RULES LEAGUE TESLA

TOURNAMENT

- 5 VS 5 ➡ **TH 16 ONLY**
- **One attack by player**
- Timing only applies if your game is streamed **(see "Streams")**
- Prep time ➡ **5 to 15 minutes**
- Duration ➡ **45 minutes to 1 hour**
- **Challenge launch by left team, right team remember to specify which clan you will be playing in**

CALENDAR

- <u>**Beginning of registration :**</u> **13 april 2024**   <u>**End of registrations :**</u> **5 may 2024**
- <u>**Beginning of the tournament :**</u> **13 may 2024**

- Tournament progress : Pool stages following by single elimination games
The duration of the tournament will be determined by the number of team registred
- No break during the Clan War leagues.
- Games can be played anytime during the week.
- Game ➡ **Between monday and sunday 22h (10PM) CEST**

Our organization is allowed to change the rules or cancel the competition if we don't receive enough registration or if we register more teams than expected.

INSCRIPTIONS

● **ONLY VIA THE DISCORD OF THE FFF** via the BOT League Utils
A files explaining the bot is available (IN french) on the FFF Discord server

● **Each team HAS TO register 2 referents and they both need to be present on our discord server. Any registration with only one referent will not be accepted.**

● **One megaroster with a minimum of 5 players will be needed to validate the registrations.**
● We also required the team to provide clan tags and a logo (PNG) **without background.**
Staff members could refuse the logo's team if they are judged offensant, inappropriate, or presents a copyright problem.

● **The staff can not accept any registrations if one of these information is missing.**

WAR CLAN

 ● **It is mandatory to register <u>2 clans</u> via the BOT League Utils during the registration process.**
Any war playing in a different clan than the registered one won't be allowed. (See Penalty)
Warning : No change of clan will be allowed after the end of the registrations
● **The war log has to be public.**

● **Spectators are allowed during the war. Players can go In and out the clan during the war.**

TEAM

● **A megaroster with a minimum of 5 players is mandatory to register the team.**
● Before the date of the Draw, The 2 referents of each team can add or remove players from their team via the BOT League Utils in their private room opened at the beginning of the registration on the FFF Discord Server.
● After the closing or this private room, any movement of players (Add or remove) will be happening in the room #flood_bot on the FFF Discord Server.

● **A Clash of clan account can not play in 2 different teams in the same league, the bot will not allow the registration.**

MEGA ROSTER

● 10 players maximum then 12 players after the group stage
● Add players and Remove players unlimited until draw after this date any transaction will need the staff approval.
● Adding players will be allowed only if :
-   Your MR did not reach its maximum capacity (10)
-   The added player has not been registered in any teams in the same competition
-   The added player has not been ban from our competition

● Any change on your MR (Add or remove) can be done by your referent **until the reference time* (schedule entered in the bot)**. The added player needs to respect the condition mentioned before.
It is highly recommended to anticipate and make your changes as soon as possible to avoid any problems.

● Each team will be able to add two new players after the group stage **(Can not be combined with the group stage changes)**.
● Removing players from your MR is only possible if the player did not play any games during the competition, and if the number of players did not go under the minimum required.

NOTE : The abbreviation MR is used for MegaRoster

GAME NEGOTIATIONS

The referent will negotiate the game on the FFF Discord server. The staff will open a room for each game. After both team reach to an agreement, the day and time of the game need to be added to the BOT League Utils

NO DEFAULT DAY AND TIME

If both teams can not reach an agreement, **the staff** will fix the day and time of the game. We will take a close look the negotiation and to each team time zone to find the best solution for both teams

SCORE

● **Classic pool point system :**
After each game point will be attributed as explain below:
  ❖ **3 points for victory**
  ❖ **1 point for a draw (Stars and percent)**
  ❖ **0 point for a defeat and forfeit**

●In case of a draw during the PO (Stars and percent), the average time of attacks (given by Supercell) will be used to find a winner. The staff will need both teams to send screenshots of this information at the end of the game.

STREAMS

FFF is in charge of the organization of the competition official streams, by its partnered streamers (Live stream, war recap) and also of the communication on X.
Each team referents concerned by those streams will be alerted in their match room and it is mandatory to accept a stream.

Every streams games will add rules to improve the quality of the stream:

- ❖ **2 Attacks has to be made <u>in the first 20 minutes of the game</u>**
- ❖ **It is forbidden to make 2 attacks at the same time. (It is allow to attack while the opponent team is attacking)**

Penalties will apply if these rules are not respected (See "Penalties").

<u>Note: These rules do not apply if the game is not streamed.</u>

PENALTIES

● <u>Penalties in case of non-negotiated delay compared to the reference time (schedule time entered in the bot):</u>

- ❖ 10 minutes : **1 star of penalty**
- ❖ 15 minutes : **Forfeit**

Note :Screenshot with time of the phone and game tchat will be asked as proof

● <u>Penalties due to non respect of competition rules including hard mode (See Tournament)</u>

- ❖ Clan sending the war invitation with the wrong set up : **2 Stars of penalties**
- ❖ Clan accepting the war invitation with wrong set up : **1 star of penalty**

● <u>Wrong clan:</u>

Any teams playing a war with an unregistered clan (Via League Utils) will lose the game by forfeit. No need to play the game

● <u>Unregistered players:</u>

If a team starts a war with an unregistered player, **this player is not allowed to make any attacks**.If he does, a penalty of 1 stars will be applied to the final result. Also, this attack will not count and the final score will be recalculated as if the attack was 0 stars and 0%.
*Note: If the player was added before the beginning of the game and not yet accepted by the staff, the play **CAN** attack as if he was **IN ROSTER***

● <u>Stream :</u>

No respect of the stream rules (See stream) will bring a **1 star penalty to the final score.** The opponent team will need to contact the staff as soon as possible via the game room and they will need to send a screenshot of the infraction**.**

● <u>**Seasonal troops:**</u>

It is **forbidden** to use any seasonal troops or temporary troops added to the game during events. **1 star penalty** will apply to the final score for any attack launch with any of these troops.

OTHER

● If a player has an Internet issue during the attacks the FFF won't give any compensation.

● Spying acts or non fair play action will not be tolerated by the staff as it is against our values. The staff can add sanctions if they find any inappropriate action on the game or on any platforms regarding our competition.

● The FFF is organising the video coverage of the competition with the help of its partner streamers.
No stream outside of these is allowed without the agreement of the staff and the opposing team, as well as a war recap.
A -3-star sanction may be applied to the clan that started the stream.
However, it is forbidden to refuse an official stream or war recap or the access of our casters to your clans.

● The staff can change the rules any time during the competition if they think is necessary to do so

GOOD LUCK EVERYONE. Clash on !