

TOURNAMENT RULES

1. Introduction

These Official Rules ("**Rules**") of Clash Champs Tournament(s) ("**Tournament**", "**Event**", or "**Race**") apply to each person participating in the Tournament(s) ("**Players**"). All Players must agree to abide by the conditions outlined in this document, with the understanding that any rules violation may result in immediate disqualification and forfeiture of all prize money earned as determined by tournament organizers ("**TOS**" or "**Administrators**").

"Any player entering an application knowingly and willfully agrees to the Rules set for by" Clash Champs Tournament(s).

The following terms and conditions defined in this Official Ruleset ("**Rules**") of the Clash Champs Tournament(s) ("**Tournament**", "**Event**", or "**Race**") apply to all stages of the Tournament, as well as their participants ("**Players**").

By signing up for Clash Champs Tournament(s), you agree to the following:

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

2. General Overview

2.1. Definition of Terms

- 2.1.1. **Tournament:** Refers to the *Clash Champs Tournament(s), Events(s) or Race(s)*, including all stages.
- 2.1.2. **Attack:** Refers to a multiplayer attack in-game
- 2.1.3. **Trophy Race, Inferno Crush, Monolith Mayhem, etc:** Refers to the style of the tournament

2.2. Game Version

- 2.2.1. All Players must install and compete using the latest game version to participate.

2.3. Required Town Hall Level

- 2.3.1. All Players must use an account with the relevant Town Hall level for each town hall currently available throughout each stage of the competition.

2.4. Rule Changes

- 2.4.1. The Administrators reserve the right to amend, remove, or otherwise change the rules outlined in this ruleset without notice.
- 2.4.2. The Administrators reserve the right to arbitrate in cases that are not explicitly supported or detailed in the Rules or extraordinary instances, judgments to preserve fair play, and sportsmanship.

2.5. Confidentiality

- 2.5.1. All content, including disputes, support tickets, discussions, or any other correspondence with Administrators, are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the Administrators. Publication of the material mentioned above without prior written permission may result in penalties up to and including disqualification from the tournament.

2.6. Participation Eligibility, Requirements, and Restrictions

- 2.6.1. Players must be the sole owner of the Clash of Clans account used for participation in the Tournament.
- 2.6.2. Players must reside in a country where Clash of Clans can download it from the local app store.
- 2.6.3. Supercell and its partner companies' employees are not eligible to register for or compete in the Tournament.

2.7. Registration & Requirements

2.7.1. Players competing in *Clash Champs Tournaments* are required to register during the registration period. Changes to registered accounts will not be permitted once the registration period has closed.

2.7.2. Only registered players can be part of the competition.

Multiple accounts and signups are allowed.

2.7.3. Players must register at <https://www.clashchamps.com/tournaments/> for the applicable tourney.

2.8. Tournament Coverage

2.9.1. On the last day of the tournament, our partner streamers may enter clans to stream and broadcast attacks.

3. Tournament Breakdown

3.1.1. Format - Trophy Race

Monthly Trophy Race and events for various Town Hall levels.

3.1.2. Minimum Trophy Requirements

Starting Trophy Line

TH9: 1500

TH10: 2000

TH11: 2500

TH12: 3000

TH13: 3500

TH14: 4000

TH15: 4500

TH16: 5000

TH17: 5000

Players must ensure that their TROPHIES are near the minimum trophy starting line.

3.2. Format - Destroy Defenses

3.2.1. Format - Inferno Crush

Crush as many Inferno Towers as possible in the allotted time.

3.2.2. Format - Eagle Eye

Destroy as many Eagle or Inferno Artilleries as possible in the allotted time.

3.2.3. Format - Mortar Combat

Destroy as many Mortars as possible in the allotted time.

3.2.4. Format - Monolith Mayhem

Destroy as many Monoliths as possible in the allotted time.

3.2.5. Format - X-Bow Crumble

Destroy as many X-Bows as possible in the allotted time.

3.2.6. Format - Dark Side

Collect as much Dark Elixir as possible in the allotted time.

3.2.7. Format - Spell Breaker

Destroy as many Spell Towers as possible in the allotted time.

3.2.8. Format - Wall Buster

Bust as many walls as possible in the allotted time.

3.2.9. Format - Home Wrecker

Destroy as many weaponized Town halls as possible in the allotted time.

3.3.0. Format - Scatter Splatter

Destroy as many Scattershots as possible in the allotted time.

3.3.1. Format - Roof Top Party

Destroy as many Multi-Archers as possible in the allotted time.

3.3.2. Format - Ricochet Rumble

Destroy as many Ricochet Cannons as possible in the allotted time.

3.3.3. Format - Firespitter Frenzy

Destroy as many Firespitter as possible in the allotted time.

3.3.4. Format - Multi-Gear Solid

Destroy as many Multi-Gear Towers as possible in the allotted time.

4. Tournament Schedule

The Organizer reserves the right to amend, remove, or otherwise change the schedule in this rulebook without notice. Please note that the following start times use Coordinated Universal Time (UTC). Depending on each Player's time zone, events may occur on a different date when compared to the listed UTC Start Times. Please check <https://www.clashchamps.com/tournaments/> for all dates and times.

5. Prizing

Players participating in the Clash Champs Tournament/Trophy Race will receive prizes based on their final placement.

All prizes funded by Clash Champs will be delivered within 30 days and 90 days from our sponsors.

Participants will receive Champ Bucks upon sign-up. Accumulated Champ Bucks can be spent in the [Rewards Store](#).

6. Communications & Support

6.1. Communication Platforms

6.1.1 Discord and Twitter will be the primary platforms to contact the Tournament Administration Team for immediate responses regarding urgent Tournament issues/questions.

6.1.2 The Discord for this tournament can be found here:
<https://discord.gg/ClashChamps>

6.1.3. You can also contact support via email at contact@clashchamps.com

7. Player Branding

Administrators reserve the right to forbid using unwanted names or symbols in the Tournament. Any legally protected words or symbols are generally prohibited unless the owner permits to

use them. Supercell Terms of Service must be adhered to at all times, and any account found to violate SC ToS will be disqualified without notification and is not negotiable.

8. Content, Media, and Tournament Obligations

All Players participating in the Trophy Race must accommodate and participate in any media and tournament preparation activities if requested.

9. Code of Conduct

All participants are subject to the Safe and Fair Play Policy conditions set forth by the Tournament owner and Supercell as outlined in this section below:

9.1. Competitive Integrity

Players are expected to play at their best at all times throughout the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, and fair play

9.2. Player Behavior Investigation

If the Tournament Administration Team determines that a Player has violated the Clash of Clans Terms of Use, rules of Clash of Clans, rules of Supercell, or has displayed other unacceptable behavior as deemed by Tournament Administration, the Tournament Administration Team may assign penalties at their sole discretion. If the Administration Team contacts a Player to discuss the investigation, the Player must tell the truth. If a Player withholds information or misleads the Administration Team, obstructing the investigation, the Player will be punished. To protect the integrity of the competition, accounts are subject to account investigations at any time.

9.3. Unfair Play

The following behaviors are considered unfair play and will be subject to penalties, including disqualification. Final decisions will be made at the sole discretion of the Tournament Administration Team.

9.3.1. Collusion

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

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

9.3.1.2. Pre-arranging to split the prize money or any other form of compensation.

9.3.1.3. Soft play is an agreement between players not to damage, impede, or otherwise play to a reasonable standard of competition.

9.3.2. Cheating

9.3.2.1. DDoSing

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

9.3.2.2. Software or Hardware

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

9.3.3. Hacking

Hacking is defined as any modification of the Clash of Clans game client by any Player, team, or person acting on behalf of a Player or team.

9.3.4. Bug Exploitation

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

9.3.5. Ringing

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

9.3.6. Unprofessional Behavior

9.3.7.1. Harassment

Harassment is a systematic, hostile, or repeated act. If a Tournament participant is caught harassing another Player(s) or Tournament Organizer(s), they will be issued a warning to cease offending. Multiple infringements will result in further penalties.

9.3.7.2. Sexual Harassment

Sexual harassment includes but is not limited to unwelcome sexual advances, requests for sexual favors, and other verbal or physical harassment of a sexual nature. Cases will be assessed based on whether a reasonable person considers the conduct undesirable or offensive. Threats of a sexual nature and quid pro quo harassment are strictly prohibited.

9.3.7.3. Discrimination

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

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

9.3.7. Statements regarding Clash Champs, Supercell, and Clash of Clans

Players may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the tournament, Supercell or its affiliates, or Clash of Clans, as determined in the sole and absolute discretion of the Tournament Administrators.

9.3.8. Criminal Activity

Players may not engage in any activity prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

9.3.9. Moral Turpitude

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

9.3.10. Confidentiality

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

9.3.11. Bribery

No Player may offer any gift or reward to a player, coach, manager, Administration Team, or person connected with or employed by another participant.

9.3.12. Gifts

No Player may accept any gift, reward, or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat or services designed to throw or fix an attack.

9.3.13. Non-Compliance

Players must follow the instructions or decisions of the Administration Team within reason.

9.3.14. Match-Fixing

No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means prohibited by law or these Rules.

9.3.15. Association with Gambling

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

10. Penalties

If found guilty, users may either be disqualified or banned depending on the severity of the offense at the admins' discretion.

No warnings will be issued.

11. Terms of Use

All participants are subject to Supercell's Terms of Use conditions, found here.

<https://supercell.com/en/terms-of-service/>

12. Finality of Decisions

Finality of all decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging for the tournament and related events, and penalties for misconduct lie solely with Supercell and the Tournament Organizer, the decisions of which are final. Supercell and the Tournament Organizer's decisions relating to these Rules or the Tournament cannot be appealed. They shall not give rise to any claim for monetary damages or other legal or equitable remedies. These Rules may be amended, modified, or supplemented by Supercell and the

Tournament Organizer from time to time to, among other things, ensure fair play and the integrity of the Tournament.

These rules are intended to be the basis for the tournament. However, we recognize that it is not possible to write rules for every situation that may arise. Therefore, the administration team reserves the right to render decisions on matters not explicitly covered by these rules at its discretion while keeping within the spirit of its written rules.