

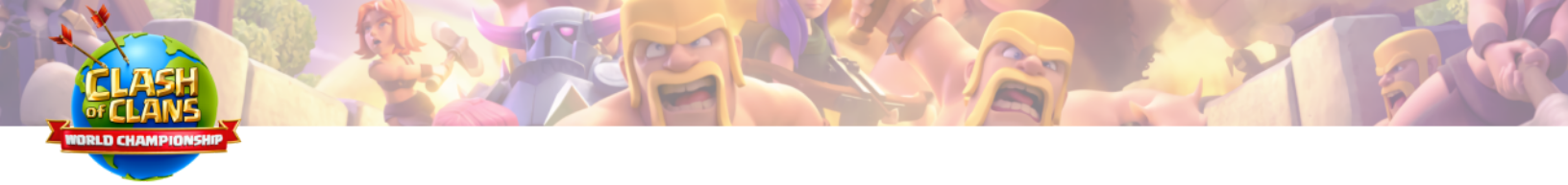


# 2025 CLASH OF CLANS WORLD CHAMPIONSHIP COMPETITION RULESET



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# 1. Introduction

These Official Rules (“**Rules**”) of the Clash of Clans World Championship 2025 (“**Tournament**” or “**Championship**”) apply to each participant (“**Players**”). All Players must agree to abide by the conditions outlined in this document, understanding that any violation of rules may result in immediate disqualification and forfeiture of all prize money earned, as determined by the Tournament Organizers (“**Organizer**”).

The following terms and conditions defined in the Rules apply to the Tournament and the five (5) seasons, including the Ladder, Monthly Qualifiers (“**MQ**”), Monthly Finals (“**MF**”), Last Chance Qualifier (“**LCQ**”), and World Championship Finals (“**WCF**”), as well as the Players.

By competing in the Clash of Clans World Championship, 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. **Tournament:** Refers to the Clash of Clans World Championship 2025, including the Ladder, Monthly Qualifiers, Monthly Finals, Last Chance Qualifier, and World Championship Finals.
- 2.1.2. **Stage:** An individual competition within the World Championship Qualifiers. Teams that perform well enough in the current stage of the Tournament will advance to the next stage.
- 2.1.3. **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.
- 2.1.4. **Leaderboard Points:** A team accumulates points based on performance throughout the season. These points determine a team's World Championship or the Last Chance Qualifier qualification.
- 2.1.5. **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 per player during a single War.
- 2.1.6. **Hard Mode:** Refers to the additional difficulty setting that is provided in Clash of Clans during Friendly Wars. This mode offers defensive advantages, offensive disadvantages, and equipment-level limitations.
- 2.1.7. **Preparation Period:** This is the time at the start of a Friendly War when teams may set base layouts and donate reinforcement troops. It lasts five minutes throughout every war of the Tournament.
- 2.1.8. **Battle Period:** Refers to the time after the Preparation Period ends, when teams may begin attacking enemy bases.



- 2.1.9. **Ladder:** Teams compete in a monthly in-game ladder and gain or lose ELO points based on wins and losses. At the end of the ladder play period, the 128 teams with the most points advance to the following Monthly Qualifier.
- 2.1.10. **Monthly Qualifiers:** Teams compete in a 128-team double-elimination bracket hosted through the in-game Tournament Hub. After losing two matches, teams are eliminated. The eight teams remaining in the Monthly Qualifier advance to the following Monthly Final.
- 2.1.11. **Monthly Finals:** Teams compete in an 8-team double-elimination bracket. After losing two matches, teams are eliminated. The winner of a monthly final will receive a Golden Ticket.
- 2.1.12. **Last Chance Qualifier:** Teams compete in an 8-team double-elimination bracket. After losing two matches, teams are eliminated. The winner of the Last Chance Qualifier will receive a Golden Ticket.
- 2.1.13. **Golden Ticket:** A team that qualifies through a Monthly Final, Chinese Regional Qualifier, the highest ranking team on the Clash of Clans Points Leaderboard at the end of the last Monthly Final that did not already have a Golden Ticket, or the Last Chance Qualifier earns a Golden Ticket. Teams that earn a Golden Ticket qualify for the Clash of Clans World Championship Finals.
- 2.1.14. **World Championship Finals:** A competition in which eight teams compete to determine the Clash of Clans World Champion.
- 2.1.15. **Tournament Hub:** In-app competition platform where players can register and compete.

## 2.2. Rules Translation

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

## 2.3. Game Version

- 2.3.1. To participate, all players must install and compete using the most up-to-date version available in their local app store. Updates must also 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 Organizer reserves the right to amend, remove, or otherwise change the rules outlined in this ruleset without further notice.



- 2.5.2. The Organizer reserves the right to arbitrate in cases not explicitly supported or detailed in the Rules or extraordinary instances, judgments that may even go against the Rules to preserve fair play and sportsmanship.

## 2.6. Confidentiality

- 2.6.1. Unless otherwise stated, all content and communications provided by the Administration, including disputes, support tickets, discussions, and/or any other correspondence with Administrators, are deemed strictly confidential. Publishing such material is prohibited without prior written consent from the Organizer. Publication of the material above without prior written consent may result in penalties.
- 2.6.2. Before disclosing confidential information, Players must 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 may result in fines set by the Organizer and up to a year-long competitive ban.

## 2.7. Participation Eligibility, Requirements, and Restrictions

- 2.7.1. Players must be 16 years of age or older to participate. However, any player aged 16-17 (16-18 in South Korea) must confirm on their verification form that they have parental or guardian consent to participate in this event.
  - 2.7.1.1. Players residing in China must be 18 years or older to participate.
  - 2.7.1.2. Players must be at least 16 years old by the registration closing date for each Ladder qualifier to be eligible to compete. The cut-off date for age eligibility is the last day of registration.
- 2.7.2. Eligible Players must complete a registration form upon qualifying for Monthly Finals. Eligible Players must fill out all required portions of the verification form to be eligible to play in Monthly Finals. The form will be available after Day 2 of the Monthly Qualifier is completed. **All Players must complete the form within 24 hours of the end of the monthly qualifier. If a Player fails to complete the form, that Player will not be eligible to compete in the Monthly Final.**
- 2.7.3. Proof of Identity
  - 2.7.3.1. Players who compete in the Tournament must 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.
  - 2.7.3.2. During the verification process, Players must submit an acceptable photo ID to Administrators to verify their identity. The photo ID must include the Player's full name and date of birth. Accepted forms of ID include:
    - 2.7.3.2.1. Government Issued Identification
    - 2.7.3.2.2. School Issued Identification





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

2.7.3.2.4. Passport

#### 2.7.4. Account Eligibility

2.7.4.1. Any account associated with a Player must be in good standing and must not have any violations of Supercell's [Terms of Service](#) on **any of their accounts**.

2.7.4.2. Players must be the sole owners of the Clash of Clans account used to participate in the tournament. Players are only allowed to participate in the Tournament on a single account. Account sharing is strictly prohibited and will not be allowed under any circumstances. Players who are found sharing the account or breaching any other aspect of Supercell's [Terms of Service](#) before, during, or after the Tournament will be removed from the competition, and appropriate action will be taken on their Clash of Clans account.

2.7.4.3. Players competing in the Clash of Clans World Championship Tournament will not be eligible for the Town Hall Cup competitions for Town Hall levels 9, 12, and 15.

2.7.4.4. If a Player is found to violate any aspect of Supercell's Terms of Service, on any of their accounts, the Player may be punished up to, and including, exclusion from competing in future Clash of Clans World Championship Events.

2.7.5. Players must reside in a country where Clash of Clans can be downloaded in the local app store.

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

### 2.8. Team Registration, Requirements, and Restrictions

2.8.1. **Registration Period:** Registration for each competition season is only available during the registration period outlined in Section 4.1. During the Registration Period, the Clan Leader must select the team roster, and all selected players must register for the competition. **Registration for teams will carry over each month, thus teams will not need to re-register each month. Teams will still need to perform Tournament and Match Check Ins.**

2.8.1.1. The captain of the team must be the Clan Leader or Co-leader and will be required to start all wars.

2.8.2. **Ladder:** Teams competing in the ladder must register a roster of at least 5 players during the registration period. Teams may choose to register a 6th player who will be eligible to participate in the ladder and Monthly Qualifier.

2.8.3. **Monthly Qualifier:** During Match Check-in, only the first 5 players to check in from a team's roster will be eligible to compete in their Match.

2.8.4. **Monthly Final:** Teams must select a lineup of 5 players participating. **All teams must submit their lineup within 24 hours of the end of the monthly qualifier.**



## 3. Tournament Breakdown

### 3.1. Stages & Format

- 3.1.1. The Tournament will consist of 5 seasons and a Last Chance Qualifier, with three stages per season. Stages include the Ladder, Monthly Qualifiers, and Monthly Finals.

Stage	Number of Teams	Qualify to Next Stage
Ladder	Open to all	128
Monthly Qualifier	128	8
Monthly Final	8	1
Last Chance Qualifier	8	1

#### 3.1.2. Stage 1: Ladder

- 3.1.2.1. To participate in the ladder, at least 5 Players on the team must complete registration through the in-app Tournament Hub. All players on the team must be a part of the Clan associated with their team to participate in ladder matches, and the Captain of the team must be a leader or co-leader of the Clan the team is associated with.
- 3.1.2.2. All teams begin with 1000 Elo points. The number of points gained or lost after each match varies based on the point differential between both teams. The points system is based on the Elo rating system. Teams are placed on the ladder leaderboard after their first match and gain or lose points starting with that match.
- 3.1.2.2.1. For example, if a team is ranked first on the ladder and is paired against the lowest-ranked team, the higher team would earn only a few points for winning the match. However, if the lowest-ranked team wins the match, their team will gain many points.
- 3.1.2.3. At the end of the ladder play period, the **128** highest-ranked teams on the ladder leaderboard will advance to the following Monthly Qualifier.
- 3.1.2.4. A team's final ladder placement is determined by the number of ELO points it has earned after completing all ladder matches.
- 3.1.2.5. In the event of a tie in ELO points, the following tiebreakers will determine the final ladder placement:
- 3.1.2.5.1. Highest Average Star Total
- 3.1.2.5.2. Highest Average Destruction Percentage





- 3.1.2.5.3. Fastest Average Attack Duration
      - 3.1.2.5.4. Head to Head single-elimination competition
    - 3.1.2.6. Teams can search for a match anytime during the 7-day ladder play period. Teams can participate in a maximum of 30 games during the ladder play period.
    - 3.1.2.7. Teams can search for a match through the Tournament Hub by tapping the “Find Match” button. They will then be paired against another team that is also in matchmaking. Teams are paired against each other, prioritizing their current ELO points so that teams quickly find an opponent around their skill level.
      - 3.1.2.7.1. Teams will not be able to find a match if their clan is in an ongoing war, including Clan Wars, Friendly War, or CWL war.
      - 3.1.2.7.2. Teams will not be able to find a match if any of the 5 players are participating within a Friendly War in another clan.
      - 3.1.2.7.3. To prevent free-win trading, a team may not play against the same opponent more than once during the ladder play period.
    - 3.1.2.8. Free win trading or any other attempt to manipulate the ladder leaderboard is strictly prohibited. If the Organizer has determined that a team has maliciously manipulated the ladder leaderboard, that team will be subject to penalties up to and including a competitive ban.
  - 3.1.3. **Stage 2: Monthly Qualifier (128-team Double Elimination)**
    - 3.1.3.1. A qualified team is defined as one that placed in the top 128 during the preceding ladder competition. Based on their final placement in the ladder, qualified teams will be automatically seeded into the bracket.
    - 3.1.3.2. The bracket will be played until eight teams remain: four from the upper bracket and four from the lower bracket. Five rounds of the upper bracket and nine rounds of the lower bracket will be played. Teams are eliminated after two losses. **Once all rounds have been completed, the eight teams remaining will advance to the Monthly Final.**
    - 3.1.3.3. Team Captains must complete Tournament Check-In before the first round begins by tapping the “Check-In” button through the in-app Tournament Hub. Tournament Check-in is available 2 hours and 30 minutes before round 1 begins and ends 30 minutes before round 1 begins.
    - 3.1.3.4. Team Captains must 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 beginning of every round. If the Team Captain fails to check in during the match check-in window, their team will be issued a loss for the match.



3.1.3.4.1. In the event of a technical issue, the Team Captain must immediately escalate the issue to the Administrators through a Discord ticket. At the start of each round, the Administrators will announce the deadline for reporting an issue with their match. Team Captains must report the issue to the Administrators before the announced deadline or risk the match outcome becoming finalized

3.1.3.5. Attacks must follow the Attack Order requirement (see Rule 3.2.3).

#### 3.1.4. **Stage 3: Monthly Final (8-team Double Elimination)**

3.1.4.1. Each Monthly Finals will award a Golden Ticket to the winning team.

3.1.4.2. To be eligible to compete in the Monthly Final, players must have completed their eligibility form detailed in Section 7.1.1.

3.1.4.3. Seeding for the first Monthly Finals will be determined based on the team's placement in the Monthly Qualifier and their ladder placement. Subsequent Monthly Final will be seeded based on the team's placement in the Monthly Qualifier and their Leaderboard Points earned.

3.1.4.3.1. Teams will be divided into 2 Buckets (Bucket A & Bucket B), based on their final position in the Monthly Qualifier, whether they are in the Upper or Lower Bracket.

3.1.4.3.2. During the First Monthly Final, Teams will be sorted within each bucket by their Ladder Placement. Subsequent Monthly Finals will have each bucket be sorted by Leaderboard Points outlined in Section 3.3

3.1.4.3.3. If teams are tied in Leaderboard Points within the same bucket, a tiebreaker is used based on the team's ladder placement that month.

3.1.4.3.4. If a team is disqualified from the Monthly Final, the next eligible team will take their place and be placed into Bucket C with the lowest seed. If a team's standing is shared with other teams in their bucket (for example, 9th to 12th place), the following tiebreakers will be applied:

**Tiebreaker 1:** Average Stars Earned

**Tiebreaker 2:** Average Destruction Percentage

**Tiebreaker 3:** Average Attack Duration

3.1.4.3.5. In this scenario, Bucket C is required. Seeding will first take place between teams in Bucket A and Bucket C until there are



no remaining teams in Bucket C. After that, the remaining teams will be matched up against teams in Bucket B as permitted..

- 3.1.4.4. The first two upper bracket rounds and the first lower bracket round will be completed on Day 1. All remaining rounds will be played on Day 2. This daily schedule is subject to change; please see the Tournament Discord for updates.
- 3.1.4.5. Broadcast requirements. See Section 8.
- 3.1.4.6. Competitive Integrity Requirements. See Section 9.1.1
- 3.1.4.7. Players are required to check in 1 hour before the first Monthly Final match of the day with a Tournament Administrator.
- 3.1.4.8. Attacks must follow the Broadcast Attack Order requirement. See Rule 3.2.4.
- 3.1.4.9. Grand Finals Reset attack order. See Section 3.2.4.4

### 3.1.5. **Last Chance Qualifier (8-team Double Elimination)**

- 3.1.5.1. The Last Chance Qualifier is an 8-team two-day double-elimination tournament between the top eight teams in Leaderboard Points that have not qualified for the World Championships. These teams will be seeded based on their leaderboard position.
- 3.1.5.2. The Last Chance Qualifier will take place on 13 - 14 September.
- 3.1.5.3. Broadcast requirements. See Section 8.
- 3.1.5.4. Competitive Integrity Requirements. See Section 9.1.1
- 3.1.5.5. Attacks must follow the Broadcast Attack Order requirement (see Rule 3.2.4).
- 3.1.5.6. Grand Finals Reset attack order. See Section 3.2.4.4

### 3.1.6. **World Championship Finals**

- 3.1.6.1. The Clash of Clans World Championship Finals will be held in Atlanta, GA from October 31, 2025 - November 2nd, 2025
- 3.1.6.2. More details about the Clash of Clans World Championship Finals are to be announced.

## 3.2. **Match Format**

### 3.2.1. **War Settings**

#### **Stage 1: Ladder**

- Preparation Period: 5 Minutes
- Battle Period: 30 Minutes



- Number of Attacks per player: 1
- Attacks may happen at any time during this 30-minute war.

**Stage 2: Monthly Qualifier, Stage 3: Monthly Final, Last Chance Qualifier, and World Championship Finals:**

- Preparation Period: 5 Minutes
- Battle Period: 45 Minutes
- Attacks must follow the Attack Order requirement (see Section 3.2.3).
  - Some matches will be officially broadcasted. For matches that are being officially broadcasted, Administrators will inform both teams that their match is on broadcast and teams must follow the Broadcast Attack Order requirement (see section 3.2.4).
- Clans must consist of only the 6 participating Players, plus additional Administrators and official spectating accounts.

**3.2.2. 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. Total 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 in Hard Mode. Each team will elect a single Player 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 must 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 Best-of-1 Friendly Challenge, the same base layout that was used in the War that was tied must be used again.

**3.2.3. Attack Order**

The Attack Order designates the time each Player must initiate their attack during a War.

**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 (blue)** refers to the team that has the better seed, lower number, in the stage the match is being played in.



**Away Team (red)** refers to the team with the worse seed, higher number, in the stage the match is being played in.

If a War occurs outside of the Tournament Hub, Tournament Administrators will designate which team is the Attacking Team and which team is the Defending Team.

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, the Organizer may issue warnings, losses, or disqualification to offending teams.

*Example: The 5th Player on the Defending 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.*

#### 3.2.4. Broadcast Attack Order

- 3.2.4.1. During Monthly Finals, the Last Chance Qualifier, and World Championship Finals, the Attack Order is adjusted slightly to accommodate matches that are being officially broadcasted.
- 3.2.4.2. Teams must declare the order of their Attackers and which base each attacker is attacking to the Administrator. This order must be submitted to the Administrators



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 and may be assigned a random attacker and defender order.

3.2.4.3. Instead of using the Attack Order Timetable, Players will be directed to start each attack by the Administrators through the Clan chat.

3.2.4.4. The seeding will remain the same during the Grand Finals based on Rule 3.1.4.3. If a Grand Finals Bracket Reset occurs, the Attacking and Defending teams from the Grand Finals will be swapped,

3.2.4.4.1. For example, if a team were the Attacking team during the Grand Finals Match, they would be the Defending team for the Grand Finals Reset Match.

### 3.2.5. Clan Member Restrictions

3.2.5.1. During the Monthly Qualifiers, Monthly Finals, the Last Chance Qualifier, and World Championship Finals, Clans must consist of only the 6 officially registered team members. **Participating Clans must be emptied down to the 6 officially registered team members before the first match of the day begins. During World Championship Qualifiers, Players must be a part of the Clan their team is associated with.**

3.2.5.2. Administrators may request to join Clans at any point throughout the 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.

3.2.5.3. Excluding Administrators and official spectating accounts, teams found to have more than the 6 officially registered team members present in their Clan may be subject to disqualification.

3.2.5.4. When teams are not actively playing matches during World Championship Qualifiers and World Championship Finals, Players may leave their clan.

3.2.5.4.1. During the Ladder, all Players must rejoin the Clan before finding a match.

3.2.5.4.2. During all other portions of the tournament, Players must rejoin the Clan one hour before match Check-in begins.

3.2.5.4.3. During World Championship Finals, Players must request to join the Clan two hours before the first match of the day.

### 3.2.6. Roster Substitutions

3.2.6.1. In order to perform a roster substitution, a team must submit a substitution request to Tournament Administrators via Discord in a support ticket.





- 3.2.6.1.1. This information and approval request must be submitted to the Organizer by 6 September at 18:00 UTC.
  - 3.2.6.1.2. Teams may only substitute Players between a Monthly Finals and the following Ladder or LCQ tournament.
  - 3.2.6.1.3. Administrators are not required to accept roster change requests.**
  - 3.2.6.2. In order to keep any Leaderboard Points or Golden Ticket, a team is required to maintain at least three Competitors from their initial qualifying roster.
    - 3.2.6.2.1. The initial qualifying roster is defined as the 5 player roster from the original competition in which the team earned any Leaderboard Points or Golden Ticket.
  - 3.2.6.3. Roster changes to remove a player from the Team roster or change the Team Captain requires approval from 3 of 5 team members. Approval is not required if a player elects to leave a Team voluntarily.
- 3.2.7. **Game Preparations**

Stable hardware and an internet connection are required for participation during the 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.
- 3.2.8. **Hardware**
  - 3.2.8.1. Players are restricted from participating in the Ladder, Monthly Qualifier, and the Monthly Final with the PC version of Clash of Clans. Players must compete using a mobile device.
- 3.2.9. **Failure to Appear / No Show**

During the World Championship Qualifiers, teams have up to 5 minutes to join an online match once they have been notified that their match is ready by the Tournament Hub. Showing up after the 5-minute allowance may result in disqualification.

During World Championship Finals, Administrators will enforce a stricter time limit to ensure a timely broadcast. This will be communicated to Players via the official Discord server.
- 3.2.10. **Streaming**

Streamers pre-approved by the Organizer and Players competing in the competition can broadcast tournament matches from the Ladder and Monthly Qualifier. Players cannot broadcast their Monthly Final, Last Chance Qualifier or World Championship Finals tournament matches.
- 3.2.11. **Golden Tickets**
  - 3.2.11.1. Teams who have earned a Golden Ticket by winning a Monthly Final are still eligible to compete in future Clash of Clans World Championship Qualifier seasons.



- 3.2.11.2. Teams who have earned a Golden Ticket by winning a Monthly Final cannot earn a Golden Ticket through Leaderboard Points or another Monthly Final. If a team already has a Golden Ticket, the next eligible team will receive it

The Leaderboard Points Golden Ticket and Prize money will only be awarded to the first eligible team.

### 3.3. Clash of Clans Points Leaderboard

#### 3.3.1. Monthly Qualifiers

- 3.3.1.1. Teams in the Monthly Qualifiers will earn Leaderboard Points based on their placement.

Final Placement	Points
9th-12th	20
13th-16th	18
17th-24th	14
25th-32nd	12
33rd-48th	8
49th-64th	6
65th-96th	2
97th-128th	1

#### 3.3.2. Monthly Finals

- 3.3.2.1. Teams in the Monthly Finals will earn Leaderboard Points based on their placement.

Final Placement	Points
1st	100
2nd	80
3rd	65
4th	50
5th-6th	40
7th-8th	30



### 3.3.3. **Leaderboard Tiebreaker**

- 3.3.3.1. If a tie occurs between multiple Teams on the Leaderboard, the following will be used to determine the final standings:
  - 3.3.3.1.1. Tiebreaker 1: Total number of times a team placed 1st in the Monthly Finals.
  - 3.3.3.1.2. Tiebreaker 2: Total number of Leaderboard Points earned in Monthly Finals
  - 3.3.3.1.3. Tiebreaker 3: Average placement in all Ladders
    - 3.3.3.1.3.1. If a team does not place within the top 256 Teams in an Ladder Season, that team's season ranking will be calculated as 256th place.

## 3.4. **Match Processes**

### 3.4.1. **World Championship Qualifiers Process and Expectations:**

- 3.4.1.1. **Registration:**

Participating Players must be the highest Town Hall level. They must be chosen to be on the team by the Clan Leader and they must fully complete registration through the in-app Tournament Hub. Failure to fully complete registration will render the Player and the team ineligible to participate.
- 3.4.1.2. **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. Teams must also follow the check-in procedures for each stage of the competition.

During the Monthly Qualifier, Monthly Final, and the Last Chance Qualifier, Clans must also lower the requirements to join their Clan for official spectators to be able to request access to the Clan. The clan requirements must be:

  - Town Hall Level 1
  - 0 Trophies
  - 0 Builder Base Trophies
- 3.4.1.3. **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.
- 3.4.1.4. **Active War:**

Teams must not be a part of an active Friendly War that overlaps with the start time



of any match in the Tournament. In the event that a Team is unable to participate due to taking part in an active Friendly War, they will receive a loss for the Tournament match. Players cannot be in two Wars at the same time. Clans cannot be in another war at the same time.

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

All 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.

## 4. Tournament Schedule

The Tournament will consist of 5 seasons, with three stages per season. Stages include the Monthly Ladder, Monthly Qualifiers, and Monthly Finals.

4.1. **Clash of Clans World Championship 2025**

4.1.1. **Stage 1: Ladder**

The ladder play period will last 7 days. Teams may play ladder matches at any time during the 7-day period.

During the first month, registration will open 4 days before the beginning of the ladder play period. Registration will open 3 days before the ladder play period begins for the following months.

Season	Registration Begins	Registration Ends	Ladder Begins	Ladder Ends
April Season	5 April - 16:00 UTC	9 April - 16:00 UTC	9 April - 18:00 UTC	15 April - 18:00 UTC
May Season	8 May - 14:00 UTC	11 May - 14:00 UTC	11 May - 16:00 UTC	17 May - 16:00 UTC
June Season	8 June - 14:00 UTC	11 June - 14:00 UTC	11 June - 16:00 UTC	17 June - 16:00 UTC
July Season	6 July - 14:00 UTC	9 July - 14:00 UTC	9 July - 16:00 UTC	15 July - 16:00 UTC
August Season	8 August - 14:00 UTC	11 August - 14:00 UTC	11 August - 16:00 UTC	17 August - 16:00 UTC

4.1.2. **Stage 2: Monthly Qualifier**

Monthly Qualifier Dates		Monthly Qualifiers Time	
April Season	19 - 20 April	Tournament Check-In Begins	Day 1 - 13:30 UTC
May Season	24 - 25 May	Tournament Check-In Ends	Day 1 - 15:30 UTC



June Season	21 - 22 June	Day 1 & 2 Round 1 Begins	16:00 UTC
July Season	19 - 20 July		
August Season	23 - 24 August		

#### 4.1.3. Stage 3: Monthly Final

Event	Date and Start Time
April Season	26 - 27 April - 16:00 UTC
May Season	31 May - 1 June - 16:00 UTC
June Season	28 - 29 June - 16:00 UTC
July Season	26 - 27 July - 16:00 UTC
August Season	30 - 31 August - 16:00 UTC

#### 4.1.4. Last Chance Qualifier

Event	Date and Time
LCQ	13 - 14 September - 16:00 UTC

#### 4.1.5. World Championship Finals

Event	Dates (UTC)
World Championship Finals	TBD

## 5. Prizing

### 5.1. Monthly Finals

Final Placement	Prize
1	\$15,000



2	\$8,000
3	\$6,000
4	\$4,000
5-6	\$2,000
7-8	\$1,000
Total	\$39,000

## 5.2. Leaderboard

Final Placement	Prize
Golden Ticket Winner	\$5,200

## 5.3. Last Chance Qualifier

Final Placement	Prize
1	\$18,000
2	\$10,000
3	\$8,000
4	\$5,000
5-6	\$3,000
7-8	\$1,500
Total	\$50,000

## 5.4. World Championship Finals

Final Placement	Prizer
1	\$300,000
2	\$130,000
3	\$90,000





4	\$60,000
5-6	\$40,000
7-8	\$20,000
Total	\$700,000

## 5.5. Prize Money

- 5.5.1. If a team qualifies for prizing, all team members will be contacted to begin prize payment processing. Teams must submit payment information within 7 days of completion of the competition.
- 5.5.2. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.
- 5.5.3. Players are responsible for all costs and expenses associated with their prize that are not explicitly set forth herein. National, state, and local taxes, including possible VAT taxes related to the receipt or use of any prizes, are the Player's sole responsibility.
- 5.5.4. All prizes will be distributed NET 90 days after the Organizer Administrators have received all necessary payment information from the Player. The Tournament Organizer is not responsible for additional delays with foreign bank transfers that may occur
- 5.5.5. Players have sixty (60) days from when they are eligible to receive prize money to claim their prize money. Players who fail to claim their prize within the allotted period are subject to forfeiture of prize money.
- 5.5.6. Players will not be allowed to claim cash or cash-value prizes if they reside in a country currently subject to financial sanctions by the United States of America or the European Union that prohibits financial transactions or payments to their country of residence.
- 5.5.7. All prizes will be paid out 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 for contacting the Organizer Team for immediate responses to urgent Tournament issues or questions.
- 6.1.2. The Tournament Discord server will only be available for registered and eligible participants. Players will join the Tournament Discord server as part of the registration process.



## 6.2. Support

- 6.2.1. The Tournament Discord server will provide additional Tournament resources for participants. Admins will be available to answer Player questions and assist with tournament-related requests.
- 6.2.2. For issues and questions not requiring immediate assistance, players may email [clashofclans\\_admin@efg.gg](mailto:clashofclans_admin@efg.gg)

# 7. Broadcast & Media Obligations

All Players who have qualified to participate in the Monthly Finals and any Offline Event will be required to accommodate and participate in media activities if requested. This includes but is not limited to:

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

## 7.1. Player Questionnaires

- 7.1.1. Upon qualifying for the Monthly Finals and any Offline Event, Teams will be sent forms to complete to confirm player eligibility and provide the Tournament Administration Team with the information necessary to prepare for the upcoming event. All Players must complete these forms before 14:00 UTC on the Monday following the Monthly Qualifiers. Failure to do so will result in penalties, including forfeiture of prize money and disqualification from the event.

## 7.2. Broadcast Webcam

- 7.2.1. Players must use a broadcast webcam and have hardware that will enable a video feed to appear live on broadcast during the Monthly Final.
- 7.2.2. Players are responsible for obtaining their broadcast webcam.
- 7.2.3. The broadcast webcam is separate from the competitive integrity webcam. Players will be required to have 1 broadcast webcam and 1 competitive integrity webcam.
- 7.2.4. 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 webcams during a technical check before the Monthly Finals and Last Chance Qualifier broadcast.
- 7.2.5. Players who fail to use a broadcast webcam during the Monthly Finals and Last Chance Qualifier may be subject to prize money deductions. Repeated infractions are subject to escalating penalties, including disqualification from future participation in the Clash of Clans World Championship.
- 7.2.6. This feed will be recorded and incorporated into the Monthly Finals and Last Chance Qualifier broadcast. By sharing their video feed during the broadcast, players consent to being recorded.



### **7.3. Broadcast Conduct**

- 7.3.1. Teams and Players that participate in the Monthly Final's are held to a high standard and must professionally conduct themselves.
- 7.3.2. Players are responsible for maintaining a tidy broadcast environment, free from any items listed in Section 8.2. Players are also responsible for their surroundings and should take precautionary measures to ensure they have a safe and professional environment for Broadcast. If the Administration deems that a player's surroundings pose a risk for broadcast, the player will be asked to rectify the issue immediately. Failure to comply may result in deductions from the player's prize money. Repeated infractions are subject to escalating penalties, including disqualification from future participation in the Clash of Clans World Championship.

## **8. Player & Team Branding, Sponsors**

The Organizer reserves the right to forbid the use of unwanted names and/or symbols in the Tournament. Any legally protected words or symbols are generally prohibited unless the owner gives permission to use them.

### **8.1. Team Branding**

Players and teams must consistently use their Player nicknames and team names throughout the competition. Once a team qualifies for a Monthly Final, the following rules apply:

- 8.1.1. Teams will be allowed a total of 2 rebranding opportunities during the Tournament. The tournament organizer must approve subsequent rebrandings.
- 8.1.2. If an organization picks up an unsponsored team and rebrands under the organization's name, it will count as a rebrand.
- 8.1.3. If an organization picks up a team but then releases it, the team must default to its original free-agent name. This will not count as a rebrand.
- 8.1.4. Any team rebranding request between the monthly qualifier and monthly final must be submitted to the tournament organizer for approval before 11:59 PM UTC on Monday following the monthly qualifier.

### **8.2. 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 Tournament. These categories include but are not limited to:

- 8.2.1. Alcohol
- 8.2.2. Non-over-the-counter drugs
- 8.2.3. Gambling websites
- 8.2.4. Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
- 8.2.5. Tobacco products
- 8.2.6. Firearms
- 8.2.7. Pornography



- 8.2.8. Products of direct competitors
- 8.2.9. Other game companies, publishers, and/or platforms

## 9. Code of Conduct

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

### 9.1. Competitive Integrity

Teams are expected to play at their best throughout the Tournament and avoid behavior inconsistent with the principles of good sportsmanship, honesty, and fair play. The Organizer reserves the right to check a Player's account anytime during the Tournament.

#### 9.1.1. Broadcast Requirements

- 9.1.1.1. Throughout 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.
- 9.1.1.2. Players are responsible for obtaining their competitive integrity webcam.
- 9.1.1.3. The competitive integrity webcam is separate from the broadcast webcam. Players will be required to have 1 competitive integrity webcam and 1 broadcast webcam.
- 9.1.1.4. Administrators facilitate video calls with each team separately. Players and devices must always remain in the camera frame during these calls. Additionally, audio must remain unmuted so that Administrators can hear Players. Players are not allowed to disconnect from their video calls for any reason during the duration of their matches.
- 9.1.1.5. 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 online and in-person interactions. Players may only communicate with each other through the live video call with administrators.
- 9.1.1.6. Teams must not use any secondary device, such as a mobile phone or tablet. Teams may only interact with the device they use 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.
- 9.1.1.7. Failure to adhere to these requirements will result in a loss of War scoring or potential disqualification.



## 9.2. **Player Behavior Investigation**

If the Organizer determines that a Team or Player has violated the Clash of Clans Terms of Service and Tournament Rules or has displayed other unacceptable behavior as deemed by the Administration. In that case, the Organizer may assign penalties at their sole discretion. If the Organizer contacts a Player to discuss the investigation, the Player must tell the truth. If a Player withholds information or misleads the Organizer, obstructing the investigation, the Team and/or Player will be subject to punishment.

## 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 an agreement between Players or Teams to alter a match's results intentionally. 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 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 is an agreement between Players or Teams not to damage, impede, or otherwise play to a reasonable standard of competition.

### 9.3.2. **Cheating**

#### 9.3.2.1. DDoSing

Limiting or attempting to restrict 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 unavailable in-game. Examples include, but are not limited to, any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, and scripted attacks. 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 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.**

##### 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 considers the conduct 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 explicitly or implicitly claim to represent Supercell or its affiliated games in any 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 Administrators.





#### 9.3.9. **Criminal Activity**

Players may not engage in any activity prohibited by common law, statute, or treaty that could lead to or 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 that the Organizer deems 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 Supercell affiliate by any communication method, including all social media channels.

#### 9.3.12. **Bribery**

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

#### 9.3.13. **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 team or services designed to throw or fix a match or game. The sole exception to this rule shall be 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 prohibited by law or these Rules.

#### 9.3.16. **Documents**

Documents 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 directly or indirectly bet on or gamble on the results of the Tournament.

## 10. Penalties

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

- **Warning**
- **Forfeiture of War**
- **Forfeiture of prize money**
- **Disqualification**
- **Suspensions(s)**

Repeated infractions are subject to escalating penalties, including disqualification from future participation in Clash of Clans competitions. However, penalties may not always be imposed successively. For example, in its sole discretion, the organizer can disqualify a Player for a first offense if the administration team deems the Player's action egregious enough to warrant disqualification.

- 10.2. Fair Play  
Teams participating in the Clash of Clans World Championship Tournament may be subject to Fair Play checks at any time during the competition. If any player on a team, including the 6th player, is found to have violated Fair Play standards, both the player and the team will face penalties without prior warning. These penalties may include, but are not limited to:
- **Immediate Disqualification**
  - **Tournament Year-Long Ban**
  - **Forfeiture of All Points earned for the year.**

For more information on what is covered by Fair Play, please refer to Supercell's [What is Safe and Fair Play?](#)

## 11. Terms of Use

All participants are subject to the Terms of Use conditions set forth by the Tournament owner, Supercell, which can be 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 Organizer, the final decisions. Supercell and the Tournament Organizer's decisions relating to these Rules and/or the Tournament cannot be appealed. They 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 to, among other things, ensure fair play and the integrity of the Tournament.