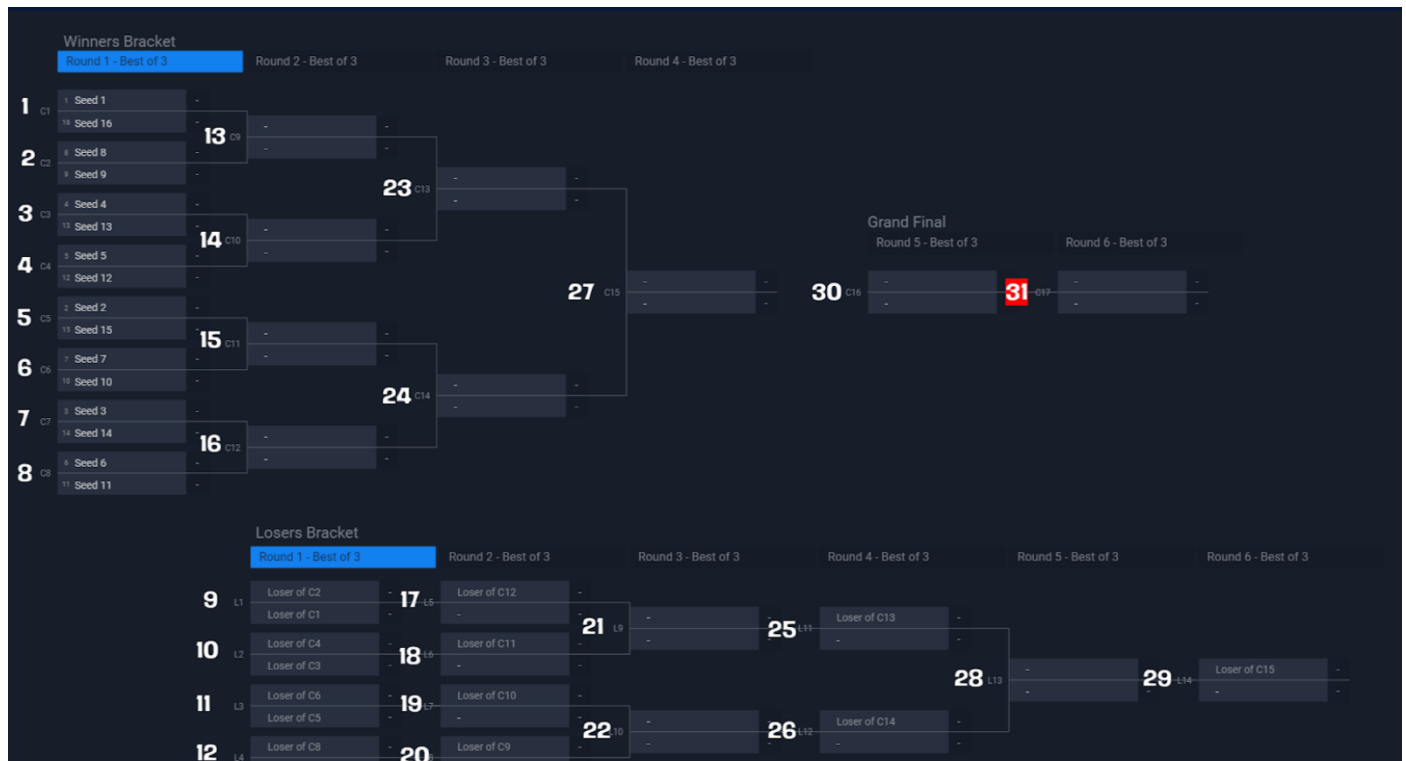
- 4.1.8.1. The 8 Players eliminated in the Stage 5: Swiss event will have one last opportunity to win a Golden Ticket by participating in the Last Chance Qualifier. The Last Chance Qualifier is a single elimination competition hosted through the in-app Tournament Hub. For Round 1, Players will be randomly paired against each other.
- 4.1.8.2. The 8 Players eliminated in the Stage 5: Swiss event will automatically be seeded into the Last Chance Qualifier.
- 4.1.8.3. All matches will use the Duels format.
- 4.1.8.4. The bracket will be played until 2 Players remain. Players are eliminated after one loss. The first two rounds of the bracket will be played. **Once all rounds have been completed, the 2 Players remaining will earn a Golden Ticket and qualify for World Finals!**

4.1.9. World Finals

- 4.1.9.1. World Finals will consist of 16 Players total: 10 Players that advanced through the Qualifiers, and 6 Players that earned a Golden Ticket through an officially sanctioned community-organized Golden Ticket tournament.
- 4.1.9.2. Qualified Players will compete in a 3-day, 16-Player double elimination LAN. Players are eliminated after 2 losses.
- 4.1.9.3. The competition will take place at 4 PM EEST on 23 - 25 September in Helsinki, Finland.
- 4.1.9.4. The bracket seeding for World Finals will be randomized. To ensure competition integrity, each player will be able to witness the random drawing.
- 4.1.9.5. All matches will be played through Friendly Battle, outside of Tournament Hub. Players will need to join the World Finals Clan in Clash Royale.



- 4.1.9.6. All matches will be played using the Duel's format. Players will select their decks at the beginning of each game in a match. In Between games players will have 2 minutes to prepare their next deck. See Section 12.6 for more details.
- 4.1.9.7. An Administrator will notify each Player of their upcoming matches. Players will await instructions from the Tournament Administrators before proceeding with their match.
- 4.1.9.8. Players in the lower bracket Finals, Grand Finals, and Bracket Reset will have a minimum of 7 minutes between each match to prepare for their upcoming opponent.
- 4.1.9.9. After the end of each match, an Administrator will verify and submit Player scores.



World Finals Bracket

4.2. Game Version

- 4.2.1. All Players must install and compete using game version 3.2872.2 in order to participate. Updates must be installed before the Tournament starts.



4.3. **Game Restarts**

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

4.4. **Withdrawing from the Tournament**

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

4.5. **Match Results**

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

4.5.2. **Matchmaking Issues**

- 4.5.2.1. In the event that a Player's match failed to start via the automated matchmaking system, Players will need to proceed with the following instructions:

- 4.5.2.1.1. Players will complete their match via friendlies, by adding each other as friends. Their opponent's Player Tag will be available on the Tournament Hub match page.

- 4.5.2.1.2. Once the match is complete, the match winner will submit screenshots of all games played to an Administrator by creating a Discord ticket, so that the match result can be recorded.

4.5.3. **Match Disputes**

- 4.5.3.1. A Player may dispute their match result if there is an issue by contacting an Administrator via Discord. The Player will be required to provide a reason and sufficient evidence to support their claim.
- 4.5.3.2. During the Stage 2 ladder, Players must raise any dispute(s) and/or request(s) for assistance to Administration via Discord within 1 hour of the match start time.



- 4.5.3.3. For Stage 3, 4, 5, & the LCQ, Players must raise any dispute(s) and/or request(s) for assistance to Administration via Discord before the deadline announced by Administrators at the start of each round.
- 4.5.3.4. For each round of Stage 3, 4, 5, & the LCQ, Administrators will notify Players of the round's end time via Discord.
- 4.5.3.5. In the Swiss format, match results of a round become **FINAL** as soon as the competition advances to the subsequent round.

4.6. **Technical Issue**

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

4.7. **Disconnection**

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

4.8. **Streaming and Spectating**

- 4.8.1. Players will be able to stream their matches during the Stage 2 Ladder from their own perspective. Players deciding to stream will do so at their own risk.
- 4.8.2. During Stage 3, 4, 5, LCQ, and World Finals, any broadcast of a live Tournament match is prohibited and may only be broadcasted by the official Supercell Esports channel.
- 4.8.3. During Stage 3, 4, 5, & LCQ, the Tournament Organizer will select certain matches to be broadcasted.
 - 4.8.3.1. Once the Tournament Organizer has selected a match, Administrators will contact both Players in the match through Discord and request that they join the Clash Royale League Clan, so that the match can be spectated.
 - 4.8.3.2. If a match is chosen to be broadcasted, it is mandatory that both Players cooperate with the Administrators to broadcast the match. Players who refuse to cooperate with Administrators will be subject to penalty, including disqualification from the Tournament.



4.9. Competitive Integrity Requirements - Remote Play

- 4.9.1. Players must appear on a live video call with Administrators for the entire duration of a Duels match. Video footage from this call will only be visible to the Administrators and will be recorded for competitive integrity purposes.
- 4.9.2. Administrators will facilitate the video call with each player 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 match for any reason.
- 4.9.3. Players must only communicate with Administrators while participating in their match. Players may not receive any external support during this time, including both online and in-person interactions.
- 4.9.4. Players must not use any secondary device, such as mobile phone or tablet. Players may only interact with the device they are using to participate in their Duels match. 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.
- 4.9.5. Players may not leave the Clash Royale app for the entire duration of a Duels match. Any activity outside of the application is monitored by a tournament administrator and players are subject to penalties.
- 4.9.6. Failure to adhere to these requirements will result in a game loss or potential match forfeiture.

5. Tournament Schedule

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

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

5.1. Stage 1: 20-Win Challenge

Event	Dates (UTC)	Start Time (UTC)
20-Win Challenge Begins	6 August	08:00
20-Win Challenge Ends	11 August	08:00



5.2. Stage 2: Ladder

The ladder play period will last 5 days. Players may play ladder matches at any time during the 5-day period.

Registration will be available after the 20-Win Challenge event has ended. Qualifying Players may register during the pre-event registration period.

Event	Dates (UTC)	Start Time (UTC)
Qualifiers Registration Opens	12 August	8:00
Qualifiers Registration Closes & Ladder Play Opens	15 August	9:00
Ladder Play Closes	20 August	9:00
Top 160 Players receive Player Forms	20 August	10:00
Player Forms Due	26 August	12:00

5.3. Stage 3: Double Elimination

Event	Dates (UTC)	Start Time (UTC)
Round 1 Match Check-In Begins	27 August	12:00

5.4. Stage 4: Swiss

Event	Dates (UTC)	Start Time (UTC)
Round 1 Match Check-In Begins	3 September	12:00

5.5. Stage 5: Swiss

Event	Dates (UTC)	Start Time (UTC)
Round 1 Match Check-In Begins	10 September	12:00



5.6. Last Chance Qualifier

Event	Dates (UTC)	Start Time (UTC)
Round 1 Match Check-In Begins	11 September	12:00

5.7. World Finals

Players will be provided with a detailed schedule before the event begins. Players will be required to be at the venue 2 hours prior to the start of the first match.

Event	Dates (UTC)	Start Time (UTC)
World Finals	23-25 September	13:00

6. Prizing

6.1. Clash Royale League 2022

Players participating in Clash Royale League 2022 will receive prize money based on their final placement.

Stage	Rank	Prize Money
World Finals	1	\$250,000
	2	\$125,000
	3	\$80,000
	4	\$65,000
	5-6	\$50,000
	7-8	\$40,000
	9-12	\$30,000
	13-16	\$20,000
Last Chance	17-18	\$10,000



Qualifier	19-22	\$7,000
Stage 4: Swiss	23-28	\$5,000
	29-34	\$3,000
	35-38	\$1,000

6.2. Prize Money

- 6.2.1. If a Player qualifies for prizing, they will be contacted to begin prize payment processing. Players must submit payment information within 7 days of completion of the competition.
- 6.2.2. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.
- 6.2.3. 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.
- 6.2.4. 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.
- 6.2.5. All prizes are listed in USD and are subject to currency exchange rates.

7. Communication

7.1. Communication Platform

- 7.1.1. Discord will be the primary platform to contact the Tournament Administration team for immediate responses regarding urgent Tournament issues/questions.
- 7.1.2. The Tournament Discord server is only for use by registered and eligible participants. Players are required to join the Tournament Discord server as part of the registration process.
- 7.1.3. **Support**
 - 7.1.3.1. Administrators will be available to answer questions related to rule clarifications, schedules, and disputes.
 - 7.1.3.2. Helper.gg



- 7.1.3.2.1. Helper.gg is a bot that allows Players to create support tickets and receive help from an Administrator in a one-on-one setting.
- 7.1.3.2.2. Tickets can be created through the #Support channel.
- 7.1.3.2.3. Helper.gg has a built-in two-way translation tool. By default, support will be in English. To receive support in their preferred language via Helper.gg, Players can provide which language they speak for the Administrator to configure the tool.

7.1.3.3. For issues and questions not requiring immediate assistance, Players may email clashroyale_admin@ee.gg.

8. Sponsorships, Apparel, and Branding

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

8.1. Sponsorship Restrictions

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

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



9. World Finals Event Rules & Expectations

9.1. Travel & Expenses

- 9.1.1. Players, at their own cost, must obtain all required passports, visas, and other travel documentation required to travel to Helsinki, Finland. Failure to secure the necessary documentation required to enter Finland will result in disqualification from the Tournament. In the event a Player is denied entry to Finland, they will be disqualified from the Tournament.
- 9.1.2. The Tournament Organizer will provide travel, accommodation, and meal coverage for all Players that qualify for World Finals.
- 9.1.3. Players that are 18 years of age or under will be required to travel with an adult, such as a parent or guardian. In the event that an adult is required to accompany a player, the Tournament Organizer will also provide travel and accommodation for the adult.
- 9.1.4. Players are responsible for any and all other expenses associated with their participation in World Finals.

9.2. Player Brief & Pre-Event Activities

- 9.2.1. Prior to the start of World Finals, Players will be provided with a document containing important information regarding World Finals. This document is considered an extension of the Clash Royale League 2022 Rulebook.
- 9.2.2. In the days leading up to World Finals, players will be required to attend scheduled event rehearsal and media sessions. Players must actively participate in these sessions and comply with all requests and instructions by Tournament Administrators.

9.3. Equipment

- 9.3.1. The Tournament Organizer will provide mobile devices, headphones, and any other necessary equipment for use during the Tournament. Players are required to use the Tournament Organizer-provided equipment unless otherwise approved by Tournament Administrators.
- 9.3.2. Players are responsible for checking and confirming that their Tournament Organizer-provided equipment is functioning properly. Prior to the start of each match, Players will have the opportunity to notify Tournament Administrators of any equipment issues. In the event that a Player fails to notify Tournament Administrators of an equipment malfunction that is reasonably expected to be noticed prior to the start of the match, and such a malfunction occurs during the



match, Tournament Administrators may refuse to modify or nullify match results despite the equipment malfunction.

- 9.3.3. In the event of an equipment malfunction mid-match, Players are expected to continue playing their match and raise the issue to a Tournament Administrator at their earliest convenience. Any attempt to stop play, such as leaving the play area or putting down the mobile device, is prohibited.
- 9.3.4. Players may not tamper with any Tournament Organizer-provided equipment. Players may not use the equipment for their own personal use, such as browsing the internet or social media.

9.4. **Apparel**

- 9.4.1. Players must wear closed-toe shoes and long trousers. Throughout the Tournament, all clothing is subject to approval by Tournament Administrators.
- 9.4.2. Players may not display sponsorships, advertisements, or branding associated with any restricted sponsorship categories, as outlined in section 8.1.

9.5. **Behavior**

- 9.5.1. Players must adhere to professional standards and represent themselves, their team or organization, and the Tournament Organizer in a positive light at all times, both on and off broadcast, as well as in-game.
- 9.5.2. Players may not state any messages of a political nature. Players that state any message of a political nature will be subject to disqualifying and forfeiture of prize money. If a player is uncertain if their message breaks this rule, they must contact Tournament Administrators for approval. Political messages include but are not limited to:
 - 9.5.2.1. Verbal communication
 - 9.5.2.2. Carrying or wearing political items
- 9.5.3. Unless otherwise approved by Tournament Administrators, Players may not bring food inside the Tournament area, including on-stage and Player practice areas.
- 9.5.4. Players may bring unbranded beverages on stage. These beverages must be kept under the table and out of view of the broadcast at all times.
- 9.5.5. Smoking or vaping inside of the venue is strictly prohibited.

10. **Content, Media, and Tournament Obligations**

All Players who have qualified to participate in World Finals will be required to accommodate and participate in any and all media 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

11. Code of Conduct

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

11.1. Competitive Integrity

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

11.2. Player Behavior Investigation

If the Tournament Administration Team determines that a Player has violated the Clash Royale Terms of Use, rules of Clash Royale, or rules of Supercell, the Tournament Administration Team 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.

11.3. Unfair Play

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

11.3.1. Collusion

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

- 11.3.1.1. Deliberately losing a match for compensation, or for any other reason, or attempting to induce another Player to do so.



11.3.1.2. Pre-arranging to split prize money and/or any other form of compensation.

11.3.1.3. Soft play, which is defined as an agreement between Players to not damage, impede, or otherwise play to a reasonable standard of competition.

11.3.2. **Cheating**

11.3.2.1. DDoSing

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

11.3.2.2. 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](#).

11.3.3. **Hacking**

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

11.3.4. **Bug Exploitation**

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

11.3.5. **Intentional Disconnection**

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

11.3.6. **Ringling**

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

11.3.7. **Unprofessional Behavior**

11.3.7.1. Harassment



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

11.3.7.2. **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.

11.3.7.3. **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.

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

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

11.3.9. **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.

11.3.10. **Moral Turpitude**

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

11.3.11. **Confidentiality**



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

11.3.12. **Bribery**

No Player may offer any gift or reward to a Player, coach, manager, Administrator, or person connected with or employed by another Player for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Player.

11.3.13. **Gifts**

No Player may accept any gift, reward or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing player or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Player by their official sponsor or organization.

11.3.14. **Non-Compliance**

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

11.3.15. **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.

11.3.16. **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 Tournament Administration Team. If the documentation is not completed to the standards set by the Tournament Administration Team, then the Player may be subject to penalty. Penalties may be imposed if the items requested are not completed and received by the required time.

11.3.17. **Association with Gambling**

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



12. Penalties

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

- 12.1. Warning
- 12.2. Forfeiture of match
- 12.3. Forfeiture of prize money
- 12.4. Disqualification
- 12.5. Suspension or ban from competitive play
- 12.6. World Finals Duel Format
 - 12.6.1. Players are responsible for ensuring that all 4 decks they bring to a match complies with the Duel Format (see [Section 2.1.8](#)).
 - 12.6.2. Incorrect deck selection
 - 12.6.2.1. If a Player enters a game with a deck that contains a previously played card, the infringing Player will be issued a **game loss**.
 - 12.6.2.2. If both Players enter a game with a duplicate deck, both Players will be issued a **warning** and asked to re-play the game with correct legal decks. Repeat offenses may result in an automatic game loss
 - 12.6.2.3. The cards in that deck are counted as being played and will not be usable in future games in that match. The Player that is awarded the win will not be able to use the same deck for future games in that match.
 - 12.6.3. Delayed Deck Submission
 - 12.6.3.1. Offenses accrued by Players are cumulative over Day 1, Day 2, and Day 3 of the World Finals
 - 12.6.3.2. 1st Offense: Warning
 - 12.6.3.3. 2nd Offense: Game Loss
 - 12.6.3.4. 3rd Offense: Match Loss
 - 12.6.4. Lower Bracket Finals, Grand Finals, and Bracket Reset



- 12.6.4.1. At 7 minutes Players will be notified by an Administrator to submit their decks.
- 12.6.4.2. For every 1 minute after the submission deadline, the Player will be penalized a game loss.

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

13. Terms of Use

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

14. Finality of Decisions

Finality of all decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging for the Tournament and related events, and penalties for misconduct, lie solely with Supercell and the 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 remedy. 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.