



# **CLASH OF CLANS 2025 TOWN HALL CUPS COMPETITION RULESET**



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# 1. Introduction

These Official Rules (“**Rules**”) apply to each person (“**Player**”) participating in the Clash of Clans 2025 Town Hall Cups Tournaments. The Clash of Clans Town Hall Cups tournaments include the Town Hall Cups: Battle for the High Seas Edition, Dark Days Edition, and Cyber Edition..

Each Cup has tournaments for Town Hall levels 9, 12, and 15.

*Example: The Town Hall Cups: Battle for the High Seas Edition has three simultaneously running competitions for Town Hall levels 9, 12, and 15.*

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 Organizer (“**Organizer**”).

By competing in the Clash of Clans 2025 Town Hall Cups Tournaments, you agree to the following:

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

## 2. General Overview

### 2.1. Definition of Terms

- 2.1.1. **Cup:** Refers to one of the three tournaments (Town Hall Cups: Battle for the High Seas Edition, Town Hall Cups: Dark Days Edition, and Town Hall Cups: Cyber Edition) or the collective set of tournaments.
- 2.1.2. **Tournament:** Refers to a competition in its entirety, including all stages of play. In the case of the Clash of Clans Town Hall Cups Tournaments, that includes a Ladder and Finals stage.
- 2.1.3. **Stage:** An individual competition within the Tournament. Teams that perform well enough in a stage of the Tournament advance to the next stage.
- 2.1.4. **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.
- 2.1.5. **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 provided in Clash of Clans during Friendly Wars. This mode offers defensive advantages, offensive disadvantages, and equipment-level limitations.



- 2.1.7. **Preparation Period:** Refers to the time at the start of a Friendly War where teams may set base layouts and donate reinforcement troops. This period is set to 5 minutes throughout 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 ladder and gain or lose ELO points based on wins and losses. The 8 teams with the most ELO points at the end of the ladder play period advance to the following stage.
- 2.1.10. **Finals:** Teams compete in a 8-team double-elimination bracket. Teams are eliminated after losing two matches.
- 2.1.11. **Tournament Hub:** In-app competition platform where players can register and compete. Accessed via the Clash of Clans Esports Button

## 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 current game version, which must be available in their local region. Updates must also be installed before the Tournament starts.

## 2.4. Required Town Hall Level

- 2.4.1. All Players must use an account at the respective Town Hall level required for each competition. Players with an account at a level other than the required Town Hall level may not participate.
  - 2.4.1.1. Tournaments will operate on Town Hall levels 9, 12, and 15.

## 2.5. Required Clan Level

- 2.5.1. All teams must use a level 1 clan for each competition. Teams with a clan level higher than 1 are not eligible to participate.

## 2.6. Confidentiality

- 2.6.1. All content, 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.



## 2.7. Participation Eligibility, Requirements, and Restrictions

- 2.7.1. Players must be 16 years of age or older in order to participate. Any Player aged 16-17 (16-18 in South Korea) will be required to confirm on their verification form that they have parental or guardian consent to participate in this event.
  - 2.7.1.1. Players must be at least 16 years old by the closing date of registration for each Ladder to be eligible to compete. The cut-off date for age eligibility is the last day of registration.
- 2.7.2. Proof of Identity
  - 2.7.2.1. 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.
  - 2.7.2.2. During the verification process, Players must submit an acceptable photo ID to Administrators to verify their identity. The photo ID must include the Players full name and date of birth. Accepted forms of ID include:
    - 2.7.2.2.1. Government Issued Identification
    - 2.7.2.2.2. School Issued Identification
    - 2.7.2.2.3. Birth Certificate, along with another form of photo ID
    - 2.7.2.2.4. Passport
- 2.7.3. Account Eligibility
  - 2.7.3.1. 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**.
  - 2.7.3.2. 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.
  - 2.7.3.3. 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.
  - 2.7.3.4. Players at any given time may only compete in one Town Hall Competition per month. E.g: If you compete in Town Hall Cup level 9, you can not participate in Town Hall Cup 12 in the same month.



- 2.7.3.5. 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.
- 2.7.4. Supercell, Tournament Operations Staff, and its partner companies' employees 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 Cup 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. **All players must re-register every Town Hall Cup during that Town Hall Cup's Registration Period.** Registration does not carry over from a previous Cup enrollment period.
    - 1.1.1.1. 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 but will not be eligible to participate in any other competition stage.
  - 2.8.3. **Finals** During the Tournament Check-In period, the team's Captain will be required to choose the 5 players participating in the Finals. Once the final team lineup of 5 players has been selected, **the team lineup will be considered final and cannot be changed unless otherwise approved by the Tournament Administration.** The 6th player who was not chosen will no longer be considered a part of the team.

### 3. Tournament Breakdown

#### 3.1. Stages & Format

- 3.1.1. The Tournament will consist of 3 Cups, with two stages per Cup. Stages include the Ladder and Finals.

Stage	Number of Teams	Qualify to Next Stage
Ladder	Open to all	8
Finals	8	-

#### 3.1.2. Stage 1: Ladder

- 3.1.2.1. The Ladder is an in-game ladder competition hosted through the Tournament Hub, in which teams compete against each other and gain or lose ELO points based on their team's wins and losses.
- 3.1.2.2. To participate in the ladder, at least 5 Players on the team must complete registration through the 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.

3.1.2.3. 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 will be placed on the ladder leaderboard after their first match has been completed, and will gain or lose points starting their first match.

3.1.2.3.1. 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 small amount of points for winning the match. However, if the lowest-ranked team wins the match, their team will earn a large amount of points.

3.1.2.4. The team's number of ELO points determines the final ladder placement after completing all ladder matches.

3.1.2.5. At the end of the ladder play period, the **8** highest-ranked eligible teams on the ladder leaderboard will advance to the following Finals.

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

3.1.2.6.1. Highest Average Star Total

3.1.2.6.2. Highest Average Destruction Percentage

3.1.2.6.3. Fastest Average Attack Duration

3.1.2.6.4. Head to Head single-elimination competition

3.1.2.7. Teams will be able to search for a match anytime during the 7-day ladder play period. Teams will be able to participate in a maximum of 30 matches during the ladder play period.

3.1.2.8. 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.

3.1.2.8.1. 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.

3.1.2.8.2. Teams will not be able to find a match if any of the 5 players are participating within a Friendly War in another clan.

3.1.2.8.3. To prevent free-win trading, a team may not play against the same opponent more than once during the ladder play period.



- 1.1.1.1. 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: Finals (8 -team Double Elimination)

- 3.1.3.1. The Finals is a 8-team two-day double-elimination tournament hosted through the Tournament Hub.

#### 3.1.3.2. Day 1

- 3.1.3.2.1. 16:00 UTC - Winner's Quarterfinals
- 3.1.3.2.2. 17:00 UTC - Winner's Semifinals & Losers Round 1
- 3.1.3.2.3. 18:00 UTC - Losers Round 2

#### 3.1.3.3. Day 2

- 3.1.3.3.1. 16:00 UTC - Winner's Finals & Losers Round 3
- 3.1.3.3.2. 17:00 UTC - Losers Finals
- 3.1.3.3.3. 18:00 UTC - Grand Finals
- 3.1.3.3.4. 19:00 UTC - Grand Finals Reset

- 3.1.3.4. A **Qualified Team** is defined as a team that placed in the top 8 during the preceding ladder competition. Qualified Teams will be automatically seeded into the bracket based on their final placement in the Ladder.

- 3.1.3.5. Team Captains are required to complete Tournament Check-In before the first round of the Tournament begins by tapping the "Check-In" button through the Tournament Hub. **During the Tournament Check-In process, the Team Captain will be required to lock in the final 5 players that will compete in the Finals.** Tournament Check-in is available 2 hours and 30 minutes before round 1 begins, and ends 30 minutes before round 1 begins.

- 3.1.3.6. Team Captains are required to complete match check-in at the start of each round by tapping the "Check-In" button through the Tournament Hub. Match check-in is open for 5 minutes at the start 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.

- 3.1.3.6.1. In the event of a technical issue, the Team Captain 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. Team Captains must report the issue to the Administrators before the announced deadline, or risk the match outcome becoming finalized





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

## 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: Finals

- Preparation Period: 5 Minutes
- Battle Period: 45 Minutes
- Attacks must follow the Attack Order requirement (see Section 3.2.3).
- Clans must consist of only the 5 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. Highest Destruction Percentage
3. Fastest Average Attack Duration

**Tiebreaker Round:** If teams are still tied after considering the above criteria, teams will compete in a Best-of-1 Friendly Challenge. Each team will elect a single 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 at which 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 Home Team and which team is the Away 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 disqualifications to offending teams.

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

3.2.4. **Clan Member Restrictions**

3.2.4.1. During the 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 the Cups, Players must be a part of the Clan their team is associated with.**

3.2.4.2. 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.

3.2.4.3. 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.

3.2.4.4. When teams are not actively playing matches during the Town Hall Cup, Players may leave their clan.

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

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

### 3.2.5. **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.

### 3.2.6. **Hardware**

3.2.6.1. Players are restricted from participating in the Ladder, and the Finals with the PC version of Clash of Clans. Players must compete using a mobile device.

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

During the Cup, 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.

### 3.2.8. **Streaming**

Streamers pre-approved by the Organizer and Players competing in the competition are allowed to broadcast tournament matches from the Ladder and Finals.

## 3.3. **Match Processes**

### 3.3.1. **Town Hall Cup Process and Expectations:**

#### 3.3.1.1. **Registration:**



Participating Players must be at the required Town Hall level for their respective Town Hall Cup tournament. 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.

**3.3.1.2. 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, which are detailed in sections 3.1.3.3 of the Rules.

During the Finals, 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

**3.3.1.3. 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.

**3.3.1.4. 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.

**3.3.1.5. 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.

**3.3.1.6. Town Hall Level Change During Competition**

All Players on a team must maintain their Town Hall level for the duration of the tournament. For example, Town Hall level 9 competitors must remain at Town Hall level 9 during the ladder and finals stages of the competition. Players and Teams Town Hall level that no longer meet the tournament requirement are subject to disqualification and removal from the tournament if the team is ineligible to compete.



## 4. Tournament Schedule

The Tournament will consist of the Town Hall Cups: Battle for the High Seas Edition, Town Hall Cups: Dark Days Edition, and Town Hall Cups: Cyber Edition, with two stages per Cup. Stages include the Ladder and Finals

### 4.1.1. Stage 1: Ladder

Town Hall Cups	Registration Begins	Registration Ends	Ladder Begins	Ladder Ends
Battle for the High Seas Edition	8 May - 14:00 UTC	11 May - 14:00 UTC	11 May - 16:00 UTC	17 May - 16:00 UTC
Dark Days Edition	9 June - 14:00 UTC	11 June - 14:00 UTC	11 June - 16:00 UTC	17 June - 16:00 UTC
Cyber Edition	7 July - 14:00 UTC	9 July - 14:00 UTC	9 July - 16:00 UTC	15 July - 16:00 UTC

### 4.1.2. Stage 2: Finals

Town Hall Cups	Dates	Times	
Battle for the High Seas Edition	7 - 8 June	Tournament Check-In Begins	Day 1 - 13:30 UTC
Dark Days Edition	5 - 6 July	Tournament Check-In Ends	Day 1 - 15:30 UTC
Cyber Edition	2 - 3 August	Day 1 & 2 Round 1 Begins	16:00 UTC

## 5. Prizing

Townhall 9		Townhall 12		Townhall 15	
Final Placement	Prize	Final Placement	Prize	Final Placement	Prize
1	\$700	1	\$1,000	1	\$1,750



2	\$600	2	\$875	2	\$1,500
3	\$500	3	\$750	3	\$1,250
4	\$400	4	\$625	4	\$1,000
5-6	\$325	5-6	\$500	5-6	\$750
7-8	\$250	7-8	\$375	7-8	\$625
Total	\$3,350	Total	\$5,000	Total	\$8,250

5.1. **Prize Money**

- 5.1.1. 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.
- 5.1.2. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.
- 5.1.3. 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.
- 1.1.1. 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
- 5.1.4. Players have sixty (60) days from when they are eligible to receive prize money to claim their prize money. Players who fail to claim their prize within the allotted period of time are subject to forfeiture of prize money.
- 5.1.5. 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 prohibits financial transactions or payments to their country of residence.
- 5.1.6. 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. 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](#).

## 7.1. Competitive Integrity

Teams 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. The Organizer reserves the right to check a Player's account anytime throughout the Tournament.

## 7.2. Player Behavior Investigation

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

## 7.3. 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.

### 7.3.1. Collusion

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

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



### 7.3.2. Cheating

#### 7.3.2.1. DDoSing

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

#### 7.3.2.2. 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](#).

### 7.3.3. 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.

### 7.3.4. Bug Exploitation

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

### 7.3.5. Intentional Disconnection

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

### 7.3.6. Ringing

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

### 7.3.7. Unprofessional Behavior

#### 7.3.7.1. 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.**

#### 7.3.7.2. 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.

7.3.7.3. **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.

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

7.3.8. **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.**

7.3.9. **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.

7.3.10. **Moral Turpitude**

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

7.3.11. **Confidentiality**

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

7.3.12. **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.

7.3.13. **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 in the case of performance-based compensation paid to a Player by a team's official sponsor or owner.

**7.3.14. Non-Compliance**

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

**7.3.15. 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.

**7.3.16. 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.

**7.3.17. Association with Gambling**

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

## **8. Penalties**

**8.1. Tournament Penalties**

Any person found to have engaged in or attempted to engage in any act that the Organizer in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. Upon discovery of a 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, up to, and including, disqualification from future participation in Clash of Clans competitions. It should be noted that penalties may not always be imposed in a successive manner. The Organizer, in its sole discretion, for example, can disqualify a Player for a first offense if the action of said Player is deemed egregious enough to be worthy of disqualification by the Administration Team.



## 8.2. Fair Play

Teams participating in the Clash of Clans Town Hall Cup 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?](#)

## 9. Terms of Use

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

## 10. 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 decisions of which are final. Supercell and the Tournament Organizer's decisions relating to these Rules and/or the Tournament cannot be appealed and shall not give rise to any claim for monetary damages or other legal or equitable remedies. These Rules may be amended, modified, or supplemented by Supercell and the Tournament Organizer, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.