

RULEBOOK

Bigg Pro Series 2025



1. GENERAL

1.1 Conditions of participation in the league

All participants must read and accept these regulations.

1.2 Age restriction

Any player who is at least 16 years old can participate.

1.3 Game accounts

Players must provide their game tag. The account cannot have violated any Supercell TOS.

In case of infringement and that the account has been banned by Supercell, the player will not be able to participate in **Bigg Pro Series 2025** during the course of his ban, neither with his main account nor with secondary accounts.

1.4 Nicknames

The nicknames of all players participating in the competition must contain at least part of the nick with which they are known.

1.5 Residence/Nationality

All those in the region are eligible to participate, regardless of their country of origin.

Europe, Middle East and Africa (EMEA) - Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Belgium, Benin, Bosnia and Herzegovina, Botswana, Bulgaria, Burkina Faso, Burundi, Cameroon, Cape Verde, Central African Republic, Chad, Comoros, Congo (Democratic Republic), Côte d'Ivoire, Croatia, Cyprus, Czech Republic, Denmark, Djibouti, Egypt, Equatorial Guinea, Eritrea, Estonia, Eswatini, Ethiopia, Faroe Islands, Finland, France, Gabon, Gambia, Georgia, Germany, Ghana, Gibraltar, Greece, Greenland, Guinea, Guinea-Bissau, Hungary, Iceland, Iraq, Ireland, Isle of Man, Israel, Italy, Jersey, Jordan, Kenya, Latvia, Lebanon, Lesotho, Liberia, Libya, Liechtenstein, Lithuania, Luxembourg, Madagascar, Malawi, Mali, Malta, Mauritania, Mauritius, Moldova, Monaco, Montenegro, Morocco, Mozambique, Namibia, Netherlands, Niger, Nigeria, North Macedonia, Norway, Palestinian Territory, Poland, Portugal, Romania, Rwanda, San Marino, São Tomé and Príncipe, Senegal, Serbia, Slovakia, Slovenia, Somalia, South Africa, Spain, Sudan, Sweden, Switzerland, Tanzania, Togo, Tunisia, Turkey, Uganda, Ukraine, United Kingdom, Vatican City, Western Sahara, Zambia, Zimbabwe

Although it is allowed for any team located in the previously mentioned list of countries to participate, only costs will be covered from France for those who qualify for the grand final in January 2026.

2. Prize Pool

2.1 Total Prizepool

The competition has a total prize pool of **1.000€** for Online events and **1.500€** for offline events

2.2 Prize distribution

The prize will be paid to the players and the distribution will be the next depends of the final position on each tournament:

- **Offline event prizepool:**

1st - 1000€

2nd - 300€

3rd - 200€

- **Online event prizepool:**

1st - 500€

2nd - 300€

3rd - 200€

3 Calendar

EVENT	DATES	HEURE
JUNE (Qualifiers)	19 June	21:00 CEST
JUNE (Finals)	20 June	17:00 CEST
AUGUST (Qualifiers)	22 August	21:00 CEST
AUGUST (Finals)	24 August	17:00 CEST
SEPTEMBER - POITIERS	TBD	TBD
NOVEMBER - AVIGNON	TBD	TBD
JANUARY - SABLES D'OLONNE	26 January	TBD

3.3 Online Events

The online qualifiers consist of 2 Phases:

- **Phase 1:** Stats Royale Swiss tournament (1 day duration)
There will be one tournament of 1,000 people with 9 rounds where the Top 8 of each will advance to Phase 2.
- **Phase 2:** Bracket Final Double Elimination 8 Players

Top 8 - Final Bracket (Double elimination) Display



Here you can find the dates with the offline events:

EVENT	DATES	HEURE
JUNE (Qualifiers)	20 June	16:00 CEST
JUNE (Finals)	21 June	16:00 CEST
AUGUST (Finals)	TBD	16:00 CEST
AUGUST (Qualifiers)	TBD	16:00 CEST

After each event, all players will obtain, depending on the final position they reach into the **Online and Offline Phase** and the best 6 players will qualify to the grand finals

Points system will work like this:

Online Events:

FINAL PLACEMENT	POINTS
 1st Place	Qualed to 2026 Event
 2nd Place	75
 3rd Place	60
 4th Place	50
5th Place	25
6th Place	25
7th Place	25
8th Place	25

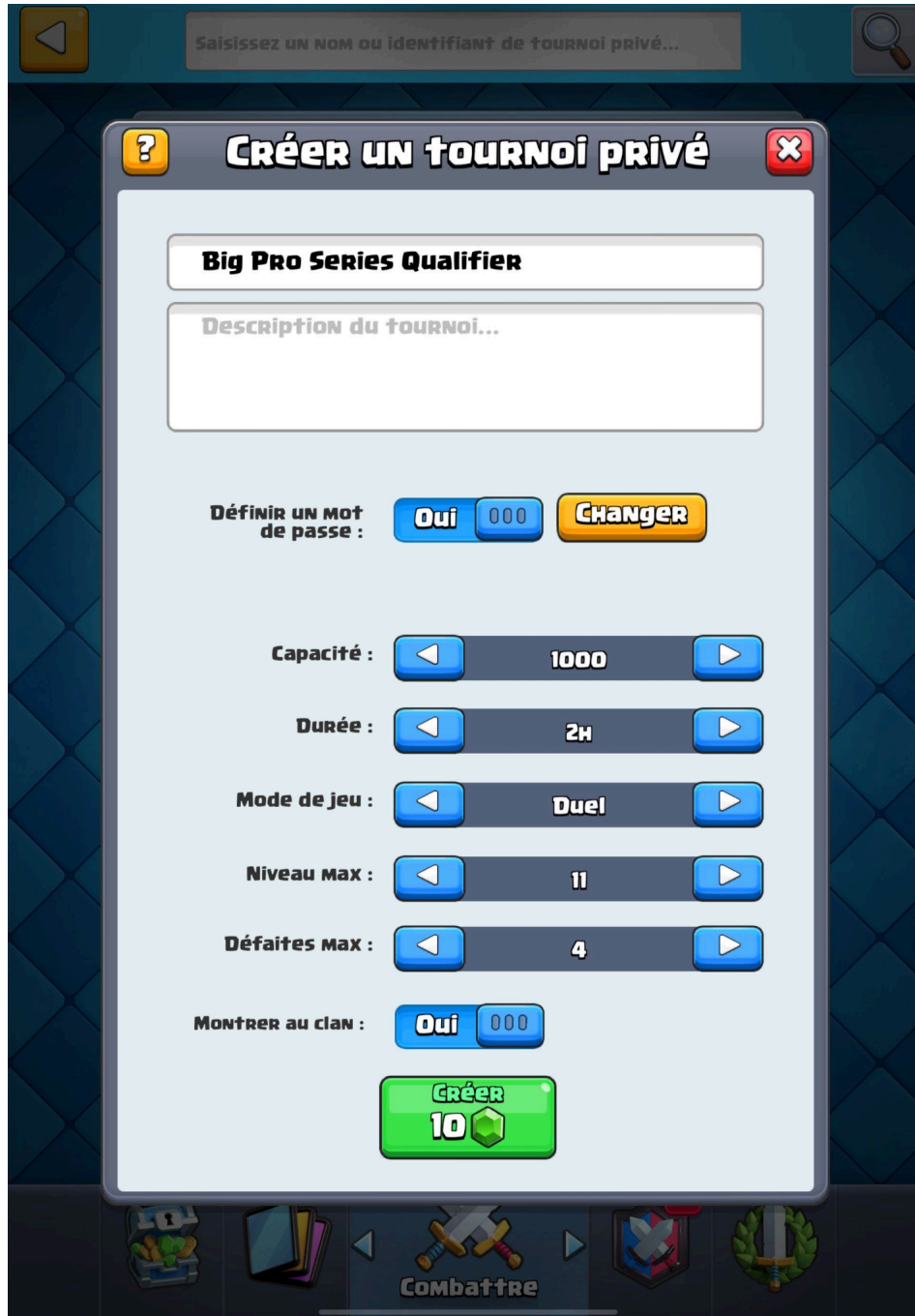
3.3 Offline Events

The offline qualifiers consist of 2 Phases:

- **Phase 1:** Tournament in-game & Top 16 Bracket Simple (1 day duration)
There will be one tournament of 1,000 people in-game each day where the Top 16 of each will play a single bracket where the Top 8 of each will advance to Phase 2.

Tableau final des 16 meilleurs





1.000 in-game tournament settings.

The tournament will be announced with a name and password at the scheduled time each day. Players will have two ways to access the tournament information: through the official competition Discord, in the "qualifier-announcement" section, where the tournament name and password will be posted, and through each streamer's broadcast, where the same information will be shared so everyone can follow along.

- **Phase 2:** Bracket Final Double Elimination 8 Players. (All matches will be played at the same time)

Top 8 - Final Bracket (Double elimination) Display



You will find a point of meeting in order to get the tournament name and password and play the qualifiers, all the information will be posted on social networks.

Here you can find the dates with the offline events:

EVENT	DATE	HOURL
SEPTEMBER - POITIERS	TBD	TBD
NOVEMBER - AVIGNON	TBD	TBD
JANUARY - SABLES	26 January	TBD

D'OLONNE		
-----------------	--	--

After each event, all players will obtain, depending on the final position they reach into the **Online and Offline Phase** and the best 6 players will qualify to the grand finals

Points system will work like this:

Offline Events:

FINAL PLACEMENT	POINTS
 1st Place	Qualed to 2026 Event
 2nd Place	150
 3rd Place	120
 4th Place	100
5th Place	50
6th Place	50
7th Place	50
8th Place	50

If two or more players got the same points, the players with better performance overall the former events, will get advantage.

Example: Player A and Player B are tied with 36 points.

- Player A finished Top 2 2 6
- Player B finished Top 3 3 4

In this case, **Player A** will got advantage because he has better results in overall tournaments than **Player B**.

3.3 Format

- In-Game Tournaments: In-Game Duels
- Top 16 Simple Bracket: In-Game Duels
- Swiss Phase: In-Game Duels
- Group Phase: In-Game Duels
- Final Bracket: In-Game Duels

3.4 List of Activities for the event (TBD)

4. PREPARATION FOR THE MATCH

All players must follow a series of steps on game days.

4.1. Use of the camera / Pictures

Players are obliged to have and use the camera during their matches. Refusal to use it or malfunction of the camera will result in disqualification/penalty from the tournament.

Players must ensure that the camera works with the means provided by the administrators before the start of matches where the use of the camera is required by the administrators.

4.1.1. Conduct to be followed

While on camera, it is considered inappropriate to perform:

- Offensive gestures (middle finger, L, neck cutting, etc)
- Nudity of any kind (including shirt removal)
- Behavior that is offensive to the opponent or the viewers
- Drinking alcohol or smoking
- Breaking Twitch community guidelines

Players are encouraged to be creative, funny and spontaneous with their reactions and interaction with the camera as long as they comply with these guidelines.

4.1.2. Sponsorships, apparels and branding

Player's sponsorships, apparels, and branding must follow the Safe and Fair Policy guidelines. Players will be required to remove or block out their sponsors, apparels, or branding during broadcast or live events if they do not meet the required guidelines. Items that fall under these categories include, but are not limited to:

- Alcohol
- Non over-the-counter drugs
- Gambling
- Tobacco products
- Firearms
- Pornography

4.1.3. Sanctions

Players who violate the rules will receive a warning, in case of recidivism they will be sanctioned for one match.

4.2. Match procedure

The instructions will be given by the clan's text chat, the referee will be in charge of indicating when to start a match.

4.3. New cards

If a new card is released, it cannot be used until it is available for all the players in the game.

4.4. Rematch

A game that must be replayed is considered a rematch, either due to a draw or for another reason.

4.5. Disconnections/lag during games

Players are primarily responsible for ensuring a good internet connection that does not cause problems during the course of matches.

4.5.1. Player disconnection

The organization will not be responsible for the loss of connection of any player nor will it be a valid reason to rematch.

4.5.2. Server crash

In case of server problems that affect all the players in the game in a general way, the organization is not responsible about the problems you could have during your games.

4.5.3. Continuation of an interrupted match

In the event that a match is interrupted due to force majeure such as maintenance or server crash, the match would take place on a date to be determined with the same result as at the time of the interruption.

5. Code of conduct

Players must always maintain courtesy to their opponents. In particular, violent behavior or language that violates the dignity of people will not be allowed.

The player members of the team must bear in mind that the matches are broadcasted and are therefore accessible to minors.

The players are obliged to know the competition rulebook and pay attention to the instructions of the referees during the matches.

It is forbidden to allow yourself to be won or play badly on purpose to adulterate the result of the match, if this happens, it will be reviewed by the sports committee and the team will be penalized.

The organization has the right to evaluate and sanction an irregular conduct of a team member including, but not limited to, social networks, online forums, streams or emails.

6. Right to modify and accept the agreement

The organization reserves the right to modify the rules at any time that is necessary in order to guarantee fair play and the integrity of the competition.

All players who play the competition will automatically accept everything set forth in these regulations.