TERMS AND CONDITIONS
("CLASH ROYALE RULEBOOK")

ESL Mobile 2021 (the "Competition")

The Promoter of this tournament is ESL Gaming GmbH, of Schanzenstrasse 23,51063 Cologne Germany (the "Promoter" or "ESL").

Clash Royale Series Rules

Game rules

This is a living document and is subject to change at the discretion of ESL Administration.

General Understanding of the Rulebook

The following rulebook is a guide document that is valid for all stages of the tournament. Admins reserve the right 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. General Rules

1.1 Rule Changes

ESL 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

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 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 you. 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 fulfill these requirements, any protests or supports concerning arrangements will be rejected.

By participating in any series in ESL Mobile 2021 you agree to participate in the Finals if you qualify.

Players are required to begin any preparations needed to reach the finals. This means, having the necessary paperwork that allows you to travel available to verify all participants in the live Finals. This includes but is not limited to, photo ID, state-issued ID, Passport, and Visa. More information in section 1.7.

1.4 Privacy

Player personal data will be collected, processed, and stored for the online match participation, organization, and prize delivery. The player's personal information will be stored until **21.02.2022** 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

Any personal data shared with third parties will be processed in line with their privacy policies

1.5 Prize Money

All prizes will be paid out within 90 business days of the finals occurring. Emails regarding prize payout will be sent out within that time.

1.6 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.

1.6.1 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.

1.7 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 ESL 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 Names, Symbols, and Sponsors

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 permission.

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

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

1.10 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. Any player that is found to have a player using another player or account will be considered an impersonation case. The player will be disqualified from the season and the players involved will be given between 2 and 6 penalty points depending on the situation as well as being barred from participating for the rest of the season in any capacity.

1.11 Deny of Participation

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

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

1.13 Participation requirements and restrictions

In order to participate in ESL Mobile, you must meet the following requirements:

- All players must be 16 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.

2 Schedule

Open Qualifiers Split #1

- Tournament 1: Saturday, 7th of August, 2021, 18:00 CEST
- Tournament 2: Friday, 13th of August, 2021, 18:00 CEST
- Tournament 3: Friday, 20th of August, 2021, 18:00 CEST

- Tournament 4: Friday, 27th of August, 2021, 18:00 CEST

Split #1 Finals:

- Thursday, 2nd of September, 2021, 18:00 CEST

Open Qualifiers Split #2

- Tournament 1: Friday, 3rd of September, 2021, 18:00 CEST
- Tournament 2: Friday, 10th of September, 2021, 18:00 CEST
- Tournament 3: Friday, 17th of September, 2021, 18:00 CEST
- Tournament 4: Friday, 24th of September, 2021, 18:00 CEST

Split #2 Finals:

- Friday, 1st of October, 2021, 18:00 CEST

3 Tournament

3.1 Open Tournaments

ESL Mobile Open Split will consist of 4 Open qualifier tournaments, played as a single elimination brackets.

Open Tournaments do not grant any prizes directly, but are a way to qualify for the Split Finals.

There are 2 ways to qualify for the Finals:

1. **Winning a Qualifier Tournament** - Qualifier winners get a direct slot in the Split Finals and have a better seeding in the Finals.
2. **Gathering enough points to qualify through the Point Table** - placing 2nd to 8th grants ranking points. Top 4 players on the ranking table at the end of the Split, get invited to the Split Finals. Ranking points won are based on the place taken in the cup:
   - 2nd place - 45 points
   - 3rd/4th place - 25 points
   - 5th-8th place - 10 points

In case of a tie in the ranking, the player with a higher singular cup placement will advance to the finals (Example: 2 players are tied at 45 points each. Player A has placed 2nd once, and Player B has placed 3rd/4th once and 5th-8th twice. Player A advances).

3.2 Finals Tournaments

The Finals tournaments, will consist of 8 players:

- 4 Open Qualifier Tournament winners
- 4 players with the highest amount of ranking points

Finals Tournaments will be played as a single elimination brackets. They will be seeded as following:

- Seed 1: Winner of Qualifier #1
- Seed 2: Winner of Qualifier #2
- Seed 3: Winner of Qualifier #3
- Seed 4: Winner of Qualifier #4
- Seeds 5-8: Players advancing through the points table, randomized seeds.

Finals Tournaments will award cash prizes. The total prize of **3500 USD** per split will be distributed as follows:

- **1st Place - 1400 USD**
- **2nd Place - 700 USD**
- **3rd/4th Place - 350 USD**
- **5th-8th Place - 175 USD**

3.3 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.

3.4 Game Preparations

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

3.5 Match Invitations

During the ladder phases, the player on the left side of the match page shall add their opponent to friends and send an invitation to a Friendly Battle to their opponent.

There are two ways how you can send out invites for a friendly battle:

- Join/be in the same clan
- Add each other as friends (You will find the Clash Royale ID of your opponent on the match page)

For any live broadcasted matches the admin team will reach out to the players involved to set the specific preparation and start time of the match. Do not begin a match until you are given the go-ahead by a member of the admin team as failure to do so could result in penalties.

3.6 Failure to Appear / No Show

Each player has 15 minutes to show up to an online match (match set time +15 minutes). Showing up after 15 minutes will result in a default loss. The player that is waiting must open a protest ticket

in order to request the default win. Once the protest ticket has been submitted please cancel the friendly match request so you are not stuck in a match that will not be counted. 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.

3.7 Disconnection

Every player is responsible for their own hard and software as well as their internet connection.

If a player loses his connection during an ongoing round, he will have the chance to rejoin the round. A disconnection like this will not have an influence on the outcome of the round/match itself.

3.8 Results

Both players are responsible for entering scores as well as the accuracy of scores entered on ESL Play.. 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.

3.9 Abandoning / Forfeit

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

3.10 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.

3.11 Match Media

All match media (screenshots, demos, etc) must be kept for at least 14 days. In general, you should upload the match media from a match to the match page as soon as possible. Faking or manipulating match media is of course forbidden and will result in severe penalties. Match media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an admin is hindered in his work because of bad match media names, penalty points can be assigned.

All players are required to submit a screenshot of the final score of all matches in the match media section of the match page.

3.12 Scoreboard Screenshots

The screenshots or images that show the final scoreboard of the game are mandatory. A screenshot of the scoreboard at the end of each match must be taken and uploaded to the match page. The manipulation of the screenshot may lead into penalty points.

3.13 Missing screenshots

If no screenshot is provided to confirm the results of the played games and therefore no winner can be determined, no wins will be awarded and the admin team reserves the rights to delete the match.

3.14 Definition of Match Media

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

3.15 Streaming / Retransmission

ESL shall be performing a live broadcast during the Play-ins, Challenge Round Robin, and Challenge Finals. By competing in the qualifiers all players agree to be recorded as part of all broadcasts. In addition, ESL may choose to broadcast the qualifier matches to which all competing players give their consent by taking part in the qualifier event. Streaming or retransmission of an ESL match is only permitted with approval by ESL. The process for getting approval is covered in section 3.16 of this rulebook.

Any team may be asked to participate in live or pre-recorded interviews for promotional purposes.

Please note that any player streaming is incurring any risks that come with streaming. We recommend that streaming players put a delay on their broadcast but do not require a delay.

3.16 Observers

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

Teams and community members are permitted to broadcast or rebroadcast matches throughout the season provided they are given permission by ESL using the process listed in the following section of the rulebook.

3.17 Streaming/Retransmission Approval

Players, casters, or members of the community who would like to stream or restream any parts of the Mobile 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:

- **NA & EUR & MENA:** p.todkill@eslgaming.com

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

4 Match settings

- Format: 1on1 (Best of 3 games)
- Basic friendly battle 1vs1
- Playtime: 3 minutes
- Arena: Any
- Fixed deck order: No

5 Prize Money Distribution*

5.1 Acceptance and Exchange of Data

Upon competing in a prize-earning Cup, you agree that you meet the requirements for the series and are eligible to receive any prizes. In turn, you agree to share the requested information with the person responsible for delivering the prizes to the player who is receiving the prize. This takes into account that any players who are receiving a prize must be the same who played in the Cup.

5.2 Delivery Times and Claims

All prizes earned in ESL Mobile 2021 will take a maximum of 90 days to be sent after the end of the competition. If the corresponding term expires and the prize in question is not received, the player should open a support ticket from the Cup's support page informing the administration of the missing prizing so it may be reviewed.

5.3 Prize Pools

Fall Splits will award 3500 USD in prizes each, distributed as follows:

Placement	Percentage of total prize pool	Prize
1st place	40.00%	**1400 USD**
2nd place	20.00%	**700 USD**
3rd-4th place	10.00%	**350 USD**
3rd-4th place	10.00%	**350 USD**
5th-8th place	5.00%	**175 USD**
5th-8th place	5.00%	**175 USD**
5th-8th place	5.00%	**175 USD**
5th-8th place	5.00%	**175 USD**

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

6 Registration & Eligibility

In order to participate in tournaments hosted by ESL, you must meet the following requirements below. If you do not meet these requirements you will be deemed ineligible. In the case of a player that does not fulfill the requirements qualifies for prizing they will lose the right to the prize and the next player down will take their place.

6.1 Age Restrictions

All players must be at least 16 years of age or older.

- If a player is found to currently be participating or previously participated in any matches while under the age of 16 they will be disqualified from the season and will forfeit any money that was, or would have been made during that season.

If a player is under the age of 18, a parent or legal guardian must be able to accompany the minor to the live competition.

If a parent or legal guardian is unable to travel a temporary guardian who can travel will need to be appointed and proper documentation will need to be provided to ESL.

ESL will not be responsible for providing the documentation necessary for appointing a temporary guardian.

6.2 Residency Restrictions

All players must be residents of and be participating from the region they are competing in. Regional countries are as follows:

North America: Canada, Mexico, Puerto Rico, the United States of America.

Europe & MENA: Albania, Algeria, Andorra, Austria, Belarus, Belgium, Bosnia & Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Georgia, Gibraltar, Hungary, Vatican City, Iceland, Ireland, Isle Of Man, Italy, Jersey, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russian Federation, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, UAE, Qatar, Egypt, Mauritania, Morocco, Tunisia, Libya, Sudan, Palestine, Lebanon, Syria Arabic Republic, Jordan, Israel, Iraq, Iran, Kuwait, Bahrain, Saudi Arabia, Yemen, Oman, Kazakhstan, Uzbekistan, Turkmenistan, Tajikistan, or Kyrgyzstan

6.3 ESL Play Registration

All players must be registered on the ESL Play platform in order to participate in any ESL Mobile sanctioned event.

6.4 Devices

Players must play using their phone or tablet, emulators are not permitted.

If you do not meet these requirements you will be deemed ineligible. In case a player that does not fulfill the requirements qualifies for prizing through this tournament, the player will lose the right to the prizing and the next player down will take their place.

7 Player Conduct

7.1 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.

7.2 Compliance

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

7.3 Hate Speech

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

7.4 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-month ban.

7.5 Account Sharing

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

7.6 Player 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's name has been wrongly seized, please file a support ticket with proof of ownership of the name.

7.7 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 any offline phases of the competition, there will be devices provided at the location. The model of the provided device for the finals tournament will be announced prior to the event.

8 Communication and support

8.1 Support

The primary method of communication and support for ESL Mobile is the [ESL Mobile Discord](#).

ALL PLAYERS ARE REQUIRED TO BE IN THE SERVER AT THROUGHOUT THE SEASON.

This is to keep each player to speed on rule changes, see posted announcements, and communicate with admins and other players. Some information may be communicated exclusively in this Discord server. It is the responsibility of each player to ensure they are aware of officially posted information in the Discord server.

If it is outside of playdays hours please submit a support ticket using the support ticket system on the Ladder or Cup pages on ESL Play. If you are having an issue that is specific to a match and involves both participating players please submit a protest ticket from your match page on ESL Play.

You may also use the match chat, located on the bottom right-hand side of ESL Play, or submit a support ticket for any assistance during the cup.

By signing up and participating all players agree with [Supercell's Terms of Service](#), and confirm that their accounts are in good standings.

8.2 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.

8.3 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the player or players 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:

8.3.1 DDoSing

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

8.3.2 Match Fixing

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

8.3.3 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.

8.4 Disqualification

ESL reserves the right to disqualify players. Any player found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the player 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.

8.5 Travel Participation Requests

Any player participating in the ESL Mobile series will be given the opportunity to submit a travel participation request in the event that they will be traveling outside of the specified countries of participation for the series up to a maximum of 2 continuous weeks. All travel requests must be submitted at least 1 week ahead of the travel date in question for the request to be reviewed. Each request will be accepted or rejected on a case-by-case basis. Each request will be approved or rejected within 2 business days.

9 Live Broadcast

All contents, photos, videos, replays, and other resources generated by players and the ESL Mobile 2021 belong to ESL. Players accept this condition by agreeing to compete in the ESL Mobile 2021.

10 ESL Play Rules

General ESL Play rules and participation requirements including penalty point rules and catalog please visit General Rules | ESL Play.