



2017 Crown Championship Global Series
Southeast Asia

Competition Procedures and Rules

Please read through following regulation before register and participate Clash Royale Crown Championship Global Series tournament. By applying to this tournament, player will be considered as formally agree following rules, including player's qualification on the tournament as Section 1.1.

1.0 Organizer & Qualification:

- 1.1. All players will need to complete the registration before September 13th 23:59 (GMT+8) 2017, and turn 16 years old on or before September 15th, 2017 in order to participate the tournament, otherwise will be disqualified. Player who has over 16 but under 18 years old will need to provide written approval document from legal guardian in order to continue to participate in the following offline tournament. All documents will need to be provided before offline qualification. Player do not need to provide registration fee in order to join the tournament. 4Gamers is the official organizer of this tournament. All players' accounts must not have any violation on Supercell account regulation. All players can only use single account before regular season. Tournament accounts will be provided after regular season start. All players should be the legit account owner during online and offline qualifier.
- 1.2. Organizer will email full tournament information to all registered players before end of September 13th. If players have any question or issue, player will need to reply that email with question in order to get support before September 14th 12:00pm (GMT+8). All players enter offline qualifier are obligated to participate all schedule and travel arrangement. Organizer will cover travel costs including transportation and accommodation (if needed) within player's territory.
- 1.3. Tournament qualification will be based on players' region (Hong Kong, Macau, Taiwan, Indonesia, Singapore, Vietnam, Malaysia, Philippines, Thailand) of residence. This residency will be verified before all offline events. There may be exceptions for players who live outside of the above regions, and such allowance of exception will need to be requested by the player. Proof document will need provide information including but not limited to Name, birthday, and portrait. Player will be also responsible to possess all the travel documents needed when they participate offline tournament. If they don't have legitimate document before the due date, organizer may disqualify the said player. All players who sign up for this tournament will not be allowed to participate in other Crown Championship Global Series (CCGS) region tournaments.
- 1.4. All players must be able to participate in all of the online qualifier, offline qualifier, and regular season tournament on the dates listed below in "2.0 Schedule"
- 1.5. Crown Championship Global Series Southeast Asia includes three divisions: a. Taiwan, b. Hong Kong / Macau, and c. Other SEA regions (Indonesia, Malaysia, Philippine, Singapore, Thailand, and Vietnam). Each division will have independent qualifier respectively. Taiwan division will select final 2 players, Hong Kong / Macau will select final 1 player, SEA select final 4 players to next level of competition. Together with the champion from CACC, 2017, 8 players in total will

fight against each other in the CCGS Fall Season Regular Season tournament.

- 1.6. CCGS Fall Season Regular Season tournament will play double round robin format between all 8 players, and Top 4 of the total circuit point will enter the playoff and fighting for total prize pool of 20,000 USD. The final champion from the playoff will represent SEA region as first seed and participate the World Finals in London in December 2017.
- 1.7. Players with Rank 2nd to 5th will be invited to join an independent tournament in order to decide second slot representing SEA region to join the World Finals in London in December 2017.

2.0 Schedule

- 2.1. Custom tournament: 9/15
- 2.2. Taiwan top 32 online qualifier: 9/16 ~ 17
- 2.3. Hong Kong/ Macau top 32 online qualifier: 9/16 ~ 17
- 2.4. Rest of Southeast Asia top 64 online qualifier: 9/16 ~ 17
- 2.5. Taiwan top 8 offline qualifier: 9/23 ~ 24
- 2.6. Hong Kong/ Macau top 8 offline qualifier: 9/23 ~ 24
- 2.7. Rest of Southeast Asia top16 offline qualifier: 9/23 ~ 24
- 2.8. Regular Season: 10/1, 10/7, 10/8, 10/14, 10/15, 10/21, 10/22
- 2.9. Playoff: 11/11
- 2.10. Custom Tournament start time: 9/15 20:00 (GMT+8).
- 2.11. Online Qualifier start time: 9/16 ~ 17 afternoon. Exact time for each division will be announced once confirmed.
- 2.12. The time and venue of Offline Qualifier, Regular Season, and Playoff will be announced once confirmed.

3.0 Pre-game procedure

- 3.1. Custom Tournament:

Organizer will send out communication software invitation to all players via email at 9/14. All players are required to accept the invitation for further instruction. Organizer will also invite player into tournament clan 60 minutes before tournament start (9/15 19:00 GMT+8), and remove them after their match. All matches start officially at 20:00 (GMT+8). All players who pass the tournament and qualified into next level will receive email from organizer. Players are required to provide all information to organizer in order to secure his/her slot to next match. Any modification on tournament schedule will be release in the communication software chat group.
- 3.2. Online qualifier:

Organizer will send out tournament information including but not limit to tournament clan invitation, schedule / brackets, communication channel...etc. All player must use official communication channel. Sign-in time define as 5 minutes before tournament. Any player who haven't complete the sign-in process will be considered absent and disqualified from the tournament. After 5 minutes judge announce match start, any player who is not able to

participate the match will be disqualified. All players are responsible to enter their tournament clan by themselves on time.

- 3.3. More information about offline qualifier, regular season and playoff will be announced once confirmed.
- 3.4. During the tournament, if organizer cannot contact players in anyway, the player will be disqualified.
- 3.5. Once the online qualifier begins, all games must be proceeded seamlessly. When a game is finished, the winner of the game must notify the judge within 5 minutes through the designated communication channel, and wait for judge's confirmation, while preparing for the next game. The next game can be proceeded whenever the judge informs so.
- 3.6. If the opponent is no online after organizer instructs the "check-in time off" on the communication channel, the player must inform the judge for judge's confirmation, evidence proof including screenshots of time must be submitted
- 3.7. Any player does not start the game 5 minutes after start time will be disqualified. Start time define as the time judge instruct to start the match.
- 3.8. When both side doesn't start the game within schedule time, while either side does not report absent to judge, both sides will be disqualified from the tournament. Any other application of rule violation should be report as soon as possible with proofs to judge. Organizer make proper actions based on fact. Any case of reporting too late and result tournament delay, judge will determine winner based on fact his/her best judgement on current conditions.
- 3.9. Using cheat software, glitch, abusing bug, or any other behavior violating sportsmanship will be disqualified.
- 3.10. During any period of tournament time, player can reach out to judge via communication software which designated by organizer.

4.0 Qualifier Format

- 4.1. Phase 1: Crown Championship Global Series Southeast Asia Custom Tournament
Crown Championship Global Series Southeast Asia includes three divisions:
a. Taiwan, b. Hong Kong / Macau, and c. Other SEA regions (Indonesia, Malaysia, Philippine, Singapore, Thailand, and Vietnam). Each division will have independent custom tournament respectively. The best of 32 players from Taiwan, 32 players from Hong Kong / Macau, 64 players from SEA division with total of 128 players will be qualified to the next phase of online qualifier.
- 4.2. Phase 2: Crown Championship Global Series Southeast Asia Online Qualifier

During the online qualifier, the best of 8 players from Taiwan, 8 players from Hong Kong / Macau and 16 players from SEA division will be determined based on the tournament format of double elimination with best of 3 (BO3), whoever gets 2 wins first will be promoted. Players from Taiwan and Hong Kong / Macau division will play until players of 4 in W bracket and 4 in L bracket are determined whereas players from SEA division will play until players of 8 in W bracket and 8 in L bracket are determined.

- 4.3. Phase 3: Crown Championship Global Series Southeast Asia Offline Qualifier
During the offline qualifier, players will be invited to play in designated offline location in each division. Taiwan division will take place in Taipei, Hong Kong/ Macao division will take place in Hong Kong, and the SEA division will take place in Kuala Lumpur, Malaysia. The tournament format for offline qualifier will be the same as online qualifier in phase 2.
- 4.4. For qualifier tournaments, both players can use all card of what they have in their personal account. The break time between two games cannot be longer than 5 minutes, while players are still allowed to use all cards and able to change their deck for the next game. Player will be disqualified if taking more than 5 minutes to do the adjustment. If there's no winner (draw), it is allowed to compete again with any deck.

5.0 Regular Season and Playoff Tournament Format

5.1. Regular Season

Each division will have qualified players respectively from offline qualifier - 2 from Taiwan, 1 from Hong Kong / Macau and 4 from SEA division. Together with the champion from CACC, 2017, 8 players in total will play against each other in double round robin format. Tournament will take 7 days with 8 games a day. The format of each game is best of 3 (BO3), the winner of the game gets 2 circuit points; If there is no winner (draw), player from both sides get 1 circuit point. During each match of BO3 game, whenever a player wins a match, the player gets 2 points of winning condition; if there is no winner (draw) of the match, player from both sides get 1 point of winning condition. Circuit points will be the primary method of measurement for victory, however when the winner cannot be determined based on circuit points, points of winning condition will be a secondary method of measurement for victory. If no given measurement method can be determined the winner, players will compete in individual best of one until a result can be determined. Starting from regular season, each player is required to BAN 1 card before the game starts.

5.2. Playoff

When best of 4 players are determined from regular season, 4 players will play each other in quarter final in bubble race format. The 3rd and 4th place players will begin the first game, the winner of this game will play against 2nd place player, and the winner of last game will play against the 1st place player

from the regular season, which the final winner will be the champion. During the playoff, each player is required to ban 1 card before the game starts.

6.0 Player Conduct

A player will be subject to disqualification and other penalties for any of the below situations:

- 6.1. When any given evidence proves that player is match fixing in any form and affecting match result, the player or both players may be disqualified based on different situation. "Match fixing" means losing to other player on purpose during a match.
- 6.2. After the first game starts, if players leave the appointed tournament clan, cancel the "match" or quit on "Clash Royale" client end, regardless the reasons, players can be subjected to loss.
- 6.3. Once a match starts and cards are distributed, if players leave or disconnect from the game regardless any reasons, it will not affect the game result.
- 6.4. Disconnection, Freezing and Other Bugs
 - 6.4.1. When the player experiences disconnection (when a player's connection is dropped due to the condition of the device, internet connection, battery or other issues) or freezing (when the game client freezes or stops due to battery or other issues), the organizer, at its sole discretion, may choose to have the match restarted. The organizer, at its sole discretion, also may choose not to have a rematch, and may declare win / loss.
 - 6.4.2. When rematch is declared, both players shall not change their decks. A deck change may be only allowed if both players request and agree to the deck change.
 - 6.4.3. When disconnection, freezing or other bugs occurs, a player must inform the referee immediately during the match.
 - 6.4.4. Organizer shall review whether disconnection, freezing or other bugs occurred based on the referee's observation and the recorded play video.
- 6.5. If players threaten or use violence in any form (physical or language), the player will be disqualified.
- 6.6. During the tournament, if the accounts of the qualified players are used by any other player, qualified or non-qualified players, the said player will be disqualified.
- 6.7. If the organizer discovers that players have perform actions that violate the sportsmanship, the player is subjected to loss.
- 6.8. Any comment about sexual, violence, gamble, political etc. is not allowed during the entire tournament, if players violate, the player will be disqualified.

7.0 Disclaimer Clause: *Organizer will not be responsible for following items*

- 7.1. Any message or registration that is delayed, missed, miscommunicated, confused, distorted or damaged
- 7.2. Any malfunction of mobile devices, phone, electronic equipment, hardware, software, internet or other computer or communication equipment.
- 7.3. Any cancellation, damaged, loss of the event due to cause that is exceeding organizer's control
- 7.4. Any wrong information caused by printing mistake.

8.0 Authorization Agreement

- 8.1. All players must follow [Supercell's Terms of service](#), if a player violates Supercell's Terms of service, the player will be disqualified automatically. When player violates the Terms of service, organizer has the right to execute legal actions toward the player for the lost that can caused due to the violation.

9.0 Press Release

- 9.1. Within the scope of authority granted by Supercell, organizer has the right to use the names, personal experience and appearance of the players as marketing assets, to broadcast or rebroadcast the tournaments (including both online and offline media), during and after the tournaments, without any cost.

10.0 Reward

- 10.1. Prize

Prize	
1 st Place	USD \$6,000
2 nd Place	USD \$3,000
3 rd – 4 th Place	USD \$2,500
5 th - 8 th Place	USD \$1,500

- 10.2. 1st place player from the tournament will be qualified to play in the Clash Royale Crown Championship World Finals.
- 10.3. 2nd to 5th place players from the tournament will have a chance to win another seat to play in the Clash Royale Crown Championship World Finals in the following offline tournament.

* Supercell and 4Gamers reserves the right to amend the rules and regulations without prior notice, as well as the ultimate decision.

* Supercell Terms of Service <http://supercell.com/en/terms-of-service/>