



# Hornets Cup – Official Rulebook

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

Organizer: Hornets Community

Sponsor: WSA

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## 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:
  - 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.
  - Removals are not included in the “changes” quota.

- No weekly limits on changes, but once the quota is exhausted, no further changes are allowed.
    - Unused changes expire at the end of the season.
    - 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.
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## **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.
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### 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

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### **3.1. Tournament calendar**

Registration open 08/09

Registration closed 18/09

ir - 19/09 - 23/09

Ro128 - 23/09 - 26/09

Ro64 - 26/09 - 29/09

Ro32 - 29-09 - 02/10

Ro16 - -2/10 - 05/10

Swiss stage

0-0 - 07/10 - 10/10

0-1 - 10/10 - 13/10

1-0 - 10/10 - 13/10

1-1 - 13/10 - 16/10

0-2 - 13/10 - 16/10

2-0 - 13/10 - 16/10

2-1 - 16/10 - 19/10

2-2 - 19/10 - 22/10

Dubbele elm

Upper Ro8 - 24/10 - 27/10

Lower r1 - 27/10 - 30/10

Upper qf - 27/10 - 30/10

Lower r2 - 30/10 - 02/11

Upper sf - 30/10 - 02/11

Lower r3 - 02/11 - 05/11

Upper fin - 02/11 - 05/11

Lower fin - 05/11 - 08/11

Grand final - 08/11 - 11/11

**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 possible in stage 1, please ping admins to confirm your long war before scheduling Max 4 hour long war, once we enter swiss stage long wars will no longer be allowed.

### 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:  $\pm 30$  seconds.
  - Attacks outside this timing =  $-1$  star &  $-6.6\%$  destruction.
  - The attack launch time (not troop drop) determines compliance.
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## **5. Penalties & Sanctions**

### **5.1 Launch Delays**

- 0–5 min late: No penalty
- 6–10 min late:  $-1$  star
- 11–15 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. Their village counts as 100% destroyed.
- 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: 50% of max stars + 50% average destruction.
- Winning team: 80% of max stars + 70% 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.
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## 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.