



S1

S2



FOREWORD

THE FOLLOWING RULES AND REGULATIONS APPLY TO EACH AND EVERY PARTICIPATING TEAM AND THEIR RESPECTIVE PLAYERS, DURING THE COURSE OF THE ONGOING EVENT, AKA, CLASHERS CUP SEASON 2. ANY GROUP OF INDIVIDUALS, WHO AGREE TO ENROL THEMSELVES AS PARTICIPANTS FOR THE EVENT, CONSEQUENTLY AGREE TO UPHOLD, RESPECT AND ABIDE BY THE POINTS (I.E., RULES) AS LAID DOWN HEREBY. RULES MUST BE CONSIDERED EFFECTIVE IMMEDIATELY, AS SOON AS ANY PERSON REGISTERS AS A PARTICIPANT. THE RULES WILL REMAIN EFFECTIVE TILL THE END OF THEIR ENGAGEMENT IN THIS EVENT, AS PER THE NATURAL FLOW GAMES UNDER THE PREDETERMINED TOURNAMENT STRUCTURE.



DISCLAIMER

THIS EVENT (AKA CLASHERS CUP SEASON 2) IS BROUGHT TO YOU BY UDG ESPORTS AND INDIAN CLASHERS (TO BE HEREBY JOINTLY REFERRED TO AS ORGANISERS), AND AS SUCH THEY RESERVE THE RIGHT TO AMEND, REMOVE OR ADD ANY POINTS TO THIS DOCUMENT (I.E., RULEBOOK) WITHOUT ANY PRIOR NOTICE. SUCH CHANGES, IF MADE, SHALL BE EQUALLY EFFECTIVE ALONG WITH THE EXISTING RULES AS LAID HEREBY, WITH IMMEDIATE EFFECT. ORGANISERS RESERVE THE RIGHT TO TAKE ANY ACTION AGAINST TEAMS OR INDIVIDUALS (READ: OFFENDERS), WHICH MAY OR MAY NOT BE MENTIONED HEREBY AS PER THEIR DISCRETION, SUCH AS, BUT NOT LIMITED TO: DISQUALIFICATION FROM THE ONGOING EVENT AT ANY POINT OF TIME, PREVENTING PARTICIPATION FROM FUTURE EVENTS CONDUCTED, SPONSORED OR PARTNERED BY ANY ONE OR BOTH OF THE ORGANISERS, ETC.

THIS DOCUMENT AND ITS CONTENTS ARE PROTECTED UNDER PREVALENT COPYRIGHT LAWS AND RELATED PRACTICES AS APPLICABLE, AND UDG ESPORTS RESERVES ALL RIGHTS AS AUTHORS OF THIS DOCUMENT. ATTEMPTS AT REPRODUCING THIS DOCUMENT OR COPYING OF ANY PART OF THIS DOCUMENT, WHETHER TEXT OR GRAPHICS, ARE STRICTLY PROHIBITED - UNLESS EXCLUSIVE PERMISSIONS, IN WRITTEN, ARE OBTAINED FROM THE AUTHORS BEFORE ANY SUCH ATTEMPTS ARE INITIATED. CASES OF PLAGIARISM, IF FOUND, WILL BE DEALT WITH LEGAL ACTIONS AGAINST THE ENTITIES OR INDIVIDUALS CONCERNED.

GENERAL INFO

EVENT NAME: CLASHERS CUP SEASON 2

ORGANIZERS: UDG ESPORTS AND INDIAN CLASHERS

GAME: CLASH OF CLANS

MODE OF PLAY: 5V5 FRIENDLY WAR (TOWN HALL 14)

TOURNAMENT FORMAT: DOUBLE ELIMINATION

OFFICIAL TIME ZONE: INDIAN STANDARD TIME (IST, GMT+05:30)

PLATFORM: ANDROID AND IOS ONLY

PARTICIPATION: GLOBAL

NUMBER OF REGISTRATIONS: TBA

ALL MATCHES TO BE PLAYED ON THE LATEST VERSION OF CLASH OF CLANS APP.



DOUBLE ELIMINATION (EXPLANATION)

DOUBLE-ELIMINATION TOURNAMENT BREAKS THE COMPETITORS INTO TWO SETS OF BRACKETS, THE WINNERS' BRACKET AND LOSERS' BRACKET (W AND L BRACKETS FOR SHORT; ALSO SOMETIMES UPPER BRACKET AND LOWER BRACKET, RESPECTIVELY) AFTER THE FIRST ROUND. THE FIRST-ROUND WINNERS PROCEED INTO THE W BRACKET AND THE LOSERS PROCEED INTO THE L BRACKET. THE W BRACKET IS CONDUCTED IN THE SAME MANNER AS A SINGLE-ELIMINATION TOURNAMENT, EXCEPT THAT THE LOSERS OF EACH ROUND "DROP DOWN" INTO THE L BRACKET.

FOR EXAMPLE, IN AN EIGHT-COMPETITOR DOUBLE-ELIMINATION TOURNAMENT, THE FOUR LOSERS OF THE FIRST ROUND, W BRACKET QUARTER FINALS, PAIR OFF IN THE FIRST STAGE OF THE L BRACKET, THE L BRACKET MINOR SEMIFINALS. THE TWO LOSERS ARE ELIMINATED, WHILE THE TWO WINNERS PROCEED TO THE L BRACKET MAJOR SEMIFINALS. HERE, THOSE TWO PLAYERS/TEAMS WILL EACH COMPETE AGAINST A LOSER OF THE W BRACKET SEMIFINAL IN THE L BRACKET MAJOR SEMIFINALS. THE WINNERS OF THE L BRACKET MAJOR SEMIFINALS COMPETE AGAINST EACH OTHER IN THE L BRACKET MINOR-FINAL, WITH THE WINNER PLAYING THE LOSER OF THE W BRACKET FINAL IN THE L BRACKET MAJOR FINAL. FINALS WILL BE BEST OF TWO MATCHES



POINTS TO REMEMBER

- MINIMUM AGE LIMIT FOR PARTICIPATION IS 13 YEARS.
- PLAYERS MUST BE ABLE TO PROVIDE A VALID PHOTO IDENTITY PROOF ANY TIME DURING THE COURSE OF THE EVENT IN ORDER TO PROVE THEY FULFIL THE CRITERION OF MINIMUM AGE OF PARTICIPATION AND IDENTITY, WHEN REQUESTED.
- EVERY CLAN/TEAM MUST MAINTAIN, AT ALL TIMES, AN ACTIVE ROSTER OF 5 PLAYERS. APART FROM THEM, A TEAM CAN REGISTER WITH SUBSTITUTES, PROVIDED THEY TOO SATISFY ALL THE REQUIREMENTS.
- ROSTER CHANGE WILL BE ALLOWED ONLY DURING CERTAIN STAGES OF THE TOURNAMENT, AND REQUESTS FOR CHANGES MADE OUTSIDE THOSE STAGES WILL NOT BE ENTERTAINED - UNLESS REASONS ARE PRESSING AND UNAVOIDABLE.
- DURING MATCHES, ONLY REGISTERED PLAYERS ARE ALLOWED IN THE CLAN. TEAMS MUST REMOVE OTHER PLAYERS FROM THE CLAN BEFORE THE MATCH. FAILING TO DO SO WILL ISSUE A WARNING TO THE TEAM AND REPEATED WARNINGS WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- PLAYERS CAN REGISTER CLANS OF ANY LEVEL - THERE IS NO RESTRICTION TO THE CLAN LEVEL. HOWEVER, THE WAR LOG OF THE CLAN SHOULD BE KEPT AS PUBLIC DURING THE COURSE OF THE EVENT.



CODE OF CONDUCT

CLASHERS CUP SEASON 2 AIMS TO UNITE ALL GLOBALLY-SPREAD CLASH OF CLANS PLAYERS VIA THIS TOURNAMENT AND PROMOTE THE COMPETITIVE APPROACH OF THIS GAME, WHILST MAINTAINING A POSITIVE AND A FRIENDLY FAIR-PLAY ENVIRONMENT FOR ALL GAMERS. WE EXPECT ALL THE PARTICIPANTS TO RESPECT AND PRACTICE THESE VIRTUES AT CLAN AS WELL AS INDIVIDUAL LEVELS AND ALSO EXHIBIT THE SPIRIT OF SPORTSMANSHIP TO THE HIGHEST STANDARDS.

- CASES OF MISCONDUCT AND UNSPORTSMANLIKE BEHAVIOURS WILL BE DEALT WITH HARSH CONSEQUENCES IN WAYS ORGANISERS SEEM FIT, INCLUDING BUT NOT LIMITED TO REMOVAL OF THE TEAM FROM THE TOURNAMENT.
- REPEATED ENCOUNTERS OF MISCONDUCT CAN AND WILL RESULT IN PERMANENT BAN FROM THE ONGOING EVENT, AS WELL AS FROM FUTURE EVENTS THAT INVOLVE ANY OR ALL OF THE ORGANISERS CONCERNED.
- CLANS CAN ALSO FACE OTHER DISCIPLINARY AND LEGAL ACTIONS BASED ON THE SEVERITY OF THE CIRCUMSTANCES.



FAIR-PLAY POLICY

OUR FAIR-PLAY POLICY IS NOT RESTRICTED TO THOSE MENTIONED, BUT TO ALL ACTIONS THAT ARE AGAINST THE CORE VIRTUES IT IS INTENDED TO UPHOLD. HOWEVER, THE FOLLOWING INSTANCES CAN BE CONSIDERED AS EXAMPLES OF INFRINGEMENT OF OUR FAIR-PLAY POLICY AND WILL RESULT IN IMMEDIATE DISCIPLINARY ACTIONS, THE SEVERITY OF WHICH ARE SUBJECT TO THE SOLE DISCRETION OF THE ORGANISERS:

- ☒ USE OF ANY OTHER APP OTHER THAN THE OFFICIAL CLASH OF CLANS APP.
- USE OF SOFTWARE THAT ALLOWS CHANGES IN GAME FILES AND MODIFIES THE ASPECTS OF THE GAME, THEREBY PROVIDING UNPRECEDENTED ADVANTAGES TO THE PLAYERS.
- USING BURNER ACCOUNTS AND/OR CLAN HUNTING ACCOUNTS.
- ATTEMPTS TO HIRE RINGERS, ACTING AS ONE OR ANY OTHER ATTEMPTS TOWARDS SPYING AND/OR IMPERSONATING ANY OTHER REGISTERED PLAYER.
- SHARING OF SENSITIVE INFORMATION REGARDING WAR BASES OR TROOPS, OR ANY OTHER INFORMATION THAT PROVIDES ADVANTAGE TO OTHER TEAMS.
- MATCH FIXING, AS SUCH ANY OTHER ATTEMPT TO CONTROL THE OUTCOME OF THE MATCH.
- DUAL MEMBERSHIP AND OWNERSHIP OF MULTIPLE ACCOUNTS REGISTERED UNDER SAME OR DIFFERENT CLANS FOR CLASHERS CUP SEASON 2.
- IMPERSONATION OF TEAMMATES OR ANY OTHER PLAYER.



FAIR-PLAY POLICY

- ALLOWING UNREGISTERED PLAYERS TO PARTICIPATE IN THE TOURNAMENT.
- ANY FORM OF VERBAL OR WRITTEN THREATS, RACIST COMMENTS OR ANYTHING THAT DEFIES GENTLEMAN CONDUCT (INCLUDING CLAN NAME AND PLAYERS IN GAME NAME)



 INDIANCLASHERS7

 INDIANCLASHERS.OFFICIAL



ESPORTS_UDG



UDG ESPORTS



WAR DETAILS

PREPARATION DAY: 15 MINUTES

BATTLE DAY: 45 MINUTES

ATTACKS SHOULD FOLLOW A PROPER SEQUENTIAL MANNER TO COMPLY WITH THAT AS MENTIONED BELOW:

NOTE:

PENALTIES ARE AWARDED IF THE ATTACK TIMINGS ARE NOT FOLLOWED. TIME MENTIONED IS AS PER THE WAR CLOCK PROVIDED IN-GAME.

Team A	TIME	Team B
Attack 1	37:00	
	33:00	Attack 1
Attack 2	29:00	
	25:00	Attack 2
Attack 3	21:00	
	17:00	Attack 3
Attack 4	13:00	
	09:00	Attack 4
Attack 5	05:00	
	01:00	Attack 5

Buffer time: +/- 30 seconds



MATCH PROCEEDINGS

- THE TOP OR FIRST TEAM/CLAN IN VERSUS LIST OF BRACKETS WILL BE ADDRESSED AS CLAN 'A' AND THE BOTTOM TEAM WILL BE ADDRESSED AS CLAN 'B'.
- TEAMS WILL BE PROVIDED WITH A PRIVATE CHANNEL ON DISCORD/WEBSITE TO DISCUSS AND FINALISE THEIR MATCH TIMING. IF THE TEAMS ARE UNABLE TO FIX THEIR MATCH DATE AND TIME, THE MANAGEMENT TEAM WILL FIX A TIMING AND BOTH THE TEAMS WILL HAVE TO COMPROMISE TO THE FINAL DECISION TAKEN BY THE MANAGEMENT.
- HOWEVER, TEAMS MIGHT MUTUALLY AGREE TO SCHEDULE THEIR MATCHES AT THE DEFAULT TIME AS MENTIONED HEREBY. PLEASE NOTE THAT SUCH DECISIONS MUST BE MUTUAL, AND ANY TEAM/CLAN ATTEMPTING TO USE THIS RULE TO OBTAIN AN UPPER HAND IN THE NEGOTIATIONS WILL BE PENALISED.

DEFAULT TIME: 06:00 P.M. CET / 10:30 P.M. IST

- WARS MUST START AT AGREED TIME - FAILING TO DO SO TEAMS/CLANS RESPONSIBLE WILL BE PENALIZED.
- IN A BRACKET, THE TEAM AT THE TOP OF A BRACKET (CLAN A) IS RESPONSIBLE TO SEND OUT A FRIENDLY WAR INVITE TO THEIR OPPONENT (CLAN B). A MAXIMUM DELAY OF 15 MINUTES FROM THE SCHEDULED MATCH TIME CAN BE CONSIDERED IN THIS CASE.
- POST THESE 15 MINUTES, CLAN B WILL BE RESPONSIBLE TO SEND OUT A FRIENDLY WAR INVITE TO THEIR OPPONENT (CLAN A).



MATCH PROCEEDINGS

NOTE:

■ CLANS MUST REPORT FAILED ATTEMPTS OF WAR INVITES PAST 30 MINUTES FROM THE SCHEDULED WAR TIMINGS. THE ABOVE-MENTIONED COURSE OF EVENTS MUST TAKE PLACE SO THAT THE MANAGEMENT CAN DECIDE ON WHO DESERVES TO BE HANDED OVER A FREE WIN.

■ THE RESULTS ARE TO BE SHARED BY THE REPRESENTATIVES OF THE RESPECTIVE TEAMS WITHIN 4 HOURS OF COMPLETION OF A WAR, ALONG WITH THE CLAIMS FOR PENALTIES.

■ IF CHALLENGE IS NOT SENT/OPPONENT IS NOT RESPONSIVE/INCORRECT ROSTER IS FOUND IN THE OPPONENT CLAN, MANAGEMENT TEAM SHOULD BE BROUGHT TO NOTICE OR BOTH THE TEAMS WILL BE PENALIZED.

■ CLAIMS RELATED TO PENALTIES ARE TO BE RAISED ONLY AFTER THE MATCHES. NO CLAIMS DONE BEFORE THE END OF A MATCH WILL BE CONSIDERED. CLAIMS NOT SUPPORTED WITH PROPER AND WELL-COMPREHENSIBLE EVIDENCES MAY NOT BE ACCEPTED

■ TEAMS/CLANS HAVE TO NEGOTIATE THE WAR TIMINGS MUTUALLY IN THE CHANNELS PROVIDED TO THEM ON DISCORD OR ON WEBSITE CHAT SECTION BY THE MANAGEMENT, AFTER THE BRACKETS AND SCHEDULE IS RELEASED. ANY COMMUNICATION IN RELATION TO THE MATCH, DONE BY THE TEAMS OUTSIDE OF THIS CHANNEL, WILL NOT BE CONSIDERED - TEAM(S) CONCERNED CAN BE PENALISED FOR INITIATING SUCH CONVERSATIONS AND/OR ENTERTAINING THEM, INSTEAD OF TAKING IT UP WITH THE MANAGEMENT TEAM.



RESULTS AND PENALTIES

FOLLOWING ASPECTS WILL BE CONSIDERED TOWARDS THE RESULT OF A TIED WAR, AND IN THE EXACT SAME ORDER AS MENTIONED HERE:

- TOTAL STARS COLLECTED
- AVERAGE DESTRUCTION PER ATTACK
- AVERAGE TIME PER ATTACK
- AVERAGE STARS SCORED PER ATTACK

IF THE TIE STILL REMAINS, A REMATCH WILL BE CONDUCTED TO DECIDE THE WINNER, CONSIDERING ALL THE ABOVE-MENTIONED ASPECTS ARE INCONCLUSIVE TO DEDUCE THE WINNER OF A MATCH.

ACTION	EFFECT
Attack timings not followed	Deduction of 1 star for each improper attack.
Unregistered player taking part in war	Players attack will be considered invalid and the statistics of that player will be nullified. (disqualification if repeated)
Unregistered players present in clan at the time of war	Disqualification after first warning
Infringement of fair-play policies	Management takes decision based on gravity of accusations.



RESULTS AND PENALTIES

NOTE:

■ PENALTIES ARE AWARDED AFTER CALCULATION OF FINAL RESULTS AND NOT BEFORE.

■ PENALTIES WILL BE AWARDED ONLY IF THERE ARE CLAIMS LODGED AGAINST A TEAM, ALONG WITH NECESSARY EVIDENCES THAT UNDERPIN SUCH CLAIMS.

■ THE MANAGEMENT MAY DECIDE TO PENALIZE A TEAM FOR ANY ACTIONS WHICH MAY NOT BE MENTIONED IN THE ABOVE LIST, AND THE AMOUNT OF PENALTY AND/OR OTHER SANCTIONS HANDED OUT WILL DEPEND ON THE GRAVENESS OF A CONCERNED EVENT, EVIDENCES AT DISPOSAL AND THE SERIES OF EVENTS PRECURSOR TO IT.

