Kasyap Gaming

Glaisseo Cup S1 Rule Book

1. General Information

- Play Mode: 5 vs 5 friendly war (Town Hall 14)
- Tournament Format: single elimination
- Official Time Zone: Indian Standard Time (gmt+5:30)
- Participation: Global server
- Total Teams: 128
- All matches will be played in the latest version of the Clash of Clans app.
- Prize pool: 100$

2. Vision

Kasyap Gaming aims to unite all widely spread Clash of Clan Global players via this tournament and promote the competitive approach of this game, whilst maintaining a positive and friendly fair-play environment for all gamers. We expect all the participants to respect and practice these virtues at the clan and individual levels and exhibit the spirit of sportsmanship to the highest standards.

3. Team requirement

- Any clan tag and representative changes must be informed immediately to Kasyap gaming staff.
- Every team must maintain a roster list of 5 players and 5 substitutes (optional).
- Unlimited roster changes will be allowed till the tournament start, 5 roster changes will be allowed after the beginning of the tournament.
- During matches, spectators are allowed inside the clan.

4. War Details

- Preparation Day: 5 Minutes
- Battle Day: 30 Minutes (No timed hits) if the match is streaming you need to do time hits
- Any level clan is allowed(the same clan should be played throughout the tournament no excuse for this)
  The clan can be changed but should be informed to staff prior, else match is void, and the default win will be given to opponents.
- No seasonal troops.
- All types of portions are allowed to use.

5. Match Proceedings

- All matches shall be scheduled at least 12 hours before the match starts (unless it's mutually agreed). Failure in schedule negotiation will result in both teams playing at the Default Time [21:30 IST] on the end date of each round. Clan representatives must fix the agreed matchmaking time using the league bot. Negotiation channels on discord will be provided for each match. Any discussion outside the channel will not be considered.
- The top or left team/clan in versus list or brackets will be addressed as clan **A** and the bottom or right team/clan will be addressed as clan **B.**
- In the bracket, Clan A is required to send out a Friendly War Invitation to Clan B. A maximum delay of 10 minutes from the scheduled time can be considered in this case. Failure to send or accept the Friendly War Invitation will cause your team a penalty.
- The winner of the match must submit their result through the league bot and post a screenshot of their results in the negotiation channel within a half-hour after the war ended.
- Any penalty claims shall be raised within a half-hour after the war ended or else claims will not be considered.

6. Tournament Details & Match Results

- War schedule: Check the server
- Please also take note that this server time zone is Indian Standard Time (GMT+5:30). Any match scheduled must be within 00:00 of the starting date and 23:59 of the end date of each round.
- The tournament is conducted using the single-elimination format, the winner will continue in brackets. The team with a loss will be got eliminated
- Following aspects will be considered towards the war results, the priority shall be in the ascending order as mentioned here:
  1. Total Stars Collected
  2. Total Destruction Percentage
  3. Total time is taken (less time wins)
  4. Rematch.

7. Penalties

Action	Effect
Unregistered player taking part in war	Default win to opponent. Repetition of this will lead to immediate disqualification.
Clan information or representative changes without 12 hours prior notice to Kasyap Gaming Staff and opponent	Forfeit match.
Clan representative not making any reply beyond half of the schedule period for each round	Forfeit match.
Failure on schedule negotiation	Team(s) that are unable to play on default time will be forfeited.
Delay in sending war invitations and accepting war invitations	Maximum delay of 10 minutes from the scheduled time is allowed. Further delay results in a default win to the opponent.
Failure to follow troop's restrictions	The attack(s) will not result in
The Infringement of fair-play policies	Management takes decisions based on the gravity of the event.
Unsportsmanship behaviors/ threats or intimidation against Kasyap Gaming staff	Management takes decisions based on the gravity of the event.

* All decisions made by staff are final, further protest will lead to a ban on our future events and server.

8. Fair play
- All participants are subjected to Supercell's Safe and Fair Play policy.
- Kasyap Gaming has zero tolerance for cheating in any form. Any team found engaging in any form of cheating will be subject to the ruling of the Kasyap gaming management, with consequences up to removal from the Kasyap Gaming.
- The Kasyap Gaming staff reserves the right to gain entry into any participating team's clan at any point during the Kasyap Gaming tournament period for any purpose and/or access to related chats and/or Discord servers. If found refusing the Kasyp Gaming staff such admission or access will be equivalent to an admission of guilt and will be dealt with accordingly.

- Players are not allowed to play with multiple accounts in multiple clans they can play in one team. All players and teams are to conduct themselves in a respectful manner. Cases of misconduct and unsportsmanlike behaviors will be dealt with harsh consequences in ways organizers seem fit, including, but not limited to the removal of the team from the tournament.
- Repeated encounters of misconduct can and will result in a permanent ban from the ongoing event, as well as from future events that involve any or all of the organizers concerned. Teams can also face other disciplinary and legal actions based on the severity of the circumstances.

9. Media & Streaming
- Kasyap Gaming reserves the right for streaming and war recap videos of the tournament.
- Clans cannot refuse to be streamed, failure may result in penalties which may include forfeits or removal from the tournament. (Streamers can only be rejected if they are participating in the opposing clan of the current match.)
- Kasyap Gaming will maintain approved streamer lists with their account tag which will be viewable to the public. Access to the clan should be arranged directly between the streamer and team representative.
- Streamers must not expose either the clan chat or the bases of either clan. All live attacks of both clans shall be streamed, streamers cannot make their choice to only stream one clan unless he/she is a participant in the current match.

10. Rule Updates & Clarification
- Kasyap Gaming Staff reserve the right to change, modify and clarify any rule during the tournament and will make an announcement to inform all teams at once.
- All teams should be aware and in compliance with all the rules to avoid penalties and any violations.
- Kasayp Gaming Staff is always available to clarify and explain tournament-related queries. General questions can be queried through the main server and match-related questions can be addressed in the negotiation channel. Kasyap Gaming Staff should also offer help in resolving disputes in an ethical manner. Team-specific inquiries can also be made through the main server ticket system.

11. Prize Pool
- 1st place: 80$
- 2nd place: 20$
  (Prize pool will be given based on the real-time conversion rate to USD. Transaction fee shall be borne by the receiver.)
- The prizepool going to deliver within a week after the final match results.