

Event Type: Global 5v5 – Town Hall 17 (Hard Mode)

Organizer: Hornets Community

Sponsor: WSA

1. Registration & Rosters

1.1 Registration Process

- All registrations are exclusively done via the bot League Utils.
- Assistance and commands will be provided in the channel bot-user-guide.
- Required for registration:
 - o 2 referees (referrers)
 - Minimum 1 clan link
 - Official team logo (high quality required)
 - Minimum roster size as defined by league rules
- Once submitted, the staff will review and approve/disapprove the application.

1.2 Roster Management

- Teams may add players to their Master Roster with the following conditions:
 - Additions limited to 50% of the maximum roster per season.
 - o Removals are not included in the "changes" quota.

- No weekly limits on changes, but once the quota is exhausted, no further changes are allowed.
- o Unused changes expire at the end of the season.
- o no dueling of accounts in one or multiple teams.
- Town Hall & hero levels are automatically verified through the Clash API. Please allow 1 hour for updates.
- The Ops Team will finalize roster changes following necessary checks.

2. Clan Rules

2.1 Clan Registration

Teams must register and compete in the same approved clan.

2.2 Clan Changes

- Clan change requests may be approved only for extenuating circumstances.
- Change requests must be made at least 24 hours before the next war.
- Once changed, the team must finish the season with that new clan.

3. Competition Format



Stage	Format	Details
Round of 256 to round of 8	Single Elimination	Standard knockout format
Round of 16 with 8 invited teams	Swiss Stage	Seating based on results
Round of 8 onwards	Double Elimination	Winner/loser brackets until finals

• Mode: 5v5 Town Hall 17 – Hard Mode

Banned: Seasonal troops & spells

Bot Timezone: UTC

3.1. Tournament calendar

Registration open 08/09

Registration closed 18/09

ir - 19/09 - 23/09

Ro128 - 23/09 - 26/09

Ro64 - 27/09 - 30/09

Ro32 - 30/09 - 03/10

Ro16 - 03/10 - 07/10

Swiss stage

0-0 - 09/10 - 12/10

0-1 - 12/10 - 15/10

1-0 - 12/10 - 15/10

1-1 - 15/10 - 18/10

0-2 - 15/10 - 18/10

2-0 - 15/10 - 18/10

2-1 - 18/10 - 21/10

1-2 - 18/10 - 21/10

2-2 - 21/10 - 25/10

Doubble elim

Upper Ro8 - 26/10 - 29/10

Lower r1 - 29/10 - 01/11

Upper qf - 29/10 - 01/11

Lower r2 - 01/10 - 04/11

Upper sf - 01/11 - 04/11

Lower r3 - 04/11 - 07/11

Upper fin - 04/11 - 07/11

Lower fin - 07/11 - 10/11

Grand final - 10/11 - 14/11

3.2 If teams can not agree to a match time by the final day of negotiation, a default time of 5 pm utc will be set on the final day.

4. War Proceedings

4.1 Long wars are not allowed, only under extraordinary circumstances will long wars be allowed, after being approved by staff.

4.2 Mandatory Attack Timings

Attacks must be executed in the following minute windows:

	Team A	Team B
37:00	33:00	
29:00	25:00	
21:00	17:00	
13:00	09:00	
05:00	01:00	

- Delay tolerance: ±30 seconds.
- Attacks outside this timing = -1 star & -6.6% destruction.
- The attack launch time (not troop drop) determines compliance.

5. Penalties & Sanctions

5.1 Launch Delays+ Accept Delays

• 0-9 min late: No penalty

• 10 min late: -1 star

• 15 min late: Forfeit

5.2 Clan Errors

• Playing in a non-registered clan = automatic forfeit.

5.3 Unrostered Accounts

- Non-rostered players may not attack.
- If they attack, their attack is voided.
- Multiple violations may result in match forfeits.

5.4 Banned Troops/Spells

● Any attack using prohibited troops/spells = attack canceled & −1 star.

5.5 Forfeits

- Forfeiting team: 9 stars + 70% average destruction.
- Winning team: 12 stars + 80% average destruction.
- Two forfeits in a season = automatic disqualification.

5.6 Fair Play

- Any spying, cheating, or anti-fair-play behavior will result in sanctions.
- Zero tolerance for cheating. Violating clans may be:
 - Disqualification from the Hornets Cup
 - Matches forfeited
 - Banned from future events
- All teams must follow Supercell Fair Play Guidelines and Hornets Cup Fair Play (HC FP) Guidelines.

5.6 Clan access

- If a streamer requests to join when they have claimed the match it is mandatory to let the streamer in your clan/ failure to do so will give you a 1 star penalty.
- Refusing to let an admin into your clan will result in a penalty of -1 star.

6. Final Notes

- Hornets Cup is built on sportsmanship & competition integrity.
- Staff reserves the right to sanction unsportsmanlike behavior even if not explicitly covered by these rules.