MULAN CUP

Town Hall 16 Season 1

Rulebook



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1. Our Vision

Mulan Cup 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 clan as well as individual levels and exhibit the spirit of sportsmanship to the highest standards.

2. Information

- Play Mode: 5 vs 5 friendly war (Town Hall 16)
- Official Time Zone: Coordinated Universal Time (UTC)
- Participation: Global Server
- All matches will be played in the latest version of the Clash of Clans app.

3. Format

The tournament comprises a total of 3 stages.

3.1 Stage 1

i. 256 teams are categorized into 4 groups based on their time zone.
ii. Each group competes in a single-elimination bracket.
iii. The top 8 teams will advance to Stage 2 (except for the top 2).
iv. The top 2 teams from each group proceed to Stage 3, the final stage.

3.2 Stage 2

i. 24 teams are distributed into 8 groups.
ii. Compete in a round-robin format.
iii. The top team from each group will advance to Stage 3.

3.3 Stage 3

i. 8 teams from Stage 1 and 8 teams from Stage 2
ii. Compete in a double-elimination bracket.

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4. Team Requirements

4.1 The team name and main clan name must be the **same**. The secondary clan is optional. Please make sure you open your clan war log. Any changes for clan tag and representative must be informed immediately to MC staff.

4.2 Every team **must** maintain a roster list of **5 players** and 3 substitutes (optional). Registration will be made through the League Utils bot.

4.3 All accounts **must** be claimed using League Utils by the **owner of the account**, not the representative (1 account for each player, no same-player substitute accounts are allowed).

4.4 Please note that we are not allowing any teams with different time zones to join other groups.

4.5 Unlimited roster changes till the tournament starts. Roster changes limits to **5 times transaction** for players' addition once the tournament begins. **No transaction is allowed for Stage 3.**

4.6 During matches, spectators are allowed inside the clan.

4.7 Please ensure your teammates are not in the Mulan Cup Fair play Ban List → **#fpit list**

5. War Details

5.1 Any level of the clan is allowed.

5.2 War log must be open.

5.3 No troop restriction. Seasonal troops and seasonal spells are not permitted.

5.4 All kinds of potions are allowed.

5.5 All stages are required to adhere to a preparation time of 5min and a battle time of 45 min.

5.6 Timed hits are optional for Stage 1 and Stage 2 unless the match is streamed. However, starting from Stage 3, timed hits become mandatory.

Attacks	Battle Day (Time Left)	
	Team A	Team B
1	37:00	33:00
2	29:00	25:00
3	21:00	17:00
4	13:00	09:00
5	05:00	01:00

5.7 If timed hits are necessary, you are required to adhere to the attack timings specified in the above table, with a buffer time of +/- 30 seconds.

6. War Schedule

6.1 Stage 1- Timezone Single Elimination Format

- Round of 128 : 12/02/2024 - 14/02/2024
- Round of 64 : 15/02/2024 - 17/02/2024
- Round of 32 : 18/02/2024 - 20/02/2024
- Round of 16 : 21/02/2024 - 23/02/2024
- First stage quarters : 24/02/2024 - 26/02/2024
- First stage semis : 27/02/2024 - 29/02/2024
- First stage final : 01/03/2024 - 07/03/2024

6.2 Stage 2- Round-Robin Format

- Dates : 01/03/2024 - 07/03/2024

(3 teams in a group, all teams will get two negotiation channels. All matches need to be finished by 31/03/2024)

6.3 Stage 3- Double Elimination Bracket

- R01 : 08/04/2024 - 14/04/2024
- W01/L01 : 15/04/2024 - 21/04/2024

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- L02 : 22/04/2024 - 28/04/2024
- W02/L03 : 29/04/2024 - 05/05/2024
- L04 : 06/04/2024 - 12/05/2024
- W03/L05 : 13/05/2024 - 19/05/2024
- L06 : 20/05/2024 - 26/05/2024
- Finals : 27/05/2024 - 02/06/2024

7. War Proceedings

7.1 All matches shall be scheduled at least **1 day before the match starts** (unless it's mutually agreed).

7.2 Failure of schedule negotiation will result in both teams playing at the **Default Time [Will be fixed/scheduled by admins/staff]**. Under special circumstances, if a request for an extension of battle time is required, it will be capped at 30 minutes for preparation day and 4 hours for battle day.

7.3 Clan representatives are required to 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.

7.4 The **top or left team/clan** in the versus list or brackets will be addressed as **Clan A** and the bottom or right team/clan will be addressed as **Clan B**.

7.5 **Any of the clans (Clan A or Clan B)** can send out a Friendly War Invitation and the other clan will need to accept on time.

8. Match Results

8.1 Results from the League Utils bot are taken into consideration for advancement.

8.2 The war results will be assessed based on the following aspects, prioritized in ascending order as outlined here:

a. Total Stars Collected

b. Total Destruction Percentage

c. Average Attack Duration

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8.3 In the event of a tie, a tiebreaker will be implemented, necessitating an additional match to determine the winner.

9. Penalties

9.1 Any penalty claims shall be raised within half an hour after the war ended or else claims will not be considered. Claims without a screenshot/proper proof will not be entertained.

	Description	Penalty
A	**General**	
1	Team dropped when the tournament started	Whole team and players will be banned for this season and the following season (extra 1 season).
B	**Team requirement**	
1	Wrong clan used (within acceptable clan level range)	First violation, warning. Subsequent violations caused a 2-star deduction for each match.
2	Unclaimed accounts/remove claimed accounts/ accounts found switching owners taking part in war	The attack(s) will not result.
3	Clan information or representative changes without 12-hour prior notice to MC Staff and opponent	The faulty team (refer to the clan that changed their clan tag) should send the opponent the friendly war challenge, else any delay caused in sending the war should be borne by the faulty team.
C	**War Details**	
1	Failure to follow troop's restriction	The attack(s) will not result.
2	Failure to follow timed hit (stage 3 onwards & streaming)	1-star deduction for each attack (Max deduction 2 stars for each match)
D	**Match Proceedings**	
1	Clan representative(s) not making any reply beyond half of the scheduled period for each	Forfeit match.

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	round	
2	Clan representative(s) inactive in negotiation	The active team representative has the authority to set their preferred time if the opponent representative does not actively reply after 30 hours. [If the team representative becomes active afterwards, a new negotiation for the time must be initiated.]
3	Failure on schedule negotiation	Team(s) that are unable to play on default time will be forfeited.
4	Delay in sending war invitations and accepting war invitations [Maximum 10 minutes from the scheduled time. In case, the opponent rep is responsive to the issue, an extra 5 minutes can be granted.]	Default win to the opponent [Rep to **cancel the challenge** after taking screenshots as proof **with device time.** Casually playing or playing for fun won't be considered. If a forfeited match is played, then the result stands final. Improper screenshots will lead to invalid claims].
E	**Face camera**	
1	Absence in live camera session	The attack(s) will not result.
2	Delay in joining live camera session	All players must join at least 5 minutes before the match starts. Round 1 warning. Round 2 onwards, 1-star deduction for each player.
3	Player(s) face, hand and device not visible & has an unclear camera device.	Round 1 warning. Round 2 onwards, the attack(s) will not result.
4	Face cam photo/video viral without MC permission	Management makes decisions based on the gravity of the event.
5	No video submission for internal recording match.	Forfeit match.
F	**Fair Play**	
1	Multiple IDs were found playing in a tournament	All IDs (including other town halls) and Discord IDs of the faulty player will be banned for two seasons. No replacement will be allowed for the team.
2	Visiting banned clans after the tournament starts	The faulty player will be banned for the current season.
3	Infringement of fair-play policies	Management makes decisions based

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		on the gravity of the event.
G	**Sport ethics**	
1	Unsportsmanship behaviours/ threats or intimidation against MC staff/ Defaming MC	Management makes decisions based on the gravity of the event.
2	Verbal abuse or taunting against opponent	1st & 2nd warning, 3rd time will lead to server ban (permanent)

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

10. Live Cam

10.1 Camera sessions are conducted on **Google Meet** by MC staff. Therefore, players must download the latest versions of **Google Meet** from the Play Store or App Store and create accounts **using their in-game names**.

10.2 Staff will inform the Face cam session to be conducted by Google Meet or Internal Recording.

- Google Meet:
  - Link will be provided 30 minutes in advance, all players are required to join at least 5 minutes before the match starts, further delay will cause a penalty to the team.
  - The whole session will be recorded for competitive integrity purposes.
- Internal Recording:
  - Team will organize a face cam themselves. Record the whole session and send us a copy (recorded link) by opening a support ticket.

10.3 All 5 players are advised to be on camera throughout the whole 45-minutes match time with face visible or easily seen.

10.4 All players must be on camera during attacks with their **face, device and hands visible**.

10.5 Players are advised to show your device to the camera for at least 5 seconds with the hit stars and percentage screen at the end of the attack.

10.6 If a live camera session is needed before stage 3, the respective team will be given further notice.

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10.7 Players are not allowed to viral any internal face cam videos and images to irrelevant parties. Actions will be taken if the player is found to behave unethically.

11. Fair Play

11.1 All participants are subjected to Supercell's Safe and Fair Play policy.

11.2 The MC 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 MC management, with consequences up to removal from the MC.

11.3 The MC staff reserves the right to gain entry into any participating team's clan at any point during the MC tournament period for any purpose and/or access to related chats and/or Discord servers. If found refusing the MC staff such admission or access will be equivalent to an admission of guilt and will be dealt with accordingly.

11.4 **Players are not allowed to roster themselves with multiple accounts in the same teams or multiple teams.** Same clash of clans ID names including different numbering will be considered as one player unless you can show proof in a video that it is played by different players for each match. Any teams found or exposing themselves will result in an **immediate ban in both Discord ID and players' accounts** for the upcoming tournaments for 2 seasons (about 6 months). No replacement will be allowed for the team to finish the remaining matches of the tournament. (The same applies if the player is found using two different Discord IDs.)

11.5 All players and teams are to conduct themselves respectfully. Cases of misconduct and unsportsmanlike behavior will be dealt with harsh consequences in ways organizers see fit, including, but not limited to removal of the team from the tournament.

11.6 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. If the teams are found to have privately bought/released/disclosed the opponent's bases, both teams will be disqualified and be banned for this season and the following season (extra 1 season).

12. Media & Streaming

12.1 MC reserves the right to stream and record war recap videos of the tournament.

12.2 Clans cannot refuse to be streamed, failure may result in penalties which may include forfeits or removal from the tournament. (Streamer(s) can only be rejected if they are participating in the opposing clan of the current match.)

12.3 MC 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 the team representative.

12.4 Streamer must not expose either clan's clan chat or bases. All live attacks of both clans shall be streamed, streamers cannot make their choice only to stream one clan.

12.5 The streamer must **claim** to stream the match at least **1 hour before the match**, or else, the team representatives have the right to reject the streamer from entering the clan.

13. Rules Update

13.1 MC 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.

13.2 All teams should be aware and in compliance with all the rules to avoid penalties and any violation.

13.3 MC Staff are 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.

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13.4 MC Staff should also offer help in resolving disputes ethically. Team-specific inquiries can also be made through the main server ticket system.

13.5 MC staff will not accept any individual reason for any damage, loss or disappointment of any kind suffered by any player or team (including personal family and friends matters, hardware and software issues, internet/ WIFI, etc) during the tournament.

14. Prize Pool

- Total Prize Pool: $1500
- Prize Pool Breakdown:
    - Winner: $1000
    - 2nd Place: $350
    - 3rd Place: $150

(Note: Transaction fees shall be covered by the recipient.)

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