



# RULES & FAQs

**Have a query about the Esports Hub Esports Tournament?**  
**Don't worry!**

**We have it all sorted for you. What do you want to know?**

**1. General Rules**

**2. Tournament Format**

**3. Sanctions**

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**1. General Rules**

**1.1 Rule Changes**

The Tournament administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further

notice. The Tournament administration also reserves the right to make a judgment on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

## **1.2 Validity of the Rules**

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. In lieu of the invalid or impracticable provision, an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

## **1.3 Confidentiality**

The content of protests, support tickets, discussions or any other correspondence with Tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a prior written consent from the tournament administration.

### **1.4.1 Code of Conduct**

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, tournament officials, and Tournament administration.

Being role models is the occupational hazard of being a Player or organizer and we should behave accordingly. Any sort of harassment should be reported to the official Tournament administrators immediately. Harassment includes but is not limited to

- offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability,
- physical appearance, body size, race, religion.
- also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following,
- harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and
- unwelcome sexual attention. Similar restrictions apply not only to the Teams and Players, but every single person involved with or present at a stage of the Tournament. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

#### **1.4.2 Prohibited Substances and Methods**

**1.5 Additional Agreements** The Tournament administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual Players or Teams. The Tournament administration highly discourages such agreements taking place, and such agreements that are contradicting the Tournament Rulebook are under no circumstances allowed.

### **1.6 Match Casting and Streaming**

#### **1.6.1 Rights**

All Casting and Streaming rights of the Tournament are owned by the tournament organizers. This includes but is not limited to: Live streams, replays or demos.

### **1.6.1.1 Waving these rights**

Waving these rights is not possible. No one except the tournament organizer owns all Casting and Streaming rights to the tournament

### **1.6.2 Teams Responsibility**

Teams cannot refuse to have their matches broadcast by Esports Hub Esports authorized Streamers and Casters, nor can they choose in what manner the match will be Streamed or Casted. The Streaming or Casting can only be rejected by the Tournament administration. The Teams agree to make sufficient accommodation so that Streaming and Casting of matches can take place.

## **1.7 Communication**

### **1.7.1 Discord**

The main official communication method of the Tournament is discord, the Tournament will use the discord that has been provided by the user/team at the time of registration of the team, and therefore this discord should always be kept updated and checked regularly so that no important announcements are missed.

## **1.8 Conditions of Participation in the Tournament:**

The following conditions must be met in order to participate in the Tournament.

### **1.8.1 Age Restriction**

All Players participating in the Tournament have to be at least or over 16 years of age. If the player is less than 16 years of age, then a parental written approval letter is to be submitted to the tournament organizer before participating in the Grand Finale.

### **1.8.3 Number of Players in a Team**

The Team roster can hold a maximum of five Players and one substitute.

### **1.8.4 Team Names**

The participating team's name may not have any extensions such as "COC team".

### **1.8.5 Changes on the Team Accounts**

Any changes in the Team account should be approved by the Tournament administration before the changes are allowed to take place.

- Adding or removing Players
- Changing the Team name
- Changing the Team logo

If a Team is for any reason unable to compete any more in the Tournament and is removed before the replacement deadline, the next

best possible replacement team will be given the available slot by the tournament organizer.

## **1.9 Replacement Deadline**

Replacements will only be entered into the Tournament stages until a reasonable time before the beginning of that stage. If by then no replacement could be found, the stage may start with one less participant instead.

## **1.10 Prize Distribution Ceremony Attendance**

Each team has to ensure that the representatives of the team are present for the prize distribution. In case a representative fails to attend the prize distribution, their tournament prizes may be forfeited by the tournament organizer.

## **1.11 Match Start**

### **1.11.1 Punctuality**

All matches in the Tournament should start as stated on the schedule, no changes to the time can be requested. All Teams and Players in a match should be on the server or in the game lobby and ready to go at the latest 15 minutes before the match is to start.

#### **1.11.1.1 Reporting any technical issues**

Teams must report technical issues no later than five (5) minutes before the scheduled start time of the match. Failure to do so will forfeit a Team's right to request a schedule change at the Tournament administration's discretion.

### **1.11.2 Delaying the Match**

Match starts are absolute unless changes have been confirmed by the Tournament administration. Not starting a match as scheduled will result in penalties. After 20 minutes of no show or unable to start the match, the team in question is considered as no show.

### **1.11.3 No show**

If a Team is not ready to play 20 minutes after the official match starting time, the Team will be considered as no show and will receive a default loss and will be disqualified from the Tournament.

## **1.12 Match Protests**

### **1.12.1 Definition**

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the Teams and the Tournament administration and can be filed to the tournament organizer over discord.

## **1.12.2 Match Protest Rules**

### **1.12.2.1 Deadline for Match Protests**

The latest time that Teams are allowed to issue a match protest is the earliest of the three following:

- 6 hours after the scheduled starting time of the match and before 24 hours.
- The beginning of the next match for either of the two Teams (a minimum of 10 minutes has to be kept between two matches by all Teams)

### **1.12.2.2 Contents of a Match Protest**

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple “they are cheaters” will not do.

## **2. Tournament Format**

- Number of Qualifiers: 1
- Format: Single Elimination
- Number of Maximum Slots: 128
- Number of Minimum Slots: 64
- All Matches must be played on Android and IOS only.
- Participant region: Global
- All matches to be played on latest version of clash of clans app.

## **3. Sanctions**

## **2.1 Breach of Etiquette**

For an orderly and pleasant game, it is essential that all Players have a sporting and fair attitude. The most important and most common offences are listed below. However, the Tournament administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

### **2.1.1 Insults**

All insults occurring in connection with the Tournament will be punished. This primarily applies to insults during a match but also on the tournament discord or twitter page. Insults on Instagram, Twitter, Discord, E-mail or other means of communication will be punished if the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or the ban of the Player from the Tournament.

Depending on the nature and severity of the insult the penalty will be assigned to the Team.

### **2.1.2 Spamming**

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Tournament. Spamming on the tournament discord and Social pages will be punished depending on the nature and severity.

## **2.2 Unsportsmanlike Behaviour**

For an orderly and pleasant game, it is essential that all Players have a sportive and fair attitude. Breaches of this rule will be punished.

However, the Tournament administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

### **2.2.1 Misconduct**

The attempt to mislead admins or other Players, using false information, or in any other way deceive other Players or Teams will be punished.

Common offenses are mentioned below.

- Faking Match media
- When cheating is suspected, and the match media in question has been faked, then six (6) minor penalty points will be awarded.
- Ringer/Faker
- Playing with Disallowed Player
- Misleading admins or players

### **2.2.2 Cheating**

When cheating is uncovered, The Team will be disqualified from the current Tournament. The use of the following programs will result in a cheat ban: Any of the third party softwares or softwares that enables you to take disadvantages of any in-game glitches and hacks to cheat.. These are only examples, other programs or methods may be considered cheats as well.

### **2.2.3 Betting or gambling**

No Players, Team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the Tournament matches or the Tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization for all persons involved. Any other violation will be penalized at the sole discretion of the Tournament administration.

## **4. Game Specific Rules**

### **3.1 Required Town Hall Level is 14.**

#### **3.1.1 Use of correct Player IDs**

All players must sign up and enter the real Player ID as a game account upon registration. After signing up for an Online pre-qualifier, players are not allowed to change their Player ID.

Any mismatches between the registered and in-game data have to be cleared out with the admin team in a support ticket before the start of the tournament. Failure to follow this rule may result in a disqualification.

All qualifying teams need 5 individual players with 5 individual accounts.

## **3.2 Game preparations**

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by the referee. Agreements between the teams/players have to be posted as match comments. The match must be played with the correct settings.

### **3.2.1 War Invitations**

The team on the left side of the match page has the right to host the game and send an invitation to a 5v5 Friendly War to the opposing team. In case a team on the right side does not receive an invitation, they must initiate the invitation. Not receiving an invite from the team on the left side, can't be abused to proceed further with a default win!

In case the invitation is not being accepted, the team on the right side is obliged to fill a protest ticket and inform the administration team about the case.

#### **3.2.1.1 Preparation and War Time**

Teams have **15 minutes** for preparation and **45 minutes** to play the war. If a team is not present and ready to start playing 15 minutes after the scheduled time, that team will be disqualified. **ATTENTION!** Each team is responsible for NOT being in any other War, while trying to initiate a Friendly War. Failing to be challenged due to being active in a different war will result in a default loss. Please note that war restriction is applied to players individually. Make sure all of your players are available, else you won't be available for friendly war challenges.

#### **3.2.1.2 Number of attacks**

Each player may only use 1 of their 2 attacks. If a player from any team starts a second attack, that team will be disqualified. Each base can be attacked only once, if the same base is attacked by 2 members then they will be disqualified.

### 3.2.1.3 Attack Pattern

Team	Hit	Timing
Team A	1	30 minutes
Team B	1	27 minutes
Team A	2	24 minutes
Team B	2	21 minutes
Team A	3	18 minutes
Team B	3	15 minutes
Team A	4	12 minutes
Team B	4	9 minutes
Team A	5	4 minutes
Team B	5	4 minutes

Timing hits start from quarterfinal you can attack any time before quarters. Afterthat Attacks should be done on time. If any team misses the time 1 warnings will be give and then the team will be removed from this tournament. **30 secs~ is fine.**

### **3.2.1.4 Clan Level**

All teams should make a level 1 clan to play this tournament. Any teams found using higher level clan will be disqualified for the tournament.

### **3.2.2 Failure to appear / No Show**

Each team has 30 minutes to show up to an online match (match start date +30 minutes). Delay of each set of 10 minutes will result in a -1 star from the final score. Showing up after 30 minutes will result in a default loss. The team that is waiting must open a protest ticket in order to request the default win. Please keep in mind, if a player did show up in time, but needs to leave to sort an issue, it does not count as a no show if he's not back after the match date + 30 minutes. Abuse of this exception will lead to a default loss of the match. Please open a protest ticket if you feel that the player is abusing this rule.

### **3.2.3 Results**

Both teams are responsible to enter the correct results on the Discord server. Therefore, both players have to take a screenshot at the end of the match, where we can see the correct result, and then upload it to the discord server. If you have a conflict with the match result, please open a protest ticket. Both teams can be disqualified if there is not enough proof to declare a winner.

#### **3.2.3.1 Draws in case of Esports Hub qualifiers**

Winning condition for the match is the team which scores the highest number of stars. If both the teams have the same number of stars then Destruction % will be counted and the team with highest % will be declared as the winner.

Although very unlikely, a draw is possible. A draw would be: same number of STARS and same DESTRUCTION percentage. In case of a draw with the mentioned conditions above, the average attack duration will determine the winning team.

### **3.2.3.2 War Log**

Each team is responsible for setting the War Log to the public.

### **3.2.4 Abandoning / Forfeit**

In the event a team is online, has played at least 1 battle but is not responding within 10 minutes to any of the contact ways that we have on Esports Hub (Chat, Protest ticket or Personal Message), they will be granted a default loss, resulting in a tournament disqualification.

### **3.2.5 Screenshots**

A screenshot of the on-screen results must be made for every game that is played. The screenshots must be uploaded onto the page with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per each round) is needed and can be uploaded by either the winner or the loser.

### **3.2.6 Match Media**

All match media must be uploaded and kept for at least 30 days on. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

### **3.2.7 Definition of Match Media**

Match media are all uploads, including but not limited to: screenshots

### **3.2.8. Observers**

Observers organized by admins and people that are given permission by an admin (e.g. shout casters or streams) are permitted in the clan.

### **3.3 Technical Issues**

Players are responsible for their own technical issues, including hardware, software and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

### **3.4 Important Points to be Remembered**

- Clan must have only 5 players at the time of war (Only registered players, If team have some other members or substitute players they will be removed from the tournament) If it has more than 5 players during the war time it will lead to Disqualification of the team. Apart from them, only members assigned by the organisers can stay, which can be Tournament Staff, Caster or anyone else.
- Team A is the team above in the bracket. Team B is the team below in the bracket.

### **Part 6: Additional Rule**

- Registered Clan Must be of Level 1 Only.
- While Tournament Matches, Only 5 Registered players must be present in the clan. Apart from them, only members assigned by the organisers can stay, which can be Tournament Staff, Caster or anyone else.

- **Team A** is the team above in the bracket. **Team B** is the team below in the bracket.
- Esports Hub Admins deserve the full rights to make any changes to this rulebook document without giving any prior notice.

## **Part 6: Penalties**

Wrong and Untimely Attacks: Penalties for untimed attacks, ones initiated during preparation time, and multiple attacks by single player will be as such:

- 1 Star Deduction for 1 Wrong Attack.
- 2 Star Deduction for 2 Wrong Attacks.
- 3 Star Deduction for 3 Wrong Attacks, and So On.

Actionable Offence: Actions not in accordance with our Fair-Play rules, reported during matches can also result in deduction of stars, the amount of which will be decided by the organisers through scrutiny of all aspects of such reports.

Conflicts of War Invitations: Each 10 Minutes delayed to send or accept a war invitation will result in a deduction of 1 star from the final score.

Penalties will be as such:

- 1 Star Deduction for 10 Minutes Delay
- 2 Star Deduction for 20 Minutes Delay
- Free win for opponent after 20 Minutes Delay.