

# RULEBOOK



# RULEBOOK

# RULEBOOK



<b>1. INTRODUCTION</b>	<b>5</b>
2.1. Definitions	6
2.2. Administrative Authority	6
2.3. Terms of Service	7
<b>3. PARTICIPATION ELIGIBILITY</b>	<b>7</b>
3.1. Residency	7
3.2. Age Limitations	7
3.3. Account Eligibility	8
3.4. Player Aliases	8
3.5. Team Aliases	8
<b>4. TOURNAMENT OVERVIEW</b>	<b>8</b>
4.1. Tournament Format	8
4.1.1. Open Qualifiers	8
4.1.2. Group Phase	9
4.1.3. Grand Finals	9
4.2. Tournament Schedule	10
4.3. Tournament Equipment	11
4.4. Prizing & Payment Procedures	11
4.4.1. Payment Procedure	11
<b>5. TEAM COMPOSITION</b>	<b>12</b>
5.1. Roster Management	12
5.1.1. Lineup	12
5.1.2. Not Registered Players	12
5.2. Roster Lock	13
5.2.1. Roster Lock Period	13
5.2.2. Restrictions During Roster Lock	
Once the roster lock is active:	13
<b>5.6. OWNERSHIP OF QUALIFICATION &amp; RESULTS</b>	<b>14</b>
5.6.1. Qualification Ownership	14
5.6.1.1 Slot Ownership	14
5.6.2. Team Disbandment	14
<b>6. MATCH PROCEDURE</b>	<b>15</b>
6.1. Game Version	15
6.2. Match Process Breakdown	15
6.2.1. Pre-Tournament Check-In	15

# RULEBOOK



6.2.2. Match Preparation	15
6.2.3. Match Start & Readiness	15
6.2.4 Match breaks	16
6.2.5. Match Restarts	16
6.2.6. Match Disputes	16
6.2.7. Draws	16
6.2.8. Match Communication	17
6.2.9. Emergency Lineup Changes	17
6.3. Game Modes and Maps	17
6.4. Drafting Phase	17
6.4.1. Bans Phase	17
6.4.2. Global Ban	18
6.4.3. New Brawler Releases	18
6.4.4. Lobby Disband	18
6.5. Punctuality	19
6.6. Technical Issues	19
6.7. Buffies	19
6.8. Server Locations	19
6.9. Standings	19
6.10. Tiebreakers	19
6.10.1. Standard Tiebreakers	20
6.10.2. Additional Tiebreaker Match	20
7. COMPETITION SUPPORT	21
7.1. Communication Channels	21
7.2. Support	21
7.2.1. Support Tickets	21
7.2.2. Response Times	21
7.3. Penalties	21
7.4. Confidentiality	22
8. CONTENT & MEDIA OBLIGATIONS	23
8.1. Webcams	23
8.1.1. Conduct to be Followed	23
8.2. Sponsorships, Apparel and Branding	23
8.3. Image Rights and Replay	24
9. CODE OF CONDUCT	25
9.1. Account Sharing	25
9.2. Competitive Integrity	25

# RULEBOOK



<b>9.3. Player Behavior Investigation</b>	<b>25</b>
<b>9.4. Unfair Play</b>	<b>25</b>
<b>9.4.1. Collusion</b>	<b>25</b>
<b>9.4.2. Cheating</b>	<b>25</b>
<b>9.4.3. Hacking</b>	<b>26</b>
<b>9.4.4. Bug Exploitation</b>	<b>26</b>
<b>9.4.5. Intentional Disconnection</b>	<b>26</b>
<b>9.5. Unprofessional Behavior</b>	<b>26</b>
<b>9.5.1. Harassment</b>	<b>26</b>
<b>9.5.2. Sexual Harassment</b>	<b>26</b>
<b>9.5.3. Discrimination</b>	<b>26</b>
<b>9.6. Other Violations</b>	<b>26</b>
<b>10. DATA PROTECTION</b>	<b>28</b>
<b>11. CHangelog</b>	<b>29</b>

# RULEBOOK



## 1. INTRODUCTION

Welcome to the official ruleset for **Road to Brawl Cup - South America West**. This document will outline all the important information for all the stages of the competition, including the Open Qualifiers, Group Phase and Grand Finals. All participants that register and take part in the competition automatically agree to follow this ruleset.

The Tournament Organisers (the "**Administrators**") reserve the exclusive authority to update, amend and/or interpret this rulebook at their sole discretion.

For any questions and/or queries about this ruleset, please reach out to:  
[roadtobrawlcup@quantumstudios.es](mailto:roadtobrawlcup@quantumstudios.es)

# RULEBOOK



## 2. GENERAL INFORMATION

### 2.1. Definitions

#### **Supercell**

Supercell Oy are the developers of the game Brawl Stars.

#### **Administrators**

The administrators (or "Admins") are the Team of people who manage and ensure the integrity of the competition.

#### **Team/Participants**

The collective of players competing in the competition, usually made up of three (3) players.

#### **Player**

Refers to an individual who is competing at the Tournament as a member of a Team.

#### **Game**

The singular instance of competition that is won by a Team completing the objective of the game mode.

#### **Set**

The collection of games that is won by the first participant winning two (2) games in a Best-of-3 ("Bo3") set, or three (3) games in a Best-of-5 ("Bo5") set.

#### **Match**

The overall contest, determined by who won the most sets between two (2) participants. Matches can be Bo3 or Bo5 sets.

**Head-to-head result:** refers to a tie-breaking method or a direct comparison between two specific participants based on their previous encounters.

#### **Set difference**

#### **Game (map) difference**

### 2.2. Administrative Authority

All decisions concerning the interpretation of this Ruleset; player and team eligibility; tournament and related event scheduling and staging; and penalties for misconduct rest solely with the Administrators, and all such **decisions are final**.

The Administrator's decisions regarding these Rules and/or the tournament are non-appealable, and shall not give rise to any claim for monetary damages or other legal or equitable relief. The Administrators may amend, modify, or supplement these Rules from time to time, including for the purpose of ensuring fair play and maintaining the integrity of the tournament.

# RULEBOOK



## 2.3. Terms of Service

Teams and players are mandatory to follow and accept [Terms of Service](#) and [Safe & Fair Play](#) code provided by **Supercell**.

## 3. PARTICIPATION ELIGIBILITY

The following requirements listed below must be met by all participants to be eligible to compete, advance and be awarded prizing from the competition. Any participants found to not meet any of the requirements will be automatically disqualified from the competition, and their place will be handed to the Team next-in-line.

All participants that qualify to the League Phase stage will be required to complete a registration form that will verify their eligibility to compete through Discord. The Tournament Organisers reserve the right to further verify a participant's eligibility status at any time and at their discretion. Failure to provide the relevant information for verification may result in disqualification and ineligibility to play in any future competitions.

Teams that have qualified for the next phase are ineligible to compete in subsequent qualifying rounds. Any violation of this rule could lead to disciplinary action against the team.

### 3.1. Residency

All participants must reside in one of the following countries:

**South America West (SA):** Argentina, Aruba, Bolivia, Chile, Colombia, Ecuador, French Guiana, Guyana, Paraguay, Peru, Suriname, Uruguay, Venezuela

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

**Important:** Players are not allowed to compete in both the Road to the Brawl Cup South America West and BSC during the same monthly season. Teams looking to play in the Road to the Brawl Cup South America West must sign up and compete in the Road to the Brawl Cup South America West open qualifiers.

### 3.2. Age Limitations

All Players must be sixteen (16) years of age or older by the registration closing time to be eligible to participate in the Open Qualifiers and League Phase. Registration for each qualifier will close one hour before it begins.

# RULEBOOK



## 3.3. Account Eligibility

- Any account linked to a player must be in good standing, registered under their name, and free from any violations of Supercell's [Terms of Service](#) across all their accounts.
- **Participants** are permitted to use only one (1) **account** during the competition.
- Accounts can be owned by only one (1) participant and are not permitted to be shared, traded or purchased in any type of way.
- Multiple participants having access and using an account is considered "Account Sharing" and is prohibited against the [Terms of Service](#). Further punishments may apply.

## 3.4. Player Aliases

All player aliases must adhere to the following guidelines:

- Must not exceed ten (10) characters without the inclusion of a team abbreviation.
- Must not exceed fifteen (15) characters with the inclusion of a team abbreviation.
- Must not refer to or be a trademark.
- Must not contain any insensitive wording.

## 3.5. Team Aliases

All team aliases must adhere to the following guidelines:

- Must not exceed ten (10) characters without the inclusion of a team abbreviation.
- Must not exceed fifteen (15) characters with the inclusion of a team abbreviation.
- Must not refer to or be a trademark.
- Must not contain any insensitive wording.
- If there is a preferred abbreviation to show on Broadcast, please let the Administrator know as soon as possible.

# 4. TOURNAMENT OVERVIEW

## 4.1. Tournament Format

### 4.1.1. Open Qualifiers

- **Total teams in each qualifier: 256**
- **Number of qualifiers: 3**
- **TOP 4 of each qualifier advances to Group Phase.**

# RULEBOOK



- **Single Bracket Elimination**
- **Matches will be played to Best of three (3) Sets and Sets to Best of three (3) Games**
- **Semifinals and Grand final will be played to Best of five (5) Sets and Sets to Best of three (3) Games**
- Mode: Power Match Draft Mode
- Number of rounds 3 and 5
- Setup time x1.5.
- Modes will be: **Heist, Brawl Ball, Gem Grab, Bounty, Hot Zone and Knockout.**
- The order will be randomly designated.
- The qualifier map pool will be disclosed through the Announcements channel on our Discord server at least one day before qualifiers begin.

## 4.1.2. Group Phase

- The competition will feature **4 groups (A, B, C, and D)**, each consisting of **3 teams**.
- At the start of each match, each team will **ban two (2) brawlers**. These bans will remain in effect for the entire duration of the match.
- Matches will be played over **four (4) days, with six (6) matches per day**, following a home-and-away format.
- All matches will be played as **Best of Five (Bo5) Sets**, with each Set played as **Best of Three (Bo3) Games**.
- The **top 1** team from each group will advance to the final phase of the competition.

## 4.1.3. Grand Finals

- The final phase will be played using a **Double-Elimination bracket**.
- A total of four(4) teams will participate, consisting of one (1) teams from each group.

# RULEBOOK



## 4.2. Tournament Schedule

The following schedule is provisional and may be subject to change if deemed necessary. Any alterations to the schedule will be communicated across official channels.

The complete match schedule will be made public on the discord server.

STAGE	DATE	REGISTRATION CLOSES	PRE-TOURNA MENT CHECK-IN	COMPETITION START
Qualifier #1	16 February	20:00 UTC	20:30 - 20:45 UTC	21:00 UTC
Qualifier #2	17 February	20:00 UTC	20:30 - 20:45 UTC	21:00 UTC
Qualifier #3	18 February	20:00 UTC	20:30 - 20:45 UTC	21:00 UTC

Check-ins must be completed on the **Matcherino platform** within the designated timeframe

STAGE	DATES	BROADCAST START TIME	BROADCAST END TIME (approximate)
Group Stage	February 23, 24, 25, 26	20:00 UTC	02:00 UTC
Grand Finals	February 28	20:00 UTC	02:00 UTC

All participants must be available **one (1) hour** before their match starts.

# RULEBOOK



## 4.3. Tournament Equipment

APPROVED	BANNED
Mobile Phone	PC
Tablet	Emulation

## 4.4. Prizing & Payment Procedures

The total prize pool for the tournament is **\$5,000** distributed as follows:

PLACEMENT	PRIZE
1st Place	Invitation to Brawl Cup
2nd Place	\$2,500
3rd Place	\$1,500
4th Place	\$1,000

### 4.4.1. Payment Procedure

- Each team must determine a responsible person in charge of claiming the prize, by default it will be the manager if not otherwise indicated.
- Following the completion of any event that awards prize money, Teams will be required to submit all payment information within **seven (7) days** from the completion of the event.
- All prize payments will be processed within **thirty (30) days** of the Administrators receiving complete payment information.
- In the instance the prize point of contact for a Team does not make a claim for their eligible prize money within **sixty (60) days** of the completion of the event, that Team may be subjected to forfeit that prize money.

# RULEBOOK



## 5. TEAM COMPOSITION

### 5.1. Roster Management

A Team's roster can be composed of a maximum of five (5) participants.

- Three (3) Players (required)
- One (1) Coach (if applicable)
- One (1) Substitute (if applicable)

Participants may only be registered to one (1) roster within the competition. It is the responsibility of all **Teams** to form and manage their own rosters throughout the competition.

#### 5.1.1. Lineup

The **three players** who will start playing the first set of the match are considered "the Lineup".

#### 5.1.2. Not Registered Players

No player can play if he is not registered. To register a player, he must be included in the competition roster **within 2 hours** before each Lock Period. Refer to **5.2.1 Roster Lock Period**.

#### 5.1.3. Team Captain Changes

Teams are expected to keep the same Team Captain throughout the whole tournament to maintain a consistent point of contact.

- In the instance a Team wishes to elect a new Team Captain, the current Team Captain must contact the Administrators to make the request with the details of who the new Team Captain will be. The Administrators reserve the right to approve or deny the request.
- In the instance all Team members, other than the Team Captain, unanimously agree to change the Team Captain, all Team members must contact the Administrators to make the request with the details of who the new Team Captain will be. The Administrators reserve the right to approve or deny the request.

# RULEBOOK



## 5.1.4. Substitutes

In the instance a substitute player is required, the Team Captain must make a request to the Administrators as soon as possible. The Administrators reserve the right to approve or deny the request, depending on the information provided and the timescale of the request.

- Teams may only have one (1) active substitute on their roster at one time.
- Substitutes will not be able to join an ongoing match (between games or sets).

## 5.2. Roster Lock

### 5.2.1. Roster Lock Period

The official team roster will be locked **two (2) hours before the start of the Qualifiers and two (2) hours before the Group Phase**. Once the team submits their full roster, **it will be locked** for the entire duration of the following phase. The roster lock before Group Phase will be final, and the roster will be locked for the remainder of the Tournament.

Furthermore, the winning team of **Road to the Brawl Cup South America West** will not be permitted to make any roster changes for the **Brawl Cup**.

### 5.2.2. Restrictions During Roster Lock

Once the roster lock is active:

- No players may be added or removed from the roster.
- No transfers will be permitted.
- Only registered players may participate in matches.

# RULEBOOK



## 5.6. OWNERSHIP OF QUALIFICATION & RESULTS

### 5.6.1. Qualification Ownership

Any qualification, advancement, or placement earned during the competition belongs to the registered team roster.

#### 5.6.1.1 Slot Ownership

The qualification slot and advancement rights belong strictly to the **majority of the registered players (roster)** and not to the organization, sponsor, or team name they represent.

### 5.6.2. Team Disbandment

In the event of team disbandment:

- All qualifications and placements will be forfeited.
- The tournament organizers reserve the right to reassign slots or declare them vacant.

# RULEBOOK



## 6. MATCH PROCEDURE

### 6.1. Game Version

Players will use the most up-to-date game version available on the live server (Online via Mobile or Tablet).

### 6.2. Match Process Breakdown

#### **6.2.1. Pre-Tournament Check-In**

The Pre-Tournament Check-In period will begin one (1) hour before the first scheduled match. More information on timings can be seen in **4.2.Tournament Schedule**. Teams that successfully Check-In to the competition will receive their first round match around the scheduled competition start time. In the instance a Team Captain does not confirm their team's participation during the **Pre-Tournament Check-In time**, that team will not be added to the competition and therefore have no matches.

#### **6.2.2. Match Preparation**

All teams must follow a series of steps on match days:

- Teams must submit their lineup at least **one (1) hour before the start of the competition**.
- Lineups may only consist of players who are **officially registered** to the roster.
- Players are required to be in the '**Match channel**' of the official discord server of the competition.
- Players must occupy the '**Local Team**' or '**Visitor Team**' voice chat depending on their match position.
- Instructions will be given in the '**Match channel**', the Administrator will be in charge of indicating when to start a match.
- Teams are required to use the competition voice chat during the match unless one of their members is unable to do so for compelling reasons.

#### **6.2.3. Match Start & Readiness**

- Teams must be fully ready to start the match at the scheduled time indicated by the referee.
- A maximum waiting time of **five (5) minutes** will be granted if one or more players are not ready.
- If a team fails to be fully ready within the waiting time, the Administrators may declare a forfeit.
- The Administrator has final authority to determine when a match or set officially starts.

# RULEBOOK



## 6.2.4 Match breaks

The Administrator will manage all phases of the match and may require teams to be present or ready earlier than originally scheduled.

- **Inter-Set Breaks:** Teams will have a **one (1) minute break** between sets while the new lobby is being prepared for the next session.
- **Match Transitions:** Upon the conclusion of a match, the following teams must be ready **immediately**. Players should remain on standby while the broadcast team completes the transition to the next broadcasted match.
- **Extended Technical Timeout:** Each team is entitled to request a single **three (3) minute timeout** per match. This request must be made specifically after a set has concluded and before the next one begins.

## 6.2.5. Match Restarts

Match restarts are only permitted in the instance of an error with Matcherino and/or game server.

In either case, players must take a screenshot of the error message displayed in-game and provide it to the Administrators to review, with a request of a match restart.

**The decision to restart a match is at the sole discretion of the Administrators.**

## 6.2.6. Match Disputes

In the instance a Team wants to dispute a match result for a valid reason, they must do so by contacting the Administrators up to fifteen (15) minutes from the conclusion of the match or prior to the start of the following round, whichever comes first. Any disputes not provided to the Administrators within the above time frame may not be acknowledged and reviewed.

## 6.2.7. Draws

In the rare instance a game concludes in a "DRAW", the drawn game will be replayed, with the "DRAW" result not counting towards the final Set score. The Set will continue until there is a clear winner of one team having more wins than the other.

# RULEBOOK



## 6.2.8. Match Communication

- Only players actively participating in the match may communicate during games.
- External communication with third parties during matches is prohibited.
- Coaches or managers may only communicate with the team between sets.

## 6.2.9. Emergency Lineup Changes

In cases of unforeseen circumstances, the team must report the issue to the competition staff **as soon as possible**. The Administrator will evaluate the case on an individual basis and reserves the right to permit an emergency lineup substitution at their sole discretion.

## 6.3. Game Modes and Maps

Each game mode has 3 preselected maps from the Map Pool. Before each match, teams ban one map each. The remaining map will be the played one.

MODE	MAP 1	MAP 2	MAP 3
Bounty	Shooting Star	Hideout	Layer Cake
Heist	Hot Potato	Safe Zone	Bridge Too Far
Hot Zone	Ring of Fire	Open Business	Dueling Beetles
Brawl Ball	Super Beach	Pinhole Punt	Sneaky Fields
Gem Grab	Hard Rock Mine	Double Swoosh	Deathcap Trap
Knockout	Goldarm Gulch	Belle's Rock	Out in the Open

## 6.4. Drafting Phase

### 6.4.1. Bans Phase

There will be **six (6) bans** for each match set, which will take place during the draft. Each team will ban **three (3) brawlers**.

# RULEBOOK



## 6.4.2. Global Ban

At the start of each match, each team will ban **two (2) brawlers**. These bans will remain in effect for the entire duration of the match.

The banning process will be conducted through Discord. The channels will be created and communicated to the Teams before the start of the match.

## 6.4.3. New Brawler Releases

Newly released Brawlers are restricted from selection in all matches during the Season of their release, until that Season concludes.

In the instance a Brawler is released within 14 days of the Qualifiers, that Brawler will be restricted from selection in the qualifiers and until the competition concludes. The Administrators reserve the right to impose additional restrictions at their discretion and Teams will be notified accordingly.

## 6.4.4. Lobby Disband

In the instance the Draft lobby is required to be disbanded and remade, both teams must redo the Draft, selecting the exact same picks/bans that were already selected at the time of the disband.

It is the responsibility of Teams to ensure each player makes the correct selections when having to re-draft.

To ensure the Team with the original first pick maintains that first pick in the new lobby, the lobby will need to be disbanded until the correct Team is given the first pick.

During the Qualifiers, it is the responsibility of Teams to notify the Administrators of any instances of their opponents making incorrect selections during the re-draft.

In the instance a Team identifies an incorrect selection, that lobby should be disbanded immediately and the Administrators should be contacted through the adequate channel (check **7. Competition Support**). The Team that is identified as making the incorrect selection may be penalised with a one (1) Set loss.

In the instance the match is continued into the first game without any incorrect selections in the re-draft being identified, that match will continue, no penalties will be issued and the final result will stand.

In the instance a Team is unsure on what they selected during an original Draft, they must contact the Administrators to receive confirmation of the correct selections.

# RULEBOOK



## 6.5. Punctuality

- In the first match, it is required to be **15 minutes** before the start time.
- Teams should be prepared to play their matches up to **20 minutes** before the scheduled time, as they are approximate.

If any team breaks or can not accept these conditions on his way, he will be disqualified and his place will pass to the next eligible team.

Failure to comply with punctuality requirements may result in the application of the waiting time and forfeiture rules described in Section 6.2.

## 6.6. Technical Issues

Players are solely responsible for maintaining a stable internet connection throughout all matches. The Administrators will not be held liable for any individual player disconnections, and such incidents will not constitute valid grounds for a rematch.

In the event of server-wide issues affecting all participants in a match, the Administrators may, at their sole discretion, authorize a rematch. Should a match be interrupted due to force majeure circumstances — including but not limited to scheduled maintenance or unexpected server downtime — the match will be rescheduled to a date determined by the Administrators, resuming with the score as it stood at the time of interruption.

## 6.7. Buffies

Buffies are allowed to be used during any Tournament match.

## 6.8. Server Locations

All matches for the Open Qualifiers, League Phase and Grand Finals will be forced to take place on the **Lima (Peru) server**.

## 6.9. Standings

During **Group Phase**, Each team will get points depending on the result of each match:

- WIN: 3 points.
- LOSE: 0 points
- No other result is possible since matches can't end in a DRAW.

Top 1 of each group will advance to **Grand Finals**.

## 6.10. Tiebreakers

# RULEBOOK



## 6.10.1. Standard Tiebreakers

In case of a tie in standings, the following criteria will be applied in order:

1. **Head-to-head result (between two teams):** This won't be applied if there is a tie between more than two teams.

If the teams have identical results in their direct encounters (e.g., **Team A wins 3-0 in the first leg, but loses 0-3 in the second**), the Head-to-Head criteria will be considered a **draw** and cannot be used to break the tie.

2. **Set difference across all the matches in the group phase.**
3. **Game (map) difference across all the matches in the group phase.**

## 6.10.2. Additional Tiebreaker Match

If the tie persists:

- A Best-of-One (Bo1) tiebreaker match will be played.
- The game mode and map will be selected by the Administrators.

## 7. COMPETITION SUPPORT

### 7.1. Communication Channels

The main communication channel for the Road to Brawl Cup is the Discord server, in which all players that register for the competition will be prompted to join. Team Captains will be required to stay in the Discord server to ensure that they receive all the necessary and updated information regarding the competition.

The official language for administrative communication and dispute resolution is English.

### 7.2. Support

The discord server will be the primary platform for requests of competition support from the Administrators.

#### **7.2.1. Support Tickets**

Participants should create support tickets whenever they need assistance from the Administrators. The ticketing system is the sole channel for requesting support and must be used respectfully - spam and inappropriate language are not permitted.

#### **7.2.2. Response Times**

During match day hours, any tickets created at this time will be responded to as soon as possible. However, during the early rounds where the number of participants is very high, delays can be expected. Outside of match day hours, tickets will be responded to within **forty eight (48) hours**.

### 7.3. Penalties

Any person who engages in, or attempts to engage in, conduct that the Administrators determine to constitute unfair play or any other violation of this Ruleset shall be subject to disciplinary action. The Administrators may impose any of the following penalties:

- **Warning**
- **Prize Money Deduction(s)**
- **Championship Points Deduction(s)**
- **Suspension(s)**
- **Disqualification**

In the instance(s) of repeated infractions, the penalties will escalate in severity, up to and including, disqualification from future competitions.

# RULEBOOK



## 7.4. Confidentiality

All content, including protests, support tickets, discussions, and any other correspondence with the Administrators, is strictly confidential. Such material may not be published or shared without prior written consent from Administrators. By participating in the competition, all players agree to comply fully with the ruleset, including this confidentiality requirement.

# RULEBOOK



## 8. CONTENT & MEDIA OBLIGATIONS

Both the Group Phase and Grand Finals will be broadcast live in several languages. All Players who have qualified to participate in the Monthly Finals and any Offline Event will be required to accommodate and participate in media activities if requested. This includes but is not limited to:

- **Pre-match Interviews**
- **Post-match Interviews**
- **Photo shoots**
- **Other video recordings**
- **Provide professional Player Photos for the full team**

### 8.1. Webcams

- During Group Phase and Grand Finals, all players from the team will be required to use their own webcam to be featured on the broadcast for all of their matches.
- It is the responsibility of each Team to ensure that every player has a working webcam.
- Teams who fail to have all (3) Players use a webcam may be subject to set penalties. Repeated infractions are subject to escalating penalties such as match loss penalties.
- All player webcams will be incorporated to the broadcast, which by sharing their webcam feed, players consent to being recorded.

#### 8.1.1. Conduct to be Followed

While the camera is active, it is considered inappropriate to perform:

- **Offensive gestures**
- **Nudity of any kind**
- **Behavior that is offensive to the opponent or the crowd**
- **Drinking alcohol and smoking**
- **Breaking Twitch community guidelines**

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

### 8.2. Sponsorships, Apparel and Branding

Player sponsorships, apparel and branding must follow the guidelines of the Safety and Fairness Policy. Players must remove or block their sponsorships, or branding during

# RULEBOOK



broadcasts or live events if they do not meet the required guidelines. Items that fall into these categories include, but are not limited to:

- **Alcohol**
- **Over-the-counter drugs or medications**
- **Gambling**
- **Tobacco products**
- **Firearms**
- **Pornography**

## 8.3. Image Rights and Replay

All teams and players participating in the league agree to the use of their corporate logos and player images for the duration of the competition. They also agree to the use of replays of the matches.

In case a minor, whether player or staff, wants to activate his camera during a match, he must first ask the administration for a consent form for the use of images that his parents or legal guardians must sign.

# RULEBOOK



## 9. CODE OF CONDUCT

All participants are subject to the [Safe and Fair Play Policy](#) conditions set forth by the Tournament owner, Supercell, and adhere to their [Terms of Service](#).

### 9.1. Account Sharing

Players may not share their account with any other players, members of their team, friends, family, or any other individual before, during, or after the competition. Doing so may result in disqualification from the Tournament year.

### 9.2. Competitive Integrity

Players are expected to play at their best at all times throughout the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, and fair play.

### 9.3. Player Behavior Investigation

Players may not state any messages of a political nature. Players who state any message of a political nature will be subject to disqualification and forfeiture of prize money. If a player is uncertain if their message breaks this rule, they must contact the Administration for approval.

### 9.4. Unfair Play

The following behaviors are considered unfair play and will be subject to penalty, including disqualification. Final decisions will be made at the sole discretion of the Organizer.

#### **9.4.1. Collusion**

Colluding is defined as an agreement between players or Teams to intentionally alter the results of a match. Teams who participate in these discussions will be subject to review. Any Teams found breaking this rule will be subject to a ban from the remainder of the Tournament year, loss of Tournament points, and forfeiture of all unpaid prize money earned.

- Deliberately losing a match for compensation or any other reason or attempting to induce another player to do so.
- Pre-arranging to split the prize money and/or any other form of compensation.
- Soft play is defined as an agreement between players or Teams to not damage, impede, or otherwise play to a reasonable standard of competition.

#### **9.4.2. Cheating**

**DDoSing:** Limiting or attempting to limit another participant's connection to the game through a Distributed Denial of Service attack or any other means.

# RULEBOOK



**Software or Hardware:** Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, and scripted attacks.

## 9.4.3. Hacking

Hacking is defined as any modification of the Brawl Stars game client by any Player, or person acting on behalf of a Player.

## 9.4.4. Bug Exploitation

Intentionally using any in-game bug, whether known or newly discovered, to seek an advantage is strictly prohibited.

## 9.4.5. Intentional Disconnection

Intentionally disconnecting from the game resulting in an advantage without an authorized and explicitly stated reason.

## 9.5. Unprofessional Behavior

### 9.5.1. Harassment

Harassment is defined as a systematic, hostile, and/or repeated act. If a Tournament participant is caught harassing another Player(s) or Tournament Organizer(s), they will be issued a warning to cease their offending behavior. Multiple infringements will result in further penalties.

### 9.5.2. Sexual Harassment

Sexual harassment includes, but is not limited to: unwelcome sexual advances, requests for sexual favors, and other verbal or physical harassment of a sexual nature. Cases will be assessed based on whether a reasonable person would consider the conduct to be undesirable or offensive. Threats of a sexual nature and quid pro quo harassment are strictly prohibited.

### 9.5.3. Discrimination

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

## 9.6. Other Violations

**Criminal Activity:** Players may not engage in any activity prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

# RULEBOOK



**Moral Turpitude:** Players may not engage in any activity which is deemed by the Tournament to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

**Confidentiality:** Players may not disclose any confidential information provided by Tournament Administration or any affiliate of Supercell by any method of communication, including all social media channels.

**Bribery:** No Player may offer any gift or reward to a Player, coach, manager, Administrator, or person connected with or employed by another Player for services promised, rendered, or to be rendered in an attempt to throw or fix a match.

**Non-Compliance:** No Player may refuse or fail to follow the instructions or decisions of the Tournament Administration within reason.

**Match-Fixing:** No Player may offer, agree, conspire, or attempt to influence the outcome of a game or match by any means that are prohibited by law or these Rules.

**Association with Gambling:** No Player or Administrator may take part, directly or indirectly, in betting or gambling on any results of the Tournament.

**Gifts:** No Team Member may accept any gift, reward, or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

**Document or Miscellaneous Requests Documentation:** Document, miscellaneous requests documentation, or other reasonable items may be required at various times throughout the tournament as requested by the Administrators. A Team may be penalized if the documentation is not completed to the Administrators' standards. Penalties may be imposed if the items requested are not received and completed at the required time.

**Contractual Disputes:** In the event of a contractual dispute between a Player and their Team or Organizer, it is the sole responsibility of the involved parties to resolve the matter. The Tournament Administration team will not intervene, resolve such disputes, or act as mediators under any circumstances. All contractual matters must be handled independently and outside the scope of the Tournament's Administration team.

# RULEBOOK



## 10. DATA PROTECTION

**Data requested to the players will be used only for book flights, hotels etc. After the company completed all the expected reservations, the data will be deleted from their database.**

# RULEBOOK



## 11. CHANGELOG

02/02/2026 - Version 1.0 - First version of Rulebook

09/02/2026 - Version 1.1 - Rule about BSC and RTBC compatibility explained in the 3.1