RULES BOOK
Elite Clash Cup 2

OFFICIAL RULES OF ELITE CLASH CUP !

SUMMARY

INFORMATIONS :

► Context :

Élite Clash Cup is an international friendly war competition hosting clans from all over the globe of varying sizes, skill levels and time zones. Clans accepted into the ECC will be assigned a schedule of opponents separated by divisions, and will compete in one match per week during the regular season. At the end of the regular season, the highest ranked clans will participate in a playoff to determine a season champion.

► Ethics charters :

It is the responsibility of each clan's selected ambassadors to inform their respective clans of these rules and regulations. Unless otherwise explicitly stated, the following penalties may be enforced due to failure to follow all rules and regulations listed - Up to but not limited to: loss of stars, blocked attacks, removal of ambassador, forfeiture of match, removal of clan.

All participants are encouraged to reach out to Senior Staff with any questions concerning these listed rules and regulations. These include (but are not limited to) roster compliance, matching rules, determination of standings, and penalties for violations.

We wish the best of luck to all <u>Season 2</u> participants and look forward to another exciting season !

► Présentation :

 8 tournaments :

	Hurricane Cup	Thunder Cup	Abyss Cup	Magma Cup	Wind Cup
VS	5 vs 5	10 vs 10	10 vs 10	10 vs 10	10 vs 10
🏠	TH 15	TH 14	TH 13	TH 12	TH 15 to 13
➡	-	-	-	-	*4 / 3 / 3 *
⚔	1 hit	2 hits	2 hits	2 hits	2 hits

(*) note that the competitions will take place with theTH13/14/15.

	Light Cup	Dark Cup	Fire Cup
VS	5 vs 5	10 vs 10	20 vs 20
🏠	TH 17	TH 17	TH 17 to 14
➡	-	-	*4 / 4 / 6 / 6*
⚔	1 hit	1 hit	2 hits

(*) note that the competitions will take place with theTH14/15/16/17.

The minimum format is required for each division.

REGISTRATION :

► Open a registration :

◻ Registrations will only be done via the bot « **League Utils »**. To help you the commands will be displayed in« bot-user-guide »
to register you will need :

- 2 referrer
- 1 clan link minimum
- 1 team logo *(pay warning to the quality !)*
- a minimum number of players to register according to the league.

◻ Once finished the staff will study and accept registrations

► Master Roster :

◻ **Main list :**

Each clan must provide a list of players containing the minimum account requested for the chosen division :

	HURRICANE CUP	THUNDER CUP	ABYSS CUP	MAGMA CUP	WIND CUP	LIGHT CUP	DARK CUP	FIRE CUP
Min	5	10	10	10	10	5	10	20
Max	10	30	30	30	30	10	30	60

Special Vigilance :

   o   A substitute player or "sub" is defined as any player who is not part of a participating clans' master roster. Subs are not allowed for any reason.

   o   Ambassadors, negotiation team and can use League Utils to ensure that players used in their wars are on their master roster.

   o   Having secondary accounts (duals) in other ECC rosters in other divisions is permitted with following restrictions :

      ▪   Any single account can be on a roster of every division

      ▪   For the purposes of transparency and verification, all participating clan members must maintain a public profile on clashofstats.com - if the RT cannot verify a player's history, that player won't be eligible for master roster consideration.

 Adding players :
Master roster additions are allowed but will be limited :
   o   Additions totalling no more than 50% of the max roster, per season
   o   Removals are not included in the total of "changes" allowed.
   o   Additions/removals have no weekly limit but once the maximum additions indicated above have been met, no more changes will be authorized. Any roster changes not used by the end of the regular season are lost.

    Maintaining the TH and hero levels of all accounts is done automatically through the clash API. Please allow 1 hour for transactions to submit through and show up accurately on the master roster.

    The Ops Team will add players to the main roster, following any checks required.

   Duals are prohibited

► Clans :

⬜ Clan registration :

Teams are required to play in registered clans when registering for the competition.

⬜ Change of clans :

Clans may be approved for a clan change due to extenuating circumstances !

It is allowed to change clan if the request is MADE 24 HOURS before the next war once the clan changes, the teams must finish the season with this clan.

COMPETITIONS :

► Our process :

⬜ Registered teams will be assigned a schedule per league and will have one match to play per week

Once the group stage is over, the best ranked teams will qualify for the play offs to find out who will be the champion

⬜ GROUP STAGE :

● The exact number of pools will depend on the number of registrations and will therefore be updated at the end of the registration period

⬜ Here is a projection of the number of teams that we could find in the playoffs :

HURRICANE CUP	THUNDER CUP	ABYSS CUP	MAGMA CUP	WIND CUP	LIGHT CUP	DARK CUP	FIRE CUP
16 to 32	16 to 32	16 to 32	16 to 32	16 à 32	64	16	16 à 32

● A draw will be carried out to distribute the teams into different groups.

● At the end of the match the points will be distributed as follows :

> 3 points for a victory
> 1 point for a perfect tie (score and percentage)
> 0 points for a loss

 PLAY OFF :

● After the group stages, the matches will be decided by direct elimination.

● the teams in 1st and 2nd position in their groups will be qualified (it is possible that the best third places will be qualified depending on the number of teams registered)

● PlayOff matches will be determined randomly at the end of the group matches

● In the event of a tie, a tie break match will take place. If the TB is a tie again it will be the average time per attack which will be decisive.

► Troops Regulate :

● **HARD MOD !**

● Troops and event spell prohibited (clan castle included) !

● Regulates for **THUNDER, ABYSS, MAGMA and WIND CUP** and Fire Cup

TH15
- 3 Root riders Cap
- 2 Druids Cap
- 1 OG Cap
- Siege machine available at the same Townhall allowed.

TH14

- 2 Druids Cap
- 1 OG Cap
- No Siege
- Default equipments.
- MP ban (Offence)

TH13

- No Siege
- No Super Troops
- Default Equipments
- MP ban (Offence)

th12

- No Siege
- No Super Troops
- Default Equipments
- MP ban (Offence)

● Particularity for the **HURRICANE and LIGHT CUP** :

- Wartime 5/45' no negotiable and Time Hit !

PRACTICAL ASPECTS :

► Match Schedule :

 The ECC uses a negotiation server, it is mandatory that both referents be there and that all negotiations take place there

 A room will be opened by league utils so that the team representatives can negotiate their matches.

- **Day and Time :**

Matches will take place from **Monday 01:00 a.m. UTC** until **Sunday 23:59 p.m. UTC.**

> -> if no agreement is reached, the match will be imposed on a default day which will automatically be : **Saturday 2:00 p.m. UTC**

- **Time of preparing and time of war :** the match must respect the specifications of each league :

	HURRICANE CUP	THUNDER CUP	ABYSS CUP	MAGMA CUP	WIND CUP	LIGHT CUP	DARK CUP	FIRE CUP
🕐	5'/45'	4h/20h *	4h/20h *	4h/20h *	4h/20h *	5'/45'	4h/20h *	4h/20h *

(*) : wartime and preparations are negotiable !

- **Launch of the war :** in every cup the team A send challenge

 Reminder : it is important to think carefully about programming the bot !

 TO NOTE :

● If clans cannot reach an agreement, a negotiation team member must be contacted by tagging the NT in the ECC Negotiation server.

● Once contacted the NT will help mediate a mutually agreeable war date and time.

● If both clans are unable to reach an agreement with the NT's mediation efforts within a reasonable time frame (as deemed by the NT), the NT will enforce a war date and time. This will be a last resort if both parties are unwilling to compromise with the help of mediation. The enforced date and time of war will be a final decision.

● An Ambassador may not misrepresent their clans' needs in order to gain an advantage during a negotiation.

● NT may enforce a punishment if proof is provided showing intent to misrepresent. Examples of but not limited to:

- Clans availability to war
- Players availability to war

● Any agreement to not use a specific troop/spell made between two clans cannot be a punishable offence enforced by staff.

► Time Hit :

- The teams are awarded a letter; team A or team B

- Then they must launch their attack respecting the times announced in the table :

Order of attacks	Timer for attack (+/- 1 minute)	
	Team A	Team B
1	37 minutes	33 minutes
2	29 minutes	25 minutes
3	21 minutes	17 minutes

4	13 minutes	9 minutes
5	5 minutes	1 minute

► Stream :

 Clans must allow creators of ECC-registered content to enter their clan for the purposes of streaming or recompiling a war.

PENALTIES :

No respecting the rules will apply the following sanctions :

 launch delay :

● Wars should start at the agreed time, otherwise there will be a penalty associated with delay. :

- Between 0 and 10 minutes late : no penalties
- Between 11 and 20 minutes late : - 1 stars.
- Between 21 and 30 minutes late : - 3 stars
- Beyond 30 minutes late : forfeit

● Members of the Negotiation team must be informed in order to be able to apply the required sanctions

 Clan error :

● The team which plays the match in a non-registered clan will be penalized with a loss by forfeit. There is no point in playing the match.

 Unrostered account :

● **If a player is aligned but not in the team composition**, he will not be able to attack and his village will be considered 100% destroyed.

● If an unrostered player uses her attack, attack his cancel.

● Penalties incurred by ineligible accounts could include forfeiture of matches for multiple violations.

⬜ **Troops Prohibited :**

● An attack with banned troops will be canceled and **1 penalty star** will be removed from the final score.

● If the **Minion Prince** is used in **Offense** (for TH 12/13/14), the attacks need to be cancel

⬜ **DIPS / REACH :** *(WIND Cup and Fire cup)*

● "Dip" attacks are not allowed : it is forbidden to attack an HDV of a lower level than your own.

● "Reach" attacks are not allowed : it is forbidden to attack an HDV of a level higher than your own.

⬜ Any attacks that do not respect the no reach/no dips will be canceled. The village can no longer be attacked thereafter.

⬜ If the attacks are launched in error and no troops have been launched, the base may be attacked again. Proof will be requested by the staff.

⬜ **Number of attacks :** *(Cup with 2 hits)*

● **Each base can be attacked a maximum of 2 times.**

● Any attacks made on a village attacked twice before will be canceled and the old results will be kept. And 1 stars will be removed

⬜ **Time Hit :** *(Hurricane and Light Cup in particular)*

● Attacks must respect the given times. It is allowed to attack with 1 minute delay. Each attack which does not respect this will be punished by the withdrawal of **1 star and 6.6%.**

-> In the event of a dispute, it is the moment when the attack is launched that will count (and not the landing of the first troop).

Forfeit :

● A team that withdraws will have a number of stars and a % applied which will be equal to **50% of the maximum number of stars that it is possible to obtain and 50% of the average destruction.**

The winning teams by forfeit will be awarded a score equal to **100% of the maximum number of stars that it is possible to obtain and 100% of average destruction.**

● If a team withdraws twice during the season it will be automatically disqualified.

Details :

● During War : An attack is considered an "attack" when the game counts it as one.

-> Disconnecting and/or not dropping any troops does will not count Like a hit. But à screenshot is mandatory.

● Players are allowed to leave the clan during battle day even with attacks left in the war.

● Hero and power potions can be used to increase levels above the max levels prior to the update.

● If attacks are staged the stars and percentage gained on the base will be removed and future attacks on the base will be blocked

● In the event that Supercell releases an update with new seasonal or permanent spells, troops, or siege machines, they cannot be used until the following league week.

● Dual PROHIBITED, every account needs to be removed. If the player dual again both team are forfeit for the rest of tournament

This delay does not include any new TH releases which are addressed separately by staff.

  ○ **Maximum penalty:**

   If a team gets 3 penalties during group stage, they are not allowed to play playoff.

  ○ **Fair-play :**

   ● Spying and anti-fair play behavior as well as any form of cheating may be punished !

   ● The Ecc community has a zero tolerance policy when it comes to cheating. Any clan that engages in any form of cheating to gain an unfair advantage in ECC wars, other league wars, or random rounds can and will be removed from the game, and their matches will be forfeited.

   ECC Clans are expected to adhere to these standards in the spirit of sportsmanship, as well as all Supercell Fair Play Guidelines accompanied by the ECC FP Guidelines. Staff reserves the right to sanction behavior or actions of a clan or its members if this activity is deemed contrary to the concept and/or spirit of FP even if no specific rule directly applies.

For all complaints, proof will be provided so that the staff can apply sanctions.

AWARDS :

  ○ **DETAILS BY COMPETITION :**

	HURRICANE CUP	THUNDER CUP	ABYSS CUP	MAGMA CUP	WIND CUP
🥇	20€				
🥈					
🥉					

	LIGHT CUP	DARK CUP	FIRE CUP
🥇	200$	Award from wbb	
🥈	Award from wbb		
🥉	Award from tnl B		

Thanks for your participation,
And good luck to everyone in the competitions!

ABSTRACT :

◻ **SPECIFIC BY COMPETITION (1/2) :**

	HURRICANE CUP	THUNDER CUP	ABYSS CUP	MAGMA CUP	WIND CUP
VS	**5 vs 5**	**10 vs 10**	**10 vs 10**	**10 vs 10**	**10 vs 10**
🏠	**TH 15**	**TH 14**	**TH 13**	**TH 12**	**TH 15 To 13**
➡️	-	-	-	-	*4 / 3 / 3* *
⚔️	**1 hit**	**2 hits** *	**2 hits** *	**2 hits** *	**2 hits** *
🕐	5'/45'	4h / 20h *	4h / 20h *	4h / 20h *	4h / 20h *
❗	**Hard mod !**				

🚫		- Only troops available at the TH level, - No Siege, - No Super Troops. - Default hero equipment	-> Same + : - 3 roots riders - 2 druid - 1 overgrowth
⚠️	**TIME HIT !**		**No dips, no reach !**

(*) the league formats are from th13 to 15, but are negotiable with the minimum of the ligue .

(*) : preparation time and negotiable war time **!**

(*) : 2 attacks per player, a base can be attacked twice maximum **!**

-> NO Minion Prince in Offense for TH 12/13/14 in all cups ! <-

 SPECIFIC BY COMPETITION (2/2) :

	LIGHT CUP	DARK CUP	FIRE CUP
VS	**5 vs 5**	**10 vs 10**	**20 vs 20**
🏠	**TH 17**	**TH 17**	**TH 17 To 14**
➡️	-	-	*4 / 4 / 6 / 6*
⚔️	**1 hit**	**1 hit***	**2 hits ***
🕐	5'/45'	4h / 20h *	4h / 20h *
❗		**Hard mod !**	
🚫	NO REGU		**TH15 :** 3 roots riders ; 2 druid ; 1 overgrowth. **TH14** : 2 druid ; 1 overgrowth ; no siege, default equipement.
⚠️	**TIME HIT !**		**No dips, no reach !**

(*) the league formats are from th14 to 17, but are negotiable with the minimum of the ligue .

(*) : preparation time and negotiable war time **!**

(*) : 2 attacks per player, a base can be attacked twice maximum **!**

-> NO Minion Prince on offense for TH 14 in the Fire Cup ! <-

APPENDIX :

 If at any time you have a question, or need assistance, staff is here to help. To receive a timely response it is best to tag the team you need on discord. Teams and general areas of expertise are listed below.

 The teams and general areas of expertise are listed below :

- o **Negotiation Team (NT @Negotiation)**
  -> Helps with mediation of wars or issues that might arise during negotiations.

- o **FairPlay Investigation Team (FPIT @FPIT)**
  -> Deals with any accusation of unfair behaviour, or gaining an unfair advantage.
  -> Deals with all media relations between ECC and content creators, war scheduling, and design.

- o **Ops Team (Ops @Operations)**
  -> Handles the ECCdiscord server, it is their job to ensure that everyone has the correct role they need and to ensure that discord is a good place to be.
  -> Deals with everything about rosters

-> Makes the schedules for all divisions at the start of the season and keeps the standings up to date throughout the season.

-> Keeps minion bot up-to date

- o **Senior Staff (@seniorstaff)**

  -> Supports all teams on daily activities. Oversees all aspects of the league's operation.

  -> Handles the spreading of league news and events throughout the community. In charge of partnerships

  -> Maintains that current season rules are up to date