


# RULES AND REGULATIONS

## Season 4

# League Structure:

| Division | Size | Breakdown |
|---|---|---|
| **Hydra esports** | **Max 8 accounts** | **5/0/0/0** |

# War Details:

- Roster Size - 5 Members
- Townhall Breakdown - 5 TH15s
- War Prep and Battle Day - Any day between Thursday to Wednesday.
    1. Time Zone A : 11:30am - 3:30pm UTC
    2. Time Zone B : 4:00pm - 8:00pm UTC
    3. Time Zone C : 9:00pm - 1am UTC
- Preparation Day : Negotiable from 5 to 15 minutes.
- War Day : 45 minutes.

# Schedule:

- All battle days must occur between **Thursday 00.00 am and the following Wednesday 11.59 pm UTC.** If it becomes clear that a war cannot be negotiated during that time, please tag the Negotiation Team in your weekly war channel in the Negotiations server.
- Each clan will designate 2 representatives to do the match arrangements and negotiations.
- Clan representatives are responsible for determining the war day/time for each weekly war.
- Once the war is scheduled with the opponent, it must be added to the LeagueUtils Bot.
- If having trouble setting a day and time, tag the **negotiation team** and we will try to help you mediate a day/time that will work for both parties.

- If proven impossible then the negotiation team will set a default day and time.

# Attack Timings:

| Attack | Team A | Team B |
|---|---|---|
| 1st Attack | 37 minutes (38:00 - 36:00) | 33 minutes (34:00 - 32:00) |
| 2nd Attack | 29 minutes (30:00 - 28:00) | 25 minutes (26:00 - 24:00) |
| 3rd Attack | 21 minutes (22:00 - 20:00) | 17 minutes (18:00 - 16:00) |
| 4th Attack | 13 minutes (14:00 - 12:00) | 9 minutes (10:00 - 8:00) |
| 5th Attack | 5 minutes (6:00 - 4:00) | 1 minute (2:00 - 0:00) |

- Attacks starting with +/- 1 minute of the above timings will get no penalty.
- Every new attack will start after the previous one ends.
- No Two Attacks will go at the same time.
- Failure to keep the above timings will lead to infractions and the proofs must be sent to the admins within one hour after the war is finished.

# Rosters:

- Each clan playing MWL eSports will have a Master Roster. The Master Roster size for each clan is a minimum of 5 accounts and a maximum of 8 accounts.
- Every member is allowed to play exactly one account only.
- Duals are also not permitted, So a member must be on no more than one roster.
- Substitutions are not allowed during the tournament, unless for emergencies approved by the Admin team.
- Totally there will be 2 changes during the Regular season. You can’t use those after the regular season.
- There will be 1 addition allowed in Playoffs.

# Match Arrangements:

- Every team must drop their master roster in their negotiation channel.
- MWL will be utilizing a negotiations server to have all aspects of the negotiations in and it is MANDATORY to use. If clans do not use the provided channels for each week's negotiations, then we will assume that both sides are not in contact with each other and war will end up in a double forfeit.
- All wars must be played from the clan originally registered during the team registration, In case you play Supercell CWL in the main clan you must play the wars from the registered 2nd clan.

# Seasonal and Super Troops:

- Seasonal Troops can be used in MWL eSports.
- Seasonal Troops can be blocked if both the clan representatives agree during the negotiations.

# Fair Play:

**Consists of the following:**

- Modding
- Stealing Bases
- Spying

Any of these violations or any other violations that we see unfair play found against any player or clan will automatically be disqualified and/or removed from the league. A permanent ban could be given once investigation is done. Any team and/or player found banned in another league, might lose their chance to take part in MWL and/or be removed from the league.

- Dual Membership in non-Fair play clans.
- Asking or accepting an opponent's bases.
- Providing a clan base(s) to other teams without permission.Unfair play
- Allowing or using burner accounts, clan hunting.

- Being in chat rooms whose clear and sole purpose is to instruct players on how to use private servers or third-party applications or purchase access to such non-Fair-Play tools.

# Penalties:

- **Unrostered Player** - The attack would be canceled and therefore the number of stars and percentage contributed by the player would be subtracted.
- 15 minutes delay in sending/accepting the war - Minus 1 star on the war result and 30 minutes delay in sending/accepting the war - War lost by forfeit.
- If the attack timings are violated - For every violation of attack there will be a 1 star deduction from the final score.

# Points System:

| | |
|---|---|
| Win | 3 points |
| Draw | 1 Points |
| Loss | 0 points |

## Team Ranking will be based on the following criteria:

- Points
- Stars
- Destruction.

From this ranking the top 96 clans will reach the playoffs. Top 32 goes straight to the Round of 64, clans ranked 33-96 will enter a wildcard round of which the winners will join the top 32 ranked clans in the round of 64.

# Playoffs:

- The playoffs will start with a wildcard round for the clans ranked 33-96, the winners of the wars in this round join the top 32 in the round of 64. From that round onwards till the finals it will be single elimination.

- Quarterfinals & Semi-finals are Best of 2 - that means the final score of the war will be made up of the stars a clan gathered in the 2 individual wars. The winner will be the clan with the most stars gathered over those 2 wars, in case of a tie in stars the average destruction percentage will be the deciding factor.

- ***for example,*** *if clan A gets 13 stars in war 1 and 11 in war 2 and clan B gets 11 stars in war 1 and 12 in war 2, clan A will advance as they gathered the most stars over the 2 wars (24 vs 23)*

- The finals will be a Best of 3 - the winner will be the clan that gets to 2 wars won first.

# Tiebreaker:

- In case a tie happens in the group stage, it will be counted as a tie in your record. If a tie happens in the playoffs, a tiebreaker war will have to be scheduled within 48h of the initial war time. This war will decide the clan that advances and at this stage the initial war result will mean nothing, only the result for the tiebreaker war will be the decider in which clan advances.

# Media Team:

- Not only will the negotiation team be on the server, but the media team as well. You may tag the media team to set up streams for your war if you desire to showcase yourselves in the MWL. You can tag the media team just like the negotiation team in the negotiation channel that is associated with the war you like to get streamed

# Code of Conduct:

- This is a competitive environment, but inappropriate or abusive interactions with any server member will not be tolerated. Offenders
- will be warned and then removed/banned from the server
- All clan leaders and members must show respect to everyone
- Clan representatives are responsible for all clan member actions. Do as you wish on how you deal with this
- Any trash talking and unsportsmanlike conduct will be automatically disqualified

# Disclaimer:

- We try our best to make the MWL as fairplay as possible for you, the competitors. There are so many situations that us the admins don't think of when we do the rules up. If something pops up and it will need our immediate attention, the senior admins will discuss and if a rule needs reformed or something added/removed, there will be an

announcement in the Main Server as well in the negotiation server and the changes will be immediate.

---