



CLASH ROYALE LEAGUE 2026

COMPETITION RULES



1. INTRODUCTION	4
2. GENERAL OVERVIEW	4
2.1. Definition of Terms	4
2.2. Confidentiality	5
2.3. Rights	5
3. PLAYER ELIGIBILITY REQUIREMENTS	6
3.1. Players' Age	6
3.2. Verification of Eligibility	6
3.3. Account Eligibility	6
4. TOURNAMENT BREAKDOWN	7
4.1. Stages & Format	7
4.1.2. Ranked Season	7
4.1.3. Monthly Qualifier	7
4.1.4. Monthly Finals	9
4.1.5. Last Chance Qualifier (LCQ)	10
4.1.6. Broadcast Webcam	10
4.2. Game Restarts	11
4.3. Withdrawing from the Tournament	11
4.4. Game Updates and Additions	11
4.5. Match Results	11
4.6. Technical Issues	12
4.7. Disconnection	12
4.8. Streaming and Spectating	12
4.9. CRL Points Leaderboard	12
5. TOURNAMENT SCHEDULE	13
5.1. Ranked Season	13
5.2. Monthly Qualifiers	13
5.3. Monthly Finals	14
5.4. Last Chance Qualifier	14
6. PRIZING	14
6.1. Group Stage — Prize	14
6.2. Monthly Finals — Prize	15
6.4. Prize Money	15
7. COMMUNICATION	16
7.1. Communication Platform	16



7.1.4. Media Day	16
7.2. Player Registration and Tournament Platform	17
8. SPONSORSHIPS, APPAREL & BRANDING	17
8.1. Sponsorship Restrictions	17
9. CODE OF CONDUCT	18
9.1. Competitive Integrity	18
9.2. Player Behavior Investigation	18
9.3. Unfair Play	19
10. PENALTIES	20
10.1. Warning	21
10.2. Forfeiture of the Match	21
10.3. Forfeiture of Prize Money	21
10.4. Disqualification	21
10.5. Duels Penalties	21
11. TERMS OF USE	21
12. FINALITY OF DECISIONS	22
13. CHANGE LOG	22



1. INTRODUCTION

These Official Rules ("Rules") of the 2026 **Clash Royale League ("Tournament", or "CRL")** apply to each person participating in the Tournament in 2026 ("**Players**"). All Players must agree to abide by the conditions set forth in this document, with the understanding that any rules violation may result in immediate disqualification and forfeiture of their Golden Ticket, CRL Points, and all prize money, as determined by the Tournament Organizer ("**Organizer**").

The following terms and conditions defined in the Rules apply to the Tournament and the five (5) Golden Ticket events, including the **Ranked Season ("RS")**, **Monthly Qualifiers ("MQ")**, **Monthly Finals ("MF")**, **Last Chance Qualifier ("LCQ")** and **World Finals ("WF")**, as well as the **Players**.

By competing in the Clash Royale League, you agree to the following:

The Organizer, in its sole discretion, (a) may update, amend, or supplement these Rules at any time, with or without notice to Players, and (b) may interpret or apply these Rules by releasing notices, online postings, e-mails, or other electronic communications that provide instructions and guidance to the Players.

2. GENERAL OVERVIEW

2.1. Definition of Terms

2.1.1. Tournament: Refers to the Clash Royale League 2026, in its entirety, encompassing the Ranked Season, Monthly Qualifier, Monthly Final, Last Chance Qualifier, and World Finals.

2.1.2. Match: A match consists of three (3) Sets if it is a Best-of-Three (Bo3) or five (5) Sets if it is a Best-of-Five (Bo5). The first Player to win two (2) Sets in a Bo3 or three (3) Sets in a Bo5 is declared the winner of the Match.

2.1.3. Set: A Set consists of up to three (3) Games played using either the In-Game Duels or Manual Duels format. The first Player to win two (2) Games wins the Set.

2.1.4. Game: A Game refers to a single Clash Royale battle between two (2) Players within a Set.

2.1.5. Manual Duels Format ("Manual Duels"): A Manual Duel match is a Bo3 or Bo5 match where Players must use a unique deck in each game. Players may not use a card in more than one (1) game per match. The first Player to reach two (2) or three (3) wins wins the overall match.

2.1.6. Best-of-Three (Bo3): A Best-of-3 consists of three games (3). The first Player to win two (2) games is the winner of the Bo3 match.

2.1.7. Best-of-Five (Bo5): A Best-of-5 consists of five (5) games. The first Player to win three (3) games is the winner of the Bo5 match.

2.1.8. Double Elimination: Players compete in a bracket format using two (2) brackets: an Upper bracket (for Players without a loss) and a Lower bracket (for Players with 1 loss). Players are eliminated from the competition after two (2) losses.



2.1.9. Swiss Stage: A Tournament format where all Players compete over a fixed number of nine (9) rounds. Each round, Players are paired against opponents, and no one is eliminated during this phase. Players do not face the same opponent twice, and standings are determined by match wins and tiebreakers. After the nine (9) rounds, the top-performing Players advance to the next stage.

2.1.10. Group Stage: Players will be placed into one of eight (8) groups, consisting of eight (8) Players each. Each Player will play every other Player in their group once.

2.1.11. Ties: In the scenario of a tie, the game will evenly damage the Players' remaining towers until a winner is decided.

If a *true tie* occurs (i.e., both Players' final remaining towers are destroyed simultaneously and no winner can be resolved), the game shall be declared null and void. In such cases:

- The game will not count toward the match result and will be treated as if it had not been played.
- Both Players will replay the game to determine a winner.
- Players are permitted to reuse the same decks, cards, and configurations from the voided game.

2.1.12. CRL Leaderboard: The Leaderboard tracks the CRL Points each Player earns throughout the Tournament and the other Golden Ticket Events of the 2026 Season.

2.1.13. Golden Ticket: Players who earn a Golden Ticket qualify for the World Finals. A total of five (5) Golden Tickets will be awarded.

- **Five (5)** Golden Tickets will be awarded to the first-place winner of the Monthly Finals.
- **Eight (8)** Golden Tickets will be awarded to the top eight Players on the CRL Leaderboard who do not already hold a Golden Ticket from the Monthly Finals.
- **One (1)** Golden Ticket will be awarded to the winner of the LCQ.
- **Two (2)** Golden Tickets will be awarded to Players through a separate competition in China. Only Players residing within China will be eligible to participate.
- Players who have already earned a Golden Ticket by winning a Monthly Final are still **eligible to compete in future CRL Events**.
- In the event that a Player wins a Monthly Final more than once, the runner-up Player who has not already earned a Golden Ticket in the most recent Monthly Final **will be awarded that month's Golden Ticket**.
- In the event that Players who have not earned a Golden Ticket by winning a Monthly Final finish in the top eight (8) places of the CRL Leaderboard, **the Players will earn a Golden Ticket**.
- Players who have earned a Golden Ticket by winning a Monthly Final **will not be eligible to earn a Golden Ticket through the CRL Leaderboard**.
- In the event that a Golden Ticket holder finishes in the top eight (8) of the Leaderboard, **the Golden Ticket will be passed down to the next in line on the Leaderboard**.

2.2. Confidentiality

2.2.1. All content, including protests, support tickets, discussions, and/or any other correspondence with the Organizer, is deemed strictly confidential. The publication of such material is prohibited without prior written consent from the Organizer.

2.3. Rights

2.3.1. Supercell owns all broadcasting rights of the CRL. This includes but is not limited to: video streams, TV broadcasts, shoutcast streams, replays, demos, or live score bots.



3. PLAYER ELIGIBILITY REQUIREMENTS

3.1. Players' Age

3.1.1. Players must be at least 16 years old by the closing date of registration to be eligible to compete.

3.1.2. If a Player is under the legal age of consent in their country of residence, but is at least 16 years of age, they may still enter and be a participant if they otherwise meet all eligibility criteria and one of their parents or legal guardians reads and agrees to the Rules on their behalf.

3.2. Verification of Eligibility

3.2.1. Players must be 16 years of age or older in order to participate. Any Player aged 16–17 (16–18 in South Korea, 16–19 in Japan) will be required to confirm on their verification form that they have parental or guardian consent to participate in this event.

3.2.2. Proof of Identity

3.2.2.1. Players who compete in the Tournament will be required to provide proof of identity. Failure to provide proof of identity may result in disqualification from the Tournament. The Organizer reserves the right to verify an eligible Player's information at any given time if deemed necessary.

3.2.2.2. During the verification process, Players must submit an acceptable photo ID to the Organizer to verify their identity. The photo ID must include the Players' full name and date of birth. Accepted forms of ID include:

3.2.2.2.1. Government Issued Identification

3.2.2.2.2. School Issued Identification, along with a Birth Certificate

3.2.2.2.3. Birth Certificate, along with another form of photo ID

3.2.2.2.4. Passport

3.2.2.2.5. Players must be the sole owners of the Clash Royale account used for participation in the Tournament. Players are only allowed to participate in the Tournament on a single account.

3.2.2.3. Players must register for the Tournament with the account with the most Ranked Season leaderboard points.

3.2.3. Players must reside in a country where Clash Royale is available to download in the local app store.

3.2.4. Supercell, Tournament Operations Staff, and its partner companies' employees are not eligible to register for or compete in the Tournament.

3.3. Account Eligibility

3.3.1. Any account associated with a Player must be in good standing and must not have any violations of Supercell's [Terms of Service](#) and [Safe and Fair Policy](#). Accounts will be checked to ensure there are no violations of the [Terms of Service](#) several times throughout the Tournament, at the discretion of the Tournament Administration ("Administration" or "Administrators").

3.3.1.1. Violating the [Terms of Service](#) or [Safe and Fair Policy](#) may result in immediate disqualification and forfeiture of their Golden Ticket, CRL Points, CRL Leaderboard, and all prize money.



4. TOURNAMENT BREAKDOWN

4.1. Stages & Format

4.1.1. The Tournament will consist of five (5) Golden Ticket Events, with a total of three (3) stages. Stages include the Ranked Seasons, Monthly Qualifiers, and Monthly Finals. A Last Chance Qualifier event will also be held to determine the final qualifying spot for the World Finals.

4.1.2. The start time for all stages and phases throughout the entire competition will be **14:00 UTC**.

4.1.2. Ranked Season

4.1.2.1. Monthly in-game ladder where the Top 1500 Players qualify for the Tournament.

4.1.2.2. Players who are tied for 1500th place will also be invited to compete in the Monthly Qualifiers.

4.1.2.3. A Player in the Top 1500, a pop-up will appear in the game. Once clicked, the Player will get access to an in-game article will redirect to the registration page, which will allow Players to join the Clash Royale League 2026 Discord server.. If the pop-up is missed, the article can still be accessed by clicking the CRL button on the game's home page.

4.1.3. Monthly Qualifier

4.1.3.1. StatsRoyale will be used as the Tournament platform.

4.1.3.2. All Players are required to register on StatsRoyale.

4.1.3.3. StatsRoyale — Registration Process

4.1.3.3.1. **The registration process on Stats Royale will be available on the Discord server of the Tournament.** To register, Players have to click the registration link.

4.1.3.3.2. Once there, Players must head at the top-right corner — click the profile icon and fill in the following information:

- Your Player Tag
- Your API Token

After logging in, Players have to return to the same link and click the "Register" button. Once Players have done that, they will be officially signed up for the Tournament.

4.1.3.3.3. Day 1 — Swiss Stage Seeding

Round 1 seeding is based on each player's final Ranked Season placement, applied only among Players who have completed check-in. The highest-ranked checked-in Player will be matched against the lowest-ranked checked-in Player, the second-highest against the second-lowest, and so on (e.g., if 700 players check in, seed #1 faces seed #700, seed #2 faces seed #699, etc.).

From Round 2 onwards, within each Round, Players will be re-ordered based on their current record, and pairings will follow the same mechanism used in Round 1: the highest-seeded Player will be matched against the lowest-seeded Player within that reordered group, the second-highest against the second-lowest, and so on.



4.1.3.4. Match Flow on StatsRoyale

4.1.3.4.1. The Tournament will follow a Swiss format consisting of 9 rounds, fully managed via StatsRoyale.

4.1.3.4.2. Each round is generated automatically by the system.

4.1.3.4.3. Once a round is generated, Players will enter a 2-minute preparation phase to view their opponent and prepare their decks.

4.1.3.4.4. For each Match of the Swiss Stage, players will have a four (4) minute preparation phase for Game One (1), and a two (2) minute preparation phase for Game Two (2) and Game Three (3), if required. After each preparation phase, an automated in-game battle invitation will be sent, which must be accepted within two (2) minutes. The same procedure will apply to each Match of the Swiss Stage.

The timings of the matches will be like this:

Game 1: 4 minutes preparation, 2 minutes to accept - total of 6 minutes

Game 2: 2 minutes preparation, 2 minutes to accept - total of 4 minutes

Game 3: 2 minutes preparation, 2 minutes to accept - total of 4 minutes

4.1.3.4.5. If a Player fails to accept the invitation in time, the system will automatically register a loss for that Player.

4.1.3.4.6. The API is fully automated, with exact time tracking of when matches are sent and accepted.

4.1.3.5. Check-In Procedure

4.1.3.5.1. All Players must complete the check-in during the designated time window before the Tournament begins. Players who do not check in will be excluded from the bracket.

4.1.3.6. Stats Royale Check-In

4.1.3.6.1. The check-in window opens one (1) hour and ten (10) minutes before the Tournament starts and lasts exactly one (1) hour. Players must:

- Go to the official StatsRoyale Tournament page.
- Click the "Check-In" button.
- Wait for confirmation.

4.1.3.7 Swiss Stage Tiebreakers

4.1.3.7.1 In case two (2) or more Players have the same points, Stats Royale provides a tie-breaker system based on:

- **Opponents' Match-win percentage**
- **Game Win percentage**
- **Opponents' Game-win percentage**
- **Total Crowns**

Tournament starts at 14:00 UTC, check-in runs from 12:50 to 13:50 UTC. If you don't check in, you won't be eligible to play.

Players must check in via a web browser (mobile, tablet, or PC) or using the official app from local app stores.



4.1.3.8. Player Responsibilities

4.1.3.8.1. Players must check in on time and follow time limits. Failure to comply with rules, time windows, or registration steps may result in penalties, and/or disqualification.

4.1.3.8. Day 2 — Group Stage

4.1.3.8.1. Players will be placed into one of eight (8) groups consisting of eight (8) Players each. Each Player will play everyone in their group once. The first two (2) Players of each group will advance to the Finals.

4.1.3.8.2. The qualified sixty-four (64) Players from Day 1 (Swiss Stage) will receive their seeding number based on StatsRoyale final standings, using the tiebreaker system below.

4.1.3.8.3. To determine the groups, a "snake seeding" method will be used. Exact group assignments are shown in the table below:

Group A	Group B	Group C	Group D	Group E	Group F	Group G	Group H
Seed 1	Seed 2	Seed 3	Seed 4	Seed 5	Seed 6	Seed 7	Seed 8
Seed 16	Seed 15	Seed 14	Seed 13	Seed 12	Seed 11	Seed 10	Seed 9
Seed 17	Seed 18	Seed 19	Seed 20	Seed 21	Seed 22	Seed 23	Seed 24
Seed 32	Seed 31	Seed 30	Seed 29	Seed 28	Seed 27	Seed 26	Seed 25
Seed 33	Seed 34	Seed 35	Seed 36	Seed 37	Seed 38	Seed 39	Seed 40
Seed 48	Seed 47	Seed 46	Seed 45	Seed 44	Seed 43	Seed 42	Seed 41
Seed 49	Seed 50	Seed 51	Seed 52	Seed 53	Seed 54	Seed 55	Seed 56
Seed 64	Seed 63	Seed 62	Seed 61	Seed 60	Seed 59	Seed 58	Seed 57

4.1.3.8.4. Final placement in groups will be determined by the number of matches won. If any Players are tied in match wins, the following tiebreakers will be used:

4.1.3.8.4.1. Tiebreaker between two (2) Players: Head to Head

4.1.3.8.4.2. Tiebreaker between three (3) or more Players: Games Difference → Crowns Difference → Total Crowns. If the criteria do not resolve the tie, a Bo3 match will be played.

4.1.3.8.5. Players and spectators can be updated about the Group Stage phase through a dedicated web page.

4.1.3.8.6. All matches, from Day 1 onward, will use Manual Duels Format (See Section 2.1.5). Players will have **two (2) minutes of preparation time between matches**. Once this time is up, both Players will receive a match invitation, **which will remain active for four (4) minutes to be accepted**. This process will be repeated until one Player wins two (2) games (Bo3). This process will be repeated until one Player wins two (2) games (Bo3).

4.1.3.8.8. Players may not play a duplicate card within the same match, with the exception being Tower Troop Cards. Before accepting the Battle Invite, the Player must double-check that they have selected the correct deck.



4.1.3.8.9. If a Player accepts the match on time but with an incorrect deck, the Player will lose a game of the match. All cards in both decks reset after a game loss and can be used again.

4.1.3.8.10. All matches, including both the Swiss and Group Stage, are managed by StatsRoyale and connected through the official Clash Royale API. If a Player does not accept a match on time, the system will automatically issue a game loss.

4.1.4. Monthly Finals

4.1.4.1. All rounds will be played in Manual Duels Bo3 format except Lower Bracket Finals, Upper Bracket Finals, and Grand Finals, which will be played in Bo5.

4.1.4.2. The top sixteen (16) Players from Monthly Qualifier Day 2 will compete in a two (2) day Double-Elimination Bracket to determine the Golden Ticket winner.

4.1.4.3. Seeding for the Finals Double-Elimination Bracket will be based on each Player's performance in the Group Stage, determined by the number of matches won, followed by Group Stage tiebreakers (Section 4.1.3.8).

4.1.4.4. Players are seeded #1–#16 based on Group Stage performance. Round 1 matchups:

Round 1 — Bracket Matchups

Match 1 — 1st in Group A vs 2nd in Group H
Match 2 — 1st in Group H vs 2nd in Group A
Match 3 — 1st in Group D vs 2nd in Group E
Match 4 — 1st in Group E vs 2nd in Group D
Match 5 — 1st in Group B vs 2nd in Group G
Match 6 — 1st in Group G vs 2nd in Group B
Match 7 — 1st in Group C vs 2nd in Group F
Match 8 — 1st in Group F vs 2nd in Group C

4.1.4.5 Players have a total of three (3) minutes to send and accept match invitations, regardless of whether the home or visiting Player. The referee will monitor these timings; failure to comply may result in future penalties.

4.1.5. Last Chance Qualifier (LCQ)

4.1.5.1 The Last Chance Qualifier (LCQ) will feature the sixteen (16) Players ranked immediately below the final Golden Ticket qualification position of the Leaderboard.

4.1.5.2. These Players will compete in a Double-Elimination Bracket played over two (2) days. The winner of the LCQ will be awarded the final Golden Ticket.

4.1.5.3. If any of the sixteen (16) eligible Players is unable or declines to participate in the Last Chance Qualifier (LCQ), their slot will be offered to the next highest-ranked Player in the standings who has not already qualified for the LCQ. This process will continue sequentially until all sixteen (16) LCQ slots are filled.

4.1.6. Broadcast Webcam

4.1.4.6.1. Players are required to use a camera during the Monthly Finals:

- **Broadcast Cam:** A front-facing camera providing a live video feed of the Player for broadcast purposes.

4.1.4.6.2. Players are responsible for obtaining the camera at their own expense.



4.1.4.6.3. The camera must provide a clear, unobstructed view at all times.

4.1.4.6.4. Tournament Administration will support Players in setting up and positioning the camera during a technical check before the Finals broadcast.

4.1.4.6.5. Players are required to have the camera set up and functioning properly ten (10) minutes before the start of the competition.

4.1.4.6.6. Players who fail to use the camera during the Finals may be subject to prize money deductions. Repeated infractions are subject to escalating penalties, up to and including disqualification from future participation.

4.1.4.6.7. After finishing their match, Players must wait five (5) minutes before turning off either camera. Failure to comply will result in a warning.

4.1.4.6.8. By sharing their video feeds during the broadcast, Players consent to being recorded through the cameras.

4.1.4.6.9. All matches will use the Manual Duels format (See Section 2.1.5). Players will have three (3) minutes between games to edit their deck and accept the next Friendly Battle invitation. The process repeats until one Player wins two (2) games (Bo3) or three (3) games (Bo5).

4.1.4.6.10. Players may not play a duplicate card within the same match. Before accepting the Battle Invite, the Player must double-check that they have selected the correct deck.

4.1.4.6.11. Players must await instructions from the Administrators before proceeding with their match.

4.1.4.6.12. If a Player is required to play sequential matches on broadcast, they will be provided five (5) minutes to make any deck changes. A Player who has completed preparations before the five (5) minutes is up can alert the Administrators to start the next match.

4.2. Game Restarts

4.2.1. Game states that merit a game restart are solely at the discretion of the Organizer. Restart procedures will be decided by the Organizer and communicated to the Player before being executed.

4.3. Withdrawing from the Tournament

4.3.1. Players may withdraw from the Tournament at any time by notifying the Organizer.

4.3.2. Players who fail to show up to their match may be issued a match loss.

4.3.3. Players who repeatedly fail to check in or "No Show" to their matches for multiple rounds will be disqualified from the Tournament.

4.4. Game Updates and Additions

4.4.1. New Clash Royale content may be restricted from competitive play on a case-by-case basis, at the discretion of the Administration. In the event that new content is restricted, the Administration will announce the restriction on Discord prior to the competition starting.

4.5. Match Results

4.5.1. StatsRoyale has an integrated API that works in an automated manner. Players will not need to report results or add any opponents, as everything will be handled automatically. If a Player does not



accept a match on time, the system will automatically issue a game loss. All matches are created at the same time, and every Player will receive the game invitation within a couple of seconds.

4.5.2. Match Disputes

4.5.2.1. A Player may dispute their match result if there is an issue by contacting an Administrator via Discord. The Player will be required to provide a reason and sufficient evidence to support their claim.

4.5.2.2. Players must raise any dispute(s) and/or request(s) for assistance to Administration via Discord before the end of the current round. Administrators will notify Players of the round's end time via Discord.

4.5.2.3. During the Tournament, match results of a round become FINAL as soon as the competition advances to the subsequent round. The Organizer may open exceptions depending on the specific situation.

4.5.3. Match Penalties

4.5.3.1. Restricted Content

4.5.3.1.1. If a Player uses content (such as a restricted card) that has been announced as restricted during the Monthly Qualifiers or Finals, they will be given a game loss.

4.5.3.1.2. In the event that both Players use the restricted content, the game results will stand.

4.5.3.2. Hardware

4.5.3.2.1. Players are restricted from participating in the Tournament with the PC version of Clash Royale. Players must compete using a mobile device.

4.5.3.3. Screen Recording

4.5.3.3.1. Players are strongly recommended to record their device screen during all Monthly Qualifiers stages (Swiss Stage and Group Stage). Screen recordings serve as evidence in the event of a dispute and help protect Players against false accusations.

4.5.3.3.2. During the Monthly Finals, screen recording is mandatory. Players must record their device screen for the entire duration of every match they participate in.

4.5.3.3.3. Screen recordings must capture the full game screen without obstruction and must be of sufficient quality to clearly identify in-game actions.

4.5.3.3.4. Screen recordings will be used exclusively for the purpose of investigating allegations of cheating or unauthorized software use. They will not be considered as evidence in disputes related to in-game bugs, performance issues, connectivity problems, or lag.

4.5.3.3.5. In the event of a cheat-related dispute where no screen recording is available, the decision shall be made at the sole discretion of the Tournament Administrators based on any other available evidence. The absence of a screen recording may be considered unfavorably when evaluating the dispute.

4.5.3.3.6. Players are responsible for ensuring their recording software or device functionality is working correctly before the start of each match.

4.6. Technical Issues

4.6.1. Players are responsible for their own internet connectivity, hardware, software, and any other components required for participation.

4.7. Disconnection



4.7.1. Players are responsible for their own connections. In the event of a disconnect, Players will not receive a restart unless the disconnect resulted from a global game service outage.

4.8. Streaming and Spectating

4.8.1. Players are allowed to stream their matches during **Day 1 (Swiss Stage)** and **Day 2 (Group Stage)** from their own perspective. Players deciding to stream will do so at their own risk.

4.8.2. During the Finals, any streaming of a live Tournament match is prohibited.

4.9. CRL Points Leaderboard

4.9.1. Players will earn points based on their performance and placement. Points for the Event Qualifier are assigned as follows:

Phase	Points per Win
Swiss Stage	5 per Match win
Group Stage	10 per Match win

Final Bracket	CRL Points
1st	500
2nd	400
3rd	300
4th	275
5th – 6th	250
7th – 8th	225
9th – 12th	200
13th – 16th	150

4.9.2 Leaderboard Tiebreaker

If a tie occurs between multiple Players on the CRL Leaderboard at the end of the last Event, the following will be used to determine the final standings:

- Tiebreaker 1: total number of Match wins obtained in Monthly Finals.
- Tiebreaker 2: total number of CRL Points earned in Monthly Finals.
- Tiebreaker 3: average placement in all Ranked Seasons.

5. TOURNAMENT SCHEDULE



The Organizer reserves the right to amend, remove, or otherwise change the schedule in this Rulebook without notice. All start times use Coordinated Universal Time (UTC). Depending on each Player's time zone, events may occur on a different date when compared to the listed UTC Start Times.

5.1. Ranked Season

The Ranked Season will always start and end at **10:00 Helsinki Time / 08:00 UTC**.

Season	Begins	Ends
Season 1	2 March	6 April
Season 2	6 April	4 May
Season 3	4 May	1 June
Season 4	1 June	6 July
Season 5	6 July	3 August

5.2. Monthly Qualifiers

Registration will be available after the Ranked Season has ended. Qualified Players may register during the **pre-event registration period for Day 1**.

The Monthly Qualifiers will begin at **2:00 PM UTC**.

Event	Dates
Season 1	18 – 19 April
Season 2	16 – 17 May
Season 3	20 – 21 June
Season 4	18 – 19 July
Season 5	15 – 16 August

5.3. Monthly Finals

The Monthly Qualifiers will begin at **2:00 PM UTC**.

Finals	Dates
Season 1	25 – 26 April
Season 2	23 – 24 May
Season 3	27 – 28 June



Season 4	25 – 26 July
Season 5	22 – 23 August

5.4 Last Chance Qualifier

The sixteen (16) Players ranked immediately below the final Golden Ticket qualification position of the Leaderboard will battle to secure the last spot in the World Finals.

The Monthly Qualifiers will begin at 2:00 PM UTC.

Day	Date
Day 1	5 September
Day 2	6 September

6. PRIZING

6.1 Group Stage — Prize

Final Placement	Prize
3rd	\$200
4th - 5th	\$150
6th – 8th	\$100

6.2. Monthly Finals — Prize

Final Placement	Prize
1st	\$14,000
2nd	\$8,000
3rd	\$6,000
4th	\$4,000
5th – 6th	\$2,000
7th – 8th	\$1,500
9th – 12th	\$1,000
13th – 16th	\$500



6.4. Prize Money

6.4.1. If a Player qualifies for prizing, they will be contacted via a dedicated payment link to begin prize payment processing. Players will be asked to confirm receipt of this link. The deadline to submit payment information is ninety (**90**) days from the date the Tournament Organizer sends the payment link. This deadline will be clearly stated in the communication alongside the link.

6.4.2. After the initial contact, Players will receive a minimum of two (2) reminder communications as the 90-day deadline approaches to ensure sufficient time to complete the payment process.

6.4.3. If payment information is incomplete or incorrect, the payment will be delayed until corrected information is submitted. Corrections must still be resolved within the original 90-day window.

6.4.4. Players are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state, and local taxes, including possible VAT taxes, are the sole responsibility of the Player.

6.4.5. Players must issue and submit an invoice including their personal and banking details, as well as the information provided by the Organizer, in order to proceed with the payment. Payment will be made via bank transfer and only upon receipt of the corresponding invoice.

6.4.6. If an invoice contains errors and is not corrected within the 90-day window, payment will not be processed.

6.4.7. Players are responsible for all national or local taxes (including VAT). Prizes are in USD and subject to exchange rates. Payments will not be made to countries under US or EU financial sanctions. More detailed information about the payment process can be found in the Payment Process document.

6.4.8. **Prize Claim Deadline – Mandatory Acknowledgement.** The 90-day prize claim deadline set forth in Article 6.4.1 is binding upon all Players. Failure to submit valid payment information within this period will result in **permanent forfeiture of the prize**. No exceptions will be made. By registering for this Tournament, Players expressly acknowledge and consent to this condition as part of the Official Rulebook.

7. COMMUNICATION

7.1. Communication Platform

7.1.1. Discord will be the primary platform to contact the Tournament Administration team for immediate responses regarding urgent Tournament issues/questions.

7.1.2. The Tournament Discord server is only for use by registered and eligible participants. Players are required to join the Tournament Discord server as part of the registration process.

7.1.3. Support — Administrators will be available to answer questions related to rule clarifications, schedules, and disputes.

7.1.4. Media Day

7.1.4.1. To generate official audiovisual content for the promotion and broadcast of the finals, all sixteen (16) Players qualified for the Monthly Finals are strictly required to participate in MEDIA DAY, organized by the Tournament Organizer.



7.1.4.2. MEDIA DAY will take place between two (2) different days selected by the Tournament Organizer. Time slots for registration will be shared in advance via the official Discord channel.

7.1.4.3. Participation is mandatory. Failure or refusal to attend will result in financial penalties, deducted from the Player's final prize.

7.1.4.4. Activities will include: video recordings, interviews, and any other content required by the media team. Estimated duration is a maximum of thirty (30) minutes per Player.

7.1.4.5. Requirements for Media Day participation:

- High-quality camera
- Proper lighting
- Clean and tidy background

7.1.4.6. Mandatory submission of high-quality photographs — all Players must submit their photographs no later than forty-eight (48) hours after the Group Stage has finished. Two (2) versions must be provided:

- Neutral or victory pose

Photo Requirements:

- Highest possible quality
- White background
- Optimal lighting
- Framed from at least mid-body upwards
- No cropped arms or missing elements
- Examples will be shared via the official Discord channel.

7.1.4.7. These elements are essential to ensure professional production standards.

7.2. Player Registration and Tournament Platform

All Players must register on StatsRoyale, which will be the primary platform for running the Swiss Stage and the Group Stage of the Tournament. The registration process for StatsRoyale, as well as the instructions on how to use the platform during the competition, are fully explained in this Rulebook. For additional help or support, a Player must submit a ticket in the official Discord. Players are strongly encouraged to review this information in advance to avoid any issues.

8. SPONSORSHIPS, APPAREL & BRANDING

Administrators reserve the right to forbid the use of unwanted names and/or symbols in the Tournament. Any legally protected words or symbols are generally forbidden unless the owner gives permission to use them.

8.1. Sponsorship Restrictions

Players will not be allowed to promote personal or team branding, sponsors, or logos that would conflict with the principles of the Tournament. These categories include, but are not limited to:



8.1.1	Alcohol
8.1.2	Non-over-the-counter drugs
8.1.3	Gambling websites
8.1.4	Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
8.1.5	Tobacco products
8.1.6	Firearms
8.1.7	Pornography
8.1.8	Products of direct competitors
8.1.9	Other game companies, publishers, and/or platforms

9. CODE OF CONDUCT

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

9.1. 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.

9.2. 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 whether their message breaks this rule, they must contact the Administration for approval. Political messages include, but are not limited to:

- 9.2.1. Written or verbal communication
- 9.2.2. Carrying or wearing political items

9.3. 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.

9.3.1. Collusion



Collusion is defined as an agreement between Players to intentionally alter the results of a match. Players who participate in these discussions will be subject to review. Any Player found breaking this rule will be subject to disqualification from the Tournament and forfeiture of all prize money earned. Collusion includes, but is not limited to:

9.3.1.1. Deliberately losing a match for compensation, or for any other reason, or attempting to induce another Player to do so.

9.3.1.2. Pre-arranging to split prize money and/or any other form of compensation.

9.3.1.3. Soft play, which is defined as an agreement between Players to not damage, impede, or otherwise play to a reasonable standard of competition.

9.3.2. Cheating

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

9.3.2.2. Software or Hardware — Using any software or hardware to gain advantages that are otherwise not available in-game. This includes any 3rd party software, playing on private servers, and scripted attacks.

9.3.3. Hacking

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

9.3.4. Bug Exploitation

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

9.3.5. Intentional Disconnection

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

9.3.6. Ringing

Playing under another Player's account or soliciting, inducing, encouraging, or directing someone else to play under another Player's account.

9.3.7. Unprofessional Behavior

9.3.7.1. Harassment — 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. Multiple infringements will result in further penalties.

9.3.7.2. Sexual Harassment — Includes unwelcome sexual advances, requests for sexual favors, and other verbal or physical harassment of a sexual nature. Threats of a sexual nature and quid pro quo harassment are strictly prohibited.

9.3.7.3. 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, financial status, birth or any other status, sexual orientation or any other reason.

9.3.7.4. Players may not claim to represent Supercell or their affiliated games, explicitly or implicitly, in any type of public statement.

9.3.8. Statements regarding the Tournament — Players may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the Tournament, Supercell, or its affiliates, or Clash Royale.



9.3.9. Criminal Activity — Players may not engage in any activity prohibited by common law, statute, or treaty that leads to or may reasonably lead to conviction in any court of competent jurisdiction.

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

9.3.11. 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.

9.3.12. 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.

9.3.13. Gifts — No Player may accept any gift, reward, or compensation for services related to competitive play, including services related to defeating a competing Player or services designed to throw or fix a match. The sole exception is performance-based compensation paid by an official sponsor or organization.

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

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

9.3.16. Documentation — Documents, miscellaneous requests, or other reasonable items may be required at various times throughout the Tournament. If the documentation is not completed to the standards set by the Tournament Administration, the Player may be subject to a penalty.

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

10. PENALTIES

Any person found to have engaged in or attempted to engage in any act that the Tournament Administration, in its sole and absolute discretion, constitutes unfair play will be subject to penalty. Upon discovery of a violation, the Tournament Administration may issue the following penalties:

10.1. Warning

Players will receive a warning when they fail to comply with the Tournament rules (e.g., not submitting the match on time, disconnecting the camera, or showing disrespect toward the Tournament staff). Accumulating two (2) warnings will result in the loss of one game within the match. Upon receiving a third warning, the Player will be penalized with a match loss.

Warnings are cumulative throughout the Tournament phases. At the end of each phase, all warnings are cleared.

10.2. Forfeiture of the Match



10.3. Forfeiture of Prize Money

10.4. Disqualification

10.5. Duels Penalties

10.5.1. Players are responsible for ensuring that all decks they bring to a match comply with the Duels format (see Section 2.1.5).

10.5.2. Incorrect Deck Selection/finish

10.5.2.1. If a Player enters a game with a deck that contains a previously played card, the infringing Player will be issued a game loss.

10.5.2.1.1. A normal card and its Card Evolution/Hero version equivalent will be considered the same card and cannot be used in more than one deck per match.

10.5.2.1.2. The same Tower Troop card may be used in multiple decks and is not considered a duplicate card.

10.5.2.2. If both Players enter a game with a duplicate deck, the game results will stand. Repeat offenses may result in an automatic game loss.

10.5.2.2.1 If the set score is 1–0 and both Players repeat a card in the following game, both Players receive a **Game Loss**.

- **The trailing Player's final match score becomes 0–2.**

- **The leading Player's final match score becomes 1–2.**

10.5.2.2.2 If the set score is 1–1 and both Players repeat a card in the following game, both Players receive a Game Loss and finish the match 1–2.

10.5.3. The cards in a game loss deck are counted as having been played and will not be usable in future games in that match. The Player who is awarded the win will also not be able to reuse the same deck for future games.

10.5.4. Repeated infractions are subject to escalating penalties up to and including disqualification from future participation in Clash Royale competitions.

11. TERMS OF USE

All participants are subject to the Terms of Use conditions set forth by the Tournament owner, Supercell.

12. FINALITY OF DECISIONS

Finality of all decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging for the Tournament and related events, and penalties for misconduct lies solely with Supercell and the Organizer, the decisions of which are final. Supercell and the Organizer's decisions relating to these Rules and/or the Tournament cannot be appealed and shall not give rise to any claim for monetary damages or other legal or equitable remedies. These Rules may be amended, modified, or supplemented by Supercell and the



Organizer, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.

13. CHANGE LOG

Date	Version	Notes
04/03/2026	1.0	First version of Rulebook
04/03/2026	1.1	Minor corrections and formatting
09/03/2026	1.2	Minor corrections and formatting
10/03/2026	1.3	Minor corrections and formatting
12/03/2026	1.4	Formatting
15/03/2026	1.5	Fixed Prizing
19/03/2026	1.6	Swiss Stage completion
24/03/2026	1.7	Duels infraction completion
07/04/2026	1.8	Updated seeding + Formatting
20/04/2026	1.9	Integrity Camera Update
04/05/2026	1.10	Update Swiss Stage Match timings