Snapdragon Pro Series

Clash of Clans

Rulebook

Foreword

This document outlines the rules that should be followed at all times when participating in a Snapdragon Pro Series competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,
ESL Staff

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1 Definitions

1.1 Range of validity

The event is operated as part of ESL by ESL Gaming GmbH.
This is the base rulebook which is valid for the event, its participants and all matches played within the scope of the event. With their participation the participant states that they understand and accept all rules.

1.2 Region

For the Snapdragon Pro Series Clash of Clans events, the world is divided into 2 main regions which are as follows:
- **North America**: United States of America, Canada, Jamaica, Mexico, and Puerto Rico
- **Europe & MENA**: Albania, Algeria, Andorra, Austria, Bahrain, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Gibraltar, Greece, Holy See (Vatican City State), Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libyan Arab Jamahiriya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, Norway, Oman, Palestinian Territory (Occupied), Poland, Portugal, Qatar, Romania, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Turkey, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan, and Yemen

1.3 Privacy

Player's personal data will be collected, processed, and stored for match participation, organization, and prize delivery. The player's personal information will be stored until 25.03.2023 according to internal policies or procedures to answer legal requirements. All players are informed that ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact: ESL at https://account.eslgaming.com/privacy-policy

1.4 Punishments

1.4.1 Definitions and scope of punishments
Punishments are given for rule violations within the ESL. They may be either minor or major penalty points, monetary fines, default losses, player/team suspension or disqualification, depending on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the license-holder or his designated spokesperson are eligible to make appeals.

1.4.1.1 Minor penalty points
Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

1.4.1.2 Major penalty points
Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

1.4.1.3 Monetary fines
Monetary fines are given for failing to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

1.4.1.4 Bans/suspensions

Bans or suspensions are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

1.4.1.5 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

1.4.1.6 Additional methods of punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

1.4.2 Combination of punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

1.4.3 Punishments for repeat offenses

All punishments outlined in this rulebook are applicable for first-time offenses. Repeat offenses will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

1.4.4 League bans and penalty points outside of ESL

League bans and penalty points outside of ESL do not normally apply towards the ESL except when the punishment has been awarded by the publisher/developer of any given title. Some exceptions may apply at the admin team's discretion.

1.5 Live matches

The term "Live Matches" refers to matches that take place in a public location, during events, matches in a studio, or matches broadcast by ESL or an official partner.

1.6 Disciplines

Games currently played in Snapdragon Pro Series are:
- Clash of Clans
- Brawl Stars
- PUBG Mobile
- Asphalt 9
- Clash Royale
- Free Fire
- Legends of Runeterra

There may be side games or new games added at any point.

1.7 Tournament organization

The event is organized by ESL. ESL is operated by ESL Gaming GmbH.
ESL Gaming GmbH
Schanzenstr. 23
51063 Köln
Germany
https://www.eslgaming.com/

2 General

2.1 Participation Requirements and Restrictions

To participate, you must meet the following requirements:
- All players must hold valid travel documents for travel-ready (such as visas if needed) before participating
- All players of a season must be 16 years of age or older by the start of the first tournament of the season
- All players must be registered on the ESL Play platform
- All players must pass the fair play check, participate with clean accounts, and follow good sportsmanship

If you do not meet these requirements you will be deemed ineligible. In case a team that does not fulfill any and all requirements qualify for the Snapdragon Mobile Challenge, the team will be disqualified and the next team in line will take their place. If a team qualify for the Snapdragon Mobile Challenge via Ladder #1 or the first Open Final, they and all members of the team cannot participate in Ladder #2. A team and a player can only qualify once. If a team makes it to the first Open Final but do not qualify for the Snapdragon Mobile Challenge they're free to join Ladder #2.

2.1.1 Regional limitations for participants
Any team or any player may not try to qualify for the same event from more than one country or region.

2.1.2 Home country/region
A participant's home country is the country where his main place of residence (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough) is or the country he holds a valid passport from. This decision can be made anew for every ESL event, but once made it will be final and irreversible for that event and its qualifiers.

2.2 Deny of Participation

ESL reserves the right to deny the participation of any team or player for any reason and precaution.

2.3 Rule changes

ESL reserves the right to make amendments to the rulebook with or without prior notice to the players. ESL reserves the right to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship. The Tournament Administrators are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

2.4 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.5 Additional agreements

The ESL administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The ESL highly discourages such agreements taking place, and such agreements that are contradicting the ESL rulebook are under no circumstances allowed.

2.6 Communication

2.6.1 Discord
The main official communication method of the Snapdragon Pro Series is Discord. Be sure to check our server regularly so that no important announcements from the league are missed.

2.7 Confidentiality

The content of email communication, match channels, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the ESL administration.

2.8 Player details

When requested, players are required to send us all needed information including but not limited to full name, contact details, date of birth, address and photo.

2.9 Game accounts

Every playing member must have their game accounts entered on their ESL profile. If you do not have an ESL Play account, you will need to create one prior to linking game accounts.

2.9.1 Playing with wrong game accounts

Players are not allowed to play with a different game account than the one linked to the players' ESL Account. An incorrect game account may lead to removal from the cup/tournament for the day until the issue has been corrected, or no points being given for games played with incorrect information.

2.10 Team accounts

2.10.1 Team names

The ESL team name may not have any extensions such as "ESL team". It may only consist of the team name and/or a potential Organization.
If two teams are sponsored by the same partner, they have to come to an agreement with that partner about which of the teams keeps the title sponsoring during the whole of the tournament.

2.10.2 Changes to the team accounts

Any changes to the team account must be approved by ESL administration before the changes are allowed to take place. This includes but is not limited to;
- Adding or removing players
- Changing the team name
- Changing the team logo.

2.11 Sponsor restrictions

2.11.1 Mature content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to ESL.

2.12 Match start

2.12.1 Punctuality in broadcasted matches

All matches during a broadcast must start when instructed, under the discretion of ESL. All matches during a broadcast should start no later than the time provided by ESL. If a player/team is not ready to play, ESL should be informed.

2.12.2 Not being punctual for a broadcasted match

Two (2) minor penalty points can be awarded if a participant is not ready to play at the announced starting time. At that point, a no-show will be awarded. If the match is broadcast by ESL or its partners, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

2.12.3 Participants not showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match,they are considered a no-show, and the opponent will be rewarded with a full match series win. (This timer is at the broadcast admin's discretion when a team does not show for a broadcasted match)

2.13 Match procedures

2.13.1   Match media

All match media (screenshots / demos / replays / etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest for the match, the records need to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

All demos or replays must be made available if requested by the administrators. ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

2.14 Match protests

2.14.1   Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect game settings and other related issues. A protest is the official communication between the parties and an admin.

2.14.2   Match protest rulest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple "they are cheaters" will not do. Insults and flaming are strictly prohibited in a protest and may result in penalty points or the protest being ruled against the insulting party.

2.15 Match broadcasting

2.15.1   Rights

All broadcasting rights of ESL are owned by ESL Gaming GmbH. This includes but is not limited to: shoutcast streams, video streams (e.g. POV-streams), replays, demos or TV broadcasts.

2.15.2   Waiving these rights

ESL Gaming GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with the ESL Broadcast Distribution team before the start of the match.

2.15.3   Player responsibility

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by a head admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.15.4   Streaming / Retransmission Approval

Players, casters, or members of the community who would like to stream or restream any parts of the Snapdragon Pro Series alongside ESL will be vetted by ESL Staff and given the appropriate code of conduct to sign. All streamers and content creators will abide by this code of conduct when streaming/restreaming/co-streaming all ESL or ESL Related events.

To request permission to become an approved content creator please send an email to the following email address based on your region:

North America: sps.na@eslgaming.com
Europe & MENA: sps.emea@eslgaming.com

ESL reserves the right to take away this approval from any individual due to violations of the code of conduct or terms of service.

2.16 Interviews

For every game that is broadcast on an ESL-arranged stream, one player or coach from each team must be available for an interview. The team has to provide contact information for an interview upon request. The player should also be available for a comment after the match. Solo players should always be available for pre- and post-match interviews.

2.17 Video presentation

In videos (e.g. interviews, feature videos or similar) that happen from an environment not controlled by ESL, the visible surroundings/background should be kept neutral, clean and presentable. If a team plans to showcase any sponsors, logos or advertisements (e.g. in a background banner or placed items), the planned settings need to be revised and approved by the league administration beforehand. In any case, obvious promotion of sponsor products (including consumption) is not allowed. Brand logos may never appear bigger than the players' faces on screen.

3 Tournament rules

3.1 Team Size

A team can only have five(5) players in their active lineup and two(2) substitute players.

3.2 Roster Lock

Roster lock will be applied on teams upon their registration for the duration of both ladders as well as the entirety of the Snapdragon Mobile Challenge.

3.3 Roster Change

3.3.1 Designated Transfer Period

No changes are allowed outside of the designated transfer period. Teams will be allowed to make one (1) roster change during the following dates.
● Europe & MENA: From the 6th of June until the 14th of June.
● North America: From the 6th of June until the 16th of June.

3.3.2 Roster Change Definitions

When a team qualify for the Snapdragon Mobile Challenge, the following rules start to apply for them:

● Teams can only add 1 player per Season
● Teams can remove the players freely, but the roster has to consist of at least 4 players at all times (even between the playdays)
● If a team has 7 players and they want to add a new player, they will always have to remove one first.
● If a team has 5 players and they want to remove a player, they will always have to add one immediately.
● Based on time and other factors such requests may be denied.
● The rosters are locked on the ESL Play page, so the team can only make roster changes after reaching out to the Tournament Administration first.

Any team that does not qualify for the Snapdragon Mobile Challenge after Open Ladder #1 or Open Final #1, they will be able to change any and all players on the team. For roster changes please create a new team on ESL Play with the new roster and sign up for Ladder #2 using that new team. You may also submit a support ticket requesting your team to be unlocked to make changes if you wish to keep the team page the same.

3.4 Change Of Gameaccount

Players may not freely change accounts/account names once they've started their participation in the series. Changes to accounts without permission from the Tournament Administration may be penalized.
The Tournament Administration may in special cases decide to allow account/name changes if a request is sent in via a support ticket.
The Tournament Administration reserves the right to make amendments to accounts/names with or without prior notice to the players in accordance with the series's guidelines.

3.5 Use of Correct Player IDs

All players must sign up and link their real Player ID as a gameaccount on their ESL Play account prior to, or upon registration. Any mismatches between the registered and in-game data have to be approved by the Tournament Administration via a support ticket before the start of the tournament. Failure to follow this rule may result in disqualification. All participating teams need a minimum of 5 individual players with 5 individual accounts.
After being accepted into a ladder, players will not be allowed to change their Player ID.

3.6 Team Clans

All players are allowed to be in only 1 clan that is participating in the Snapdragon Pro Series. Participants may be in multiple clans in-game provided those additional clans are not participating in the Snapdragon Pro Series. Players that are being picked up by a new team during the transfer window are allowed to join their new clan but must leave any clans they had previously participated with.

3.7 Change Of Clan

Players and teams may not freely change clans once they've started their participation in the series. Clan changes without permission from the Tournament Administration may be penalized.
The Tournament Administration may in special cases decide to allow account/name changes if a request is sent in via a support ticket.
The Tournament Administration reserves the right to make amendments to clans/names with or without prior notice to the players in accordance with the series's guidelines.

3.8 Match Changes

ESL may, at its sole discretion, move the date or start time of matches. ESL will notify all involved players at the earliest possible convenience.

3.9 Observers and Casters

Teams must allow observers and casters into their clans if requested.

3.10 Seeding

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

3.11 Ladder Challenges

3.11.1 Ladder Challenge Type

Ladder matches can be played only via the Instant Challenger option.

3.11.2   Ladder Challenge Restrictions

Each team can have one (1) open Challenge at a time. Failing to show up for a match because the team already has and playing another Challenge match will result in a default loss.

3.12 Publishing hits and base layouts

During the Open Ladder phase of the tournament, it is forbidden to publish your hits and/or the base layout of your opponent without prior written consent from them. This includes but is not limited to publishing it via Twitter, YouTube, Discord, and private messages.

The written consent must be requested and given in the comment section of the ESL Play match page.

Failure to adhere to this rule will result in a default loss for all matches where this requirement was not fulfilled. In severe cases, the punishment may be increased.

4 Schedule

4.1 Season 1

4.1.1 Open Qualifiers Ladder #1

3 weeks of Open Ladder from the 12th of April until the 29th of April on every Tuesday, Thursday and Friday.

4.1.2 Open Finals #1

1 day of a Double Elimination bracket on the 8th of May.

4.1.3 Open Qualifiers Ladder #2

3 weeks of Open Ladder from the 10th of May until the 26th of May on every Tuesday, Thursday and Friday.

During the last week of the Open Ladder #2, the playday from the 27th of May (Friday) will move to the 25th of May (Wednesday).

4.1.4 Open Finals #2

1 day of a Double Elimination bracket on the 5th of June.

4.1.5 Challenge Season

4.1.5.1 Europe & MENA

4 weeks of Single Round Robin from the 15th of June until the 6th of July.

4.1.5.2 North America

4 weeks of Single Round Robin from the 17th of June until the 8th of July.

4.1.6 Challenge Finals

More information is to be announced at a later date.

4.1.7 Season 1 Filter Tournament

More information is to be announced at a later date.

4.2 Season 2

4.2.1 Open Qualifiers Ladder #1

3 weeks of Open Ladder from the 4th of October until the 21st of October on every Tuesday, Thursday and Friday.

4.2.2 Open Finals #1

4.2.2.1 North America

1 day of a Double Elimination bracket on the 30th of October.

4.2.2.2 Europe & MENA

1 day of a Single Elimination bracket on the 30th of October.

4.2.3 Open Qualifiers Ladder #2

3 weeks of Open Ladder from the 1st of November until the 18th of November on every Tuesday, Thursday and Friday.

4.2.4 Open Finals #2

4.2.4.1 North America

1 day of a Double Elimination bracket on the 27th of November.

4.2.4.2 Europe & MENA

1 day of a Single Elimination bracket on the 27th of November.

4.2.5 Challenge Season

4.2.5.1 North America

4 weeks of Single Round Robin from the 7th of December until the 18th of January.

4.2.5.2 Europe & MENA

In Season 2, the Europe & MENA region will not have a Challenge Season and the splits will end with the Open Finals.

4.2.6 Challenge Finals

More information is to be announced at a later date.

5 Format

5.1 Open Qualifiers

Teams will be able to compete in 2 separate Ladder seasons. Each will be a 3-weeks Ladder with 3 playdays per week. All teams start with 1000 ladder points and will move around the ladder based on wins & losses throughout the phase. The teams with the most points will move forward in the season as listed below.

In Season 1, the 2 Ladder seasons will qualify 2 teams directly into the Challenge Season and each ladder will qualify 8 teams for its own Open Final.

In Season 2, for North America the 2 Ladder seasons will qualify 2 teams directly into the Challenge Season and each ladder will qualify 8 teams for its own Open Final.

Since there will be no Challenge Season in Season 2 for the Europe & MENA region, the 2 Ladder seasons will qualify 8 teams for its own Open Final.

5.1.1 Open Qualifiers Ladder placements

Placement	Award
1st	Automatically qualify for the Challenge phase
2nd - 9th	Qualify for the Open Finals

5.1.2 Europe & MENA Season 2 Ladder placements

Placement	Award
1st - 8th	Qualify for the Open Finals

5.2 Open Finals

5.2.1 Season 1 Open Finals

8 teams that qualify from the respective Ladder season will compete in a Double Elimination bracket. The bracket will be played in one day until the top 3 teams are determined.

The top 3 teams from each Open Final will advance to the Challenge Season. The 2 Open Finals will qualify 6 teams to the Challenge Season.

5.2.2 Season 2 Open Finals

5.2.2.1 North America

8 teams that qualify from the respective Ladder season will compete in a Double Elimination bracket. The bracket will be played in one day until the top 3 teams are determined.

The top 3 teams from each Open Final will advance to the Challenge Season. The 2 Open Finals will qualify 6 teams to the Challenge Season.

5.2.2.2 Europe & MENA

8 teams that qualify from the respective Ladder season will compete in a Single Elimination bracket. The bracket will be played in one day.

5.2.3 Open Qualifiers Requirements

All teams must participate in at least 10 Ladder matches in order to qualify for the Open Final and prizes for the season. Any team that does not play at least 10 matches will be removed from their qualifying spot and all teams below them will shift up 1 spot each to fill the hole they've left from disqualification.

5.3 Challenge Season

8 teams (Ladder #1 1st place, Open Final #1 1st-3rd place, Ladder #2 1st place, Open Final #2 1st-3rd place) will compete in a Single Round Robin (teams will play against each other once) season over 4 weeks to determine the top 4 teams.

The top 4 teams will advance to the Challenge Finals.

In Season 2, the Europe & MENA region will not have a Challenge Season and the splits will end with the Open Finals.

5.4 Challenge Finals

More information is to be announced at a later date.

5.5 Season 1 Filter Tournament

In Season 1, the winner of the Filter Tournament will receive a Golden Ticket to the 2022 Clash of Clans World Championship.

More information is to be announced at a later date.

6 Prize money

6.1 Prize money

All prize money should ideally be paid out 90 business days after the ESL event in question has been completed, but it may take as long as 180 business days for the payment to be completed.

6.1.1 Prize deductions due to penalty points
Every penalty point that a participant acquires during an event or its qualifiers is penalized with a prize money deduction. The deductions are as follows:
- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the last part of the competition in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses (if any). The deducted prize money will be proportionally added upon the other teams; thus, no prize money gets lost through penalty points.

It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages may be disqualified.

6.1.2 Prize deductions due to monetary fines
Monetary fines are not redistributed to the other participants but just removed from the winnings of the team in question.

6.1.3 Withdrawal of prize money
As long as the prize money for the ESL has not been paid out, ESL reserves the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

In case of a disqualification, the player/team automatically forfeits the prize money won in the phase. Depending on the seriousness of the case, it might be extended to the full amount won during the season.

6.1.4 Transfer of prize money
The prize money will be sent as a bank transfer or over PayPal. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

6.2 Europe & MENA (Season 1) and North America specific prizing
6.2.1 Snapdragon Mobile Open Phase

The distribution is per ladder season. *All Prizes are listed in USD and subject to currency exchange rates.

Place	Prize
1st	$1750

2nd	$1250
3rd	$750
4th	$500
5th	$300
6th	$200
7th	$150
8th	$100

6.2.2 Snapdragon Mobile Challenge

*All Prizes are listed in USD and subject to currency exchange rates.

Place	Prize
1st	$20000
2nd	$10000
3rd	$7500
4th	$5000
5th	$3000
6th	$2000
7th	$1500
8th	$1000

6.3 Europe & MENA Season 2 Specific Prizing

The distribution is per Open Finals. *All Prizes are listed in USD and subject to currency exchange rates.

Placement	Prize
1st	$2000
2nd	$1000
3rd	$500
4th	$500
5th	$250
6th	$250
7th	$250
8th	$250

7 Game specific rules

7.1 Game Version

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

7.2 Patch

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

7.3 Clan Level

Teams are allowed to participate with any level clans.

7.4 Town Hall Level

Players must use an account with the highest Town Hall level available at the live servers at the time of a match. Players with a Town Hall level lower than the highest may not participate.

7.5 Troop Level

Players may use troops of the highest level or below.

7.6 Troop restrictions

- Event and temporary troops are permitted to be used throughout the entirety of the Snapdragon Pro Series until it's stated otherwise by the Tournament Administration.
- Supertroops are permitted to be used throughout the entirety of the Snapdragon Pro Series until it's stated otherwise by the Tournament Administration.
- In-game boosts and magical items are permitted to be used throughout the entirety of the Snapdragon Pro Series until it's stated otherwise by the Tournament Administration.

7.7 Attack Restrictions

Each player can only use 1 attack. Valid across all tournament phases.

7.8 Clan Members

7.8.1 Snapdragon Mobile Open Phase
Besides members of other teams participating in the Snapdragon Pro Series, anyone is eligible to be in the clan. It's the team captain's responsibility to select the correct members for the Friendly war. Failing to do so will result in a default loss.

7.8.2 Snapdragon Mobile Challenge Phase
Only those 7 players are eligible to be in the clan and take part in the Friendly War, who are part of the same ESL Play team and confirmed by the team captain beforehand. Clans must be set to Invite only with the lowest Town Hall level and trophy requirement.

7.9 War Log

Each team is responsible for setting their War Log to Public.

7.10 War Restrictions

Each team is responsible for not being in any other war, while trying to initiate a Friendly War. Failing to be challenged due to being active in a different war will result in a default loss.
That war restriction is applied to players individually, so make sure all of your players are available, else you won't be available for Friendly War challenges.

7.11 War Invitations

During the Open phases, the team on the left side of the match page shall host a game and send an invitation to a 5v5 Friendly War to the opposing team.
The invitation must be sent with the following setthings:
- Preparation period: 5 minutes
- Battle period: 30 minutes
- Number of attacks: 1

For live broadcasted matches a member of the Tournament Administration will reach out to the teams involved to start the wars from within the clan. Starting a broadcasted war without the approval of the Tournament Administration will be penalized.

7.12 Preparation and War Time

7.12.1 Non-Broadcasted Matches
Non-broadcast matches are to be played with a preparation period of 5 minutes and a battle period of 30 minutes.

7.12.2 Broadcasted matches
Broadcast matches are to be played with a preparation period of 5 minutes and a battle period of 45 minutes.

7.13 Attack Times

Attack times only apply to broadcasted matches. First attacks are determined based on the seeding of the teams (see 3.11. Seeding).
The attack times serve as a guideline and players will be given directions by the Tournament Administration when to start their attacks.

Attack Order Timetable		
Attack	**Remaining War Time**	**Team - Attacker**
1	37 minutes 0 seconds	Lower seeded Team - Player 1
2	33 minutes 0 seconds	Higher seeded Team - Player 1
3	29 minutes 0 seconds	Lower seeded Team - Player 2
4	25 minutes 0 seconds	Higher seeded Team - Player 2
5	21 minutes 0 seconds	Lower seeded Team - Player 3
6	17 minutes 0 seconds	Higher seeded Team - Player 3
7	13 minutes 0 seconds	Lower seeded Team - Player 4
8	09 minutes 0 seconds	Higher seeded Team - Player 4
9	05 minutes 0 seconds	Lower seeded Team - Player 5
10	01 minutes 0 seconds	Higher seeded Team - Player 5

7.14 Attack Order

During broadcast matches, it is mandatory for teams to provide the Tournament Administration with a list in which order their players will attack in the war. The list must be provided by the latest 5 minutes into the war (at 40 minutes of remaining War Time).

7.15 Tiebreakers

7.15.1 Match Tiebreakers

In the event of a match ending in a tie in stars during any phase of the Snapdragon Pro Series, the ranking will be decided in the order of the following:
1. Total destruction percentage (Up to 2 decimal places)
2. Fastest Average Attack Duration (Up to 2 decimal places)
3. Most 3 star attacks
4. Fastest Attack Time

7.15.2 Placement Tiebreakers

In the event of teams are tied at any point for qualification or prizing, or in cases where placement must be determined in a bracket where teams are eliminated at the same point (i.e. 3rd'/4th place, 5th - 8th place) the final placement of the teams will be determined by the following:
1. Head-to-head matchup results in the phase
2. Total Match wins in the phase
3. Total Stars Earned across all matches in the phase
4. Total destruction percentage in the phase (Up to 2 decimal places)
5. Most 3 star attacks in the phase

7.16 Results

Both teams are responsible for entering scores as well as the accuracy of scores entered on ESL Play. Both teams have to take a screenshot at the end of the match, where the correct result is visible, and then upload it to the ESL Play website. If you have a conflict with the match result, please open a protest ticket. Both players can be disqualified if there is not enough proof to declare a winner.

7.17 Disconnect / Losing connection to the server

7.17.1 Disconnect before the attack starts

In case of a player disconnecting before the start of the attack, the next player in line should start the attack based on the submitted player attack order.

The player disconnected may start his attack on the next attack slot for their team as soon as his connection is stable.

In case his connection is not stable until the end of the war, then the attack will be counted as a zero (0) star and zero (0) percent attack. There is no possibility to repeat this attack.

7.17.2 Disconnect after the attack started

In case of a player disconnecting after the attack started but the attack did not register on the server, the attack will be counted as a zero (0) star and zero (0) percent attack. There is no possibility to repeat this attack.

In case of a player disconnecting after the attack started and the attack did register on the server, the attack will be counted as it is registered on the server. There is no possibility to repeat this attack.

8 Player conduct

8.1 Competitive Integrity

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

rules.

8.2 Compliance

Players must follow the instructions of the Tournament Administration at all times.

8.3 Account Sharing

All players must use their own accounts. Account sharing is forbidden and will lead to an account ban in all stages of the tournament.

8.4 Devices

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

8.5 Software and Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game is forbidden and will be penalized. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

8.6 Game Preparation

Stable hardware and internet connection are required for participating in the Snapdragon Pro Series.
Players are expected to ensure their devices and connection are adequate before the competition begins.

8.7 Technical Issues

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

8.8 Voice communication

For every player that is participating in the broadcast matches, it is mandatory to join the Snapdragon Pro Series's Discord server and the team's dedicated discord voice channel for team communication and communication with the Tournament Administration.

Besides the participating five (5) players and the Tournament Administrators, the two (2) substitute players of the teams are also permitted to join.

8.9 Player Cameras

Both in the Open Finals and from the Challenge phase, it is mandatory for each player to have a device with a camera that allows them to appear live on the broadcast matches that are played online.

In case a player doesn't have such a device, it is mandatory to notify the Tournament Administration about it. The Tournament Administration may send the player a device or if it's not an option, then the player photo will be used instead.

The Tournament Administration reserves the right to not show player cameras on live broadcasts in case something appears or shown that doesn't meet our guidelines or the quality of the feed doesn't reach the minimum of standards.

9 Event rules

9.1 Equipment

ESL always provides mobile devices. Depending on the discipline and the stage of the tournament,

noise-canceling headphones may be provided as well.

9.2 Clothing

The players and teams need to ensure that they are all in equal coloured team attire, orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden. Penalties will be awarded for minor violations of this rule (a minimum of $250 fine), but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. If possible and deemed appropriate by the administration, ESL will provide suitable clothing for the participants that are not dressed according to the rule. The cost of provided clothing will then be subtracted from the prize money paid out to the participants.

Any delay caused by change of clothing will be considered the players fault and penalized according to the rules of punctuality.

9.3 Administrators

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

9.4 Player and tournament brief

The player and tournament briefs are documents that will be sent to the participants by mail before the tournament. They are meant as extensions to the rulebook for a specific offline event and equally binding.

9.5 Technical checklist

After completing their setup process, the player will sign off on the ESL admins technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts. Technical pauses caused by problems that would have been noticed if the checklist had been properly followed will be punished with one (1) minor penalty. By signing this document, participants confirm that they are ready to start their match as scheduled. Participants may be forced to start the match even if they failed to properly complete this process.

9.6 Media obligations

If ESL decides that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by ESL for the event presentation.

The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

9.6.1 Missing media obligations

Not fulfilling the media or comparable obligations will result in monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: $4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
  - 1-30% of the line-up missing: $600 + 0.75% of the prize money winnings
  - 31-50% of the line-up missing: $800 + 1% of the prize money winnings
  - 51-70% of the line-up missing: $1000 +1.25% of the prize money winnings
  - 71-99% of the line-up missing: $1200 + 1.5% of the prize money winnings
  - 100% of the line-up missing: $2000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:
  - 1-30% of the line-up missing: $360 + 0.45% of the prize money winnings
  - 31-50% of the line-up missing: $480 + 0.6% of the prize money winnings
  - 51-70% of the line-up missing: $600 +0.75% of the prize money winnings
  - 71-99% of the line-up missing: $720 + 0.9% of the prize money winnings
  - 100% of the line-up missing: $1200 + 1.5% of the prize money winnings

The fines can be reduced if the participant shows up with delay but still early enough to create the required

content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the ESL alone.

9.7 Gaming areas

9.7.1 Food, drinks, smoking and behavior
If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden. Participants must follow the hotel or venue rules while in the practice areas.
Any violations can be punished with penalty points.

9.7.2 Removable media
It is strictly forbidden to connect or use any removable media on the tournament devices without prior examination and approval from the tournament administrators.

9.7.3 Cameras or similar devices
Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g. vaporizer) into the gaming area unless prior permitted by the tournament officials. Such devices have to be handed to tournament officials before starting to set up before the first match. Personal phones may also be collected prior.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies unless otherwise authorized by ESL.

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

9.7.4 Unused items
Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by ESL.

9.7.5 Use of Devices
All devices provided by ESL must only be used for tournament purposes. Unauthorized use of devices (browsing social media, etc…) will result in (1) minor penalty point.

9.8 Photo and other media rights

By participating, all players and other team members grant ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose.
Additionally, each player has to sign two copies of a release form that they will receive beforehand for reading and have to sign before they start their first match.

9.9 Winners ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

9.10 ESL-provided areas

Only marketing activities that have been authorized by ESL are allowed in any ESL-provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

10   Rule violations, punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL tournaments. You can look them up on their website at https://esic.gg/.
The following sub-paragraphs are meant to give you an impression about what things are forbidden. For more detailed information, please also visit the ESIC website.

10.1 Code of conduct

Every participant has to behave with respect towards the representatives of the ESL, press, viewers, partners and other players. The participants are requested to represent esports, ESL, and their Sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect to all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Please refer to the AnyKey Keystone Code to learn more about good sporting behavior. Refer to the ESIC Code of Conduct for detailed conduct rules and penalties

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future ESL events.

10.2 Cheating

10.2.1 Cheat software

Any use of software that could be considered cheats is strictly forbidden. The tournament administration reserves the right to specify what is considered a cheat.

10.2.2 Information abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

10.2.3 Punishments for cheating

When cheating is uncovered in the event, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

In team competitions, the team will be disqualified from the ESL event where the cheating occurred.

10.2.4 Methods to detect cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information.

10.3 Doping

10.3.1 Refusing to be tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

10.3.2 List of prohibited substances and methods

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the ESL tournaments. The list can be found here:
https://esic.gg/codes/esic-prohibited-list/
Any unsanctioned use of these substances is considered doping.

10.3.3　　Prescribed medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

10.3.4　　Punishments for doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

10.4 Using alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 10.3.2, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

10.5 Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the ESL matches or the tournament in general. Any betting or gambling against your own organizations' matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

10.6 Competition manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

10.6.1　　Punishments for competition manipulation

When attempted competition manipulation is uncovered in the ESL, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible.

In team competitions, the team will be disqualified from the ESL event where the attempt occurred.

10.7 Match fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

10.7.1　　Punishments for match fixing

When match fixing is uncovered in the ESL, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

10.8 Limitations for issuing punishments

Punishments can be issued for a limited amount of time after the incident that is being punished. In case of cheating and match-fixing, this duration is set to 10 years. For infractions like ringing, faking, lying about legally relevant personal information (name, age, nationality, residency, …), the duration is set to 5 years. Smaller infractions may expire earlier.

10.9 Publisher or ESIC bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in ESL tournaments.
Also, ESIC bans will be honored and translated into ESL bans.

10.10   Breach of netiquette

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of breach of netiquette (e.g. harassment).

10.10.1   Public behavior
All participants shall abstain, at all times, from poor, undesirable, or negative behavior towards anybody involved with the tournament in any way.
All participants shall abstain, at all times, from any action or inaction that brings anybody involved with the tournament in any way into public disrepute, contempt, scandal or ridicule or reduces the public
relations or commercial value of any involved party. This includes derogatory comments aimed at ESL, its partners or products in interviews, statements and/or social media channels.

10.10.2   Insults
All insults occurring in connection with the ESL will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.). Insults on IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL and the evidence is clear.
Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the disqualification of the player.
Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

10.10.3   Spamming
The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL. Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity of the offense.

10.10.4   Spamming In-game
Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally disrupting the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

10.10.5   Damaging or soiling
Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the original state, handling efforts to fix the issue, and damaging reputation with third parties/public.

10.11   Unsportsmanlike behavior

For an orderly and pleasant game, it is essential that all players have sportsmanlike behavior. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior.

10.11.1   Faking match results

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result such as falsifying match media, the team will be awarded up to four (4) minor penalty points. (Match media are all uploads, including but not limited to: Screenshots, demos, models, and so on.)

10.11.2   Ringer/faker

Any players involved in faking or ringing a player will be barred for a minimum of 3 matches, also, one (1) major penalty point will be awarded per incident.

10.11.3   Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the ESL may be penalized with one (1) to four (4) minor penalty points.

11   Terms of Service compliance

11.1 ESL

By signing up and participating all players agree with ESL's Terms of Use and ESL's Privacy Policy.

11.2 Supercell

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

12   Copyright Notice