



Clash of Clans - World Championship Tournament rulebook

1. General understanding of the Rulebook

The following rulebook is a guide document which is valid for all stages of the tournament. Admins reserve the rights to make amendments to the rulebook with or without prior notice to the players. Admins are the decision makers for all cases and disputes which may occur and are not written in this rulebook.

1.1. Agreements

Certain agreements between participants are allowed to slightly differ from the ESL rules. Agreements that differ greatly from ESL rules are however not allowed. Please note that the ESL rules were made to ensure a fair match for all participants. You are not allowed to file a protest after the match if you think that the agreements made before the match in the end resulted in a disadvantage for your team. Rules that can be changed with agreements are explicitly stated. Rules that do not explicitly state they can be changed by agreement, cannot have agreements made. All arrangements between participants made in addition to the ESL rules have to be written down in the match comments. The other participant has to confirm the arrangements also in the comments. To avoid abuse of the edit function, a third comment must be written. Please also keep screenshots and/or log files of your arrangements. If you do not fulfil these requirements, any protests or supports concerning arrangements will be rejected.

1.2. Rights

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

1.3. Prize Money

All prize money will be paid out, at latest 90 days after the League finals have been completed. If a Team or Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

1.4. Organisers

The Clash of Clans - World Championship are organized by Turtle Entertainment Polska Sp. z o.o.

The company's exact data can be found below:

Turtle Entertainment Polska sp. z o. o., 40-599 Katowice, ul. Żeliwna 38, NIP: 525-24-78-330, KRS: 356059, REGON: 142403601

1.5. Game version

All players must install the newest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts.

1.5.1 Patch

All online matches will be played on the patch available on the live servers at the time of a match. All offline matches will be played on the tournament server.

1.6 Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not explicitly supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.7 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with LEAGUE officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the League administration.

1.8 Alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to severe punishment.

1.9 Participation requirements and restrictions

In order to participate in tournaments hosted by ESL, you must meet the following requirements:

- All players must hold valid travel documents for travel ready (such as visas if needed) before participating.
- All players must be 18 years of age or older.
- All players must be registered on the ESL Play platform.

If you do not meet these requirements you will be deemed ineligible.

In case a team which does not fulfill the requirements qualifies through this tournament, the team will lose the right to the qualifier and the next top qualified team will take their place.

Players of each clan are allowed to participate in both ESL pre-qualifier and the ingame Clan War Leagues pre-qualifier every month. If a clan would qualify from both pre-qualifiers, they have to decide from which pre-qualifier they want to qualify from.

If a clan has already qualified to the world finals, they can't try to qualify again. This means that the clan in question can't continue playing in the ESL online pre-qualifiers or in the ingame Clan War Leagues Champion 1 with any of their accounts. One player can only qualify once!

If a team makes it to the Katowice offline qualifier but does not win a ticket to the finals, they're free to try again in the next month's pre-qualifiers.

1.9.1 Team Size

A team can only have 5 players in their active lineup. No changes are allowed throughout the same tournament phase.

In outstanding cases teams may be allowed to change the minority (no more than 2 out of the 5 players) of a team only between the different phases of the competition. Such intentions shall be communicated to the admin team as soon as they are known via a support ticket. Based on time and other factors such requests may be denied instantly.

1.9.2 Required Town Hall Level

All players should have a Town Hall level 12. Players from any team with TH level lower than 12 may not participate.

1.9.3 Use of correct Player IDs

All players must sign up and enter the real Player ID as a gameaccount upon registration. Any mismatches between the registered and in-game data have to be cleared out in with the admin team in a support ticket before the start of the tournament. Failure to follow this rule may result in a disqualification. All qualifying teams need 5 individual players with 5 individual accounts.

1.9.3.1 Names, Symbols and Sponsors

The ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives the permission.

No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use or other adult/mature themes and products is allowed in connection to the ESL league.

User-generated content will be governed by the terms and conditions of Clash of Clans.

1.9.4 Impersonation

All players must use their own accounts. Players are not allowed to participate with foreign accounts, nor to encourage other players to do so.

1.9.5 Change of accounts

Players may not change accounts/account names once they've started their participation in the challenge. Admins may in special cases decide to allow account/name changes.

1.9.6 Deny of Participation

ESL and Supercell reserve the rights to deny the participation of any player for any reason and precaution.

2. Tournament

The tournament will consist of three parts:

- Online pre-qualifiers
- Offline qualifiers
- World Finals

2.1 Online pre-qualifiers

2.1.1 In-game Pre-Qualifiers (6 in total)

- Clan War League, Champion 1: March - August seasons. Each season's top 4 clans from Champion 1 will advance to that month's Offline Qualifier in Katowice, Poland.
- Top 4 clans will be confirmed by Supercell after each Clan War League season. These clans will have priority in getting a spot in that month's Offline Qualifier. In case a top 4 clan doesn't use their spot, it will be offered to the next clan on top list.
- Each of the qualifying clan's Leader will be contacted by Supercell via the in-game inbox. Clan Leader has 24 hours to confirm their participation to that month's Offline Qualifier. If the clan Leader fails to respond in time or their clan isn't available to attend the Offline Qualifier in Katowice, the spot will be offered to the next clan on top list.
- Clan Leader is responsible for choosing which 5 members from their Clan War League roster will represent the clan in the Offline Qualifier. Please note that the Offline Qualifier in Katowice is a physical event and all 5 members need to be able to travel there! (Flights and accommodation are handled by ESL, but participating players need to be over 18 years old, need to be able to travel and have all required travel documents.)
- The In-game Pre-Qualifiers will be played on 1st-11th of each month between March-August

2.1.2 ESL Play Pre-Qualifiers (6 in total)

- Single Elimination bracket
- Best of One (winners advance after one played match in each round)
- Registration Limit: 2048 teams on check-in (if needed)

- The top 4 winning teams of each pre-qualifier will advance to the Katowice Offline Qualifiers
- The ESL Play Pre-Qualifiers will be played on 12-14th of each month between March-August

2.2 Katowice Offline Qualifiers (6 in total)

• 8 qualified teams will be divided into two groups (4 teams in each group). Teams will play BO1 matches in round robin system. Two teams from In-game pre-qualifier and two teams from ESL ePlay pre-qualifier will be drawn to each group. The best 2 teams from each group will advance to playoffs. About the place of the group will decide by:

1. Points (3 points - win, 1 point - draw, 0 points - loss)
2. Direct matches
3. Stars in game
4. Percent in the match

Each offline qualifier would consist of 1 media day and 3 days of broadcasts.

Schedule:

Day 1: Group A

1st round:

Team A vs Team B
Team C vs Team D

2nd round:

Team A vs Team C
Team B vs Team D

3rd round:

Team A vs Team D
Team C vs Team B

Day 2: Group B

1st round:

Team A vs Team B
Team C vs Team D

2nd round:

Team A vs Team C
Team B vs Team D

3rd round:

Team A vs Team D

Team C vs Team B

Day 3: Playoffs

Semifinal #1

Semifinal #2

3rd place match

Grand Final

• The Katowice Offline Qualifiers will be played on:

- 29th-31st of March;

- 26th-28th of April;

- 24th-26th of May

- 28th-30th of June

- 26th-28th of July

- 30th of August -1st of September

2.2.1. Prize Money Distribution

• 1st place – 12 500 \$ + slot on World Finals

• 2nd place – 10 000 \$

• 3rd place – 7 500 \$

• 4th place – 5 000 \$

• 5th place – 3 750 \$

• 6th place – 3 750 \$

• 7th place – 3 750 \$

• 8th place – 3 750 \$

2.2.2. WILDCARD

2 Wild Card teams will be voted by the Clash of Clans community. Supercell will pick the Wild Card candidates and the community will vote for their favorite in September 2019.

2.3 World Finals

6 teams qualified from Katowice offline qualifiers

2 teams qualified with community Wild Cards

Tournament Format will be clarified after the official ESL One announcement.

2.3.1. Prize Money Distribution

- 1st place – 250 000 \$
- 2nd place – 150 000 \$
- 3rd place – 100 000 \$
- 4th place – 50 000 \$
- 5th place – 37 500 \$
- 6th place – 37 500 \$
- 7th place – 37 500 \$
- 8th place – 37 500 \$

2.4 Seeding

The seeding determines the preliminary ranking that each team receives before the beginning of each tournament phase in order to be matched against another team. The seeding for all initial qualifier stages will be randomized. The seeding in all further stages of the tournament will be determined based on the team's placements in the current rankings. For e.g. the winning team of the first qualifier will be receiving the best possible seeding number position (1) and the last qualified team will receive the worst possible seeding number position.

2.5 Match changes

ESL may, at its sole discretion, change the start time of a match. ESL will notify all involved players at the earliest possible convenience.

2.6 Game preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by ESL admins. Agreements between the teams/players have to be posted as match comments. The match must be played with the correct settings.

2.6.1 War Invitations

The team on the left side of the match page shall host a game and send an invitation to a 5v5 Friendly War to the opposing team. Teams have 15 minutes for preparation and 1 hour to play the war. Each player may only use 1 of their 2 attacks.

2.6.2 Failure to appear / No Show

Each player has 15 minutes to show up to an online match (match start date +15 minutes). Showing up after 15 minutes will result in a default loss. The team that is waiting must open a protest ticket in order to request the default win. Please keep in mind, if a player did show up in time, but needs to leave to sort an issue, it does not count as a no show if he's not back after match date + 15 minutes. Abuse of this exception will lead to a default loss of the match. Please open a protest ticket if you feel that the player is abusing this rule.

2.6.3 Results

In case the API service is not working, both teams are responsible to enter the correct results on the ESL website. Therefore both players have to take a screenshot at the end of the match, where we can see the correct result, and then upload it to the ESL website. If you have a conflict with the match result, please open a protest ticket. Both players can be disqualified if there is not enough proof to declare a winner.

2.6.3.1 Draws

Although very unlikely, a draw is possible. A draw would be: same number of STARS and same DESTRUCTION percentage. In case of a draw with the mentioned conditions above, an extra match would be played to determine the winning team.

2.6.4 Abandoning / Forfeit

In the event a team is online, has played at least 1 battle but is not responding within 10 minutes to any of the contact ways that we have on ESL Play (Chat, Protest ticket or Personal Message), they will be granted a default loss, resulting in a tournament disqualification.

2.6.5 Screenshots

A screenshot of the on-screen results must be made for every game that is played. The screenshots must be uploaded onto the page with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per each round) is needed and can be uploaded by either the winner or the loser.

2.6.6 Match Media

All match media must be uploaded and kept for at least 14 days on ESL Play. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

2.6.7 Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire files, demos, models and videos.

2.6.8 Casting and streaming

ESL shall be performing a live broadcast during the offline event. By competing in the qualifiers all players agree to be recorded as part of the offline broadcast. In addition, ESL may choose to broadcast the qualifier matches to which all competing players give their consent by taking part in the qualifier event. Casting an ESL match is only permitted with an ESL admin agreement. To get an agreement please write a support ticket.

2.6.8.1 Observers

Observers organized by ESL admins and people that are given permission by an admin (e.g. shoutcasters or streams) are permitted.

2.7 Technical Issues

Players are responsible for their own technical issues, including hardware, software and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

3. Player conduct

3.1 Competitive integrity

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The tournament administration maintains the sole judgement for violations of these rules.

3.2 Compliance

Players must follow the instructions of the tournament administration at all times.

3.3 Hate Speech

Players are prohibited from using any language that is obscene, abusive, hateful, insulting, threatening, racist, or otherwise offensive or objectionable.

3.4 Betting

Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from tournament and will receive a 6 months ban.

3.5 Account Sharing

Account sharing is strictly against the rules and will lead to to an account ban in all stages of the tournament.

3.6 Player and Team names

ESL reserves the right to edit Nicknames and/or URL aliases. Player names that are too similar to that of another player are subject to be changed by ESL. If a player name has been wrongly seized, please file a support ticket with proof of ownership of the name.

3.7 Devices

For all online phases of the competition, all players must play on a mobile device (smartphone or tablet). Emulators or any software that modifies the game to be played via PC or other unauthorized devices are banned. Players caught using such software will face a penalty.

For all offline phases of the competition there will be devices provided at the location and all players must provide their own personalized devices to the admin team until the end of the matches for the day.

The model of the provided devices will be announced some time before the first studio show.

4. Communication and support

4.1 Support

Please use the match chat, located on the bottom right hand side of ESL Play, or submit a support ticket for any assistance during the cup.

4.2 Admins

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated.

4.3 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the team in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anticheat software on their devices for the duration of the tournament. Examples of cheating include, but are not limited to:

4.3.1 DDoSing

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

4.3.2 Match Fixing

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

4.3.3 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, scripted attacks. For more information please visit [Supercell's Safe and Fair Play page](#) and [Terms of Service](#).

4.4 Disqualification

ESL reserves the right to disqualify teams and players. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the event and barred from any future events.

5. Penalty points catalogue

In general, a player and the team can receive up to 6 penalty points per match, unless a single violation has a higher punishment. A team is only punished once per violation, regardless of how many players. Where a player or team receives penalty points for multiple violations, the penalty points are added together.

Rule violation**Number of penalty points****General**No show¹

Team: 3; Player: 2

Reject compulsory challenge

Normal: 1

Intense: 2

Abort match

Player / Team: 4

Use of ineligible player

Inactive barrage

Player / Team: 3

Barraged

Player / Team: 6

Unregistered player

Player / Team: 3

Ringer/Faker

Player / Team: 6

Playing with wrong gameaccount

Player / Team: 3

Playing without a registered gameaccount

Player / Team: 3

Unsportsmanlike behaviour

Multiple/Fake accounts

Warning / 1-3 penalty points

Faking country/nationality

Warning / 1 / 2 / 3 penalty points

Deception

Player / Team: 1 - 4

Fake result	Player / Team: 4
Left match	Player / Team: 4
Ladder mixed: Play with wrong Team or Changed Random	Player: 3 first Time, 4 for the next time
Modify a Team	Player / Team: 6 + 1 month LeagueBan
Fake match media	Player / Team: 6
Fake match	Player / Team: 6
Cheating	Player: 12 / Team: 6

¹In cup and league matches default wins are given instead of a match deletion and penalty points.

Matches get only deleted if the team/player violating the rules won the match.

6. Terms of Service

By signing up and participating all players agree with [Supercell's Terms of Service](#), [Supercell's Tournament rules](#) and confirm that their accounts are in good standings.