

2026 CLASH OF CLANS WORLD CHAMPIONSHIP

COMPETITION RULESET

Version 2.1
Last Updated: 27 August 2026

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1. Introduction

These Official Rules (**"Rules"**) of the Clash of Clans World Championship 2026 (**"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 four (4) 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 2026, 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 (2) brackets: an upper bracket (for Teams without a loss) and a lower bracket (for Teams with one (1) loss). Teams are eliminated from the competition after two (2) losses.

2.1.4. **Leaderboard Points:** A Team accumulates points based on performance throughout the season. These points determine whether a Team qualifies for the Last Chance Qualifier.

2.1.5. **Player:** Refers to an individual who is competing in the Tournament as a member of a Team.

2.1.6. **Team:** Refers to a Clan of five (5) or six (6) Players who have joined together to participate in the Tournament.

2.1.7. **Match:** Refers to an official Tournament War between two (2) Teams.

2.1.8. **War:** Refers to a 5v5 Friendly War between two (2) participating Teams that is played until a winner has been determined. Players may each only use one (1) attack per Player during a single War.

2.1.9. **Esports 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.

2.1.10. **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 (5) minutes throughout every war of the Tournament.

2.1.11. **Battle Period:** Refers to the time after the Preparation Period ends, when Teams may begin attacking enemy bases.

2.1.12. **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 one hundred twenty-eight (128) Teams with the most points advance to the following Monthly Qualifier.

2.1.13. **Monthly Qualifiers:** Teams compete in a one hundred twenty-eight (128)-Team double-elimination bracket hosted through the in-game Tournament Hub. After losing two (2) matches, Teams are eliminated. The eight Teams remaining in the Monthly Qualifier advance to the following Monthly Final.

2.1.14. **Monthly Finals:** Teams compete in an eight (8)-Team double-elimination bracket. After losing two (2) matches, Teams are eliminated. The winner of a Monthly Final will receive a Golden Ticket.

2.1.15. **Last Chance Qualifier:** Teams compete in an eight (8)-Team double-elimination bracket. After losing two matches, Teams are eliminated. The top three (3) Teams of the Last Chance Qualifier will receive a Golden Ticket.

2.1.16. **Golden Ticket:** A Team that qualifies through a Monthly Final, Chinese Regional Qualifier, or the Last Chance Qualifier earns a Golden Ticket. Teams that earn a Golden Ticket qualify for the Clash of Clans World Championship Finals.

2.1.17. **World Championship Finals:** A competition in which eight (8) Teams compete to determine the Clash of Clans World Champion.

2.1.18. **Tournament Hub:** An in-app competition platform where Players can register and compete. Accessed via the Clash of Clans Esports Button

2.2. Rule 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. Rule Changes

2.3.1. The Organizer reserves the right to amend, remove, or otherwise change the rules outlined in this ruleset without further notice.

2.3.2. The Organizer reserves the right to arbitrate in cases not explicitly covered or detailed in the Rules, or in extraordinary instances, even if they may go against the Rules, to preserve Fair Play and Sportsmanship.

2.4. Confidentiality

2.4.1. 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.

3. Participation Eligibility, Requirements, and Restrictions

3.1. Game Version

3.1.1. 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.

3.2. Required Town Hall Level

3.2.1. 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 can not participate.

3.3. Event Troops

3.3.1. Event Troops are prohibited at all stages of the Tournament, including the Ladder, Monthly Qualifiers, Monthly Finals, Last Chance Qualifier, and World Championship Finals.

3.3.2. If a Team uses an Event Troop during an official Tournament match, that Team will forfeit the match.

3.3.2.1. Any Team alleging that an opposing Team used an Event Troop during an official Tournament Match must provide Tournament Administration with sufficient evidence to support the claim. Tournament Administration will review all available evidence before determining whether a violation has occurred.

3.3.3. Repeated violations of this rule will result in escalating penalties, up to and including removal from the Tournament and disqualification from future stages of the competition.

3.4. Age Limitations

3.4.1. Players must be sixteen (16) years of age or older to participate. However, any Player aged sixteen (16) to seventeen (17) (sixteen (16) to eighteen (18) in South Korea) must confirm on their verification form that they have parental or guardian consent to participate in this event.

3.4.1.1. Players residing in China must be eighteen (18) years or older to participate.

3.4.1.2. Players must be at least sixteen (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.

3.4.2. Eligible Players must complete a verification form upon qualifying for the Monthly Finals. Eligible Players must fill out all required portions of the verification form to be eligible to play in the Monthly Finals. The form will be available after the Monthly Qualifier is completed. **All Players must complete the form within twenty-four (24) hours of the Monthly Qualifier ending. If a Player fails to complete the form, that Player will not be eligible to compete in the Monthly Final.**

3.4.3. Proof of Identity

3.4.3.1. 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.

3.4.3.2. 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:

3.4.3.2.1. Government Issued Identification

3.4.3.2.2. School Issued Identification

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

3.4.3.2.4. Passport

3.4.4. Account Eligibility

3.4.4.1. 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.**

3.4.4.2. 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.

3.4.4.3. 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 at the same time.

3.4.4.4. 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.

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

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

3.4.7. Players may be subject to Fair Play checks. Further details regarding the Fair Play checks can be found in Section 10.2.

3.5. Team Registration, Requirements, and Restrictions

3.5.1. **Registration Period:** Registration for each competition season is available only during the period outlined in Section 4.1.

3.5.2. 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; as such, Teams will not need to re-register each month. Teams will still need to perform Tournament and Match Check-ins.**

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

3.5.3. **Ladder:** Teams competing in the Ladder must register a roster of at least five (5) Players during the registration period. Teams may choose to register a sixth (6th) Player who will be eligible to participate in the Ladder and the Monthly Qualifier.

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

3.5.5. **Monthly Final:** Teams must select a lineup of five (5) Players participating. All Teams must submit their lineup within twenty-four (24) hours of the Monthly Qualifier ending.

4. Tournament Breakdown

4.1. Stages & Format

4.1.1. The Tournament will consist of four (4) monthly seasons, each with three (3) stages. Stages include the Ladder, Monthly Qualifiers, and Monthly Finals. The regular online season will then conclude with the Last Chance Qualifier.

Stage	Number of Teams	Qualify for Next Stage
Ladder	Open to all	128
Monthly Qualifier	128	8
Monthly Final	8	1
Last Chance Qualifier	8	3

4.1.2. **Stage 1: Ladder**

4.1.2.1. To participate in the Ladder, at least five (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.

4.1.2.2. All Teams begin with one thousand (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.

4.1.2.2.1. 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 would gain many points.

4.1.2.3. At the end of the ladder play period, the one hundred twenty-eight (**128)** highest-ranked Teams on the Ladder leaderboard will advance to the following Monthly Qualifier.

4.1.2.4. A Team's final Ladder placement is determined by the number of Elo points it has earned after completing all Ladder matches.

4.1.2.5. In the event of a tie in Elo points, the following tiebreakers will determine the final Ladder placement:

4.1.2.5.1. Highest Average Star Total

4.1.2.5.2. Highest Average Destruction Percentage

4.1.2.5.3. Fastest Average Attack Duration

4.1.2.5.4. Head-to-Head single-elimination competition

4.1.2.6. Teams can search for a match at any time during the five (5) day ladder play period. Teams can participate in a maximum of twenty (20) matches during the ladder play period.

4.1.2.7. 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.

4.1.2.7.1. Teams will not be able to find a match if their Clan is in an ongoing War, including Clan Wars, Friendly War, or Clan Wars League War.

4.1.2.7.2. Teams will not be able to find a match if any of the five (5) Players are participating in a Friendly War in another Clan.

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

4.1.2.8. 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.

4.1.3. **Stage 2: Monthly Qualifier (128-Team Double Elimination)**

4.1.3.1. A qualified Team is defined as one that placed in the top one hundred twenty-eight (**128**) during the preceding Ladder competition. Based on their final placement in the Ladder, qualified Teams will be automatically seeded into the bracket.

4.1.3.2. The bracket will be played until eight (8) Teams remain: four (4) from the upper bracket and four (4) from the lower bracket. Five (5) rounds of the upper bracket and nine (9) rounds of the lower bracket will be played. Teams are eliminated after two (2) losses. **Once all rounds have been completed, the eight (8) Teams remaining will advance to the Monthly Final.**

4.1.3.3. 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 two (2) hours before round one (1) begins and ends ten (10) minutes before round one (1) begins.

4.1.3.3.1. In the event of a technical issue, the Team Captain must immediately escalate it to the Administrators via 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.

4.1.3.4. Attacks must follow the Attack Order requirement outlined in Section 4.2.3.

4.1.4. **Stage 3: Monthly Final (8-Team Double Elimination)**

4.1.4.1. Each Monthly Final will award a Golden Ticket to the winning Team.

4.1.4.2. To be eligible to compete in the Monthly Final, Players must have completed their verification form, detailed in Section 8.1.

4.1.4.3. The Finals is an eight (8)-Team two (2) day double-elimination tournament hosted through the Tournament Hub.

4.1.4.4. Day 1

4.1.4.4.1. Upper Bracket Quarterfinals

4.1.4.4.2. Lower Bracket Round 1

4.1.4.4.3. Upper Bracket Semifinals

4.1.4.5. Day 2

4.1.4.5.1. Lower Bracket Round 2

4.1.4.5.2. Upper Bracket Finals

4.1.4.5.3. Lower Bracket Round 3

4.1.4.5.4. Lower Bracket Finals

4.1.4.5.5. Grand Finals

4.1.4.5.6. Grand Finals Reset

4.1.4.6. 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 Finals will be seeded based on the Team's placement in the Monthly Qualifier and their Leaderboard Points earned.

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

4.1.4.6.2. 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 4.3.

4.1.4.6.3. If Teams are tied in Leaderboard Points within the same bucket, a tiebreaker is used based on the Team's Ladder placement that month.

4.1.4.6.4. 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, ninth (9th) to twelfth (12th) place), the following tiebreakers will be applied:

Tiebreaker 1: Average Stars Earned

Tiebreaker 2: Average Destruction Percentage

Tiebreaker 3: Average Attack Duration

4.1.4.6.5. In this scenario, Bucket C is required. Seeding will first take place between Teams in Bucket A and Bucket C until there are no Teams left in Bucket C. After that, the remaining Teams will be matched against Teams in Bucket B as permitted.

4.1.4.7. All Players competing in the Monthly Finals are required to comply with the Broadcast Webcam Requirements outlined in Section 8.2.

4.1.4.8. All Players competing in the Monthly Finals are required to comply with the Competitive Integrity Webcam Requirements outlined in Section 10.2.

4.1.4.9. Players are required to check in one (1) hour before the first Monthly Final match of the day with a Tournament Administrator to verify that they are available and ready for the Tournament.

4.1.4.10. Attacks must follow the Broadcast Attack Order requirement outlined in Section 4.2.4.

4.1.4.11. If a Grand Finals Bracket Reset occurs, the Home and Away Teams from the Grand Finals will be swapped. More information can be found in Section 4.2.4.4

4.1.5. **Last Chance Qualifier (8-Team Double Elimination)**

4.1.5.1. The Last Chance Qualifier is an eight (8)-Team two (2)-day double-elimination tournament between the top eight (8) Teams in Leaderboard Points that have not qualified for the World Championship Finals. These Teams will be seeded based on their leaderboard position.

4.1.5.2. The Last Chance Qualifier will take place on 10 - 11 October.

4.1.5.3. All Players competing in the Last Chance Qualifier are required to comply with the Broadcast Webcam Requirements outlined in Section 8.2.

4.1.5.4. All Players competing in the Last Chance Qualifier are required to comply with the Competitive Integrity Webcam Requirements outlined in Section 10.2.

4.1.5.5. Players are required to check in one (1) hour before the first match of the day with a Tournament Administrator to verify that they are available and ready for the Tournament.

4.1.5.6. Attacks must follow the Broadcast Attack Order requirement outlined in Section 4.2.4.

4.1.5.7. If a Grand Finals Bracket Reset occurs, the Home and Away Teams from the Grand Finals will be swapped. More information can be found in Section 4.2.4.4

4.1.6. **World Championship Finals (8-Team Double Elimination)**

4.1.6.1. Qualified Teams will compete in a double-elimination bracket.

4.1.6.2. The World Championship Finals will consist of eight (8) Golden Ticket Teams, which qualify through the following means:

4.1.6.2.1. Four (4) Monthly Final winners.

4.1.6.2.2. Three (3) from the Last Chance Qualifier.

4.1.6.2.3. One (1) Chinese Regional Qualifier winner.

4.1.6.3. The bracket seeding for the World Finals will be as follows:

Seed	Competition
1	Rank 1 Leaderboard
2	Rank 2 Leaderboard
3	Rank 3 Leaderboard
4	Rank 4 Leaderboard
5	China Event Winner
6	Last Chance Qualifier 1st Place
7	Last Chance Qualifier 2nd Place
8	Last Chance Qualifier 3rd Place

4.1.6.4. The Clash of Clans World Championship Finals will take place on November 14 and 15.

4.2. Match Format

4.2.1. **War Settings**

Stage 1: Ladder

- **Esports Mode:** Enabled
- **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:

- **Esports Mode:** Enabled
- **Preparation Period:** 5 Minutes
- **Battle Period:** 45 Minutes
- Attacks must follow the Attack Order requirement outlined in Section 4.2.3.
- For the Monthly Qualifier, Teams must ensure that their Clan consists of only the five (5) or six (6) participating Players
    - Administrators and approved spectating accounts may also be required to join the Clan.
- For the Monthly Finals, Last Chance Qualifier, and World Championship Finals, Teams must ensure that their Clan consists only of the five (5) participating Players.
    - Administrators and official spectating accounts may also be required to join the Clan.

4.2.2. 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 Esports Mode. Each Team will elect one (1) Player to participate using one (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 to facilitate the Best-of-1 Friendly Challenge. Once the Best-of-1 Friendly Challenge is complete, Teams must submit a ticket confirming the match outcome. The Administrators will then confirm the result and report the match outcome.
- During the Best-of-1 Friendly Challenge, the same base layout that was used in the War that was tied must be used again.

4.2.3. 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 with 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 the Tournament Hub, the Tournament Administrators will inform both Teams of which Team is the Home Team and which is the Away Team.

During the Monthly Qualifiers, 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 fifteen (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. Depending on the frequency and severity of violations, the Organizer may issue warnings, impose losses, or disqualify offending Teams.

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

4.2.4. Broadcast Attack Order

4.2.4.1. During Monthly Finals, the Last Chance Qualifier, and World Championship Finals, the Attack Order is slightly adjusted to accommodate matches being officially broadcast.

4.2.4.2. Teams must declare the order of their Attackers and which base each Player is attacking to the Administrators. 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.

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

4.2.4.4. The seeding will remain the same for the Grand Finals. If a Grand Finals Bracket Reset occurs, the Home and Away Teams from the Grand Finals will be swapped.

4.2.4.4.1. For example, if a Team were the Home Team during the Grand Finals Match, they would be the Away Team for the Grand Finals Reset Match.

4.2.5. **Clan Member Restrictions**

4.2.5.1. During the Monthly Qualifiers, Clans must consist of only the five (5) or six (6) officially registered Team members. **Participating Clans must be reduced to the five (5) or six (6) officially registered Team members before the first match of the day begins. Players must be a part of the Clan their Team is associated with.**

4.2.5.2. During the Monthly Finals, the Last Chance Qualifier, and the World Championship Finals, Clans must consist only of the five (5) officially registered Team members. **Participating Clans must be reduced to the five (5) officially registered Team members before the first match of the day begins. Players must be a part of the Clan their Team is associated with.**

4.2.5.3. Administrators may request to join Clans at any point during the Tournament to resolve issues and facilitate matches. Additionally, official spectating accounts must be allowed to join Clans in order to provide live coverage of each War.

4.2.5.4. Excluding Administrators and official spectating accounts, Teams found to have more than the six (6) or five (5) officially registered Team members present in their Clan may be subject to disqualification.

4.2.5.5. When Teams are not actively playing matches during the World Championship Qualifiers and World Championship Finals, Players may leave their clan.

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

4.2.5.5.2. During all other portions of the Tournament, Players must rejoin the Clan one (1) hour before match Check-in begins.

4.2.5.5.2.1. If a Player is not part of the Clan their Team is associated with by the above time, their Team may be subject to disqualification.

4.2.5.5.3. During World Championship Finals, Players must request to join the Clan two (2) hours before the first match of the day.

4.2.5.5.3.1. If a Player is not part of the Clan their Team is associated with by the above time, their Team may be subject to disqualification.

4.2.6. **Roster Substitutions**

4.2.6.1. In order to perform a roster substitution, a Team must submit a substitution request to the Tournament Administrators via Discord in a support ticket.

4.2.6.1.1. Teams may only substitute Players between a Monthly Finals and the following Ladder or LCQ Tournament.

4.2.6.1.2. Administrators are not required to accept roster change requests.

4.2.6.2. In order to keep any Leaderboard Points or Golden Ticket, a Team is required to maintain at least three (3) Competitors from their initial qualifying roster.

4.2.6.2.1. The initial qualifying roster is defined as the five (5) Player roster from the original competition in which the Team earned any Leaderboard Points or Golden Ticket.

4.2.6.3. Roster changes involving the removal of a Player from the Team Roster or a change of the Team Captain shall require the approval of three (3) of the five (5) Team Members. Such approval is not required in the event that a Player voluntarily leaves the Team.

4.2.7. **Game Preparations**

Stable hardware and an internet connection are required to participate in 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.

4.2.8. **Hardware**

Players are restricted from participating in the Ladder, Monthly Qualifier, Monthly Final, Last Chance Qualifier, and the World Championship Finals with the PC version of Clash of Clans. Players must compete using a mobile device.

4.2.9. **Failure to Appear / No Show**

During the Monthly Qualifiers, Teams have up to five (5) minutes to join an online match once they have been notified that their match is ready in the Tournament Hub. Showing up after the five (5)-minute allowance may result in disqualification.

During the Monthly Finals, Last Chance Qualifier, and 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.

4.2.10. Streaming

Streamers pre-approved by the Organizer and Players competing in the competition can broadcast Tournament matches from the Ladder and Monthly Qualifier stage. Players cannot broadcast their Monthly Final, Last Chance Qualifier, or World Championship Finals Tournament matches.

4.2.11. Golden Tickets

4.2.11.1. Teams that have earned a Golden Ticket by winning a Monthly Final are still eligible to compete in future Clash of Clans World Championship Qualifier seasons.

4.2.11.2. Teams that have earned a Golden Ticket by winning a Monthly Final cannot earn a Golden Ticket in another Monthly Final. If a Team that already has a Golden Ticket wins another Monthly Final, the next eligible Team will receive the Golden Ticket.

4.3. Clash of Clans Points Leaderboard

4.3.1. Monthly Qualifiers

4.3.1.1. 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

4.3.2. Monthly Finals

4.3.2.1. 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

4.3.3. **Leaderboard Tiebreaker**

4.3.3.1. If a tie occurs between multiple Teams on the Leaderboard, the following will be used to determine the final standings:

4.3.3.1.1. Tiebreaker 1: Total number of times a Team placed 1st in the Monthly Finals.

4.3.3.1.2. Tiebreaker 2: Total number of Leaderboard Points earned in Monthly Finals

4.3.3.1.3. Tiebreaker 3: Average placement in all Ladders

4.3.3.1.3.1. If a Team does not place within the top two hundred and fifty-six (256) Teams in a Ladder Season, that Team's season ranking will be calculated as two hundred and fifty-sixth (256th) place.

4.4. Match Processes

4.4.1. **World Championship Qualifiers Process and Expectations:**

4.4.1.1. **Registration:**
Participating Players must be at 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 complete registration in full will render the Player and the Team ineligible to participate.

4.4.1.2. **Participation:**
For Teams to be eligible to participate, all Team Members must have completed registration, and the Team Captain must lock their Team roster. Teams must also follow the check-in procedures for each stage of the competition.

During the Monthly Qualifier, Monthly Final, Last Chance Qualifier, and the World Championship Finals, Clans must also lower the requirements for joining their Clan so that official spectators can request access to the Clan. The Clan requirements must be:

- Town Hall Level 1
- 0 Trophies
- 0 Builder Base Trophies

4.4.1.3. **Issues and Disputes:**
During Ladder, any Team that encounters an issue or has a dispute during its match must escalate it to the Tournament Administration during the current match or immediately after the match concludes. If an issue is not reported in a timely manner, the match outcome will be considered final.

During the Monthly Qualifier, 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 right 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.

4.4.1.4. **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 (2) Wars at the same time. Clans cannot be in another War at the same time.

4.4.1.5. **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.

5. Tournament Schedule

The Tournament will consist of four (4) seasons, with three (3) stages per season. Stages include the Monthly Ladder, Monthly Qualifiers, and Monthly Finals.

5.1. Stage 1: Ladder

The ladder play period will last five (5) days. Teams may play ladder matches at any time during the five (5)-day period.

During the first month, registration will open five (5) days before the beginning of the ladder play period. Registration will open four (4) days before the ladder play period begins for the following months.

Season	Registration Begins	Registration Ends	Ladder Begins	Ladder Ends
June Season	29 May - 16:00 UTC	3 June - 16:00 UTC	3 June - 18:00 UTC	8 June - 18:00 UTC
July Season	27 June - 16:00 UTC	1 July - 16:00 UTC	1 July - 18:00 UTC	6 July - 18:00 UTC
August Season	1 August - 16:00 UTC	5 August - 16:00 UTC	5 August - 18:00 UTC	10 August - 18:00 UTC
September Season	29 August - 16:00 UTC	2 September - 16:00 UTC	2 September - 18:00 UTC	7 September - 18:00 UTC

5.2. Stage 2: Monthly Qualifiers

Monthly Qualifier Dates	
June Season	20 - 21 June
July Season	11 - 12 July
August Season	15 - 16 August
September Season	12 - 13 September

Monthly Qualifiers Time	
Tournament Check-In Begins	Day 1 - 13:00 UTC
Tournament Check-In Ends	Day 1 - 15:45 UTC
Day 1 & 2 Round 1 Begins	16:00 UTC

5.3. Stage 3: Monthly Finals

Event	Date and Start Time
June Season	27 - 28 June 16:00 UTC
July Season	25 - 26 July - 16:00 UTC
August Season	29 - 30 August - 16:00 UTC
September Season	26 - 27 September - 16:00 UTC

5.4. Last Chance Qualifier

Event	Date and Time
LCQ	10 - 11 October - 16:00 UTC

5.5. World Championship Finals

Event	Dates (UTC)
World Championship Finals	To Be Announced (TBA)

6. Prizing

6.1. Monthly Finals

Final Placement	Prize
1	$20,000
2	$10,000
3	$6,000
4	$5,000
5-6	$4,000
7-8	$3,000
Total	**$55,000**

6.2. Last Chance Qualifier

Final Placement	Prize
1	$25,000
2	$15,000
3	$12,000
4	$9,000
5-6	$6,000

7-8	$3,500
Total	**$80,000**

6.3. World Championship Finals

Final Placement	Prize
1	$300,000
2	$150,000
3	$80,000
4	$50,000
5-6	$35,000
7-8	$25,000
Total	**$700,000**

6.4. Prize Money

6.4.1. If a Team qualifies for prizing, all Team Members will be contacted to begin processing prize payments. Teams must submit payment information within seven (7) days of completion of the competition.

6.4.2. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.

6.4.3. 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.

6.4.4. All prizes will be distributed NET ninety (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.

6.4.5. 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.

6.4.6. 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.

6.4.7. All prizes will be paid out in USD and are subject to currency exchange rates.

7. Communications & Support

7.1. Communication Platform

7.1.1. All Players will be prompted to join Discord upon successful registration. Players will be required to remain in the Discord server to ensure they receive all updates regarding the Tournament.

7.1.2. The official Discord server is considered an extension of this Rulebook. Any rulings, clarifications, or decisions issued by Tournament Administration via Discord are deemed official and carry the same authority as the provisions set forth in this Rulebook.

7.1.3. Discord will serve as the primary platform for communication with the Administrators, enabling immediate responses to urgent Tournament issues or questions during active Tournaments.

7.2. Support

7.2.1. 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.

7.2.2. For issues or questions that do not require immediate assistance, Players may email clashofclans_admin@efg.gg.

8. Broadcast & Media Obligations

All Players who have qualified to participate in the Monthly Finals, Last Chance Qualifier, and World Championship Finals 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

8.1. Verification Form

8.1.1. Upon qualifying for the Monthly Finals, Last Chance Qualifier, and World Championship Finals, Players will be sent a form to complete, which confirms a Player's eligibility and provides the Tournament Administration Team with the information necessary to prepare for the upcoming Tournament.

8.1.2. All Players must complete the required 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 Tournament.

8.2. Broadcast Webcam Requirements

8.2.1. Each Player must use a broadcast webcam and have hardware that will enable a video feed to appear live on broadcast during the Monthly Final and Last Chance Qualifier.

8.2.1.1. Each Player must have an individual broadcast camera feed. Players are not permitted to share a broadcast camera or appear on the same video feed at any time.

8.2.2. It is the responsibility of each Team to ensure that all of their Players have a functioning broadcast webcam in addition to their integrity webcam.

8.2.3. The broadcast webcam is separate from the competitive integrity webcam. Each Player will be required to have one (1) broadcast webcam and one (1) competitive integrity webcam.

8.2.4. It is the Player's responsibility to ensure their webcam is working. Tournament Administration will support Players in setting up their webcams during technical checks in the days leading up to the broadcast.

8.2.5. 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.

8.2.6. 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.

8.3. Broadcast Conduct

8.3.1. Teams and Players participating in the Monthly Finals are held to a high standard and must conduct themselves professionally.

8.3.2. Players are responsible for maintaining a tidy broadcast environment, free from any items listed in Section 9.2.

8.3.3. Players are responsible for their surroundings and should take precautionary measures to ensure they have a safe and professional environment for Broadcast.

8.3.3.1. If the Administration deems that a Player’s surroundings pose a risk for broadcast, the Player will be asked to rectify the issue immediately.

8.3.3.2. 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.

8.4. Broadcast Player Statistics

8.4.1. By competing in the Monthly Finals, players consent to the broadcast team using and displaying player and team statistics that are not publicly available through the public API, including, but not limited to, average playtime, Friendly Challenge statistics, and friendly war statistics.

9. Player & Team Branding, Sponsors

The Tournament 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.

9.1. 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 or the Last Chance Qualifier, the following rules apply:

9.1.1. Teams will be allowed a total of two (2) rebranding opportunities during the year. The Tournament Organizer must approve subsequent rebrandings.

9.1.2. If an organization acquires an unsponsored Team and rebrands under its own name, it will count as a rebrand.

9.1.3. 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.

9.1.4. Any Team rebranding request between the Monthly Qualifier and the Monthly Final must be submitted to the Tournament Organizer for approval before 11:59 PM UTC on Monday following the Monthly Qualifier.

9.2. Sponsorship Restrictions

Players and Teams will not be allowed to promote personal or Team branding, sponsors, or logos that conflict with the Tournament's principles. These categories include, but are not limited to:

9.2.1. Alcohol
9.2.2. Non-over-the-counter drugs
9.2.3. Gambling websites
9.2.4. Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
9.2.5. Tobacco products
9.2.6. Firearms
9.2.7. Pornography
9.2.8. Products of direct competitors
9.2.9. Other game companies, publishers, and/or platforms

10. Code of Conduct

All participants are subject to the Safe and Fair Play Policy conditions set forth by the Tournament Owner, Supercell, available here.

10.1. 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 Tournament Organizer reserves the right to check a Player's account anytime during the Tournament.

10.2. Competitive Integrity Webcam Requirements

10.2.1. Throughout a War, each Player must appear on a live video call with Administrators. Video footage from this call will be visible only to Administrators and recorded for competitive integrity purposes.

10.2.2. Players are responsible for obtaining their own competitive integrity webcam.

10.2.3. **The competitive integrity webcam is separate from the broadcast webcam.** Each Player will be required to have one (1) competitive integrity webcam and one (1) broadcast webcam.

10.2.4. 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.

10.2.5. 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.

10.2.6. Teams must not use any secondary devices, such as mobile phones or tablets. Teams may only interact with the device they use to participate in the War during their matches. Devices may be used as an integrity or broadcast camera, but may not be used for any other purpose during a match.

10.2.7. Failure to adhere to these requirements will result in a loss of War scoring or potential disqualification.

10.3. 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.

10.4. Unfair Play

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

10.4.1. Collusion

Collusion is an agreement between Players or Teams to intentionally alter a match's results. Teams that 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:

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

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

10.4.1.3. Soft play is an agreement between Players or Teams not to damage, impede, or otherwise play to a reasonable standard of competition.

10.4.2. Cheating

10.4.2.1. DDoSing

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

10.4.2.2. 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.

10.4.3. 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.

10.4.4. Bug Exploitation

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

10.4.5. Intentional Disconnection

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

10.4.6. **Ringing**

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

10.4.7. **Unprofessional Behavior**

10.4.7.1. 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.**

10.4.7.2. 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.

10.4.7.3. 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.

10.4.7.4. Players may not explicitly or implicitly claim to represent Supercell or its affiliated games in any public statement.

10.4.8. 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.

10.4.9. **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.

10.4.10. **Moral Turpitude**

Players may not engage in any activity that the Organizer deems disgraceful or contrary to conventional standards of proper ethical behavior.

10.4.11. **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.

10.4.12. **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.

10.4.13. **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.

10.4.14. **Non-Compliance**

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

10.4.15. **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.

10.4.16. **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 Organizer's standards, the Team may be subject to penalties. Penalties may be imposed if the items requested are not completed and received by the required time.

10.4.17. **Association with Gambling**

No Player or Administrator may directly or indirectly bet on or gamble on the results of the Tournament.

11. Penalties

11.1. Tournament Penalties

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**
- **Suspension(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.

11.2. Fair Play

All Teams and Players participating in the Clash of Clans World Championship are subject to Supercell's Safe and Fair Play policies. Violations of the Terms of Service (**"ToS"**) or any actions that compromise competitive integrity will result in penalties as outlined below.

11.2.1. Core Principles

To ensure clarity and competitive integrity, the following principles apply:

- A ToS Ban applies to the game account.
- A Disqualification applies to the Player (the individual behind the account).
- Player infractions and Team infractions are tracked separately.
- Team infractions accumulate regardless of which Player caused the violation.

Any confirmed violation will result in both:

- A Player Infraction (applied to the individual), and
- A Team Infraction (applied to the Team they represented at the time).

11.2.2. Player Infractions

If a Player receives a ToS Ban on any account, the following disqualification structure applies:

- **First Offense:**

- Disqualified from the remainder of the current Qualifier and the following Qualifier.
- **Second Offense:**
  - Disqualified from the current Qualifier and the next three (3) Qualifiers.
- **Third Offense:**
  - Disqualified from all competitions for one (1) year.
- **Subsequent Offenses:**
  - Each additional offense results in a one (1) year disqualification.

Player infraction history applies to the individual (not the account) and carries across seasons unless explicitly reset by the Organizer. After the disqualification period ends, the Player may return using any eligible account.

11.2.3. **Team Infractions**

Each Player disqualification also counts as a Team infraction for the Team they represented at the time.

Team infractions will only be applied if a Player Infraction is issued after a Team's roster has been locked.

Team infractions are tracked only within a single competitive season.

- **First Offense:**
  - The Team retains all of their Leaderboard Points.
  - The Team may continue in the current Qualifier using their registered substitute Player (if applicable).
    - If more than one (1) Player is disqualified, the Team will be removed from the current Qualifier.
- **Second Offense:**
  - The Team loses one-third (1/3) of its total Leaderboard Points.
  - The Team is removed from the current Qualifier.
  - The Team may not use a substitute Player.
- **Third Offense:**
  - The Team loses all Leaderboard Points.
  - The Team is removed from the current Qualifier.
  - The Team may not use a substitute Player.
- **Subsequent Offenses (within the same season):**
  - Same penalties as the third offense will apply.

11.2.4. **Interaction Between Player and Team Infractions**

Each disqualification event will result in both a Player Infraction and a Team Infraction.

A Player Infraction is applied to the individual responsible for the violation, while a Team Infraction is applied to the Team that the Player was representing at the time of the offense.

These two systems operate independently but are always triggered simultaneously by the same incident.

While Player Infractions are tied to the individual and may carry across multiple seasons, Team Infractions are specific to the competitive season in which the violation occurred. Teams are therefore accountable for the conduct of all Players representing them during the Tournament, regardless of which individual committed the violation.

11.2.5. **Retrospective Application**

To ensure consistency and fairness across competitive seasons, the Organizer may apply the Player Infraction structure retroactively. Any Player who was previously suspended during the 2025 season will be considered to have already reached the second offense level if they commit a new violation during the 2026 season.

Players who were suspended between April and July 2025 may return for the first Qualifier of 2026 under this Player's second-offense status.

Players who were suspended in August 2025 or during LCQ may return for the second Qualifier of 2026 under this Player's second-offense status.

11.2.6. **Fair Play Enforcement**

The Organizer reserves the right to conduct account reviews and investigations at any time throughout the Tournament. If a violation of the Terms of Service or Fair Play policies is confirmed, the Organizer may impose penalties in accordance with this section.

Any attempt by a Player to evade or circumvent a suspension, including through alternate accounts or third-party participation, will result in immediate disqualification and may lead to a permanent ban from all Clash of Clans competitions.

Penalties may be applied without prior warning and may include retroactive enforcement if a violation is discovered after a match or stage has been completed. The Organizer also reserves the right to take additional action where necessary to preserve competitive integrity and ensure a fair environment for all participants.

12. 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.

13. 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 lies solely with Supercell and the

Organizer. 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.