

Official Rules – Brawl Stars

Game Gang Brawl Stars turnir z vplivneži

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Summary

The tournament is played in a knockout format. All players start randomly placed in the single-elimination tournament system. In case of a defeat, a player is eliminated.

The competition follows standard rules commonly played in such tournaments, further described in the text below. Players compete against opponents determined by a draw in a Best of 3 format (or Best of 1 format in event of turnout of over 32 players). The matches take place on competitor's own device (BYOD - Bring Your Own Device), while semifinal and grand final games are played on devices provided at the event, and players only need their Supercell account for registration.

Players (the winner) inform the admin about the result after completing the match. The game mode is Duels, and the map is Iron Core. Players are allowed to switch heroes between matches, and all heroes are permitted. Players find their opponents, add them as friends, and create a friendly battle. They can add opponents themselves using the list of players published on the Game Gang website, with assistance from the tournament administrator as needed.

In the event of rule violations or failure to comply with the tournament administrator's instructions, the organizers reserve the right to exclude the competitor from the competition or impose a penalty as determined by the administrator. If a player is late for a match (more than 10 minutes), it is necessary to notify the administrator, who retains the right to exclude the player or impose a penalty in another way as deemed appropriate.

Every decision made by the administrator is final.

Timeline

Friday, April 26th, 2024, at 14:00: Closing of online registrations and the start of player check-in for those registered online.

Friday, April 26th, 2024, at 16:30: Closing of player check-in (all competitors must report to the administrator and confirm their participation by this time) and the generation of the tournament system, followed by the commencement of tournament matches.

Friday, April 26th, 2024, at 19:00: End of tournament

1. Cup rules

1.1 Default Victory / No show

In case your opponent does not show up during the first 5 minutes of the game, please open a protest ticket. Matches must be played as soon as possible. The admin team might provide the players additional time so the match can be played.

1.2 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 re-join the round. A disconnection like this will not have an influence on the outcome of the round/match itself.

1.3 Game version

All players must install the newest version of the game in order to participate in GGS. Updates must be installed before the tournament starts, so delays will be at a minimum.

1.4 Decks and cards

All heroes can be used at all times, and heroes can be changed in between matches. Players can choose same hero multiple times.

2. Match settings

- Format: 1on1 (Best of 3 games, double elimination)
- Basic friendly battle 1vs1
- Game mode: Duels
- Map: Iron Core
- Play time: no limit

3. Match invitations

3.1 Match invitations

In case that the game integration is not working or a protest is opened, you will need to invite each other manually to the games.

The player on the upper side of the bracket page has the hosting rights.

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

- Add each other as friends (You will find the Brawl Stars tag of your opponent on the match page)

4. Screenshots

4.1. 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 disqualification.

4.2 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, except if proof of victory is physically presented to the game administrator.

5. Unauthorized Conduct and Sanctions

In the case of violations of the rules or states the administrator of the tournament, which the organizers include, the competitor is excluded from the competition or punished in a manner determined by the administrator. In case of lateness to the match (more than 10 minutes), the administrator reserves the right to exclude the player or punish him in some other way. Any decision of the administrator is final.