



CLASH ROYALE LEAGUE 2021 COMPETITION HANDBOOK



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1. Introduction

These Official Rules (“**Rules**”) of the Clash Royale League 2021 (“**Tournament**”, or “**CRL**”) apply to each person participating in the Tournament in 2021 (“**Players**”). All Players must agree to abide by the conditions set forth 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 the Tournament Administrators (“**Administrators**”).

The following terms and conditions defined in this Official Ruleset (“**Rules**”) applies to the Clash Royale League 2021 (“**Tournament**”, or “**CRL**” and its eight (8) Rounds, including the Trophy Race (“**TR**”), Monthly Qualifier, Monthly Final, Last Chance Qualifier (“**LCQ**”), and World Finals (“**WF**”), as well as their participants (“**Players**”).

By competing in the Clash Royale League you agree to the following.

The Tournament Organizer (“**Organizer**”) in its sole discretion: (a) may update, amend, or supplement these Rules from time to time, 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. Clash Royale League

2.1. Definitions

- 2.1.1. **Tournament:** Refers to the Clash Royale League 2021, in its entirety, including its five (5) stages - Trophy Race, Monthly Qualifier, Monthly Final, Last Chance Qualifier and World Finals.
- 2.1.2. **Round (Season):** Rounds consist of the in-game Trophy Race, Monthly Qualifier, and Monthly Final.
- 2.1.3. **Monthly Event:** Consist of the Monthly Qualifier and Monthly Final.
- 2.1.4. **Match:** Consist of multiple games based on which Best-of (“**BoX**”) format is used.
- 2.1.5. **Game:** An instance where Players will compete versus one another in Clash Royale until a winner is determined.
- 2.1.6. **Best-of-one (“Bo1”):** Each Best-of-1 match will consist of one (1) game match with 1 deck, the first player to one (1) deck win, will win the match.



- 2.1.7. **Best-of-three ("Bo3"):** Each Best-of-3 match will consist of three (3) game matches with up to three different decks, the first player to two (2) deck wins will win the match.
- 2.1.8. **Duel Format:** Players will bring four (4) unique decks to a match which will be a **Bo3**. Players may not reuse a deck once it has been played. The first player to two (2) deck wins will win the match.
- 2.1.9. **Swiss Format:** Players will compete in a multi-round format where the Player will play against other Players of the same score each round.
- 2.1.9.1. There may be situations where a Player will be paired up against an opponent with a better score or paired down against an opponent with a worse score.
- 2.1.9.2. Final Placements of the Swiss Bracket will be determined by Match Record, if any Players are tied in Match Record the ties will then be broken per the following tiebreakers in order of priority.
- 2.1.9.3. **Tiebreaker 1:** Weighted Players Opponent's Match Win Percentage and Players Game-win Percentage
- 2.1.9.3.1. At the end of the Swiss bracket, Tiebreaker 1 will be decided by the sum of the weighted Player's Opponent's Match Win Percentage and weighted Players Game-win Percentage.
- 2.1.9.3.1.1. $\text{Tiebreaker 1} = 50\% \text{ of Opponent's Match Win Percentage} + 50\% \text{ of Players Game Win Percentage}$
- 2.1.9.4. **Tiebreaker 2:** The Players Game-win Percentage
- 2.1.9.5. **Tiebreaker 3:** The Players Opponent's Opponent's Match Win Percentage
- 2.1.9.5.1. **Opponent's match-win percentage**
- 2.1.9.5.1.1. A player's match-win percentage is that player's accumulated match points divided by the total match points possible in those rounds. If this number is lower than 0.33, use 0.33 instead. The minimum match-win percentage of 0.33 limits the effect low performances have when calculating and comparing opponents' match-win percentage.
- 2.1.9.5.2. **Game-win percentage**
- 2.1.9.5.2.1. Similar to match-win percentage, a player's game-win percentage is the total number of game points he or she earned divided by the total game points possible



(generally, 3 times the number of games played). Again, use 0.33 if the actual game-win percentage is lower than that.

- 2.1.10. **Double Round Robin:** Players will compete in a multi-round format where each player will play against everyone in their group twice.
- 2.1.11. Final Placements of the Round Robin Groups will be determined by Match Record, if any Players are tied in Match Record the ties will then be broken per the following tiebreakers in order of priority.
 - 2.1.11.1. **Tiebreaker 1:** Head to Head Match Record
 - 2.1.11.2. **Tiebreaker 2:** Players Game Win Percentage (See [2.1.9.5.2](#))
 - 2.1.11.3. **Tiebreaker 3:** If Players rankings can not be broken by Tiebreaker 1 and 2. The Players will play a single elimination bracket to determine their final ranking.
 - 2.1.11.3.1. Seeding for Players in the single elimination bracket will be determined by the Player's total points earned and their current Trophy Race standings.
 - 2.1.11.3.2. If there are an odd number of Players in the single elimination bracket, the Player with the highest seed will receive a Bye into the next round of the single elimination bracket.
- 2.1.12. **Single Elimination:** Players will compete in a bracket format where a player is eliminated from the competition after one (1) loss.
- 2.1.13. **Double Elimination:** Players will compete in a bracket format where it's broken up into an upper bracket and lower bracket. A player is eliminated from the competition after two (2) losses.
- 2.1.14. **Ties:** In the scenario of a tie, the game will evenly damage the Players' remaining towers until a winner is decided. If a true tie occurs and the game cannot determine a winner, the Players will start a new game to determine a winner.

2.2. Clash Royale League Schedule

- 2.2.1. The Organizer reserves the right to amend, remove, or otherwise change the schedule in this handbook without notice.
- 2.2.2. Round 1
 - 2.2.2.1. January 4th-31st, Trophy Race
 - 2.2.2.2. February 13th-14th, Monthly Qualifier



- 2.2.2.3. February 20th-21st, Monthly Final
- 2.2.3. Round 2
 - 2.2.3.1. February 1st-28th, Trophy Race
 - 2.2.3.2. March 13th-14th, Monthly Qualifier
 - 2.2.3.3. March 20th-21st, Monthly Final
- 2.2.4. Round 3
 - 2.2.4.1. March 1st-April 4th, Trophy Race
 - 2.2.4.2. April 10th-11th, Monthly Qualifier
 - 2.2.4.3. April 17th-18th, Monthly Final
- 2.2.5. Round 4
 - 2.2.5.1. April 5th-May 2nd, Trophy Race
 - 2.2.5.2. May 8th-9th, Monthly Qualifier
 - 2.2.5.3. May 15th-16th, Monthly Final
- 2.2.6. Round 5
 - 2.2.6.1. May 3rd-June 6th, Trophy Race
 - 2.2.6.2. June 12th-13th, Monthly Qualifier
 - 2.2.6.3. June 19th-20th, Monthly Final
- 2.2.7. Round 6
 - 2.2.7.1. June 7th-July 4th, Trophy Race
 - 2.2.7.2. July 10th-11th, Monthly Qualifier
 - 2.2.7.3. July 17th-18th, Monthly Final
- 2.2.8. Round 7
 - 2.2.8.1. July 5th-August 1st, Trophy Race
 - 2.2.8.2. August 14th-15th, Monthly Qualifier
 - 2.2.8.3. August 21st-22nd, Monthly Final
- 2.2.9. Round 8



- 2.2.9.1. August 2nd-September 5th, Trophy Race
- 2.2.9.2. September 11th-12th, Monthly Qualifier
- 2.2.9.3. September 18th-19th, Monthly Final
- 2.2.10. Last Chance Qualifier
 - 2.2.10.1. October 30th-31st
- 2.2.11. World Finals
 - 2.2.11.1. December 3rd-5th

2.3. Clash Royale League Qualification Overview

2.3.1. Trophy Race

- 2.3.1.1. Monthly in-game Ladder Qualification where the top one-thousand (1000) Players after the Fair Play check will qualify for the Monthly Qualifier.
- 2.3.1.2. All Trophy Race listed in [Section 2.2](#) will end on the first Monday of the new month at 08:00AM GMT ([in your timezone](#)).
 - 2.3.1.2.1. Players who place in the top one-thousand (1000) of Trophy Race will be awarded points based on their Round standing.
 - 2.3.1.2.2. Players may only qualify with one account during the Trophy Race.
 - 2.3.1.2.3. If a Player has multiple accounts in the top one-thousand (1000) only the highest standing account will count towards earning a Monthly Qualifier invitation and Leaderboard points.
 - 2.3.1.2.3.1. If a Player attempts to sign-up with multiple accounts for a Monthly Qualifier or during a different Trophy Race Round, those accounts will be dropped from the leaderboard.
 - 2.3.1.2.4. Points and Monthly Qualifier invitation will not be awarded to Players past the top one-thousand (1000).
 - 2.3.1.2.4.1. All Players that are tied in trophies at the 1000th spot cutoff will be invited to the Monthly Qualifier after they've passed the Fair Play check.

2.3.2. Monthly Qualifier



- 2.3.2.1. Eligible Players from the Trophy Race will compete in a two (2) Day tournament.
- 2.3.2.2. The Monthly Qualifier competition will take place on [Battlefy](#).
- 2.3.2.3. Players will be required to create a Battlefy account and connect their #ID and API token during registration.
- 2.3.2.4. Players will be required to check-in to the tournament 30 minutes prior to the tournament start time.
- 2.3.2.5. Duel Format will be the game format for the Monthly Qualifier
 - 2.3.2.5.1. See [Section 2.1.8](#) for more information on Duel Format
 - 2.3.2.5.2. See [Section 6.2.2](#) for information on Duel Format penalties
- 2.3.2.6. Registration for the Monthly Qualifier will open when Players receive an in-game inbox message for the Monthly Qualifier and will close on Friday 7:59AM GMT ([in your timezone](#)) before the Monthly Qualifier.
- 2.3.2.7. Please see [Section 4.9.1](#) for more information on streaming during the Monthly Qualifier
 - 2.3.2.7.1. Players **MUST** register with their highest standing account.
- 2.3.2.8. Qualifier Slots
 - 2.3.2.8.1. Players will be able to register for one (1) of the following four (4) time slots.
 - 2.3.2.8.1.1. Time Slot 1 - 08:00AM GMT ([in your timezone](#))
 - 2.3.2.8.1.2. Time Slot 2 - 12:00PM GMT ([in your timezone](#))
 - 2.3.2.8.1.3. Time Slot 3 - 04:00PM GMT ([in your timezone](#))
 - 2.3.2.8.1.4. Time Slot 4 - 08:00PM GMT ([in your timezone](#))
- 2.3.2.9. Day 1 Players will sign up for one (1) of four (4) Groups for Swiss Play and the top eight (8) players from each group will advance to Day two (2).
 - 2.3.2.9.1. See [Section 2.1.9](#) for more information on Swiss.
 - 2.3.2.9.2. Each time slot will have a maximum of two-hundred and fifty (250) sign-up slots available.
 - 2.3.2.9.2.1. Time slots size will be scaled accordingly based on the total number of players that register for the Monthly Qualifier.



- 2.3.2.9.2.2. Sign-ups for time slots are on a first come first serve basis. Once a time slot has reached two-hundred and fifty (250) Players or the scaled size it will close.
 - 2.3.2.9.2.3. Players will not be allowed to change time slots once a time slot has been chosen.
 - 2.3.2.10. Day 2 will consist of eight (8) - four (4) Player double round robin groups. The top player from each group will advance to the Monthly Final.
 - 2.3.2.10.1. Day 2 will start at 01:00PM GMT ([in your time zone](#))
 - 2.3.2.10.1.1. See [Section 2.1.10](#) for more information on Double Round Robin.
 - 2.3.2.10.2. The thirty-two (32) Players that advance from Day 1 will be reseeded into groups of four (4) for the Day 2 Double Round Robin.
 - 2.3.2.10.3. The top eight (8) Players will receive seeding for the Monthly Final based on their total points earned and their current Trophy Race standings.
 - 2.3.2.10.4. Players who advance to the Monthly Final will be sent documentation and a questionnaire by the Organizer. These must be filled out and returned no later than twenty-four (24) hours after the completion of the Monthly Qualifier.
 - 2.3.2.10.5. A Player will receive five (5) points for every match win during the Monthly Qualifier.
 - 2.3.3. Monthly Final
 - 2.3.3.1. The top eight (8) Players from the Monthly Qualifier will compete in a two (2) day double-elimination tournament to determine the Round's champion.
 - 2.3.3.1.1. See [Section 2.1.13](#) for more information on Double Elimination
 - 2.3.3.2. Broadcast Webcam
 - 2.3.3.2.1. Players will be receiving a Webcam from the Organizer, pending any shipping delays.
 - 2.3.3.2.1.1. Players are expected to use their own Webcam or one provided by the Organizer as a requirement of their participation in the Monthly Final.



- 2.3.3.2.1.2. Failure to use a Webcam may result in penalties, including Prize Money and Point reductions.
- 2.3.3.2.2. Players will receive instructions on how to set up the webcam during a scheduled technical check with the Administrator.
- 2.3.3.2.3. Players who appear on broadcast must adhere to the Competitive Integrity Requirements detailed in [Section 5](#) and the Code of Conduct detailed in [Section 10](#).
- 2.3.3.3. Duel Format will be the game format for the Monthly Final
 - 2.3.3.3.1. See [Section 2.1.8](#) for more information on Duel Format
 - 2.3.3.3.2. See [Section 6.2.2](#) for information on Duel Format penalties
- 2.3.3.4. Monthly Finals Day 1 and Day 2 start time: 02:00PM GMT ([in your time zone](#))
 - 2.3.3.4.1. Players are required to check-in one (1) hour before their scheduled match time with a tournament Administrator.
 - 2.3.3.4.2. Players will need to join either the Monthly Final Discord or WeChat Group within twenty-four (24) hours of receiving the invitation from the Organizer.
 - 2.3.3.4.3. Players will be responsible for submitting 4 unique decks to an Administrator before every match. The Administrator will verify the decks are Unique before the start of a Match. In the event where the Player (a) enters a game with a deck not submitted and approved prior to the match **OR** (b) plays a deck that contains a duplicate card the following penalties apply:
 - 2.3.3.4.3.1. If a Player enters a game with a deck that was not submitted and approved, the infringing Player will be issued **a game loss**. If a Player enters a game with a deck that contains a previously played card, the infringing Player will be issued **a game loss**.
 - 2.3.3.4.3.2. If both Players enter a game with either (a) a deck that was not submitted and approved or (b) a duplicate deck, both Players will be issued a **warning** and asked to re-play the game with correct legal decks. Repeat offenses may result in an automatic game loss
 - 2.3.3.4.4. Players will await instructions from the tournament Administrators before proceeding with their match.



- 2.3.3.4.5. Players can not stream their gameplay or point-of-view during the Monthly Final. See [Section 4.9.2](#) for more information.
- 2.3.3.5. Day 1 will consist of eight (8) matches. Four (4) Quarter Final matches, two (2) Semi Final matches, and two (2) lower bracket Quarter Final matches.
- 2.3.3.6. Day 2 will consist of up to seven (7) matches. Two (2) lower bracket Semi Final matches, upper bracket Finals, lower bracket decider, lower bracket Finals, Grand Finals, and if required a bracket reset match.
- 2.3.3.7. Players will be awarded points based on their Monthly Final standings. Please refer to [Section 2.4.4](#) for the Monthly Final Points Structure
- 2.3.4. Last Chance Qualifier
 - 2.3.4.1. After the conclusion of Round 8 Monthly Final, thirty-two (32) Players with a Competitive Leaderboard (see [Section 2.4](#)) standing from 25th to 56th place and who have not yet earned a spot to WF will compete for eight (8) of the thirty-two (32) spots to the WF in a Single Elimination bracket.
 - 2.3.4.1.1. Invitation to the LCQ will be passed down to the next eligible Player if a Player currently in the LCQ has been passed down a WF invitation or is unable to participate.
 - 2.3.4.1.2. See [Section 2.1.12](#) for more information on Single Elimination.
 - 2.3.4.1.3. Duel Format will be the game format for the Last Chance Qualifier.
 - 2.3.4.1.3.1. See [Section 2.1.8](#) for more information on Duel Format
 - 2.3.4.1.3.2. See [Section 6.2.2](#) for information on Duel Format penalties
 - 2.3.4.1.4. Only the Round of thirty-two (32) and Round of sixteen (16) will be played to decide the eight (8) players that will advance to the WF.
 - 2.3.4.1.5. The Competitive Leaderboard standings at the end of Round 8 will be used to seed the eight (8) players that advance from the Last Chance Qualifier into the 25th to 32nd seed for World Finals.
 - 2.3.4.2. Broadcast Webcam
 - 2.3.4.2.1. Players will be receiving a Webcam from the Organizer, pending any shipping delays.



- 2.3.4.2.2. Players are expected to use their own Webcam or one provided by the Organizer as a requirement of their participation in the Last Chance Qualifier.
- 2.3.4.2.3. Failure to use a Webcam may result in penalties, including Prize Money reduction and Game loss.
- 2.3.4.3. Players will receive instructions on how to set up the webcam during a scheduled technical check with the Administrator.
- 2.3.4.4. Players who appear on broadcast must adhere to the Competitive Integrity Requirements detailed in [Section 5](#) and the Code of Conduct detailed in [Section 10](#).
- 2.3.4.5. Last Chance Qualifier Day 1 and Day 2 start time: 02:00PM GMT ([in your time zone](#))
 - 2.3.4.5.1. Players are required to check-in one (1) hour before their scheduled match time with a tournament Administrator.
 - 2.3.4.5.2. Players will need to join either the Last Chance Qualifier Discord or WeChat Group within twenty-four (24) hours of receiving the invitation from the Organizer.
 - 2.3.4.5.3. **Players** will assume all responsibility for duplicate cards played in their deck.
 - 2.3.4.5.3.1. If a Player enters a game with a deck that contains a previously played card, the infringing Player will be issued a **game loss**.
 - 2.3.4.5.3.2. If both Players enter a game with a duplicate deck, both Players will be issued a **warning** and asked to re-play the game with correct legal decks. Repeat offenses may result in an automatic game loss
 - 2.3.4.5.4. Players will await instructions from the tournament Administrators before proceeding with their match.
 - 2.3.4.5.5. Players can not stream their gameplay or point-of-view during the Last Chance Qualifier. See [Section 4.9.2](#) for more information.
- 2.3.4.6. Day 1 Round of 32 will consist of sixteen (16) matches.
- 2.3.4.7. Day 2 Round of 16 will consist of eight (8) matches..
- 2.3.5. World Finals



- 2.3.5.1. The acclamation of the 2021 Clash Royale League where the Top 32 players around the globe will be competing for a Prize Pool of \$1,020,000 and to be crowned the Royale Champion
 - 2.3.5.1.1. The top 24 Players from the Competitive Leaderboard will receive an invitation to WF
 - 2.3.5.1.2. The remaining 8 Players will receive an invitation from the Last Chance Qualifier
- 2.3.5.2. See [Section 2.1.12](#) for more information on Single Elimination.
- 2.3.5.3. See [Section 2.1.13](#) for more information on Double Elimination
- 2.3.5.4. Duel Format will be the game format for the World Finals.
 - 2.3.5.4.1. See [Section 2.1.8](#) for more information on Duel Format.
 - 2.3.5.4.2. See [Section 6.2.2](#) for information on Duel Format penalties.
- 2.3.5.5. Broadcast Webcam
 - 2.3.5.5.1. Players will be receiving a 1080P Webcam from the Organizer, pending any shipping delays.
 - 2.3.5.5.2. Players are expected to use their own Webcam or one provided by the Organizer as a requirement of their participation in the World Finals.
 - 2.3.5.5.3. Failure to use a Webcam may result in penalties, including Prize Money reduction and Game loss.
- 2.3.5.6. World Finals Day 1 , Day 2, and Day 3 start time: 11:30AM GMT ([in your time zone](#))
 - 2.3.5.6.1. Players are required to check-in one (1) hour before their scheduled match time with a tournament Administrator.
 - 2.3.5.6.2. Players will be added to either the World Finals Discord or WeChat Group upon qualification by the Organizer.
 - 2.3.5.6.3. **Players** will assume all responsibility for duplicate cards played in their deck.
 - 2.3.5.6.3.1. If a Player enters a game with a deck that contains a previously played card, the infringing Player will be issued a **game loss**.



2.3.5.6.3.2. If both Players enter a game with a duplicate deck, both Players will be issued a **warning** and asked to re-play the game with correct legal decks. Repeat offenses may result in an automatic game loss

2.3.5.6.4. Players will await instructions from the tournament Administrators before proceeding with their match.

2.3.5.6.5. Players can not stream their gameplay or point-of-view during the World Finals. See [Section 4.9.2](#) for more information.

2.3.5.7. Day 1 will consist of sixteen (16) Single Elimination matches.

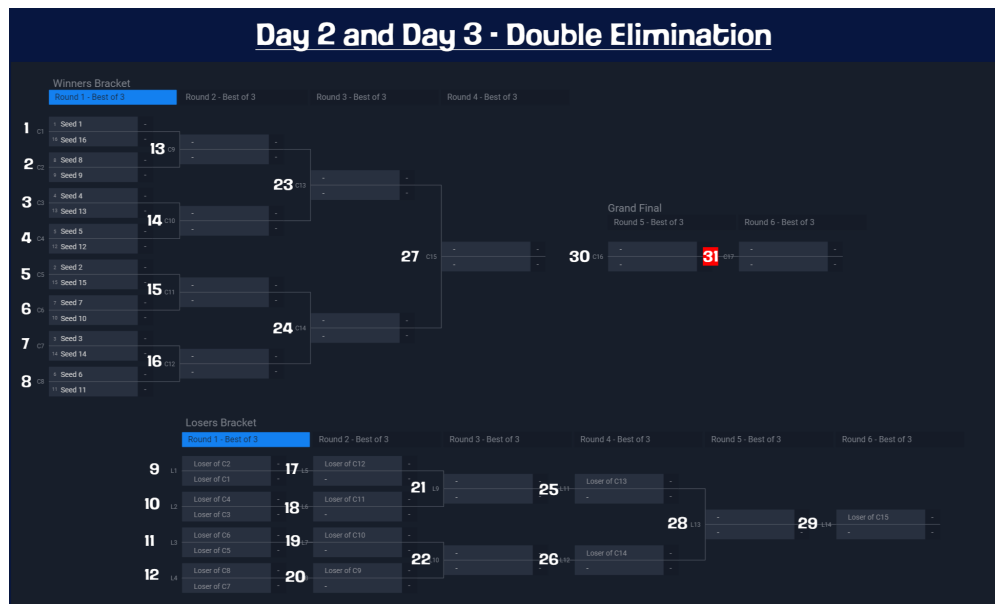
2.3.5.8. Day 2 will consist of a sixteen (16) Player Double Elimination Bracket where sixteen (16) matches will be played.

2.3.5.8.1. Players advancing from the Day 1 Single Elimination Bracket will take on the highest seed from the opponent they defeated during Day 1.

2.3.5.9. Day 3 will consist of up to fifteen (15) matches.

2.3.5.9.1. If a Player from the lower bracket final wins Match 30, then there will be a bracket reset and Match 31 will be played.

2.3.5.10. Day 2 and Day 3 Bracket





2.4. Competitive Leaderboard

2.4.1. Players will earn points throughout the CRL Round based on their performance. These points will be represented on the Competitive Leaderboard and will decide the WF invitation and LCQ invitation.

2.4.2. Trophy Race

2.4.2.1. The top one-thousand (1000) Players from the Trophy Race will be awarded points based on their placements.

2.4.2.1.1. Players with multiple accounts in the Trophy Race will only earn points on the account with the highest Competitive Leaderboard standing.

2.4.2.1.1.1. Players points earned will not be combined between multiple accounts.

2.4.2.1.2. The Players placement in the current Round of Trophy Race will act as a tiebreaker for the top eight (8) players that advance from the Monthly Qualifier

Top 10	Top 50	Top 100	Top 500	Top 1000
40 Points	25 Points	20 Points	5 Points	1 Point

2.4.3. Monthly Qualifier

2.4.3.1. Players in the Monthly Qualifier will earn five (5) points for every Match win.

Point Per Win	Day 1 Swiss	Day 2 Double Round Robin
1 Win = 5 Points	1-11 Wins = 5-55 Points	1-6 Wins = 5-30 Points

2.4.4. Monthly Final

2.4.4.1. Players in the Monthly Final will earn points based on their placement

1st	2nd	3rd-4th	5th-8th
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100 Points	70 Points	50 Points	35 Points
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2.4.5. Leaderboard Tiebreaker

2.4.5.1. If a tie occurs between multiple Players on the Competitive Leaderboard at the end of the Round 8 the following will be used to determine the final standings.

2.4.5.1.1. **Tiebreaker 1:** total number of Monthly Final Wins.

2.4.5.1.2. **Tiebreaker 2:** average placement in all Monthly Finals.

2.4.5.1.3. **Tiebreaker 3:** average placement in all Trophy Race Rounds.

2.5. Rights

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

3. Players Eligibility Requirements

3.1. Players Age

- 3.1.1. Players must be at least sixteen (16) years old by the closing date of registration for each Monthly Qualifier to be eligible to compete in that CRL Round.
- 3.1.2. Players residing in Mainland China must be at least eighteen (18) years old by the closing date of registration for each Monthly Qualifier to be eligible to compete in that CRL Round.
- 3.1.3. If you are under the legal age of consent in your country of residence, but are at least sixteen (16) years of age, you may still enter and be a participant if you otherwise meet all the eligibility criteria and one of your parents or legal guardians reads and agrees to these Rules on your behalf.

3.2. Verification of Eligibility

- 3.2.1. Eligible Players will be required to complete a registration form upon qualifying for the "Monthly Qualifier". Eligible participants must fill out all required portions of the registration form to be eligible for consideration.
- 3.2.2. Eligible participants will be required to verify that they meet the minimum age requirement of sixteen (16) years of age or older.
- 3.2.3. Eligible participants from Mainland China will be required to verify that they meet the minimum age requirement of eighteen (18) years of age or older.



- 3.2.4. Players who compete in the tournament will be required to provide proof of identity; otherwise the player will not be eligible to win any prizes during the current tournament Round. The Organizer reserves the right to verify an eligible Player's information at any given time if deemed necessary.

- 3.2.4.1. Valid Form of Identification

- 3.2.4.1.1. National ID Card
- 3.2.4.1.2. Birth Certificate
- 3.2.4.1.3. Passport
- 3.2.4.1.4. Driver's license

3.3. Account Eligibility

- 3.3.1. Player's accounts must be in good standing with respect to the CRL Rules and their Clash Royale account registered in their name must not have any violations of the Game's applicable [Terms of Service](#).

3.4. Confidentiality

- 3.4.1. All content including protests, support tickets, discussions and/or any other correspondence with Administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from Administrators. Prior to being disclosed confidential information, Players will be required to sign a non-disclosure agreement ("**NDA**") in which they accept the terms and conditions set forth by the Organizer. Failure to comply with the terms of the NDA will result in fines set by the Organizer and a year long competitive ban.

3.5. Conflict of Interest

- 3.5.1. Supercell, Vindex, and Staff involved in the operation of the CRL are not eligible to compete in any CRL competition.

4. Match Procedure

4.1. Game Version

- 4.1.1. Players must install the newest version of the game in order to participate in the tournament Round. Updates must be installed before the tournament starts.

4.2. Patch

- 4.2.1. All online tournament matches will be played on the most current patch available on the live client.



4.3. Game Restarts

- 4.3.1. Game states that merit a game restart are solely at the discretion of the Organizer. Restart procedures will be decided by the Organizer and communicated to the player before being executed.

4.4. Match Start

4.4.1. Monthly Qualifier

- 4.4.1.1. Once the Organizer has published the tournament bracket Players will have seven (7) minutes to check-in and begin their match.

- 4.4.1.1.1. Failure to check-in within five (5) minutes will result in a game loss.

- 4.4.1.1.2. Failure to check-in within seven (7) minutes will result in a match loss.

- 4.4.1.1.3. See [Section 6.2.1](#) for more information on Match Tardiness.

- 4.4.1.1.4. Players will need to be on the Battlefy tournament page for notification of when the Tournament Administrator has started the bracket and when their match is ready to be played.

- 4.4.1.1.5. Both Players will have to check-in to their match on Battlefy and once the Players are ready, they will need to hit the start match button. Players will then be prompted with an in-game challenge notification from Battlefy.

- 4.4.1.1.6. Players that have checked-in and started their match on Battlefy will need to open up Clash Royale where they will receive their match invitation.

- 4.4.1.1.7. Players will then select their deck.

- 4.4.1.1.8. Players will then accept the friendly battle request.

- 4.4.1.1.9. Players will play their match.

- 4.4.1.1.10. Players will then have two (2) minutes to select their deck between Game 1 & Game 2 and Game 2 & Game 3. Players who are stalling between games may be given a game loss.

- 4.4.1.1.11. Players will repeat 4.4.1.2 to 4.4.1.4 if necessary based on the Best-Of-X format.

- 4.4.1.1.12. See [Section 4.6](#) regarding score submission.



4.4.2. Monthly Final

- 4.4.2.1. Players are required to check-in one (1) hour before their scheduled match time with a tournament Administrator.
- 4.4.2.2. Players will need to join the Monthly Final clan in Clash Royale.
- 4.4.2.3. Players must submit their four (4) decks to an administrator in a timely manner, before each of their matches.
 - 4.4.2.3.1. An Administrator will notify the player of their upcoming matches and to submit their decks.
 - 4.4.2.3.2. Delayed submissions of the four (4) decks to an administrator will result in being penalized with a warning, game loss, or match loss based on the number of repeated offenses.
 - 4.4.2.3.2.1. See [Section 6.2.2.3.3.1](#) for more information
 - 4.4.2.3.3. Delayed deck submissions and repeated submissions of duplicate cards will result in players being locked into the submitted decks and if the decks violate [Section 6.2.2.3](#) players will be penalize accordingly.
- 4.4.2.4. Players in the Lower bracket Finals, Grand Finals, and Bracket Reset will have a minimum of seven (7) minutes between each match to prepare for their upcoming opponent.
 - 4.4.2.4.1. For all other matches, deck submissions are due immediately at the end of the previous match, as these matches are predetermined with ample preparation time available.
 - 4.4.2.4.2. An administrator will notify the players when half of the allotted time has passed for deck submissions. If Players fail to submit they will be penalized accordingly
 - 4.4.2.4.2.1. See [Section 6.2.2.3.3.2](#) for more information on the Lower Bracket Semi, Lower Bracket Finals, Grand Finals, and Bracket Reset penalty.
- 4.4.2.5. Players will await instructions from the tournament Administrators before proceeding with their match.
- 4.4.2.6. Players will have one (1) minute to select their deck after each game.
- 4.4.2.7. Players can not stream their gameplay or point-of-view during the Monthly Final. See [Section 4.9.2](#) for more information.
- 4.4.2.8. After the end of each Match an Administrator will submit your scores.



4.4.3. Last Chance Qualifier

- 4.4.3.1. Players are required to check-in one (1) hour before their scheduled match time with a tournament Administrator.
- 4.4.3.2. Players will need to join the Last Chance Qualifier clan in Clash Royale.
- 4.4.3.3. An Administrator will notify the player of their upcoming matches.
- 4.4.3.4. Players will await instructions from the tournament Administrators before proceeding with their match.
- 4.4.3.5. Players will have two (2) minutes to select their deck after each game. Player must start their match immediately after the administrator has given the player permission. Delaying the start of the match will result in the following penalties.
 - 4.4.3.5.1. 1st Offense: Warning
 - 4.4.3.5.2. 2nd Offense: Game Loss
 - 4.4.3.5.3. 3rd Offense: Match Loss
- 4.4.3.6. Players can not stream their gameplay or point-of-view during the Last Chance Qualifier. See [Section 4.9.2](#) for more information.
- 4.4.3.7. After the end of each Match an Administrator will submit your scores.

4.4.4. World Finals

- 4.4.4.1. Players are required to check-in one (1) hour before their scheduled match time with a tournament Administrator.
- 4.4.4.2. Players will need to join the World Finals clan in Clash Royale.
- 4.4.4.3. An Administrator will notify the player of their upcoming matches.
- 4.4.4.4. Players will await instructions from the tournament Administrators before proceeding with their match.
- 4.4.4.5. Players will have two (2) minutes to select their deck after each game. Player must start their match immediately after the administrator has given the player permission. Delaying the start of the match will result in the following penalties.
 - 4.4.4.5.1. 1st Offense: Warning
 - 4.4.4.5.2. 2nd Offense: Game Loss
 - 4.4.4.5.3. 3rd Offense: Match Loss



- 4.4.4.6. Players in the Lower bracket Quarter-Finals, Lower bracket Finals, Grand Finals, and Bracket Reset will have a minimum of seven (7) minutes between each match to prepare for their upcoming opponent.
- 4.4.4.7. Players can not stream their gameplay or point-of-view during the World Finals. See [Section 4.9.2](#) for more information.
- 4.4.4.8. After the end of each Match an Administrator will submit your scores.
- 4.4.5. During the Monthly Qualifier Day 1 the Player's next match will start immediately following the completion of all Swiss matches from the previous round.
- 4.4.6. During the Monthly Qualifier Day 2 the Player's next Round Robin match will start immediately when their next opponent is available.
- 4.4.7. Monthly Finals, Last Chance Qualifier, and World Finals Players will be invited to join the Organizer clan to participate in their matches.

4.5. Withdrawing from the Tournament

- 4.5.1. A player can withdraw from the tournament at any time by notifying the Organizer.
- 4.5.2. Players who do not show up to their match will be subjected to a match loss by the Organizer.
- 4.5.3. Players who repeatedly fail to check-in or "No Show" to their matches for multiple rounds will be removed from the tournament by the Organizer.
 - 4.5.3.1. Players who do not provide notice of withdrawal and are removed from the tournament for repeated failure to check-in or no show will be penalized one (1) point.

4.6. Match Results

- 4.6.1. Players will not be responsible for submitting scores. Scores are automatically recorded after a match has completed.

4.6.1.1. API Matchmaking Issues

- 4.6.1.1.1. In the event where a Players match is unable to start via the automated matchmaking system. Players will need to proceed with the following instructions.
 - 4.6.1.1.1.1. Players will complete their match via friendlies, by adding each other as friends via their friend link URL.



- 4.6.1.1.1.2. Once the match is complete, the Match winner will need to submit screenshots of all games played via the Battlefy match chat or to an Administrator on Discord/WeChat for approval.

4.6.1.2. Match Disputes

- 4.6.1.2.1. A Player may dispute their match if there is an issue by contacting an Administrator via Discord/WeChat or the Battlefy match page. The Player will be required to provide a reason and sufficient evidence to support their claim.
- 4.6.1.2.2. Players must raise any dispute(s) and/or request(s) for assistance to Administration via Discord or WeChat within ten (10) minutes of their match completion or prior to the start of the next Swiss round whichever comes first.
- 4.6.1.2.3. An Administrator will provide notification in Discord, WeChat, and Battlefy of when the current Swiss Round will be ending.
- 4.6.1.2.4. Match results are ***FINAL*** once the current Swiss Round has been advanced to the next round.

4.7. Technical Issue

- 4.7.1. Players are responsible for their own internet connectivity , hardware, software, and any other components needed to participate.

4.8. Disconnection

- 4.8.1. Players are responsible for their own connection. In the event of a disconnect, Players will not receive a restarts unless there is a Global service outage with the game.

4.9. Streaming and Spectating

- 4.9.1. Monthly Qualifier - Players will be able to stream their matches during the Monthly Qualifier from their own perspective. Players streaming, do so at their own risk. Players may not spectate other competitors in the tournament.
 - 4.9.1.1. Players Monthly Qualifier matches may be spectated or streamed by approved content creators.
- 4.9.2. Monthly Final & Last Chance Qualifier - Any broadcast of a live tournament match is prohibited and may only be broadcasted by the official Supercell Esports channel during that window.



4.10. New Card Releases

- 4.10.1. All new Cards that have been released within two (2) weeks of a Clash Royale League Tournament will be banned and not available for competitive play. The new Cards will still however, be available to play during the Trophy Race.

4.10.1.1. See [Section 6.2.2.4](#) for more information.

5. Competitive Integrity

Players are expected to play at their best at all times within any CRL games and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, and fairplay.

5.1. Collusion

- 5.1.1. Colluding is defined as an agreement between Players to intentionally alter the results of a match. Players who participate in these discussions will be subject to review. Any Players found breaking this rule will be subject to a ban from the remainder of the Tournament year, loss of Tournament points, and forfeiture of all unpaid prize money earned.

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

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

- 5.1.1.3. Soft play, defined as an agreement between players to not damage, impede or otherwise play to a reasonable standard of a competition.

5.2. Hacking

- 5.2.1. Hacking is defined as any modification of the Clash Royale game client by a Player.

5.3. Exploits

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

5.4. Match fixing

- 5.4.1. Engaging in any action that improperly influences the outcome of a game or match by any means



5.5. Bribery

- 5.5.1. Bribing or attempting to bribe a referee or the Organizer to manipulate the competition.

5.6. Cheating

5.6.1. Denial-of-Service (DDoS)

- 5.6.1.1. An attempt to limit another Player's connection to the game by using a Denial-of-Service attack to gain an advantage.
- 5.6.1.2. An attempt to limit or interrupt the Organizer Tournament or Supercell game service.

5.6.2. Software or Hardware

- 5.6.2.1. An attempt to use non-official hardware or software to gain a competitive advantage such as 3rd party software that manipulates the game, modified clients, and unauthorized mobile devices.

5.7. Intentional Disconnection

- 5.7.1. Intentionally disconnecting from the game without a proper and explicitly stated reason.

5.8. Mobile Device

5.8.1. Legal

- 5.8.1.1. Tablet
- 5.8.1.2. Phones

5.8.2. Banned

- 5.8.2.1. Emulators
- 5.8.2.2. PC

6. Penalties

6.1. Players will accumulate penalty points if they violate the terms set forth in the Rules.

- 6.1.1. Once Penalty Points are accumulated they will stay with the Player for three (3) Rounds on a rolling basis, additional Penalty Points earned will extend the duration of when the points expire.



- 6.1.2. Continually amassing infraction points will put a Player at risk of being disqualified from future events or receiving a Round ban.
- 6.1.3. Players who receive Round bans must complete the duration of the bans before being eligible to compete in CRL.

6.2. Match Penalties

6.2.1. Match Tardiness

- 6.2.1.1. Players will have five (5) minutes from the time the round has started to begin their match.
- 6.2.1.2. If a Player has not started their match by the end of five (5) minutes they will be given a game loss.
- 6.2.1.3. In a Bo3, a Player who has not started their game at the end of five (5) minutes will be given a game loss. After seven (7) minutes the player will be given a match loss. In between games Players will have two (2) minutes to select their next deck, Players may receive a game loss if they do not accept their next game in a timely manner.

6.2.2. Duel Format

- 6.2.2.1. Players are responsible for ensuring that all four (4) decks they bring to a match complies with the Duel Format (see [Section 2.1.8](#)).
- 6.2.2.2. Incorrect deck selection
 - 6.2.2.2.1. Players who choose a deck that contain cards used in a previous game of the match will be issued a game loss.
 - 6.2.2.2.2. If both Players choose a deck that contains cards used in a previous game of the match, the current game result will stand. This only applies to the Monthly Qualifier
 - 6.2.2.2.3. The cards in that deck are counted as being played and will not be usable in future games in that match. The Player that is awarded the win will not be able to use the same deck for future games in that match.
- 6.2.2.3. Monthly Final, Last Chance Qualifier, World Finals
 - 6.2.2.3.1. If a Player enters a game with a deck that contains a previously played card, the infringing Player will be issued a **game loss**.
 - 6.2.2.3.2. If both Players enter a game with a duplicate deck, both Players will be issued a **warning** and asked to re-play the game with



correct legal decks. Repeat offenses may result in an automatic game loss

6.2.2.3.3. Deck Submissions - Monthly Final

6.2.2.3.3.1. Delayed Deck Submission

6.2.2.3.3.1.1. Offenses accrued by Players are cumulative over Day 1 and Day 2 of the Monthly Final

6.2.2.3.3.1.2. 1st Offense: Warning

6.2.2.3.3.1.3. 2nd Offense: Game Loss

6.2.2.3.3.1.4. 3rd Offense: Match Loss

6.2.2.3.3.2. Lower Bracket Finals, Grand Finals, and Bracket Reset

6.2.2.3.3.2.1. At seven (7) minutes Players will be notified by an Administrator to submit their decks.

6.2.2.3.3.2.2. For every one (1) minute after the submission deadline, the Player will be penalized a game loss.

6.2.2.4. New Card Release

6.2.2.4.1. If a Players choose a deck with a newly released card that is banned, they will be issued a game loss.

6.2.2.4.2. If both Players choose a deck that contains a newly release card that is banned then the current game result will stand.

6.3. Disqualification

6.3.1. Violation of the Code of Conduct and Competitive Integrity in the Rules will result in penalty points.

6.3.2. In the case of repeat or extreme violations Players will be disqualified from the current tournament Round and forfeit any of their tournament prizing.

6.3.3. Trophy Race

6.3.3.1. Players who fail to pass the Fair Play Check after the completion of the Trophy Race will not be able to participate in the Monthly Qualifier and will forfeit all points earned for that Round of the Trophy Race.

6.3.4. Monthly Qualifier



6.3.4.1. Players who fail to pass the Fair Play Check after the completion of the Monthly Qualifiers will not be able to participate in the Monthly Finals and will forfeit all points and prizes earned from that Round of the Monthly Qualifier.

6.3.4.1.1. In the case of a Player who has Qualified for the Monthly Final, but has failed the Fair Play Check, the next eligible player who has passed the Fair Play Check, will be invited to the Monthly Final.

6.4. Round Ban

6.4.1. In case of severe violation of the Code of Conduct and Competitive Integrity outlined in the Rules or repeated offenses the Player will receive Round bans based on their infractions.

6.4.2. Players who receive Round bans will be ineligible for future tournaments until their ban expires and they forfeit all unpaid tournament prizes.

6.5. Penalty Point Structure

Rule Violation	Number of Penalty Points
Match	
No Show	1
Constant Tardiness	1
Intentional Disconnection	3
Forging match results	3
Unsportsmanlike Behavior	
Unauthorized Player/Ringer	5
Collusion	5
Exploits	5



Cheating	5
Harassment	5
Discrimination	5
Severe Violations	
Leaking confidential information and breaking NDA	12
Hacking	12
Match Fixing	12
Sexual Harassment	12
Intent to harm Players or the Organizer	12

Penalty	Penalty Points Earned
Warning	1-4
Tournament Disqualification	5-7
Round Ban	8-11
Ban from the current Tournament Year	12



7. Communication

7.1. Tournament Discord - [Join Here](#)

- 7.1.1. The Tournament Discord channel will provide announcements, general tournament support, scrims requests for Players.
- 7.1.2. Discord will be the primary platform for communications for immediate responses with the Tournament Administrators.
- 7.1.3. Administrators and Moderators will be available to answer questions related to rule clarifications, schedules and disputes.
- 7.1.4. Helper.GG
 - 7.1.4.1. Helper.gg is a bot that will allow you to create a support ticket, and have a Moderator or Administrator help you in a one on one.
 - 7.1.4.2. Create a ticket with the command “-ticket <your request>”.
 - 7.1.4.3. Helper.gg has a built in two-way translation, support by default will be in English. Players can provide which language they speak and the Moderator or Administrator will set the appropriate language.

7.2. WeChat (Mainland China Only)

- 7.2.1. The Organizer will send out QR codes to qualified players.
- 7.2.2. WeChat Groups will be the primary communication channel for all Tournament Operations and Support in Mainland China.

8. Prizing

8.1. Prizing Breakdown

- 8.1.1. The total prize pool for the 2021 CRL will be \$1,644,000.
- 8.1.2. Clash Royale Regular Rounds will receive \$624,000.
 - 8.1.2.1. \$78,000 for 8 Rounds totaling \$624,000.
- 8.1.3. Clash Royale World Finals will receive \$1,020,000.
- 8.1.4. Monthly Qualifier
 - 8.1.4.1. Prizes will be paid out to the Players who placed 9th-16th & 17th-32nd.

9th-16th	17th-32nd
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\$1,500.00	\$1,000.00
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8.1.5. Monthly Final

8.1.5.1. Prizes will be paid out to the Players who placed 1st, 2nd, 3rd, 4th, 5th-6th, and 7th-8th.

1st	2nd	3rd	4th	5th-6th	7th-8th
\$20,000.00	\$10,000.00	\$6,000.00	\$4,000.00	\$3,000.00	\$2,000.00

8.1.6. Last Chance Qualifier

8.1.6.1. Prizes will be paid out to the Players who placed 1st-8th, 9th-16th, and 17th-32nd.

1st-8th	9th-16th	17th-32nd
\$5,000.00	\$3,000.00	\$1,000

8.1.7. World Finals

8.1.7.1. Prizes will be paid out to the Players who placed 1st, 2nd, 3rd, 4th, 5th-6th, 7th-8th, 9th-12th, 13th-16th, and 17th-32nd.

1st	\$200,000.00
2nd	\$100,000.00
3rd	\$75,000.00
4th	\$55,000.00
5th-6th	\$40,000.00
7th-8th	\$35,000.00
9th-12th	\$30,000.00
13th-16th	\$20,000.00



17th-32nd	\$15,000.00
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8.2. Prizing Eligibility

- 8.2.1. Players will not be allowed to claim cash prizing or cash-value prizing if the Player resides in a country currently subject to financial sanctions by the United States of America or European Union that prohibit financial transactions or payments to their country of residence.

8.3. Payment Process

- 8.3.1. All prizing will be paid directly to the Player. If the Player wishes they may have their prizing paid to their organization. The Player maintains all rights to how they would like their prizing to be distributed.
- 8.3.2. Following the completion of the Monthly Final Players will be required to submit all payment information within seven (7) days. Failure to complete payment information will result in delayed prizing payments.
- 8.3.3. Players are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state and local taxes, including possible VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Player.
- 8.3.4. All prizes will be distributed within 30 days after the Organizer has received all necessary payment information from the Player.

9. Content, Media, and Tournament Obligations

- 9.1. All Players who have qualified to participate in the World Finals will be required to accommodate and participate in the following media activities and tournament preparation if requested:
- 9.1.1. Pre-match Interviews
 - 9.1.2. Post-match Interviews
 - 9.1.3. Press conferences
 - 9.1.4. Photo shoots
 - 9.1.5. Other video recordings
 - 9.1.6. Technical Rehearsal
 - 9.1.7. Dress Rehearsal

10. Code of Conduct

- 10.1. All Players are subject to Supercell's [Safe and Fair Play Policy](#) upon participating in the CRL.



10.2. Organizers Discretion

- 10.2.1. The Organizer reserves the right to amend, remove, or otherwise change the rules outlined in this handbook without notice. The Organizer also reserves the right to make judgement on cases that are not explicitly supported or detailed in this handbook.

10.3. Player Behaviour

- 10.3.1. If the Tournament Administrators determines that a Player has violated the Clash Royale Terms of Use, or other rules of Clash Royale, the Tournament Administrators may assign penalties at their sole discretion.
- 10.3.2. If the Administrators contact a Player to discuss the investigation, the Player is obligated to tell the truth.
- 10.3.3. If a Player withholds information or misleads the Administrators creating an obstruction of the investigation then the Player is subject to punishment.

10.4. Unprofessional Behavior

10.4.1. General

- 10.4.1.1. Players may not represent themselves as Supercell or their affiliated games in any type of public statement.

10.4.2. Harassment

- 10.4.2.1. Harassment is defined as a systematic, hostile and/or repeated act taking place over a considerable period of time.

10.4.3. Sexual Harassment

- 10.4.3.1. Sexual harassment is defined as unwelcomed sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive.
- 10.4.3.2. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

10.4.4. Discrimination

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



10.5. Sponsorships, Apparels, and Branding

10.5.1. Player's sponsorships, apparels, and branding must follow the Safe and Fair Policy guidelines. Players will be required to remove or block out their sponsors, apparels, or branding during broadcast or live events if they do not meet the required guidelines. Items that fall under these categories include, but are not limited to:

- 10.5.1.1. Alcohol
- 10.5.1.2. Non over-the-counter drugs
- 10.5.1.3. Gambling websites
- 10.5.1.4. Tobacco products
- 10.5.1.5. Firearms
- 10.5.1.6. Pornography
- 10.5.1.7. Products of direct competitors
- 10.5.1.8. Other game companies, publishers and or platforms

11. Rules Translation

11.1. These Rules have been translated into several languages in order to best accommodate a wide subset of Players. The English version of this document will be treated as the singular source of truth in the event of a Rules dispute or inconsistency in Rules translation.

12. Terms of Service

12.1. All Players are subject to Supercell's [Terms of Service](#) upon participating in the CRL.

13. Finality of Decisions

- 13.1. 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 Vindex, the decisions of which are final.
- 13.2. Supercell and Vindex's decisions relating to these Rules and/or the Tournament cannot be appealed and shall not give rise to any claim for monetary damages or other legal or equitable remedy. These Rules may be amended, modified or supplemented by Supercell and Vindex, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.