Crown Championship Global Series
Fall 2017 Season

Competition Procedures and Rules

Table of Contents

Introduction

The following rules apply to the 2017 Clash Royale Crown Championship Global Series Fall 2017 Season ("Fall Season").

Players must abide by the following rules in order to compete in the Fall Season and remain eligible to receive prizing. The rules are designed to ensure fair tournament administration and will remain enforceable by the administration team for the duration of the Fall Season.

Players must follow admin decisions. Admin decisions are final and may override this ruleset in part or in full. These decisions are necessary to facilitate the smooth operation and integrity of the tournament. Players may submit a support request to evaluate the decision of their admin after the tournament has concluded. To request an evaluation of an admin decision, email clashroyalesupport@nge.io.

In the evaluation request, please include the following information:
● Full Name
● Clash Royale In-Game Name
● Clash Royale Player ID (found in the Settings menu)
● Details of the situation
● Screenshots if available to help guide decision-making

1.0 Player Eligibility Requirements

To be eligible to compete in the Fall Season, each player must satisfy all of the following conditions.

1.1 Regional Eligibility

To participate in the Crown Championship, players must register for one of eight global regions. Players may only register for one global region.

To register for a region, players must possess valid photographic identification indicating their status as a current resident of one of the countries that fall within a global region. In the case of eligibility in multiple regions, the player may decide in which region they wish to participate. Once registered, players may not change regions. Players who register for multiple regions or are unable to provide valid proof of residence will be disqualified from participation. (See **1.5 Proof of Regional and Age Eligibility**.)

Regions are divided according to the following table:

North America Region (NA)	Canada, United States
Latin America Region (LATAM)	Anguilla, Antigua and Barbuda, Argentina, Aruba, Bahamas, Barbados, Belize, Bermuda, Bolivia, Brazil, British Virgin Islands, Caribbean Netherlands, Cayman Islands, Chile, Colombia, Costa Rica, Cuba, Curacao, Dominica, Dominican Republic, Ecuador, El Salvador, Grenada, Guadeloupe, Guatemala, Guyana, Haiti, Honduras, Jamaica, Martinique, Mexico, Miquelon, Montserrat, Nicaragua, Panama, Paraguay, Peru, Puerto Rico, Saint Barthelemy, Saint Kitts and Nevis, Saint Lucia, Saint Maarten, Saint Martin, Saint Pierre, Saint Vincent and the Grenadines, Suriname, Trinidad and Tobago, Turks and Caicos Islands, United States Virgin Islands, Uruguay, Venezuela
Europe Region (EU)	Aland Islands, Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzgovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Faroe Islands, Finland, France, Georgia, Germany, Gibraltar, Guernsey, Greece, Greenland, Hungary, Iceland, Ireland,Isle of Man, Italy, Jersey, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, Vatican City
Rest of World (ROW)	Afghanistan, Algeria, Angola, Australia, Bahrain, Bangladesh, Bhutan, Brunei, Cambodia, Cyprus, East Timor, Egypt, Ethiopia, Federated States of Micronesia, Fiji, India, Iran, Iraq, Israel, Jordan, Kenya, Kiribati, Kuwait, Kyrgyzstan, Laos, Lebanon, Maldives, Marshall Islands, Morocco, Myanmar, Nauru, Nepal, New Zealand, Nigeria, Oman, Pakistan, Palau, Palestine, Papua New Guinea, Qatar, Russia, Samoa, Saudi Arabia, Solomon Islands, South Africa, Sri Lanka, Sudan, Syria, Tajikistan, Tanzania, Tonga, Turkmenistan, Tuvalu, United Arab Emirates, Uzbekistan, Vanuatu, Yemen

1.2 Additional Global Regions

The following countries listed below fall outside of this tournament ruleset.

The tournament rules for the following global regions are found outside of this document and may differ in part or in whole:

China Region (CN)	China
Korea Region (KR)	South Korea
Japan Region (JP)	Japan
Southeast Asia Region (SEA)	Hong Kong, Indonesia, Malaysia, Macau, Philippines, Singapore, Thailand, Vietnam

1.3 Account Eligibility

Players must keep their accounts in good standing in accordance with Supercell's terms and conditions and abide by all terms and conditions set forth in the Clash Royale Crown Championship 2017 Official Tournament Rules.

Player accounts must be level 8 or higher to participate in the Crown Championship Challenge, the first stage of the Crown Championship tournament.

Sharing accounts during the tournament is strictly forbidden. The player who registers for the Crown Championship tournament must remain the sole controller of their account throughout all tournament gameplay.

Players are only allowed to enter the Crown Championship using a single account, and must use only that account throughout the duration of tournament gameplay.

1.4 Minimum Age Requirements

Players must be at least **16 years old** as of **August 23rd, 2017** in order to compete in the Fall Season.

Players who do not meet the age restriction may participate in the Crown Championship Challenge in the Clash Royale application and receive the in-game rewards. However, these players will not be allowed to advance to the remaining phases of the tournament.

1.5 Proof of Regional and Age Eligibility

Players must be able to provide proof of regional and age eligibility at various stages of tournament play. This proof must identify the player's country of residence, date of birth, name, and a photograph of the player. Players must be able to deliver this evidence to

an admin upon request, via email, <u>Discord</u>, or other channels approved in writing by a tournament admin.

Forms of acceptable ID include:
- Government Issued Identification
- School issued Identification
- Birth Certificate
- Passport

1.6 Usernames

In order to facilitate tournament administration, players must use the same username on all platforms throughout the tournament, including Smash.gg, <u>Discord</u>, and Clash Royale. Players must take reasonable efforts to match their names across all platforms, and to notify tournament admins when major discrepancies of username occur, such as in the case of special characters, emojis, or symbols that are not cross-platform compatible.

At various stages of the tournament, tournament admins will use usernames to quickly verify the eligibility of players and ensure only qualified participants enter their clans and advance in the tournament. At their discretion, tournament admins may not permit users to advance in the tournament they unable to match players' usernames across platforms. Players must make reasonable efforts to alert an admin to ensure that they are not disqualified due to their usernames not matching across platforms.

Players who use inappropriate or offensive (curse words, racial slurs, sexual) usernames may be disqualified from Fall Season at a tournament admin's discretion.

1.7 Ineligible Players

Employees of Supercell, Oy, and any employees of Supercell partners and vendors including but not limited to Hitbox, LLC d/b/a Next Generation Esports ("NGE"), Turtle Entertainment GmbH, and Smashgg, Inc. may not compete in the Fall Season, and are ineligible to win any prizes.

1.8 Crown Championship Spring Players

Crown Championship Spring winners who placed 1st-6th place in their respective regions may not participate in Crown Championship Fall Bracket Play, as they have already qualified for the upcoming phases of the tournament.

- 1st and 2nd place Spring Season winners automatically qualify for Fall Season: Top 10 in their respective regions.

8

- 3rd - 6th place Spring Season winners automatically qualify for Fall Season: Elimination Week in their respective regions.

2.0 Prizing

At the conclusion of the Crown Championship Fall Finals, players are rewarded based on their performance throughout the event. Prizing is as follows:

North America Regional Prizing	
1st Place	$15,000
2nd Place	$10,000
3rd Place	$8,500
4th Place	$6,500
5th - 6th Place	$5,000
7th - 8th Place	$4,000
9th - 10th Place	$3,500

Europe Regional Prizing	
1st Place	$15,000
2nd Place	$10,000
3rd Place	$8,500
4th Place	$6,500
5th - 6th Place	$5,000
7th - 8th Place	$4,000
9th - 10th Place	$3,500

Latin America Regional Prizing	
1st Place	$15,000
2nd Place	$10,000
3rd Place	$8,500

4th Place	$6,500
5th - 6th Place	$5,000
7th - 8th Place	$4,000
9th - 10th Place	$3,500

ROW Regional Prizing	
1st Place	$10,000
2nd Place	$7,000
3rd Place	$5,000
4th Place	$3,500
5th - 6th Place	$2,500
Below 6th Place (Top 12)	$750

3.0 Global Game Rules

The following rules apply to every phase of the tournament unless otherwise stated.

3.1 Terminology

3.1.1 A **Game** is a single round of Clash Royale. Each game is played as a Friendly Battle.

3.1.2 A **Match** is a Best-of-3 games format, unless stated otherwise. (See **3.2.3 Bo3 Format** for full details.)

3.1.3 A **bracket** is the series of matches that are played in order to determine a tournament winner.

3.2 Gameplay

3.2.1 Card Restrictions

In the Crown Championship Challenge, Bracket Play, and Elimination Week phases of the tournament, there are no card restrictions. Players may choose

10

any combination of cards and decks throughout their scheduled games and matches, and alter their deck any time prior to each scheduled game.

In the Top 10 and Fall Finals phases of the tournament, cards are restricted by Double Blind Ban Rules (see **3.2.5 Double Blind Ban Rules**). Otherwise, there are no additional card restrictions.

3.2.2 Card Levels - Tournament Rules and Friendly Rules

In all phases of the Crown Championship tournament, Tournament Rules are used. For tournament rules:

- Cards and King Level are set at certain caps. Players whose King level or card levels are higher than the caps will have their levels reduced to the cap. (If the King level or card levels are lower than the cap, they will be unaffected in the Crown Championship Challenge, which does not use Friendly Rules, described below.)
- King Level is capped at level 9.
- Common Cards are capped at level 9.
- Rare Cards are capped at level 7.
- Epic Cards are capped at level 4.
- Legendary Cards are capped at level 1.
- In addition, the length of overtime will be 3 minutes instead of 1 minute.

In Bracket Play, Elimination Week, Top 10, and Fall Finals, players will battle using Friendly Battles. In Friendly Battles, the Tournament Rules above apply. Additionally, Friendly Rules apply. With Friendly Rules, all King and card levels are set to match the level cap, even if the player's' King or cards are below the cap.

3.2.3 Bo3 Format

The standard format of the Crown Championship of the Crown Championship is a Best-of-3 Games format ("Bo3 Format").

(Bo3 Format does not apply to the Crown Championship Challenge inside the Clash Royale application during the first phase of the competition. See **4.2 Crown Championship Challenge** for additional details.)

In this format, the two players battle one another in a series of three individual games. This best of three series is referred to as a "match."

11

The player who ends each individual game by destroying the greatest amount of their enemy towers is awarded one "win."

Game wins awarded are not influenced by the number of towers destroyed. For example, a winning player destroys 3 enemy towers and their opponent destroys 0 towers, the winning player will only receive 1 win towards their overall match score. In the event that an equal amount of enemy towers are destroyed (or no towers are destroyed), the game is considered a draw and no win is awarded to either player for that game.

The first player to win 2 games in the best-of-three series is declared the winner of the match. If after three games neither player receives 2 wins, or if the first two consecutive matches in a series are draws, a final game is immediately played with Tiebreaker Rules (See **3.2.4. Bo3 Format - Tiebreaker Rules**). The winner of the final game played with Tiebreaker Rules is declared winner of the match.

3.2.4 Bo3 Format - Tiebreaker Rules

When a game is played with Tiebreaker Rules, the player who destroys the greatest amount of their enemy towers is awarded the win. At the end of the game, in the event that an equal amount of enemy towers are destroyed (or no towers are destroyed), the player with the lowest health on any of the individual remaining towers will lose the match, and their opponent will be awarded the win. (Note: Only the status of the lowest-health individual tower is considered, not the cumulative health across all of a player's towers.)

3.2.5 Double Blind Ban Rules

During the final two phases of the Fall Season, the Top 10 and Fall Finals, players will compete using a Double Blind Ban rules, in addition to standard Bo3 Format (see **3.2.3 Bo3 Format**).

In this format, before the first game of a match, both players will be able to declare one card banned, resulting in up to 2 cards banned.

Neither player will be informed of the card their opponent has banned until after they have decided which card they will ban. If both players choose the same card to ban, only one card will be banned for the remainder of the match, instead of two cards.

Players will inform a tournament admin of the card they will ban in advance of the first game of a scheduled match. Once confirmed privately, the tournament

admin will then inform both players of the cards that have been banned, and they will be able to prepare their deck for their first game.

After the initial banning phase, no more cards will be banned for the remainder of the match. The banned cards will remain banned for the remainder of the match, including during any matches played with Bo3 Format - Tiebreaker Rules.

[Amendment: 9/15/17: Players may not play any of their scheduled games with a deck containing any card that has been banned by either player at the beginning of the match, whether the player in question has used the banned card or not used the card during actual gameplay.

If a deck is played with a banned card and is not discovered until the match is complete, that player will lose the match, regardless of previously recorded results. If the deck is played with a banned card and it is discovered before the match is complete, the game where the banned deck was used will become a loss for the player in violation of this rule.]

3.2.6 Technical Issues

In general, players competing online from a location outside of the Crown Championship stutjdios will not be able to request a game to be replayed, reset, or paused due to technical issues such as lost connection issues, lag, mobile device resets, or any other technical issue. This is due to the difficulty of determining the source and legitimacy of issues when players are not on location in a controlled tournament environment, however, players may fix the issues and rejoin a game if still in progress.

If a player experiences what they believe to be a game glitch unrelated to wifi connection or device-specific issues, it must be recorded and able to be reviewed by an admin. After review, the admin will make a case-by-case decision on whether a replay of the game is required.

At all times, an admin may decide to reset matches on a case-by-case basis at their discretion.

3.2.7 Additional Rules

Players may not be assisted by any other party during their matches. Sharing accounts during the tournament is strictly forbidden. The player who enters the Crown Championship Challenge tournament must remain the sole controller of their account throughout all tournament gameplay.

Collusion is strictly forbidden. Players may not be coached in any way while tournament gameplay is in progress. Competitors are not allowed to receive any outside messages related to tournament gameplay from another party while they are playing. Players may not spectate their matches from another device during any of their scheduled tournament matches.

3.2.8 Gameplay Requirements and Competitive Integrity

For the Fall Season, players will **not** be required to attend the Crown Championship regional studios, except for during their regional Fall Finals event at the end of the season.

For Fall Finals and those players who wish to participate on-site for the Top 10 phase, Supercell will provide player travel to the regional Crown Championship studios.

To ensure gameplay integrity for off-site competitors, the following measure will be put in place:

Bracket Play
- In bracket play, during the round of 64, tournament admins will conduct player ID checks. Players will be required to share photographic proof of their identity and nationality to an admin over Discord or Email.
- Forms of acceptable ID include government or school issued identification with the country, date of birth, name, and photograph of the player clearly visible.
- For the photographic proof, the player must hold up the valid photo ID, with the player's face fully visible within the photograph.
- Players who are unable to meet this requirement at the round of 64 will be disqualified from the tournament. Their opponent will receive a bye round.

Elimination Week
- Players must wait for admins to direct them to start their game. Matches that are started before the admin's signal will not be counted.
- Players must submit photos of themselves to an admin.
- Players must confirm they are playing from the correct account.

Top 10
- All players are required to maintain a livestream camera feed accessed by an tournament admin for the duration of their game, from a device approved by Supercell if playing off-site
- All players are required to cooperate with the tournament admin for mandatory video checks. Players will receive a minimum of 24 hours notice. Any concerns of not being able to attend need to be addressed directly to the tournament admin. No shows will be reviewed on a case by case basis.
- Supercell will make reasonable efforts to help players meet the live streaming requirements.
- Players must wait for admins to direct them to start their game. Matches that are started before the admin's signal will not be counted.
- Before each scheduled game, at an admin's direction, the player must hold up the phone screen to the camera feed to allow an NGE admin to confirm they are playing their designated account and part of the designated Clash Royale clan.
- Players that do not appear on stream must be on a private call with an admin where room and game sounds are clearly audible.
- Before each match, players must display that they do not have any applications outside of Clash Royale open on their app. This will be confirmed by a tournament admin.

Top 10 In-Studio Play Environment
- Players must play on the Official Clash Royale Podium when playing a match
- Players must stand behind the Official Clash Royale Podium when playing a match (no sitting, lying down, kneeling, etc)
  - Players who choose not to stand will be given a game loss as seen fit by the tournament admin
- Players are able to use their personal devices for the live match
- Players must raise their hand if experiencing any technical difficulties and a studio admin will address.

  HOW TO ALERT AN ADMIN:
  To alert an admin of technical difficulties during a match, the player MUST fully extend their hand in the air and STOP all gameplay. If a player is raising their hand and playing at the same time, admins will not count this as an alert.

Fall Finals
- All players must be live at their region's official Crown Championship studio location.

- Players will be required to play on studio provided devices. A tournament admin will confirm before each game that each device is in restricted access mode and that no applications outside of Clash Royale are active on the device.
- Player's screen will be recorded throughout all games played in case of a disconnection or a dispute.
- Players must play on the Official Clash Royale Podium when playing a match
- Players must stand behind the Official Clash Royale Podium when playing a match (no sitting, lying down, kneeling, etc)
  - Players who choose not to stand will be given a game loss as seen fit by the tournament admin
- Players must raise their hand if experiencing any technical difficulties and a studio admin will address.

HOW TO ALERT AN ADMIN:
To alert an admin of technical difficulties during a match, the player MUST fully extend their hand in the air and STOP all gameplay. If a player is raising their hand and playing at the same time, admins will not count this as an alert.

4.0 Tournament Schedule

4.1 Tournament Dates

The following tournament dates apply to the North America, Europe, and Latin America Regions:

Phase	Date
1. Crown Championship Challenge	August 16th - August 20th
2. Bracket Play	August 23rd - August 28th
3. Elimination Week Tournament	September 5th - 7th
4. Top 10	September 12th - October 26th
5. Fall Finals	November 11th - 12th

The following tournament dates apply to the Rest of the World Region:

Phase	Date
Crown Championship Challenge	August 16th - August 20th
Bracket Play	August 23rd - August 28th
Top 12	September 16th - September 30th
Fall Finals	TBD

The following regions' tournament dates are found outside of this document: China, Japan, Southeast Asia, Korea.

4.2 Crown Championship Challenge

4.2.1 Date & Times
The Crown Championship Challenge begins on August 16th at 07:00 UTC and ends on August 21st at 07:00 UTC.

4.2.2 Format

Phase one of Fall Season is open to all players eligible to participate in the Clash Royale app. Players who complete the challenge successfully (by winning 20 times before 3 losses) will qualify into the next phase, Bracket Play. Players will have 3 free entries into the challenge. After their third entry, players will need to spend 10 gems per additional entry.

Players who complete 20 wins in the Crown Championship Challenge will be able to sign up for the Bracket Play phase of the tournament here: Register for Bracket Play. Qualified players will receive an in-app message in the Clash Royale app to remind them to sign up.

4.2.3 Additional Rules

Games will be played without card restrictions. Games will be played with Tournament Rules (See **3.2.2 Card Levels - Tournament Rules and Friendly Rules**).

4.3 Bracket Play

4.3.1 Date & Times

Bracket Play lasts from August 23, 2017 through August 28, 2017. There will be two tournaments per region every day of Bracket Play.

Tournament start times per region are as follows (all tournaments start at this time each day):

Europe: 16:00 CEST (14:00 UTC)
North America: 16:00 PDT / 19:00 EDT (23:00 UTC)
Latin America: 16:00 BRT (19:00 UTC)
Rest of World: 16:00 MSK (13:00 UTC)

Tournament play-time will last until a final winner is determined. Approximate runtime is 6 hours, but may be longer.

4.3.2 Format

During Bracket Play, players compete in single-elimination bracket tournaments.

There will be 2 brackets per region on each day of Bracket Play (August 23, 2017 - August 28, 2017), totaling to 12 total brackets per region. Both brackets will begin at the same time for each region. Each bracket will accommodate up to 1024 participants.

The final remaining player of each bracket is declared the winner and will advance to the next phase.

Players may only participate in 1 tournament bracket per day, participating a maximum of 6 total tournaments in their region. Players attempting to compete in more than 1 bracket per day face disqualification from both brackets.

All matches will use the Bo3 Format (See **3.2.3 Bo3 Format**).

4.3.3 Registration & Eligibility

Players must be present from tournament start time until they are eliminated, disqualified, or forfeit from the tournament. Players who are not available for the entire tournament may be disqualified at an admin's discretion.

Players can sign up for up to only one tournament of Bracket Play in their respective region starting on August 21st, 9:00 AM PDT (16:00 UTC), on the following page: Register for Bracket Play

Players can sign up for additional days through Smash.gg: Bracket Play Sign-Up, Day 2 on August 22nd, 9:00 AM PDT (16:00 UTC).

18

All registration is available on a first-come-first-serve basis and is not guaranteed.

4.3.4 Forfeiture

Players who forfeit a match will be eliminated from the tournament. In order to forfeit, the player must declare their intent to forfeit directly to a tournament admin. The tournament admin will then declare the match a forfeit to both players.

If a player forfeits a game before or during the match, the player's opponent will automatically be the winner of the match and advance to the next round.

If a player forfeits a game after a match has been completed, the completed match results will remain unaffected.
- If the forfeited player was a winner, their opponent will get a bye in the next round.
- If the forfeited player was a loser, the match results are unaffected.

If the winner of the bracket forfeits or is disqualified after being declared the bracket winner, the tournament admins will work to determine the most qualified replacement to advance to Elimination Week, based on tournament results and availability.

4.3.5 Card Restrictions

There are no card restrictions in the Bracket Play phase of the tournament. Players may choose any combination of cards and decks throughout their scheduled games and matches, and alter their deck any time prior to each scheduled game.

4.3.6 Technical Issues

All players will be competing online from a location outside of the Crown Championship studios. This means they will not be able to request a game to be replayed, reset, or paused due to technical issues such as wireless connection issues, mobile device problems, or any other technical issue. This is due to the difficulty of determining the source and legitimacy of issues when players are not on location in a controlled tournament environment. However, players may fix the issues and rejoin a game that is still in progress if able. An admin may decide to reset matches on a case-by-case basis at their discretion.

19

4.3.7 Additional Rules

Players may not be assisted by any other party during their matches. Sharing accounts during the tournament is strictly forbidden. The player who enters any Bracket Play tournament must remain the sole controller of their account throughout all Bracket Play tournament gameplay.

Players are only allowed to enter the tournament using a single account.

Collusion is strictly forbidden. Players may not be coached in any way while tournament gameplay is in progress. Competitors are not allowed to receive any game related messages from another party while they are playing. Players may not spectate their matches from another device during any of their scheduled tournament matches.

4.3.8 ID Verification Requirements

During the tournament, starting in the round of 64, players are required to verify their registration info with a tournament admin. The tournament admin will request photographic proof of ID. The proof of identity must be delivered through email, Discord, or another format agreed upon in writing by the tournament admin. Failure to deliver identification within a reasonable period of time before the round of 64 will result in disqualification at the admin's discretion.

Players must show the following items:
1. Government or school issued identification with the country, date of birth, name, and photograph of the player clearly visible.
2. Current photograph of the player.
3. Screenshot of their Player ID, found in the settings menu.

4.3.9 Smash.gg Match Check-In

At the start of every match of Bracket Play, players must check in through the Smash.gg website. Match check-ins allow the tournament site to detect which players are present and ready to play.

The site will automatically disqualify players who neglect to check-in after the given amount of time. The first round will give players **25 minutes** to check-in, starting at the tournament's start time. The following rounds will have a reduced check-in time, down to **5 minutes.** The check-in timer starts as soon as both players of a match have been decided.

Players can ask Admins to check them in if they are having trouble accessing the site. However, players should not rely on or expect Admins to check them in.

Once players have checked in, they can access the match chat to talk to their opponent and to an Admin. Players must press "Request a Moderator" to signal an Admin to join their chat.

4.3.10 Joining Clans

Players will compete in their bracket pool through the use of in game clans.

Players can find the name of their assigned clan by looking at the name of their Smash.gg pool. This will appear as "CCGS NA Pool 1", "CCGS EU Pool 1", "CCGS LATAM 1", or "CCGS ROW Pool1", with the number changing based on the assigned pool. The assigned clan will also appear on the Smash.gg Match Dashboard.

Players must leave their current clan before they can request to join the tournament clan. Players can begin joining clans **15 minutes** before the tournament start time. Players who do not join their clan within **30 minutes** of the tournament start time will not be allowed to participate.

Players will be direction by tournament admins to leave and join certain clans as they advance through the tournament. Players must follow admin directions to advance through the tournament.

4.3.11 Game Requests

The player on either the left or top side of their scheduled match should request a Friendly Battle within their clan. Requests should include the opposing player's name in the message box. Players who accept matches outside of their scheduled games may be removed from the tournament at an admin's discretion.

4.3.12 Smash.gg Match Score Reporting

Match results in this phase are reported by players. After each game, one player selects the winner in the moderate tab of their match. The other player will then choose to either confirm or dispute the game result. If one player disputes a game result, the opponent is given the opportunity to correct the score or further dispute it.

If players are unable to resolve the dispute on their own, they can additionally select "Request a Moderator" to call for Admin assistance.

21

Admins will review the match results. If both players agree that the wrong score was inputted, the Admin will change it to reflect the correct score. If both players disagree about the score, players are required to upload a screenshot of the match result. This can be done by clicking the "View/Upload Images" button under the relevant game. Admins will then declare the winner based on the screenshot evidence.

Players who consistently report the incorrect score, whether intentionally or unintentionally, may be subject to disqualification at the Admin's discretion. Players who tamper with their match result screenshots will be disqualified after careful review of the evidence.

4.4 Elimination Week Tournament

4.4.1 Date & Times

The Elimination Week tournament phase lasts from September 5th, 2017 through September 7th, 2017. There will be one tournament played per region listed below. The tournament start times are found below. Approximate tournament runtime is at 5 hours, but may go longer. Players must be present from tournament start time until the tournament's final match has been completed. Players who are not available for the entire tournament will be disqualified or forfeit scheduled matches at an admin's discretion. A tournament is considered complete for individual players upon an admin dismissing those individual tournament players.

Tournament dates and start times are as follows:

Europe: September 5th, 1800 CEST (1600 UTC)
Latin America: September 6th, 1800 BRT (2100 UTC)
North America: September 7th, 1800 PDT (September 8th, 0100 UTC)
Rest of World: N/A

4.4.2 Qualifications & Eligibility

The 12 winners from each region's 12 Bracket Play tournaments will advance to the Elimination Week tournament. Additionally, 4 previously qualified players from each region's Spring 2017 Season will participate in the Elimination Week tournament. (These players ranked 3rd, 4th, 5th, and 6th place in the Spring 2017 Season for each respective region). The total number of players in Elimination Week per region is 16.

Players may only participate in tournaments in their qualified region (See **1.0**

22

Player Eligibility Requirements above for full eligibility requirements)

4.4.3 Format
During Elimination Week, players compete in a Swiss-Styled bracket. Competitors will be paired and placed into one bracket of four competitors, for a total of four brackets. Each competitor will never play the same opponent in their bracket more than once.

Each competitor from Spring Season (Players ranked 3rd, 4th, 5th, and 6th place in the Spring 2017 Season for each respective region) will be placed into one of the four brackets, with one Spring Season Competitor per bracket. The 12 Bracket Play competitors will be paired randomly into the remaining brackets. During this phase of the tournament, 8 players will advance to the next phase of Fall Season, and 8 will be eliminated.

Pairing Format	
#1	Spring Season Winner
#2	Bracket Play Winner
#3	Bracket Play Winner
#4	Bracket Play Winner

- Round 1
  - Match 1: Competitor #1 will play Competitor #2
  - Match 2: Competitor #3 will play Competitor #4
- Round 2
  - Match 3: Winner of Match 1 will play Winner of Match 2
  - Match 4: Loser of Match 1 will play Loser of Match 2

The winner of Match 3 will automatically advance to the next phase, Top 10 (See **Section 4.5**). The Loser of Match 4 will be eliminated from the the tournament.

- Round 3
  - Match 5: Winner of Match 4 will play Loser of Match 3

The Winner of Match 5 will advance to the next phase, Top 10 (See **Section 4.5**) as the runner up of the bracket. The Loser of Match 5 will be eliminated from the tournament.

All matches are played using the Bo3 Format (See **3.2.3 Bo3 Format**). If there is a draw, the competitors will play a tiebreaker game (See **3.2.4 Bo3 Format - Tiebreaker Rules)** to settle the winner of the match.

4.4.4 Spring Season No-Show

If a Crown Championship Spring Season 3rd - 6th place winner is unable to participate, their placement in the bracket is turned into a bye match. The highest ranked eligible Spring winner will be given the bye round.

4.4.5 Forfeiture

Players who forfeit a match will be eliminated from the tournament. In order to forfeit, the player must declare their intent to forfeit directly to a tournament admin. The tournament admin will then declare the match a forfeit on the bracket.

If a player forfeits a game before or during the match, the player's opponent will automatically be the winner of the match and advance to the next round.

If a player forfeits a game after a match has been completed, the completed match results will remain unaffected.
- If the forfeited player was a winner, their opponent will get a bye in the next round.
- If the forfeited player was a loser, the match results are unaffected.

4.4.6 Card Restrictions

There are no card restrictions in the Elimination Week phase of the tournament. Players may choose any combination of cards and decks throughout their scheduled games and matches, and alter their deck any time prior to each scheduled game.

4.4.7 Technical Issues

All players will be competing online from a location outside of the Crown Championship studios. This means that players will not be able to request a game to be replayed, reset, or paused due to technical issues such as lost connection issues, lag, mobile device resets, or any other technical issue. This is due to the difficulty of determining the source and legitimacy of issues when players are not on location in a controlled tournament environment, however, players may fix the issues and rejoin a game if still in progress.

If a player experiences what they believe to be a game glitch unrelated to wifi connection or device-specific issues, it must be recorded and able to be reviewed by an admin. After review, the admin will make a case-by-case decision on whether a replay of the game is required.

An admin may decide to reset matches on a case-by-case basis at their discretion.

4.5 Top 10

4.5.1 Date & Times

The Top 10 tournament phase lasts from September 12, 2017 through October 26, 2017. This is a seven week series (one tournament of scheduled matches per week). Each week's tournament will last until all scheduled matches are completed.

Approximately 12 matches will be scheduled per day. Approximate Top 10 tournament day runtime is 4 hours, but may be longer.

Players must be present from tournament start time until the tournament's final match has been completed. Players who are not available for the entire tournament may be disqualified or forfeit scheduled matches at an admin's discretion.

A tournament day is considered complete for individual players upon an admin dismissal of those individual players.

Tournament start times are as follows:

- **Europe:** 1800 CEST (1600 UTC) weekly on Tuesdays. (9/12, 9/19, 9/26, 10/3, 10/10, 10/17, 10/24)
- **Latin America:** 1800 BRT (2100 UTC) weekly on Wednesdays. (9/13, 9/20, 9/27, 10/4, 10/11, 10/18, 10/25)
- **North America:** 1800 PDT (Friday, 0100 UTC) weekly on Thursdays. (9/14, 9/21, 9/28, 10/5, 10/12, 10/19, 10/26)
- **Rest of the World**: N/A. See **4.6 Rest of the World - Top 12 Phase.**

4.5.2 Qualifications & Eligibility

The 8 winners from each region's Elimination Week will advance to the Top 10 phase. Additionally, two previously qualified players, 1st and 2nd place, from the Crown Championship Spring Season have earned a spot on the Fall Season Top 10 phase.

The total number of players participating in the Top 10 phase is 10 players per region.

Players may only participate in tournaments in their qualified region. Players must be at least 16 years of age to participate. (See **1.0 Player Eligibility Requirements** for full eligibility requirements.)

4.5.3 Format

During Top 10, players compete in a regional Double-Round Robin tournament occurring over the course of 7 weeks.

All players will be scheduled to play a match against each individual players in their region two times during the the Top 10 phase. All matches are played using Bo3 Format and Double Blind Ban Rules (See **3.2.3 Bo3 Format** and **3.2.5 Double Blind Ban Rules**).

When a player wins a match in the Top 10 tournament, they receive one "Win." When a player loses a match they receive one "Loss".

At the end of the tournament phase, all players will take their Wins and subtract their Losses", resulting in a final standings.

The four players with the lowest standings at the end of the tournament phase will be eliminated from the tournament. The six remaining players will advance to the Fall Finals phase. Top 10 scores combined will be used to determine seeding in the Fall Finals (See Section **4.7 Fall Finals**).

4.5.4 Tiebreaker Rules - Double Round Robin

In the event of a tie result across the Top 10 scores at the end of the Top 10 phase, the following differentiation process will be applied to determine who is ranked higher (in order listed below):

1. Head to Head Results: If in a tie, if any player received a greater number of Top 10 wins than his opponent from matches where both of the tied players battled, that player will claim the higher rank.
2. +/- Differential of Game Results: The player with the lowest number of Top 10 individual game losses across the Top 10 phase will claim the higher rank.
3. Bo3 Match: Players will play an individual match against their individual tied opponents using Bo3 Format and Double Blind Ban Rules.

4. Sudden Death Match: Players will compete in individual matches with Bo3 Format - Tiebreaker Rules (See 3.2.3) until a result can be determined.

4.5.5 Forfeiture

During Top 10, in the event of a match forfeit before a match is complete, the player who forfeits must declare their forfeit to a tournament admin. The tournament admin will then declare the match a forfeit.

The player who forfeits a match will receive a Top 10 loss, and their opponent will receive a Top 10 win. If a player forfeits a game after a match has been completed according to Bo3 Format rules (See **3.2.3 Bo3 Format**), the completed match results are unaffected.

4.5.6 Card Restrictions

Cards are restricted during the Top 10 phase by Double Blind Ban Rules (See **3.2.5 Double Blind Ban Rules)**. Otherwise, there are no additional card restrictions in the Top 10 phase of the tournament. Players may choose any combination of unbanned cards and decks throughout their scheduled games and matches, and alter their deck any time prior to each scheduled game.

4.5.7 Live Gameplay Rules (Video, Audio, and Gameplay Requirements)

Live Gameplay Rules apply during the Top 10 phase for all players, whether players choose to compete either online from a location outside of the Crown Championship studios, or onsite at the Crown Championship studios. Players are unable to meet these requirements may be disqualified at the admin's discretion.

- All players will be required to maintain a livestream camera feed accessed by an NGE admin for the duration of their game, from a device approved by Supercell.
- Players must wait for admins to direct them to start their game. Players who request matches before they are told to may receive a loss for that game at an admin's discretion.
- Before each scheduled game, at an admin's direction, the player must hold up the phone screen to the camera feed to allow an NGE admin to confirm they are playing their designated account and part of the designated Clash Royale clan. Once confirmed, the player and their phone screen must continue to be visible, without interruption, throughout the duration of their gameplay. The player's screen must be clearly visible

27

to an admin from the time of joining the game through the end of the game.

- The video must be accompanied by live audio from the room. The NGE admin must be able to clearly hear the player and their environment.
- The player will verbally confirm their identity before each match. An admin will confirm this process before the start of each match.
- Players may not wear headphones during their games. Game sounds should be on and clearly audible to the admin.
- Before each match, players must display that they do not have any applications outside of Clash Royale open on their app. This will be confirmed by a tournament admin.
- All live camera footage during player gameplay will be recorded by NGE admin to allow future review in the case of a dispute.
- Players competing at the Crown Championship studio locations may request to replay a game due to technical difficulties. Technical difficulties must be visible to the cameras recording the player's screen during the match, and be able to be confirmed by a tournament admin on site. Any decision to replay a game is made at an admin's discretion.

4.5.8 Technical Issues

For Top 10, players may choose to compete online from a location outside of the Crown Championship studios or on-site at the Crown Championship studios.

For players competing from a location outside of the Crown Championship studios, this means they will not be able to request a game to be replayed, reset, or paused due to technical issues such as wireless connection issues, mobile device problems, or any other technical issue. This is due to the difficulty of determining the source and legitimacy of issues when players are not on location in a controlled tournament environment. However, players may fix the issues and rejoin a game that is still in progress if able. An admin may decide to reset matches on a case-by-case basis at their discretion.

Players competing at the Crown Championship studio locations may request to replay a game due to technical difficulties. Technical difficulties must be visible to the cameras recording the player's screen during the match. A tournament admin must be able to confirm these difficulties by consulting on-site IT professionals and recorded gameplay footage. Any decision to replay a game is made at an admin's discretion and may not be granted.

If a player experiences what they believe to be a game glitch unrelated to wifi connection or device-specific issues, it must be recorded and able to be reviewed

by an admin. After review, the admin will make a case-by-case decision on whether a replay of the game is required.

4.5.9 Additional Rules

Players may not be assisted by any other party during their matches. Sharing accounts during the tournament is strictly forbidden. The player who enters any Top 10 tournament must remain the sole controller of their account throughout all Bracket Play tournament gameplay.

Collusion is strictly forbidden. Players may not be coached in any way while tournament gameplay is in progress. Competitors are not allowed to receive any game related messages from another party while they are playing. Players may not spectate their matches from another device during any of their scheduled tournament matches.

4.6 Rest of the World - Top 12 Phase

4.6.1 Date & Times

The Top 12 tournament phase lasts from September 12, 2017 through October 26, 2017. This is a three week series (one tournament of scheduled matches per week). Each week's tournament will last until all scheduled matches are completed.

Approximately 12 matches will be scheduled per day. Approximate Top 12 tournament day runtime is 4 hours, but may be longer.

Players must be present from tournament start time until the tournament's final match has been completed. Players who are not available for the entire tournament may be disqualified or forfeit scheduled matches at an admin's discretion.

A tournament day is considered complete for individual players upon an admin dismissal of those individual players.

Tournament start times are as follows:

- **ROW:** 1800 MSK (1500 UTC) weekly on Saturdays. (9/16, 9/23, 9/30)

4.6.2 Qualifications & Eligibility

The 2 winners from Rest of the World's individual Elimination Week tournaments will advance to the Top 12 phase.

The total number of players participating in the Top 12 phase is 12 players.

Players not participate if they are part of any other tournament region. Players must be at least 16 years of age to participate. (See **1.0 Player Eligibility Requirements** for full eligibility requirements.)

4.6.3 Format

During Top 12, players compete in a Double-Round Robin tournament occurring over the course of 3 weeks. Players will compete their Double-Round Robin as three groups of four players: Group A, B, and C.

All players will be scheduled to play a match against each individual player in their assigned group two times during the the Top 12 phase. All matches are played using Bo3 Format and Double Blind Ban Rules (See **3.2.3 Bo3 Format** and **3.2.5 Double Blind Ban Rules**).

When a player wins a match in the Top 12 tournament, they receive one "Win." When a player loses a match they receive one "Loss".

At the end of the tournament phase, all players will take their Wins and subtract their Losses", resulting in a final standings.

The six players with the lowest standings at the end of the tournament phase will be eliminated from the tournament. The six remaining players will advance to the Fall Finals phase. The remaining players' Top 12 scores will be used to determine seeding in the Fall Finals (See Section **4.7 Fall Finals**).

4.6.4 Tiebreaker Rules - Double Round Robin

In the event of a tie result across the Top 12 scores at the end of the Top 12 phase, the following differentiation process will be applied to determine who is ranked higher (in order listed below):

1. +/- Differential of Game Results: The player with the lowest number of Top 12 individual game losses across the Top 12 phase will claim the higher rank.
2. Bo3 Match: Players will play an individual match against their individual tied opponents using Bo3 Format and Double Blind Ban Rules.

3. Sudden Death Match: Players will compete in individual matches with Bo3 Format - Tiebreaker Rules (See 3.2.3) until a result can be determined.

4.6.5 Forfeiture

During Top 12, in the event of a match forfeit before a match is complete, the player who forfeits must declare their forfeit to a tournament admin. The tournament admin will then declare the match a forfeit.

The player who forfeits a match will receive a Top 12 loss, and their opponent will receive a Top 10 win. If a player forfeits a game after a match has been completed according to Bo3 Format rules (See **3.2.3 Bo3 Format**), the completed match results are unaffected.

4.6.6 Card Restrictions

Cards are restricted during the Top 12 phase by Double Blind Ban Rules (See **3.2.5 Double Blind Ban Rules)**. Otherwise, there are no additional card restrictions in the Top 12 phase of the tournament. Players may choose any combination of unbanned cards and decks throughout their scheduled games and matches, and alter their deck any time prior to each scheduled game.

4.6.7 Live Gameplay Rules (Video, Audio, and Gameplay Requirements)

Live Gameplay Rules apply during the Top 12 phase for all players. Players are unable to meet these requirements may be disqualified at the admin's discretion.

- All players will be required to maintain a livestream camera feed accessed by an NGE admin for the duration of their game, from a device approved by Supercell.
- Players must wait for admins to direct them to start their game. Players who request matches before they are told to may receive a loss for that game at an admin's discretion.
- Before each scheduled game, at an admin's direction, the player must hold up the phone screen to the camera feed to allow an NGE admin to confirm they are playing their designated account and part of the designated Clash Royale clan. Once confirmed, the player and their phone screen must continue to be visible, without interruption, throughout the duration of their gameplay. The player's screen must be clearly visible to an admin from the time of joining the game through the end of the game.

31

- The video must be accompanied by live audio from the room. The NGE admin must be able to clearly hear the player and their environment.
- The player will verbally confirm their identity before each match. An admin will confirm this process before the start of each match.
- Players may not wear headphones during their games. Game sounds should be on and clearly audible to the admin.
- Before each match, players must display that they do not have any applications outside of Clash Royale open on their app. This will be confirmed by a tournament admin.
- All live camera footage during player gameplay will be recorded by NGE admin to allow future review in the case of a dispute.

4.6.8 Technical Issues

As Top 12 players will be competing from a location outside of the Crown Championship studios, this means they will not be able to request a game to be replayed, reset, or paused due to technical issues such as wireless connection issues, mobile device problems, or any other technical issue. This is due to the difficulty of determining the source and legitimacy of issues when players are not on location in a controlled tournament environment. However, players may fix the issues and rejoin a game that is still in progress if able. An admin may decide to reset matches on a case-by-case basis at their discretion.

4.6.9 Additional Rules

Players may not be assisted by any other party during their matches. Sharing accounts during the tournament is strictly forbidden. The player who enters any Top 12 tournament must remain the sole controller of their account throughout all Bracket Play tournament gameplay.

Collusion is strictly forbidden. Players may not be coached in any way while tournament gameplay is in progress. Competitors are not allowed to receive any game related messages from another party while they are playing. Players may not spectate their matches from another device during any of their scheduled tournament matches.

4.7 Fall Finals

4.7.1 Date & Times

The Fall Finals phase takes place from November 11th, 2017 through November 12th, 2017. One Fall Finals Tournament will be played per region on the dates below.

Tournaments will last until a final winner is determined. Approximate tournament runtime is 4 hours, but may be longer.

Players must be present from tournament start time until the tournament's final match has been completed. Players who are not available for the entire tournament may be disqualified at an admin's discretion. A tournament day is considered complete for individual players upon an admin dismissing those individual tournament players.

Tournament dates and start times are as follows:

North America: November 11, 2017, 1030 PDT (1730 UTC)
Europe: November 12, 2017, 1600 CEST (1400 UTC)
Latin America: November 12, 2017, 1700 BRT (2000 UTC)
Rest of the World: TBD

4.7.2 Format

The Fall Finals consists of a single regional double-elimination tournament between the top 6 players of each region, based on the final rank from the Top 10 or Top 12 phase. Seeding will be determined by performance in the Top 10 or Top 12 phase, with the top 2 ranked players receiving a bye in the first round.

All matches (except the final round of the tournament) are played using Bo3 Format and Double Blind Ban Rules. (See **3.2.2 Bo3 Format** and **3.2.5 Double Blind Ban Rules**).

During the final round of the tournament, the two remaining players will play using **Best of 5 rules**, as described below (See **4.7.3 Fall Finals - Bo5 Match Format)**. The lower bracket finalist must win two matches using Best of 5 rules against the upper bracket finalist to win.

After the full bracket is completed, the final remaining player is declared the winner of Fall Season.

4.7.3 Fall Finals - Bo5 Match Format

In this format, the two players battle one another in a series of five individual games. This best of five series is referred to as a "match."

The player who ends each individual game by destroying the greatest amount of their enemy towers is awarded one "win."

Game wins awarded are not influenced by the number of towers destroyed. For example, a winning player destroys 3 enemy towers and their opponent destroys 0 towers, the winning player will only receive 1 win towards their overall match score. In the event that an equal amount of enemy towers are destroyed (or no towers are destroyed), the game is considered a draw and no win is awarded to either player for that game.

The first player to win 3 games in the best-of-five series is declared the winner of the match. If after five games neither player receives 3 wins, or if the first 3 consecutive matches of a series result in draws, a final match is immediately played with Tiebreaker Rules (See **4.7.4. Bo5 Format - Tiebreaker Rules**). The winner of the final game played with Tiebreaker Rules is declared winner of the match.

4.7.4 Bo5 Format - Tiebreaker Rules

When a game is played with Tiebreaker Rules, the player who destroys the greatest amount of their enemy towers is awarded the win. At the end of the game, in the event that an equal amount of enemy towers are destroyed (or no towers are destroyed), the player with the lowest health on any of the individual remaining towers will lose the match, and their opponent will be awarded the win. (Note: Only the status of the lowest-health individual tower is considered, not the cumulative health across all of a player's towers.)

4.7.5 Card Restrictions

Cards are restricted during the Top 10 phase by Double Blind Ban Rules (See **3.2.5 Double Blind Ban Rules)**. Otherwise, there are no additional card restrictions in the Top 10 phase of the tournament. Players may choose any combination of unbanned cards and decks throughout their scheduled games and matches, and alter their deck any time prior to each scheduled game.

4.7.6 Technical Issues

For Fall Finals, players must compete on-site at their regional Crown Championship studios.

Players competing at the Crown Championship studio locations may request to replay a game due to technical difficulties. Technical difficulties must be visible to the cameras recording the player's screen during the match. A tournament admin must be able to confirm these difficulties by consulting on-site IT professionals and recorded gameplay footage. Any decision to replay a game is made at an admin's discretion and may not be granted.

HOW TO ALERT AN ADMIN:
To alert an admin of technical difficulties during a match, the player MUST fully extend their hand in the air and STOP all gameplay. If a player is raising their hand and playing at the same time, admins will not count this as an alert.

If a player experiences what they believe to be a game glitch unrelated to wifi connection or device-specific issues, it must be recorded and able to be reviewed by an admin. After review, the admin will make a case-by-case decision on whether a replay of the game is required.

4.7.7 Additional Rules

Players are required to attend the Fall Finals in person. Players who fail to attend will receive will be disqualified from the Finals and receive the lowest tier cash prizing. Supercell will cover travel costs for players attending the live show.

Players may not be assisted by any other party during their matches. Sharing accounts during the tournament is strictly forbidden. The player who enters any Fall Finals tournament must remain the sole controller of their account throughout all Fall Finals tournament gameplay.

Players are only allowed to enter the Fall Finals using a single account.

Collusion is strictly forbidden. Players may not be coached in any way while tournament gameplay is in progress. Competitors are not allowed to receive any game related messages from another party while they are playing. Players may not spectate their matches from another device during any of their scheduled tournament matches.

5.0 Player Conduct

5.1 Conduct

All competitors and associated team staff are required to behave honestly and respectfully towards competitors, tournament staff and admins, and tournament producers. Individuals or staff found in violation risk disqualification or bans from the Crown Championship.

5.2 Match Forfeit

Players who forfeit one or more matches in the Crown Championship may be subject to loss of prizing, and ineligibility to compete in future events. Punishments are determined

on a case by case basis, and based on an evaluation by tournament admins and producers.

To determine if a forfeit may be made without consequences, players should consult with a tournament admin as far in advance of their forfeit as possible and receive written notice from the admin that their forfeit is accepted without consequences.

5.3 Scheduling

Players who fail to arrive for their scheduled matches or tournament check-in may be subject to loss of prizing, and ineligibility to compete in future events. Tournament check -in deadline will be provided to players during each phase unless otherwise noted in this rule set. Punishments are determined on a case by case basis. Players should consult with a tournament admin as far in advance of their schedule conflict as possible and receive written notice from the admin that their conflict has been noted.

[Amendment: 9/15/17: Players who fail to attend a match or are declared disqualified due to late check-in during two separate scheduled weeks of gameplay will be removed from the tournament and forfeit their prize winnings. To determine if an absence or late check-in may be made without consequences, players should consult with a tournament admin as far in advance of their forfeit as possible and receive written notice from the admin that their forfeit is accepted without consequences. This rule is in effect beginning as of 9/18/17, and does not apply to absences prior to this date.]

5.4 Code of Conduct

Insults and offensive behaviors are not tolerated during the Crown Championship. This includes in-game chat and any official tournament communication channels.

Offensive behavior can be categorized as but not limited to the following:
- Racism
- Bullying
- Pornographic content
- Stalking
- Sexual harassment
- Excessive cursing
- Extremist statements
- Threatened or committed violence
- Unsportsmanlike conduct
- Sexism
- Religious
- Ageism
- Collusion

- Betting or gambling

Violations may result in loss of prize money, tournament disqualification, or disqualification from future events. Violations are handled on a case-by-case basis by tournament admins and producers.

Please review the Terms of Use carefully for additional prohibitions regarding conduct, use of the services and user contributions

5.5 Competition Betting

Players may not bet on any Crown Championship event they participate in. Betting for or against themselves will result in an instant disqualification. Violations are handled on a case-by-case basis by tournament admins and producers.

5.6 Drug and Alcohol Use

Drug and alcohol use are strictly prohibited during the Crown Championship.

5.7 Game Client

Programs outside of the Clash Royale game client are strictly forbidden.

Screen sharing via communication programs is not permitted. Any program that alters the game, or provides an unfair advantage during gameplay are expressly forbidden.

5.8 Game Coverage

Supercell reserves exclusive broadcast, game client spectator, and coverage rights for all Supercell events. This includes but is not limited to live footage, on-demand content, and supplementary content. Upon request, Supercell may lift these restrictions with written consent.

5.9 Player Stream

Players may not stream their matches in the Top 10 or Fall Finals, unless otherwise specified by NGE with written consent.

5.10 Internal Communications

Communications with tournament administration, producer, or Supercell staff may not be published without the expressed written permission of the tournament producers.

5.11 Language Requirements

The standard language of communication during the tournaments are as follows:

- North America: English
- Europe: English
- Latin America: Spanish, English
- Rest of the World: English

Tournament officials and players must make reasonable efforts to communicate in one of the above languages. Additionally, tournament officials will make reasonable efforts to accommodate the following secondary languages as necessary to ensure proper tournament administration:

- Europe: French, Spanish, Turkish, Italian, German
- Latin America: Portuguese

Tournament officials will make best efforts to accommodate a variety of global language speakers, however, if an irresolvable language conflict occurs, it is up to players to ensure they are able to communicate in one of the languages in this section to ensure smooth tournament facilitation.

5.12 Tournament Ruleset Amendments

These tournament rules are subject to change and may be amended at any point during the competition. For a most up to date version of these rules, visit https://crownchampionship.clashroyale.com/rules

==
Have any additional questions? Email us at email clashroyalesupport@nge.io.
==