



**Cosmo League Presents:
C12 League
Rules & Regulations**



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Part 1 - About us, Format and Sponsors

1. Cosmo League is a Discord based tournament server that strives to provide a quality competitive service to our community. We host teams from all over the world, varying in skill and knowledge, to compete for the chance at the grand prize in a bo2 Grand-Finale.
2. The format of this tournament is a Town Hall 12 5v5
3. There are 64 teams competing for the title. There will be group playoffs and double elimination for the final stages. The exact layout will be confirmed after sign ups are complete.
4. This tournament is sponsored by **Peak Dynasty and Hypernova Gaming**. The prize pool is \$200. Winner takes all.
5. Relevant Links:
 - Cosmo Discord: <https://discord.gg/wZbdrtj9t9>
 - Sponsor Discords: <https://discord.gg/peakdynasty> and <https://discord.gg/hypernova>
 - Cosmo Twitter: https://twitter.com/League_Cosmo
 - Cosmo Instagram: <https://www.instagram.com/officialcosmoleague/>

Part 2 - Calendar

All dates in DDMMYY format. All times communicated to you are in UTC.

Registration	9th January 2023 - 22nd January 2023 (09/01/23-22/01/23)
Round of 64	23rd January 2023 - 29th January 2023 (23/01/23-29/01/23)
Round of 32	30th January 2023 - 5th February 2023 (30/01/23-05/02/23)
Round of 16	6th February 2023 - 12th February 2023 (06/02/23-12/02/23)
Quarter Finals	13th February 2023 - 19th February 2023 (13/02/23-19/02/23)
Semi Finals	20th February 2023 - 26th February 2023 (20/02/23-26/02/23)
Finals	Early March 2023



Part 3 - General Rules

3.1: Basic Information

1. Admins reserve the right to edit the rules as and when they see fit and these changes will be effective immediately upon the rule change being made. Reps are therefore expected to keep themselves informed and updated on the rulebook to ensure they are fully up to date on all legislation. This rulebook can be accessed via the link posted in the rules channel.
2. All rule changes will be announced when completed to allow reps to refresh themselves on the new rule and ensure all parties are equally knowledgeable on the current position.
3. All staff members reserve the right to act upon any rule breaks and to action them according to the penalties laid out in this rule book
4. The dates shown in the calendar are set dates the war must take place within. If this isn't achievable, the rep must use /raise-incident command in their respective negotiation channel.
5. Any special event troops or spells are prohibited from being used in offence or defence.
6. In the event an update is released during the tournament dates, any new additions in said update are prohibited from being used during this tournament
7. No use of third party software such as modding or glitching
8. Clan visitation during wars is prohibited and is subject to penalties at the Staff's discretion
9. Cosmo League owns all rights to any media content created involving this tournament for our own use on socials and any promotional content
10. All clans must have a public war log. Penalties may be applied if not followed
11. All clans must accept staff into their clans in the event of a protest made
12. You must have your pings enabled for the entirety of the tournament

3.2: Trust & Confidentiality

1. All matters raised to staff will be treated with professionalism and honesty to ensure a safe and friendly service. We expect the same treatment to be given to us.
2. Negotiation channels are confidential meaning all discussions within the mentioned channels are not to be made public and are private to the individual teams and the Cosmo Staff
3. All support tickets are confidential, meaning all discussions within the tickets are not to be made public and are private to the individual and the Cosmo Staff



Part 4 - Registration & Team Rules

4.1: Registration

1. All registered clans must be Levels 1-4
2. It is not permitted to be a named rep for more than 1 team
3. Correct information should be entered when registering, if you are found to have entered false information on purpose, you will be subject to penalties as found in rule 7:13

4.2: Roster Changes

1. When roster changes are permitted, transaction requests can be raised in the transaction channel. Staff will review the change and either accept or deny. Reasons will be given for rejections directly to the rep.
2. Each team is allowed 3 roster changes during the tournament.
3. Once a team reaches the quarter final, no roster changes will be permitted. The roster will be locked for all remaining matches.
4. Staff reserve the right to deny changes if you have exceeded the allowed amount or if foul play is suspected.

4.3: Clan Changes

1. Teams are not permitted a clan change during the tournament.
2. Teams are eligible to register two clans per team.
3. In exceptional circumstances, such as phishing attempts for the registered clan, staff have the discretion to allow an emergency roster of a new clan.

4.4: Exiting the Tournament

1. To withdraw from the competition, your representative must go to #support-desk and raise a ticket to inform staff.
2. You are free to exit the tournament at any time, as long as you follow the above process.
3. Any team leaving unexpectedly without staff's knowledge runs the risk of being banned from future Cosmo Events



Part 5 - Scheduling

5.1: Negotiating

1. Negotiating channels will be created on the first date shown in the calendar for each round. The war time and date should be decided by the end of day 5 of that week. If no date is agreed, the match will go to default time.
2. The first named team is Team 1, second named team is Team 2. This is shortened down to 1-3 characters in your negotiation channel title. Reps from both clans are in the same negotiation room.
3. All wars must take place within the dates shown in the calendar for each round. Special dispensation can be granted if the issue is raised to staff and there is a compelling reason to accept.
4. All wars will be 5 minutes prep time, 45-minute wars. Wars must be started within 30 minutes of the scheduled start time. If one team fails to show up and there is sufficient evidence of which party is guilty, penalties 7:12 will apply to the guilty party.
5. Both parties must be fair and willing to compromise on the time and date to ensure both parties are happy with the scheduled time
6. Once both parties agree on a time and date, you must use /set time command to set the time of the match. If you struggle to set a time, please alert staff by @Staff.
7. If either party needs to reschedule, the opposition team must agree to the reschedule or the original time will stand.
8. Representatives are expected to be responsive and come to an agreement in a timely manner. Any issues during negotiations are to be highlighted to staff members. If there is a breakdown in the communications, the default war will apply in rule 5:1:1.
9. The default time for any war is 5pm UTC on the last date of the round in play at that time.
10. If one team does not turn up for the war, it is at the discretion of the winning team if they want to re-schedule. If a re-schedule is agreed by both teams, then the next result will be final. If the winning team does not want to re-schedule, then the original war will count.
11. If both teams fail to turn up and communicate and there is no room to re-schedule, both teams will be eliminated.

Part 6 - Wars

6.1: War Day

1. It is the representative's duty to ensure all accounts in war appear on the roster. Issues with meeting this roster must be flagged to staff before war start or penalties may apply.
2. Team 2 is responsible to send the war challenge in the correct format and on time.
3. All players must follow the timed hits outlined in 6:3. Please read 6.3.3 for more details.



6.2: Troop Rules

1. No witches or super witches
2. TH12 barrack and level cap. Only TH12 sieges at TH12 levels.

6.3: Timed Hits

1. Each time has a +/- 30 second allowance
2. The timings displayed are for minutes left in the war.
3. Timed hits are mandatory if your match is being streamed, but are not enforced in the group playoff stages. They are mandatory in quarter finals, semi finals and finals.

	Team 1	Team 2
1st Hit	37 mins	33 mins
2nd Hit	29 mins	25 mins
3rd Hit	21 mins	17 mins
4th Hit	13 mins	9 mins
5th Hit	5 mins	1 min

Part 7 - Penalties

1. If a clan not on the roster is used, the war will be declared void and the offending team will be disqualified.
2. Any players not on the roster will have their attack declared void with their stars and percentage removed, however any hits on their base will remain on the score assuming it matches the TH and join limits. If a higher TH base is taken into war, the offending team will be disqualified.
3. A late hit will result in a 1-star deduction per offence.
4. An early hit will result in a 1-star deduction per offence.
5. Any attacks or defences using any of the banned items will have stars and % voided.
6. Any defensive rule breaks will result in a 1-star deduction per offence.
7. Reps must make their protest on any rule breaks in the respective negotiation channel and provide proof. Staff may want to visit clans to further verify the claim.
8. Anyone caught requesting to the opposition clan will result in penalties at the staff's discretion
9. Representatives found to be being unfair or aggressive during negotiations are subject to penalties at the staff's discretion - this may include warnings, star deductions or disqualification from the tournament.



10. Representatives should remain polite to staff during any dispute of the result. Not doing so may result in disqualification, star deductions or warnings.
11. Failure to confirm a schedule by the 5th day in the week will result in a star penalty per day from that point for the team at fault. If neither team is found to be at fault, the default match will be set.
12. If a team is late by 15 minutes to the competition, a star penalty will be applied to the offending party at the discretion of staff. If there is a no show within 30 minutes the offending party will be disqualified.
13. Entering incorrect details for registration with intent to mislead or disrupt the tournament will be subject to penalties, not less than a star deduction.
14. All penalties can be appealed by raising a support ticket and asking for senior staff to review the penalty. Be aware this may take some time for us to gather all the facts.

Part 8 - Fair Play

1. Players are allowed to play multiple accounts given that they are rostered on the same team.
2. Players are prohibited from competing for more than one team and, if caught, will cause both teams to be banned from all future events
3. Players should be doing their best to follow all rules listed, or the penalties listed in part 7 may apply.
4. If teams are caught breaking any terms of service for clash of clans set out by Supercell, staff have access to all disciplinary measures on the guilty party.
5. Any teams suspected of throwing matches, agreeing to lose, bribing or threatening an opposition team will be under investigation by admins. If they are determined to have committed these acts, they will be removed from the event and banned from any future Cosmo events. Both teams must avoid any behaviour inconsistent with the principles of good sportsmanship, honesty, and fair play.

Part 9 - Streaming and Socials

1. Anyone wishing to stream the event must be approved by Cosmo staff and be included in our list of streamers
2. To apply to stream, open a support ticket with your streaming links, account tags and any other relevant information.
3. As an approved streamer you represent Cosmo League whilst streaming our events so we ask you to please be respectful and represent our name well.
4. At Cosmo we own the right to use clips and screenshots from your streams for our socials when streaming our events.
5. A streaming template will be provided to you and we ask if you are to use it during any match streams

