Clash of Clans - World Championship 2020
Tournament rulebook

1. General understanding of the Rulebook

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

1.1. Agreements

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

1.2. Rights

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

1.3. Prize Money

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

1.4. Organisers

The Clash of Clans - World Championship is organized by ESL Gaming Polska Sp. z o.o.
The company's exact data can be found below:
ESL Gaming Polska Sp. z o.o, 40-599 Katowice, ul. Żeliwna 38, NIP: 525-24-78-330, KRS: 356059, REGON: 142403601

1.5. Game version

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

1.5.1 Patch

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

1.6 Rule Changes

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

1.7 Confidentiality

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

1.8 Alcohol or other psychoactive drugs

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

1.9 Participation requirements and restrictions

In order to participate in tournaments hosted by ESL, you must meet the following requirements:
- All players must hold valid travel documents for travel ready (such as visas if needed) before participating.
- All players must be 18 years of age or older.
- All players must be registered on the ESL Play platform.

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

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

Players of each clan are allowed to participate in both ESL pre-qualifier and the ingame Clan War Leagues pre-qualifier every month. If a clan qualifies via both ESL Play and CWL and is not able to fulfil both slots, the clan will be automatically assigned to ESL Play.

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

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

1.9.1 Team Size
A team can only have 5 players in their active lineup. Inactive and Honorary members are not allowed in the team.

In outstanding cases, teams may be allowed to change the minority (no more than 2 out of the 5 players) of a team only between the different phases of the competition. (Online pre-qualifiers / Offline qualifiers in Katowice / Grand Finals)

1.9.1.1 Lineup changes
• The team must not have a banned/disqualified player
  • In such cases the change will be denied instantly
• The support ticket has to be opened by the team captain
• The support ticket has to contain:
  • The ESL Play ID of the team
  • The ESL Play ID of the removed player
  • The Clash of Clans Town Hall Level 13 Player Tag of the removed player
  • The ESL Play ID of the added player
  • The Clash of Clans Town Hall Level 13 Player Tag of the added player

1.9.1.1.1 ESL Play Online pre-qualifiers
All teams will be locked after signing up for the Online pre-qualifiers. This means they won't be able to perform any changes in their lineup without the assistance of an Admin.

Before the sign up is closed on ESL Play the teams may be allowed to change the minority (no more than 2 out of the 5 players) of a team. Such intentions shall be communicated to the admin team as soon as they are known via a support ticket (according to the above mentioned requirements). Based on time and other factors such requests may be denied instantly.

No changes are allowed in between the Open and Closed Qualifiers.

1.9.1.1.2 Offline qualifiers in Katowice

If a team qualified for the Offline qualifiers in Katowice, in outstanding cases the team may be allowed to change the minority (no more than 2 out of the 5 players) of their lineup. Such intentions shall be communicated to the admin team as soon as they are known via a support ticket (according to the above mentioned requirements). Based on time and other factors such requests may be denied instantly.

1.9.2 Required Town Hall Level

All players should have a Town Hall level 13. Players from any team with TH level lower than 13 may not participate.

1.9.3 Use of correct Player IDs

All players must sign up and enter the real Player ID as a gameaccount upon registration.

After signing up for an Online pre-qualifier, players are not allowed to change their Player ID.

Any mismatches between the registered and in-game data have to be cleared out with the admin team in a support ticket before the start of the tournament. Failure to follow this rule may result in a disqualification. All qualifying teams need 5 individual players with 5 individual accounts.

1.9.3.1 Names, Symbols and Sponsors

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

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

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

1.9.4 Impersonation

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

1.9.5 Change of accounts

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

1.9.6 Deny of Participation

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

2. Tournament
The tournament will consist of three parts:
• Online pre-qualifiers
• Live qualifiers
• World Finals

2.1 Online pre-qualifiers

2.1.1 In-game Pre-Qualifiers (6 in total)
• Clan War League, Champion 1: February, March & June-September seasons. Each season's top 4 eligible clans from Champion 1 will advance to the Offline Qualifier in Katowice, Poland.
• Clan War Leagues Champion 1 top list: the winner of each group will be ranked based on their Total Stars (Attack Stars + Win Bonus Stars). In case of a tie, the tie breaker is Destruction Percentage.
• Top 4 clans will be confirmed by Supercell after each Clan War League season. These clans will have priority in getting a spot in the Offline Qualifier. In case a top 4 clan doesn't use their spot, it will be offered to the next clan on top list.
• Each of the qualifying clan's Leaders will be contacted by Supercell via the in-game inbox. Clan Leader has 24 hours to confirm their participation in the Offline Qualifier.
If the clan Leader fails to respond in time or their clan isn't available to attend the Offline Qualifier in Katowice, the spot will be offered to the next clan on top list.
• Clan Leader is responsible for choosing which 5 members from their Clan War League roster will represent the clan in the Offline Qualifier. Please note that the Offline Qualifier in Katowice is a physical event and all 5 members need to be able to travel there! (Flights and accommodation are handled by ESL, but participating players need to be over 18 years old, need to be able to travel and have all required travel documents.)
• The In-game Pre-Qualifiers (aka Clan War Leagues) will be played on 1st-10th of February, March & June-September.

2.1.2 ESL Play Pre-Qualifiers (6 in total)

2.1.2.1 Open Qualifiers:
• One day of competition
• Single Elimination bracket
• Best of One (winners advance after one played match in each round)
• No official streams
• Registration Limit: 2048 teams on check-in
• The tournament will be played until the Round of 64
• The top 64 winning teams of each Open Qualifier will advance to the Closed Qualifiers

The ESL Play Open Qualifiers will be played on:
• 14th - 16th of February starting at 13:00 CET
• 16th of May starting at 20:00 CEST
• 13th of June starting at 04:00 CEST
• 11th of July starting at 13:00 CEST
• 15th of August starting at 04:00 CEST
• 12th of September starting at 20:00 CEST

2.1.2.2 Closed Qualifiers:
• Two days of competition
• Single Elimination bracket
• Best of One (winners advance after one played match in each round)
• Approved streamers must be allowed into the clans
• Teams will have to follow an attack order (see **2.6.9 Attack order with alternating attacks**)
• Teams can only have the 5 players from the active roster of the ESL Play team in the clan
• Registration: Invite only (for the 64 teams qualified from the Open Qualifiers)
• The top 4 winning teams of each Closed Qualifier will advance to the Live Qualifiers

The ESL Play Closed Qualifiers will be played on:
• 23rd-24th of May starting at 15:00 CEST
• 20th-21st of June starting at 15:00 CEST
• 18th-19th of July starting at 15:00 CEST
• 22nd-23rd of August starting at 15:00 CEST
• 19th-20th of September starting at 15:00 CEST

2.2 Live Qualifiers (6 in total)
Detailed information and rulebook to be announced later.
• 26th - 28th of June
• 24th - 26th of July
• 28th - 30th of August
• 25th - 27th of September
• 16th - 18th of October
• 30th of October until the 1st of November

2.2.1. Prize Money Distribution at the Live Qualifiers
• 1st place – 12 500 $ + slot on World Finals
• 2nd place – 7 500 $
• 3rd place – 5 000 $
• 4th place – 5 000 $
• 5th place – 3 750 $
• 6th place – 3 750 $
• 7th place – 3 750 $
• 8th place – 3 750 $

2.2.2. WILDCARD
The Wildcard details to be announced later.

2.3 World Finals
6 teams qualified from Katowice offline qualifiers
2 teams qualified with Wildcards

Tournament Format will be clarified after the official World Finals announcement.

2.3.1. Prize Money Distribution at the World Finals
• 1st place – 300 000 $
• 2nd place – 150 000 $
• 3rd place – 70 000 $
• 4th place – 70 000 $
• 5th place – 35 000 $
• 6th place – 35 000 $
• 7th place – 35 000 $
• 8th place – 35 000 $

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

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

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

2.6.1 War Invitations
The team on the left side of the match page has the right to host the game and send an invitation to a 5v5 Friendly War to the opposing team. In case a team on the right side does not receive an invitation, they must initiate the invitation. Not receiving an invite from the team on the left side, can't be abused to proceed further with a default win!

In case the invitation is not being accepted, the team on the right side is obliged to fill a protest ticket and inform the administration team about the case.

2.6.1.1 Preparation and War Time
Teams have 15 minutes for preparation and 1 hour to play the war. If a team is not present and ready to start playing 15 minutes after the scheduled time, that team will be disqualified.

ATTENTION! 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.**

Please note that war restriction is applied to players individually. Make sure all of your players are available, else you won't be available for friendly war challenges.

2.6.1.2 Number of attacks
Each player may only use 1 of their 2 attacks. If a player from any team starts a second attack, that team will be disqualified.

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

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

2.6.3.1 Draws in case of ESL Play qualifiers
Although very unlikely, a draw is possible. A draw would be: same number of STARS and same DESTRUCTION percentage. In case of a draw with the mentioned conditions above, the average attack duration will determine the winning team.

2.6.3.2 War History
Each team is responsible for setting the War history to public, for the sole reason that the match can be closed automatically by the ESL system.

2.6.4 Abandoning / Forfeit

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

2.6.5 Screenshots

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

2.6.6 Match Media

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

2.6.7 Definition of Match Media

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

2.6.8 Casting and streaming

Community streamers and ESL shall be performing a live broadcast during the Online pre-qualifiers. By competing in the qualifiers all teams acknowledge that their matches can and will be broadcasted from Round of 64 and onward. The list of certified streamers will be posted prior to the tournament whose join request must be accepted from Round of 64 and onward.

Please note that streaming prior to Round of 64 is allowed, however both teams must agree to it. Streamers who are not listed can ask for permission from the teams participating in the tournament and cast with both teams' permission.

Players and teams are responsible for having the necessary amount of fresh bases for the tournament to avoid being put in a disadvantage.

2.6.8.1 Observers

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

2.6.9 Attack order with alternating attacks

• The team on the LEFT side of the match page (from here on: Left Team) sends the war invitation. 15 minute preparation and 1 hour war.
• The team on the RIGHT side of the match page (from here on: Right Team) accepts the challenge.

The following timetable must be followed by all participants of the closed qualifiers.

40 min - Attack no. 01 - Left Team - Player 1
36 min - Attack no. 02 - Right Team - Player 1
32 min - Attack no. 03 - Left Team - Player 2
28 min - Attack no. 04 - Right Team - Player 2
24 min - Attack no. 05 - Left Team - Player 3
20 min - Attack no. 06 - Right Team - Player 3
16 min - Attack no. 07 - Left Team - Player 4
12 min - Attack no. 08 - Right Team - Player 4

04 min - Attack no. 09 - Left Team - Player 5
04 min - Attack no. 10 - Right Team - Player 5

The last attacks are to be done by both teams simultaneously.

Timetable for Left Team attacks
40 min - 1st attack
32 min - 2nd attack
24 min - 3rd attack
16 min - 4th attack
04 min - 5th attack simultaneously

Timetable for Right Team attacks
36 min - 1st attack
28 min - 2nd attack
20 min - 3rd attack
12 min - 4th attack
04 min - 5th attack simultaneously

The attacks must begin exactly when the war timer reaches the specified time +-15 seconds. Even if you don't see your opponent attacking, it is obligatory to start your attacks on time. Failure to follow the timetable can lead to disqualification.

Deciding which team member attacks at the specified time is up to the teams to decide. Publicizing this information is not required.

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

3. Player conduct

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

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

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

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

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

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

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

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

Since the teams will temporarily receive devices for the offline events, there will be a time period allocated for them to build/adjust their war base(s) on media day.
As a tournament device, players can choose whether they want to use an iPhone X 5,8" or an iPad Pro 11" (after choosing it is not possible to change your device)

4. Communication and support

4.1 Support
Please use the match chat, located on the bottom right hand side of ESL Play, or submit a support ticket for general questions during the cup. Also an option to use our dedicated discord channel to ask questions.

4.2 Protest ticket
Match related issues must be handled via Protest ticket. Protest tickets and evidence can be submitted for the match in question for the duration of the match and before the start of the next match. Protests and evidence arriving after the previously mentioned timeframe will not be taken into account.

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

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

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

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

4.4.3 Software or Hardware
Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks. For more information please visit Supercell's Safe and Fair Play page and Terms of Service.

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

5. Penalty points catalogue

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

Rule violation	Number of penalty points
General	
No show[1]	Team: 3; Player: 2
Reject compulsory challenge	Normal: 1
	Intense: 2
Abort match	Player / Team: 4
Inactive barrage	Player / Team: 3
Barraged	Player / Team: 6
Unregistered player	Player / Team: 3
Ringer/Faker	Player / Team: 6
Playing with wrong gameaccount	Player / Team: 3
Playing without a registered gameaccount	Player / Team: 3
Unsportsmanlike behaviour	
Multiple/Fake accounts	Warning / 1-3 penalty points
Faking country/nationality	Warning / 1 / 2 / 3 penalty points
Deception	Player / Team: 1 - 4

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

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

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

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