



# **BRAWL CUP 2025**

## **COMPETITION HANDBOOK**



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# 1. INTRODUCTION

The following terms and conditions serve as the official guide document ("**Ruleset**") for the 2025 Brawl Cup ("**BC**"), henceforth known as "**the Tournament**". All participants ("**Players**" and/or "**Teams**") agree to abide by the conditions set forth in this document, with the understanding that any rules violation may result in immediate disqualification and/or forfeiture of all prize money earned as determined by tournament organizers ("**TOs**", or "**Administrators**").

By competing in the Brawl Cup, you agree to the following:

Supercell Oy ("**Supercell**") and the tournament organizers (collectively, the "**Administrators**"), in their sole discretion:

- (a) may update, amend, or supplement these Rules from time to time, 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. **Team.** Refers to a group of three (3) who have joined together to participate on one side of the competition.
- 2.1.2. **Player.** Refers to an individual who is competing at the Tournament as a member of a Team.
- 2.1.3. **Game.** Refers to a single instance of competition that is played until a winner is determined.
- 2.1.4. **Set.** Each Set is a Bo3. The first Team to win two Games on the map will be crowned the Set winner.
- 2.1.5. **Match.** Refers to a series of Sets between two participating Teams.
- 2.1.6. **Split.** The BSC 2025 Competition Year will consist of 2 Splits; the 1st Split will include all BSC competitions from January to May, and the 2nd Split will include all BSC competitions from June to November.
- 2.1.7. **Tournament.** Refers to the competition in which Teams compete.





- 2.1.8. **Regional Leaderboard.** Tracks the Championship points each Team has earned throughout the year. The Team(s) at the top of the Regional Leaderboard at the end of Split 1 (one) will qualify for the Brawl Cup (BC), with slot allocation varying per region.
- 2.1.9. **GSL.** A group-style Tournament where Teams have three (3) attempts to qualify out of the group. If a Team wins two (2) Matches, they progress in the Tournament. If a Team loses two (2) Matches, they are eliminated.
- 2.1.10. **Single Elimination.** A Tournament format in which a Team is eliminated after losing one Match.
- 2.1.11. **Team Captain.** Upon qualifying for the Brawl Cup, each Team will be required to designate a Team Captain. This individual will be the primary point of contact for the Administrators regarding all matters concerning the team.

## 2.2. Rights

- 2.2.1. All broadcasting rights of the Tournament are owned by Supercell. This includes but is not limited to video streams, TV broadcasts, shoutcast streams, replays, demos, and live score bots.

## 2.3. Rule Changes

The Administrators reserve the right to amend, remove, or otherwise change the rules outlined in this Ruleset without further notice.

The Administrators also reserve the right to make a judgment on cases that are not explicitly supported or detailed in this Ruleset, or in extraordinary cases, judgments that may even go against this Ruleset to preserve fair play and sportsmanship.

## 2.4. Confidentiality

- 2.4.1. All content, including protests, support tickets, discussions, and/or any other correspondence with the Administrators, are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the Tournament Administration Team. By participating in the Tournament, all Players agree to follow the ruleset strictly, including this confidentiality clause.



2.4.2. A Team Member may not disclose any confidential information provided by the Administrators or any affiliate of Supercell by any method of communication, including all social media channels.

2.4.2.1. Disclosing confidential information will result in fines set by the Organizer and a year-long competitive ban.

### 3. PARTICIPATION ELIGIBILITY, REQUIREMENTS, AND RESTRICTIONS

All Players must meet the below requirements to be deemed eligible to participate in the Tournament. In the event a Team has been deemed ineligible to participate, the next top-qualified Team will take their place.

#### 3.1. Age Limitations

All Players must be sixteen (16) years of age or older in order to participate.

3.1.1. Players from the region of Mainland China must be eighteen (18) years of age or older to participate in the Tournaments.

3.1.2. Players outside the region of Mainland China who are under eighteen (18) years of age will be required to be accompanied by a legal guardian.

3.2. Players who qualify for the Tournament will be required to submit a copy of their passport.

#### 3.3. Account Eligibility

Any account associated with a Player must be in good standing, be registered in their name, and must not have any violations of Supercell's Terms of Service on **any of their accounts**.

All Players must solely own the Brawl Stars and Supercell ID account with which they are participating in the Tournament. Players are only allowed to compete using a single account at any given time. Account sharing is strictly prohibited and will not be allowed under any circumstances. Players who are found sharing the account or breaching any other aspect of Supercell's Terms of Service before, during, or after the Tournament will be removed from the competition, and appropriate action will be taken on their Brawl Stars account.



3.3.1. Players must use the same account throughout the whole Tournament.

3.3.2. If a Player is found to be in violation of any aspect of Supercell's Terms of Service, on any of their accounts, after **January 30th**, the Player might be punished up to, and including, exclusion from competing in future Brawl Stars Championship Events.

#### 3.4. **Game Version**

3.4.1. Players will use the most up-to-date game version available on the live server.

#### 3.5. **Server Location**

3.5.1. All Matches will take place on the Dallas, Texas (USA) server.

## 4. **TEAM ORGANIZATIONS**

4.1. Team organizations are allowed to own and operate a maximum of two (2) Teams in the Tournament. If an organization owns two (2) Teams in the Tournament, their names and logos must be clearly distinguishable, e.g., "El Primo Red" / "El Primo Blue".

4.1.1. If a Team organization owns two (2) Teams in the Tournament, they can be within one (1) region or across two (2) regions.

4.1.2. Team organizations must notify the Administrator if they own two (2) Teams in the Tournament.

4.1.3. Team organizations must notify the Administrator if they intend to acquire an additional Team already in the Tournament via Discord.

4.1.3.1. The Tournament Administration must be informed of this no later than April 30th, 11:59 PM CDT.

The Tournament Administration can reach out to qualified Teams before the deadline to confirm their continued affiliation with their current organization. Once a Team confirms that they will stay with their current organization, the decision is final, and the aforementioned deadline is no longer applicable.



## 5. TEAM REQUIREMENTS AND RESTRICTIONS

### 5.1. Coaches

- 5.1.1. Each Team will be allowed to bring one (1) Coach. The deadline for locking in your Coach is April 30th, 11:59 PM CDT.
- 5.1.2. Teams can have their Coach present with the Team during their official Matches. During the Match, the Coach will be connected to the voice communication system and will be allowed to talk to their Team throughout the Match.
  - 5.1.2.1. Coaches must be on stage with the Team and cannot communicate with the Players remotely.

### 5.2. Brawl Cup Roster Locks

Once a Team qualifies for a Brawl Cup spot, their roster will be considered locked. No further changes can be made, and no Players can be dropped without consent from the Tournament Administration.

Teams will be notified by the Tournament Administration as soon as they officially qualify for a Brawl Cup spot.

### 5.3. Emergency Substitutes

- 5.3.1. Emergency Substitutes are not permitted except under extraordinary circumstances. All such substitution requests must be communicated to the Tournament Administrators via Discord, who will evaluate requests on a case-by-case basis. Tournament Administrators are not required to accept roster change requests.

### 5.4. Qualifying Spot Allocation

The 2025 Brawl Cup will consist of eight (8) Teams. The Teams who have earned the most points throughout Split one (1) of the tournament year with respect to their region will qualify per their region's allocated spots.

Region	Brawl Cup Slot Allocation
Europe, Middle East, and Africa	2





North America	2
East Asia	1
South America	1
Chinese Mainland	1
South Asia, including Central Asia and the Arabian Peninsula, <b>And</b> Southeast Asia	1
<b>TOTAL</b>	<b>8</b>

## 6. BRAWL CUP FORMAT

### 6.1. Game Modes and Maps

- 6.1.1. The Map Set for the Brawl Cup will be posted for all competing Teams via Discord.

### 6.2. Schedule for Competition Days

#### 6.2.1. Day 1

6 Matches - GSL

Group A - Opening Match 1 & 2

Group B - Opening Match 1 & 2

Group A - Elimination Match

Group B - Elimination Match

#### 6.2.2. Day 2

4 Matches - GSL

Group A - Winners Match

Group B - Winners Match

Group A - Decider Match

Group B - Decider Match

#### 6.2.3. Day 3

4 Matches - Single Elimination Bracket (With a Bronze Match)

Semi-Finals 1 & 2

Bronze Match

Grand Final



### 6.3. **Brawler Picks and Bans**

Before the start of each Set, each Player can ban any Brawler they want to. Players can see what their teammates are currently selecting, and once a Player bans a Brawler, their teammates can't ban the same one. The individual bans will be blind (meaning the opposing team can't see what you are banning), so it's possible that they will ban the very same Brawlers. This means that the minimum number of banned Brawlers per Set is three (3), and the maximum is six (6). Players have the ability to swap Brawlers with their teammates after their selection and before the match begins.

#### 6.3.1. **New Brawler Releases**

All new Brawlers released within two (2) weeks of the Brawl Cup will be restricted and unavailable for competitive play.

- 6.3.1.1. Administrators may impose additional restrictions. If any further restrictions are applied, the Administrators will notify Teams accordingly.

#### 6.3.2. **Lobby Disband**

Should either Team cause the draft lobby to disband, the Teams will re-draft using the same picks and bans that were chosen in the original draft at the time of the disbandment.

To maintain the Team with the first pick for the re-draft, Teams will need to disband until the correct Team has been given the first pick.

### 6.4. **Phases & Format**

- 6.4.1. The Brawl Cup will consist of eight (8) Teams. The eight (8) Teams that have earned the most points throughout Split one (1) of the tournament year with respect to their region will qualify per their region's allocated spots. For a breakdown of the spot allocation, please refer to section 5.4.

- 6.4.2. Qualified teams will compete in a 3-day competition.

- 6.4.2.1. Day 1: GSL



6.4.2.2. Day 2: GSL

6.4.2.3. Day 3: Single Elimination

6.4.3. The Tournament will follow a rolling schedule, meaning that Matches have no fixed start times but start shortly after the previous Match has finished. Teams are expected to be ready for their Match at any given time once the Tournament day is officially started. An estimated schedule will be provided by the Tournament Administration for each day of the event.

6.4.4. The competition will take place at DreamHack Dallas 2025 in Dallas, Texas, USA.

6.4.4.1. A breakdown of each day of the competition can be found in section 6.2.

6.4.4.2. All Matches in the Tournament will be in a best-of-five (Bo5) Set with a best-of-three (Bo3) Games format. This means each Set will consist of three (3) Games, and a Team must win two (2) Games to win that Set. Teams will then be required to win three (3) out of the five (5) Sets to win the Match.

## 6.5. Seeding

6.5.1. GSL Seeding

Teams will be placed into two (2) groups of four (4) Teams. Each group will feature three (3) Teams that qualified by leaderboard points from the Brawl Stars Championship Program and one (1) Team that qualified either from the Mainland China Qualifier or the LPL Road to Brawl Cup.

Teams that qualify via leaderboard points cannot be placed in the same group as another Team from their region.

Each region has been assigned a power ranking based on its performance in the 2024 World Finals.



The lowest rankings have been given to Mainland China and South Asia & Southeast Asia due to their absence from the 2024 World Finals.

The rankings are as follows:

- 1 - EMEA
- 2 - East Asia
- 3 - North America
- 4 - South America
- 5 - South Asia & Southeast Asia
- 6 - Mainland China

Groups will be seeded in a snake format according to the region's power ranking, resulting in the following group allocations:

Group A	Group B
EMEA #1	EMEA # 2
East Asia	North America # 1
North America # 2	South America
South Asia & Southeast Asia	Mainland China

## 6.5.2. Single Elimination Bracket Seeding

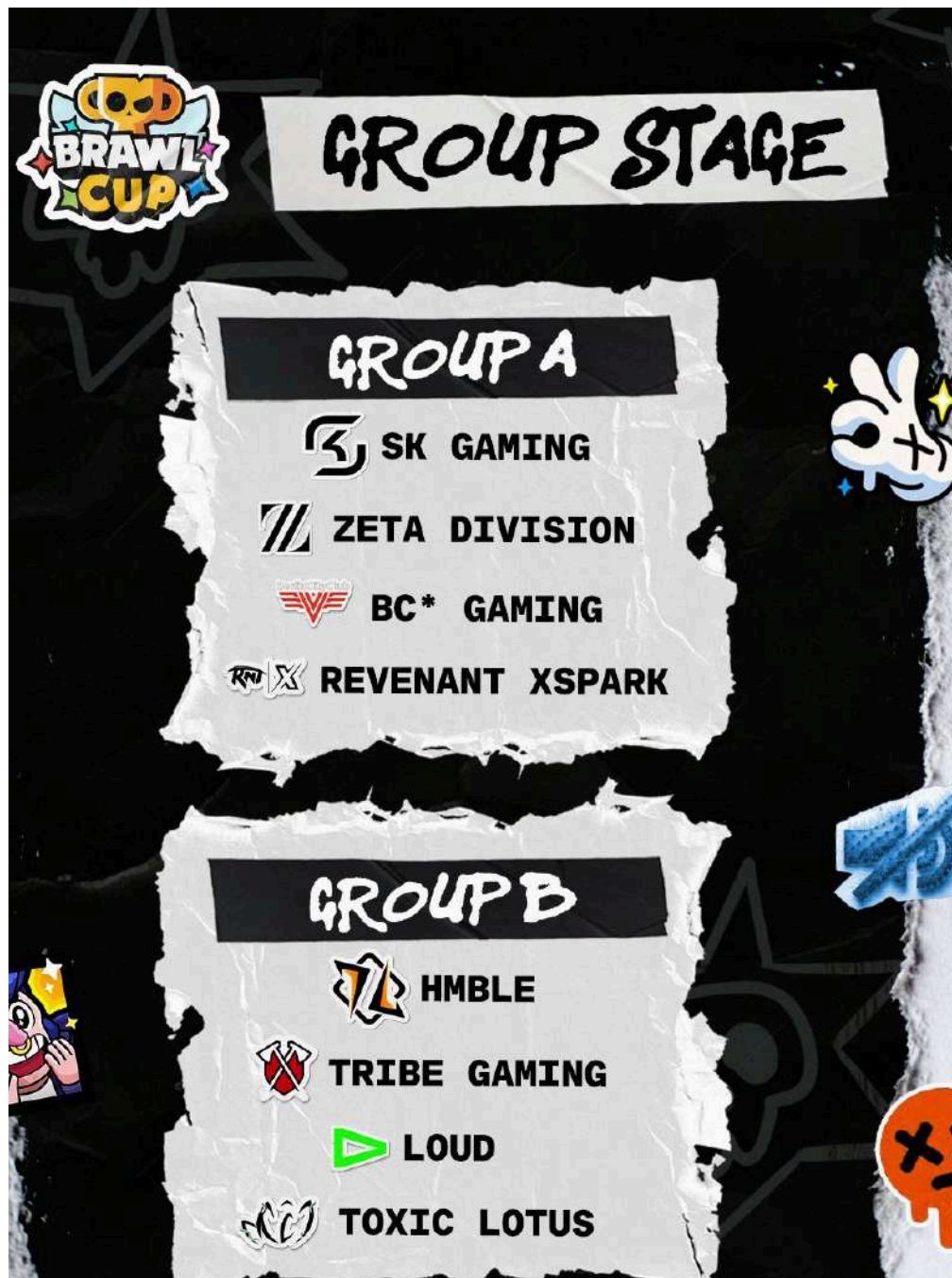
- 6.5.2.1. Four (4) Teams will advance from the GSL group stage to the Single Elimination Bracket. The matchups for the Single Elimination Bracket will be preset using one (1) Team that advanced from the Winners' Match in their group versus one (1) Team that advanced from the Elimination Match in their group as follows:

Group A Winner's Match vs Group B Elimination Match  
Group B Winner's Match vs Group A Elimination Match





## 6.6. Bracket



## 6.7. Draws

In the rare event that there is a Game "DRAW", Teams will continue onto the next Game until a Team has won 2 (2) Games in the Set. The drawn Game will



be recorded as neither Team having won that Game. Teams will not need to re-draft.

## 6.8. **Set Restart**

6.8.1. Set restarts will not be allowed unless an issue with the Tournament hub or game server has occurred. In either case, the Player must notify an Administrator immediately to request a Set restart. The approval for the Set restart will be at the sole discretion of the Administrators.

Should any issue occur, Players will be required to continue playing until instructed by the Administrators. Any attempt to stop play, such as leaving the play area or putting down the mobile device, is prohibited.

# 7. **BRAWL CUP EVENT RULES & EXPECTATIONS**

## 7.1. **Travel & Expenses**

Players must obtain all required travel documentation, such as passports and visas, to travel to Dallas, Texas, USA, at their own expense. Failure to secure the necessary documentation to enter the United States of America by **May 5th** will result in the **Player not being eligible to participate in the event**.

7.1.1. All Players must be competing in person at the venue.

7.1.2. The Tournament Organizer will provide travel, accommodation, and meal coverage during rehearsal and event days for the following per Team:

- 3 Players
- 1 Coach

7.1.3. Players are responsible for any and all other expenses associated with participating in the Brawl Cup.

## 7.2. **Player and Staff Access**

In addition to the Coach, each team will be permitted to bring the following personnel backstage:

- +2 additional team staff



- Tournament Administrators must be informed of the identity and role of all team staff members prior to the Event. Individuals whose roles are deemed unnecessary may be denied access by Tournament Administrators.

An example of team staff would be:

- 1 Team Manager
- 1 Media Personnel

### 7.3. **Voice Communications**

All In-Game Voice Communications will be recorded for every match during the Brawl Cup. Recordings will be made available to Partnered Organizations after the event's conclusion.

### 7.4. **Player Brief & Pre-Event Activities**

- 7.4.1. Prior to the start of the Brawl Cup, Players will be provided with a document containing important information regarding the Tournament. This document is considered an extension of the 2025 Brawl Cup Competition Handbook.
- 7.4.2. In the days leading up to the Brawl Cup, Players will be required to attend scheduled event rehearsals and media sessions. Players must actively participate in these sessions and comply with all requests and instructions by Tournament Administrators unless otherwise approved by Tournament Administrators.

### 7.5. **Equipment**

- 7.5.1. The Tournament Organizer will provide tablets, headphones, and any other necessary equipment for use during the Tournament. Players are required to use the Tournament Organizer-provided equipment unless otherwise approved by Tournament Administrators.

#### 7.5.1.1. **Tablet**

Players will compete using an iPad Pro 11 (3rd Generation) that the Tournament Organizer provides.

Coaches will also be given a Tournament Organizer-provided tablet. Coaches can access Google





Sheets from their device, but cannot access the internet while on stage.

- 7.5.2. Players are responsible for checking and confirming that their Tournament Organizer-provided equipment is functioning properly. Prior to the start of each Match, Players will have the opportunity to notify Tournament Administrators of any equipment issues. In the event that a Player fails to notify Tournament Administrators of an equipment malfunction that is reasonably expected to be noticed prior to the start of the Match, and such a malfunction occurs during the Match, Tournament Administrators may refuse to modify or nullify Match results despite the equipment malfunction.
- 7.5.3. In the event of an equipment malfunction mid-Match, Players are expected to continue playing their Match and raise the issue with a Tournament Administrator at their earliest convenience. Any attempt to stop play, such as leaving the play area or putting down the tablet, is prohibited.
- 7.5.4. Players may not tamper with any Tournament Organizer-provided equipment or use it for personal purposes, such as browsing the Internet or social media.

## 7.6. **Apparel**

- 7.6.1. Players must wear closed-toe shoes and long trousers. Throughout the Tournament, all clothing is subject to approval by Tournament Administrators.
- 7.6.2. Players may not display sponsorships, advertisements, or branding associated with any restricted sponsorship categories, as outlined in section 10.2.

## 7.7. **Behavior**

- 7.7.1. Players must adhere to professional standards and represent themselves, their Team or organization, and the Tournament Organizer in a positive light at all times, both on and off broadcast, as well as in-game.
- 7.7.2. 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 having their prize money forfeited. If a Player is uncertain if their message breaks this rule, they must contact





Tournament Administrators for approval. Political messages include but are not limited to:

- 7.7.2.1. Verbal communication
- 7.7.2.2. Carrying or wearing political items
- 7.7.3. Unless otherwise approved by Tournament Administrators, Players may not bring food inside the Tournament area, including on-stage and Player practice areas.
- 7.7.4. Smoking or vaping is strictly prohibited inside the venue.

8. PRIZING

8.1. 2025 Brawl Cup

The prize pool and distribution for the Brawl Cup will be as follows:

Brawl Cup	
Rank	Prize Money
1	\$15,000
2	\$10,000
3	\$6,500
4	\$4,500
5 - 8	\$3,500 per team
Total	\$50,000

- 8.1.1. In addition, the first-placed Team will earn an extra World Finals slot allocation for their Region. The second-placed and third-placed teams will receive an extra Last Chance Qualifier Slot allocation for their Region.



## **8.2. Prize Money Payments**

- 8.2.1. Following the Brawl Cup completion, Teams must submit all payment information within seven (7) days. Failure to complete payment information will result in delayed prizing payments.
  - 8.2.1.1. If a Team that is signed by a Partnered Organization qualifies for prizing, the Partnered Organization will receive the prizing unless otherwise agreed upon with the Administrators.
- 8.2.2. Players and Partnered Organizations are responsible for providing accurate payment information. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted. If you have a dispute with your Team Captain, regarding prizing or otherwise, you release the TOs (and their officers, directors, agents, subsidiaries, joint ventures, and employees) from claims, demands, and damages (actual and consequential) of every kind and nature, known and unknown, arising out of or in any way connected with such disputes.
- 8.2.3. 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, which are associated with the receipt or use of any prizes, are the sole responsibility of the Player, or the individual who receives the prize on the Player's behalf.
- 8.2.4. Players have sixty (60) days from when they are eligible to receive prize money to claim their prize money. Players who fail to claim their prize within the allotted period of time are subject to forfeiture of prize money.
- 8.2.5. All prizes will be paid out in USD and are subject to currency exchange rates.

## **8.3. Prizing Eligibility**

- 8.3.1. Players will not be allowed to claim cash prizing or cash-value prizing if the Player resides in a country currently subject to financial sanctions by the United States of America or the European Union that prohibit financial transactions or payments to their country of residence.



## 9. COMMUNICATIONS & SUPPORT

### 9.1. Communication Platform

9.1.1. Discord will be the primary platform for communicating with the Tournament Administrators to get responses regarding urgent Tournament issues/questions.

9.1.1.1. The relevant tournament channels will only be available to qualified participants.

9.1.2. In addition to Discord, Teams will be required to join a WhatsApp or WeChat group chat for their Team.

## 10. PLAYER & TEAM BRANDING, SPONSORS, ETC.

The 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 written permission to use them.

### 10.1. Team Branding

Players and Teams are expected to consistently use their Player nicknames and Team names throughout the competition.

10.1.1. Players cannot change their in-game name for Broadcast during the Tournament.

10.1.1.1. Teams will be allowed a total of 1 rebranding before the Tournament begins. The Tournament Administration must be informed of the rebranding no later than April 30th, 11:59 PM CDT.

The Tournament Administration can reach out to qualified Teams before the deadline to confirm their continued affiliation with their current organization. Once a Team affirms that they will stay with their current organization, the decision is final, and the aforementioned deadline is no longer applicable.

10.1.1.1.1. If an unsponsored Team is picked up by an organization and rebrands under the



organization's name, it will count as a rebrand.

- 10.1.1.1.2. If a Team is picked up by an organization but is then released, the Team must default to their original free agent name. This will not count as a rebrand.

## 10.2. **Sponsorship Restrictions**

Players and Teams will not be allowed to promote personal or Team branding, sponsors, and logos that would conflict with principles the Tournament carries; these categories include but are not limited to;

- 10.2.1. Alcohol
- 10.2.2. Non-over-the-counter drugs
- 10.2.3. Gambling websites (betting)
- 10.2.4. Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
- 10.2.5. Tobacco products
- 10.2.6. Firearms
- 10.2.7. Pornography
- 10.2.8. Products of direct competitors
- 10.2.9. Other game companies, publishers, and/or platforms

## 11. **Content, Media, and Tournament Obligations**

All Players who have qualified to participate in the Brawl Cup will be required to accommodate and participate in media activities if requested. This includes but is not limited to:

- Participate in Media Day
- Documentary recordings
- Pre-Match Interviews
- Post-Match Interviews
- Press conferences





- Photo shoots
- Other video recordings

## 12. CODE OF CONDUCT

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

### 12.1. Account Sharing

- 12.1.1. Players may not share their account with any other Player(s), Team members, friends, family, or others before, during, or after the competition. Doing so may result in disqualification from the rest of the Tournament year.

### 12.2. Competitive Integrity

- 12.2.1. Teams are expected to play at their best at all times within any Tournament Game and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, and/or fair play.

### 12.3. Player Behavior Investigation

- 12.3.1. If the Administrators determine that a Team or Player has violated the Brawl Stars [Terms of Service](#) or rules outlined in this Ruleset, the Tournament Administration Team may assign penalties at their sole discretion. If the Administration Team contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player withholds information or misleads the Administrators, obstructing the investigation, then the Team and/or Player is subject to punishment.

### 12.4. Unfair Play

The following behaviors are considered unfair play and will be subject to penalties, including potential disqualification. The final decisions will be at the discretion of the Administrators.

#### 12.4.1. Collusion

Colluding is defined as an agreement between Players or Teams to alter the results of a Match intentionally. Teams who participate in these discussions will be subject to review. Any Teams found breaking this rule will be subject to a ban from the remainder of the



Tournament year, loss of Tournament points, and forfeiture of all unpaid prize money earned.

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

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

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

#### 12.4.2. **Cheating**

12.4.2.1. DDoSing

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

12.4.2.2. Software or Hardware

Using any software or hardware to gain otherwise unavailable benefits in-game. Examples include, but are not limited to, third-party software (unapproved apps that manipulate gameplay), playing on private servers, and scripted attacks. For more information, please visit Supercell's Safe and Fair Play page and Terms of Service.

#### 12.4.3. **Hacking**

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

#### 12.4.4. **Bug Exploitation**

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

#### 12.4.5. **Intentional Disconnection**



Intentionally disconnecting from the game without a proper and explicitly stated reason.

**12.4.6. Unprofessional Behavior**

**12.4.6.1. Harassment**

Harassment is defined as a systematic, hostile, and/or repeated act taking place over a considerable period of time.

**12.4.6.2. Sexual Harassment**

Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

**12.4.6.3. Discrimination**

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

**12.4.6.4.** Players may not represent themselves as Supercell or their affiliated games in any type of public statement.

**12.4.7. Statements regarding Brawl Stars Championship, Supercell, and Brawl Stars.**

Team Members 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 Brawl Stars, as determined in the sole and absolute discretion of the Tournament Administrators.

**12.4.8. Releasing Information Without Approval**



Teams must submit paperwork for approval or visibility throughout the Tournament. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Team Member has been told not to release information, as it may undermine the competitive process, and the Team Member proceeds to release said information, then the Team Member and/or Team will be subject to penalties.

12.4.9. **Criminal Activity**

A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

12.4.10. **Moral Turpitude**

A Team Member may not engage in any activity which is deemed by the Administrators to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior.

12.4.11. **Bribery**

No Team Member may offer any gift or reward to a Player, coach, manager, Administrator, or person connected with or employed by another Tournament Team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing Team.

12.4.12. **Contractual Disputes**

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

12.4.13. **Gifts**

No Team Member may accept any gift, reward, or compensation for services promised, rendered, or to be rendered in connection with competitive play of the Game, including services related to defeating or attempting to defeat a competing Team or services designed to





throw or fix a Match or Game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a Team's official sponsor or owner.

12.4.14. **Non-Compliance**

No Team Member may refuse or fail to apply the reasonable instructions or decisions of the Administrators.

12.4.15. **Match-Fixing**

No Team Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

12.4.16. **Document or Miscellaneous Requests Documentation**

Document, miscellaneous requests documentation, or other reasonable items may be required at various times throughout the Tournament as requested by the Administrators. If the documentation is not completed to the standards set by the Administrators, then a Team may be subject to penalties. Penalties may be imposed if the requested items are not received and completed at the required time.

12.4.17. **Association with Gambling**

No Team Member or the Administrator may take part, either directly or indirectly, in betting or gambling on any results of the Tournament.

## 13. PENALTIES

Any person found to have engaged in or attempted to engage in any act that the Administrator, in its sole and absolute discretion, constitutes unfair play or any other infraction of this ruleset will be subject to penalty. Upon discovery of any Team Member committing any violations of the rules listed above, the Administrators may, without limitation of its authority, issue the following penalties:

- Warning
- Forfeiture of a Set



- Prize Money Deduction(s)
- Suspension(s)
- Disqualification
- Tournament Year-Long Ban

Tournament Administrators can issue escalating penalties for repeated rule violations, up to and including disqualification from future Brawl Stars Tournaments. Note that penalties are not always incremental. For example, Tournament Administrators can disqualify a player for a first offense, if the Player's action is deemed sufficiently egregious.

## 14. FINALITY OF DECISIONS

Finality of all decisions regarding the interpretation of this Ruleset, Player, and Team eligibility, scheduling, and staging for the Tournament and related events, and penalties for misconduct lie solely with the Tournament Administrators, the decisions of which are final. The Tournament Administrator's decisions relating to these Rules and/or the Tournament cannot be appealed. They 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 the Tournament Administrators from time to time to, among other things, ensure fair play and the integrity of the Tournament.

### 14.1. Language Discrepancies

In the event of any discrepancies between the English version and the international version of the ruleset, the English version will prevail for purposes of interpretation.