



# **BRAWL STARS CHAMPIONSHIP 2025**

## **COMPETITION HANDBOOK**



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# 1. INTRODUCTION

The following terms and conditions serve as the official guide document ("**Ruleset**") for the Brawl Stars Championship 2025 ("**BSC**") and will be valid for all phases, including the Championship Challenge ("**CC**"), Monthly Qualifier ("**MQ**"), Monthly Final ("**MF**"), Brawl Cup ("**BC**"), the Last Chance Qualifier ("**LCQ**"), and the World Finals ("**WF**"), henceforth known as "**the Tournament**". All participants ("**Players**" and/or "**Teams**") are agreeing to abide by the conditions set forth, and breaking these rules may result in immediate disqualification and/or forfeiture of all prize money earned.

By competing in the Tournament, 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 at any 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) Players who have joined together to participate on one (1) 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 best of 3 ("Bo3"). The first team to win two (2) games on the map will be crowned the winner of the set.
- 2.1.5. **Match.** Refers to a series of sets between two (2) participating teams. Matches may be a Bo1, Bo3, Bo5, or Bo7 sets.
- 2.1.6. **Season.** Each Season will last approximately one (1) month and consist of a global Championship Challenge, one (1) Monthly Qualifier per region, and one (1) Monthly Final per region.





- 2.1.7. **Split.** The BSC 2025 Competition Year will consist of two (2) Splits, the first (1st) Split will include all BSC competitions from January to May, and the second (2nd) Split will include all BSC competitions from June to November.
- 2.1.8. **Offline Event.** Refers to any broadcasted Event that takes place in-person.
- 2.1.9. **Region.** There will be four (4) Main Regions and two (2) Sub-Regions that will compete in BSC 2025. Any matches played within the region for both the Monthly Qualifiers and the Monthly Finals will be locked to a specific server.
- 2.1.10. **Third-Party.** Refers to the two (2) Sub-Regions that will be operated by other Tournament Operators. These Sub-Regions will operate differently than the four (4) Main Regions that are covered in this ruleset.
- 2.1.11. **Regional Leaderboard.** Tracks Championship points each team has earned throughout the year. The Team(s) at the top of the Regional Leaderboard will qualify for the Brawl Cup, Last Chance Qualifier (LCQ), and the World Finals (WF), with slot allocation varying per region.
- 2.1.12. **Double Elimination Bracket.** A Tournament format in which a Team is eliminated after losing two (2) matches. The bracket contains two (2) parts: a Winners Bracket, which includes all the teams that have not lost a single match, but if a team loses in the Winners Bracket, they are dropped into the Elimination Bracket; and an Elimination Bracket, where all teams have already lost one (1) match and if they lose one (1) more match, they will be eliminated from the bracket.
- 2.1.13. **Single Elimination.** A Tournament format in which a Team is eliminated after losing one (1) match.
- 2.1.14. **Team Captain.** Each Team will be required to designate a Team Captain upon registering for the Monthly Qualifiers. This individual will be the primary point of contact for the Administrators regarding all matters concerning the Team.
  - 2.1.14.1. If a Partnered Organization signs a team, the Partnered Organization may designate the Team Captain. Should the Partnered Organization have a designated Manager, the Manager may be appointed as the primary point of contact for the Administrators.

## 2.2. Rights

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. Confidentiality

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. Terms of Service

All participants are subject to the [Terms of Service](#) conditions set forth by the Administrators.

## 3. PARTICIPATION ELIGIBILITY, REQUIREMENTS, AND RESTRICTIONS

All Players must meet the below requirements to be deemed eligible to participate in the Tournament. If a Team is 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 by the registration closing time to be eligible to participate in the Monthly Qualifiers and Monthly Finals. Registration closes 30 minutes before Pre-Tournament Check-In begins. Reference **Section 4.6.3** for the exact time for your region.

Players who compete in the Tournament will be required to provide proof of identity. The Administrators reserve the right to verify an eligible Player's information at any given time if deemed necessary.

- 3.1.1. If a Player is unable to provide adequate proof that they are of age, they may be immediately disqualified and not allowed to compete until they can do so.

### 3.2. 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.



- 3.2.1. Players must use the same account throughout the whole Tournament.
- 3.2.2. Eligible Players will be required to complete a registration form. Eligible Players must fill out all required portions of the registration form to be eligible for consideration.
- 3.2.3. 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.

### 3.3. **Regional Restrictions**

The Monthly Qualifiers and Monthly Finals will be split into four (4) Main Regions. During these two (2) phases, Players will compete exclusively within the region of their choice. In addition to the four (4) Main Regions, there will be two (2) Third-Party Sub-Regions.

#### 3.3.1. **Third-Party Regions**

Players located in the following countries can opt to participate in the Brawl Stars Championship Third-Party Sub-Regions. Players will only be allowed to compete in either the Brawl Stars Championship Main Regions OR Third-Party Sub-Regions. If found to be competing in both, Players may be subject to disqualification.

Please follow the instructions from the official Brawl Stars channels for further information on how to compete in the Third-Party Sub-Regions.

**Note:** Only Players who reside in the Third-Party Sub-Regions can opt to compete in these Sub-Regions.

**3.3.1.1. South Asia, including Central Asia and the Arabian Peninsula -** Afghanistan, Bahrain, Bangladesh, Bhutan, India, Kazakhstan, Kuwait, Kyrgyzstan, Mongolia, Nepal, Oman, Pakistan, Qatar, Saudi Arabia, Sri Lanka, Tajikistan, Turkmenistan, United Arab Emirates (UAE), Uzbekistan, Yemen.

**3.3.1.2. Southeast Asia (SEA) -** Australia, Brunei, Cambodia, Fiji, Indonesia, Kiribati, Laos, Malaysia, Maldives, Marshall Islands, Micronesia, Myanmar, Nauru, New Zealand, Palau, Papua New Guinea, Philippines, Samoa, Singapore, Solomon Islands, Thailand, Timor-Leste, Tonga, Tuvalu, Vanuatu.

#### 3.3.2. **Eligible Countries & Recommended Main Regions**

Below are all countries eligible to compete in the Brawl Stars Championship in 2025 and our recommendations for each country's region. Our



recommendations are based on each country's geographical location compared to the region's server location.

**Note:** If a Player wishes to compete in a region other than our recommendation, they are free to do so. However, any connection issues will be at their own risk.

If a Team wishes to change its region, it must disband, forfeit any points it might have earned, and create a new Team in its desired region.

- 3.3.2.1. **East Asia (EA)** - Cook Islands, Hong Kong, Japan, Macau, South Korea, Taiwan
- 3.3.2.2. **Europe, Middle East and Africa (EMEA)** - Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Belgium, Benin, Bosnia and Herzegovina, Botswana, Bulgaria, Burkina Faso, Burundi, Cameroon, Cape Verde, Central African Republic, Chad, Comoros, Congo (Democratic Republic), Côte d'Ivoire, Croatia, Cyprus, Czech Republic, Denmark, Djibouti, Egypt, Equatorial Guinea, Eritrea, Estonia, Eswatini, Ethiopia, Faroe Islands, Finland, France, Gabon, Gambia, Georgia, Germany, Ghana, Gibraltar, Greece, Greenland, Guinea, Guinea-Bissau, Hungary, Iceland, Iraq, Ireland, Isle of Man, Israel, Italy, Jersey, Jordan, Kenya, Latvia, Lebanon, Lesotho, Liberia, Libya, Liechtenstein, Lithuania, Luxembourg, Madagascar, Malawi, Mali, Malta, Mauritania, Mauritius, Moldova, Monaco, Montenegro, Morocco, Mozambique, Namibia, Netherlands, Niger, Nigeria, North Macedonia, Norway, Palestinian Territory, Poland, Portugal, Romania, Rwanda, San Marino, São Tomé and Príncipe, Senegal, Serbia, Slovakia, Slovenia, Somalia, South Africa, Spain, Sudan, Sweden, Switzerland, Tanzania, Togo, Tunisia, Turkey, Uganda, Ukraine, United Kingdom, Vatican City, Western Sahara, Zambia, Zimbabwe
- 3.3.2.3. **North America (NA)** - Antigua And Barbuda, Bahamas, Barbados, Belize, Bermuda, Canada, Cayman Islands, Costa Rica, Cuba, Dominican Republic, El Salvador, Grenada, Guatemala, Haiti, Honduras, Jamaica, Martinique, Mexico, Nicaragua, Panama, Puerto Rico, Saint Kitts And Nevis, Saint Lucia, Trinidad And Tobago, United States of America
- 3.3.2.4. **South America (SA)** - Argentina, Aruba, Bolivia, Brazil, Chile, Colombia, Ecuador, French Guiana, Guyana, Paraguay, Peru, Suriname, Uruguay, Venezuela
- 3.3.2.5. **Chinese Mainland** - Chinese Mainland





### 3.4. Slot Ownership

All points earned and slots in the Tournament belong to the Team and not the organization that owns the Team (if applicable). The Team must abide by the roster rules in **Section 4.2 Roster Limitations**, to keep their slot and maintain all points earned in the Monthly Qualifiers and Monthly Finals.

- 3.4.1. The only exception to rule 3.4. is for Partnered Organizations. If a Team signs with a Partnered Organization, they acknowledge that the Partnered Organization holds ownership of all and any points earned by the Team. In addition, the Partnered Organization holds ownership of any slots earned by the Team.
- 3.4.2. 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”.
  - 3.4.2.1. If a team organization owns two (2) Teams in the Tournament, they may be within one (1) region or across two (2) regions.
  - 3.4.2.2. Team organizations must notify the Administrator if they own two (2) Teams in the Tournament.
  - 3.4.2.3. Official Team organization representatives must notify the Administrator if they intend to acquire an additional Team already in the Tournament via **brawlstars\_admin@efg.gg**.

### 3.5. Game Version

- 3.5.1. Online via Mobile or Tablet
- 3.5.2. Players will use the most up-to-date game version available on the live server.

### 3.6. Server Location

- 3.6.1. All matches for the Monthly Qualifiers and the Monthly Finals will be forced to take place on a specific server within each region. A server location list for each region can be found below:

REGION	Server Location
North America	Dallas, Texas (USA)
South America	São Paulo (Brazil)
EMEA	Frankfurt (Germany)
East Asia	Tokyo (Japan)



South Asia, including Central Asia and the Arabian Peninsula	Mumbai (India)
South East Asia	Singapore (Singapore)

## 4. TOURNAMENT BREAKDOWN

### 4.1. Phases & Format

The Tournament year will consist of six (6) Seasons.

#### 4.1.1. Championship Challenge

4.1.1.1. The Championship Challenge will be held as a global in-game event.

4.1.1.2. Players will have three (3) days to complete the Championship Challenge. In order to qualify for the Monthly Qualifier, a participant must complete the Championship Challenge with fifteen (15) wins before four (4) losses.

4.1.1.2.1. All matches will be in a Bo1 set with a Bo1 game format.

4.1.1.2.2. Players will play in five (5) out of six (6) of the following game modes:

- Bounty
- Brawl Ball
- Gem Grab
- Heist
- Hot Zone
- Knockout

4.1.1.2.2.1. The pool of game modes is subject to changes throughout the competitive year. Any modifications will be announced on the Discord server.

4.1.1.3. Players may participate in this phase solo or as a part of a premade team. Those who participate as a team are not required to have the same teammates going into the Monthly Qualifiers.

#### 4.1.2. Monthly Qualifiers



- 4.1.2.1. The Monthly Qualifiers will be held in the in-app Tournament Hub under an " ESPORTS " icon.
- 4.1.2.2. Each region will hold its own Monthly Qualifier, and only Players who have either qualified through the global in-app Championship Challenge or reached Pro Rank in ranked and meet the eligibility requirements in **Section 3 - Participation Eligibility, Requirements, and Restrictions**, may participate.
- 4.1.2.3. The Monthly Qualifier will typically be held the weekend after the Championship Challenge.
- 4.1.2.4. The Monthly Qualifiers will be played across two (2) days, up to eight (8) hours each day.
  - 4.1.2.4.1.1. Day one (1) of the Monthly Qualifier will be a Single Elimination Bracket.  
  
Day two (2) of the Monthly Qualifier will be a 32 Team Double Elimination Bracket.
  - 4.1.2.4.1.1.1. Sixteen (16) Teams will qualify from Day one (1).  
  
Sixteen (16) Teams will automatically qualify based on their Leaderboard points
  - 4.1.2.4.1.1.1.1. The sixteen (16) Teams that automatically qualify for Day two (2) will not be eligible to compete on Day one (1).  
  
The sixteen (16) Teams that automatically qualify for Day two (2), will automatically be awarded any points that they missed out on by skipping Day one (1).
- 4.1.2.5. Players must be a part of a team of three (3) Players before the Monthly Qualifiers begin. Players cannot compete in Monthly Qualifiers as solo Players or duo Teams.
  - 4.1.2.5.1. To maintain their points earned, teams must adhere to the roster rules described in **section 4.2, Roster Limitations**, going into the Monthly Finals and onward in the Tournament.



- 4.1.2.6. The Top 8 qualified teams from each region's Monthly Qualifiers will advance to their Region's Monthly Finals.

#### 4.1.3. Monthly Finals

- 4.1.3.1. The Monthly Finals will be held in the in-app Tournament Hub under the " ESPORTS " icon.

- 4.1.3.2. The Teams will compete in a Single Elimination bracket.

- 4.1.3.2.1. All matches showcased on the Monthly Finals broadcast will adhere to a Best-of-5 format. There will be a minimum of six (6) games played and a maximum potential of up to fifteen (15) games.

#### 4.2. Roster Limitations

Teams are expected to form and maintain their own rosters.

- 4.2.1. Teams may remove Players at their leisure but must maintain at least one (1) Player from the original roster at all times, even between Seasons.

- 4.2.2. Teams may perform one (1) roster change in the first Split and two (2) roster changes in the second Split, for a total of three (3) roster changes per Tournament year.

- 4.2.2.1. The first Split of the Tournament year begins on January 31st and ends on May 29th. The second Split of the Tournament year begins on May 30th and ends after the World Finals at the end of November.

- 4.2.2.2. If a Team does not perform any roster changes in the first Split of the Tournament year, the roster changes will not be carried over to the second Split, and Teams will still only be allowed two (2) roster additions for the second Split of the Tournament year.

- 4.2.2.3. Only Players who have successfully completed the most recent Championship Challenge and successfully registered in the ESPORTS Tab in the 2025 competition year may join a Team.

- 4.2.3. Teams may make changes to their roster for their Monthly Qualifier Team at any point until 30 minutes before the Pre-Tournament Check-In begins. Please see **section 4.6.3** for the exact time for your Region.





- 4.2.4. Teams that qualify for the Monthly Finals may request a change to their roster before 11:59 PM (Regional Local Time) on the Monday following the Monthly Qualifiers.

- 4.2.4.1. The Tournament Administrators reserves the right to approve or deny roster changes between the Monthly Qualifier and Monthly Finals in accordance with the Emergency Substitutes rules outlined in **Section 4.2.5**.

4.2.5. **Emergency Substitutes**

In the case of an emergency and a substitute Player is needed, the Team Captain must notify an Administrator of the emergency as soon as the current match is completed via Discord, the emergency substitute will not be able to join in between games or sets.

If approved, the substitute will play for the remainder of the Monthly Qualifier or Monthly Final, and the original Player will not be allowed to return.

- 4.2.5.1. The substitute must have successfully completed the most recent Championship Challenge and not be part of an existing team.
- 4.2.5.2. The emergency substitute will not count towards the new Player allowance detailed in **Section 4.2.2**.
- 4.2.5.3. Once the event in which the emergency substitute participated is over, the original Player will replace the emergency substitute.

4.2.6. **Team Captain Changes**

The Administrators request that Teams keep the same Team Captain throughout the Tournament year to maintain a consistent point of contact. If a Team would like to elect a new Team Captain for any reason, the current Team Captain must email **brawlstars\_admin@efg.gg** and request that the Team Captain be changed to a new Player. In their sole discretion, the Administrators reserve the right to approve or deny Team Captain change requests.

- 4.2.6.1. If a Partnered Organization signs a Team, the Partnered Organization reserves the right to appoint a different Team Captain.
- 4.2.6.2. In the event that all Team Members, other than the Team Captain, unanimously agree to change the Team Captain, all team members must email **brawlstars\_admin@efg.gg** and request that the Team Captain be changed to a different Player. In



their sole discretion, the Administrators reserve the right to approve or deny Team Captain change requests.

#### 4.2.7. **Disbandment**

Points earned towards the Brawl Cup, Last Chance Qualifier, and World Finals are non-transferable. Team disbandment will negate all points and will not be redistributed. The Team Captain may initiate team disbandment as long as they are the only Player left on the roster.

4.2.7.1. Only the Partnered Organization can initiate the Team disbandment for teams signed with a Partnered Organization.

4.2.7.1.1. Should a Team Captain initiate a team disbandment without the approval and/or knowledge of the Partnered Organization, the Administrators reserve the right to reverse the disbandment request and reinstate any potential points lost.

### 4.3. **Qualifying Spot Allocation**

#### 4.3.1. **Championship Challenge**

There is no limit to the number of Players and Teams that may enter the Championship Challenge.

#### 4.3.2. **Monthly Qualifiers**

Each region's Single Elimination Bracket will be capped at 1024 teams.

The EMEA Single Elimination Bracket will be capped at 4096 teams.

#### 4.3.3. **Monthly Finals**

The Top 8 placing Teams from each region's Monthly Qualifiers will qualify to participate in their respective region's Monthly Finals.

#### 4.3.4. **Offline Events**

Each Main Region and Sub-region will be given a number of guaranteed Brawl Cup slots (eight (8) total), Last Chance Qualifier (sixteen (16) total), and World Finals slots (sixteen (16) total). The Brawl Cup Slot Allocation will be determined using the Leaderboard Standings at the end of Split one (1).

As an example, the #1 and #2 South American Teams, by the end of the last MF, will earn a World Finals slot, and the #3, and #4 South American Teams will earn a slot in the Last Chance Qualifier, which will be a separate offline



event, where the 16 LCQ teams will compete to identify the 4 teams that will advance to the World Finals.

Region	Direct World Finals Slot Allocation	LCQ Slot Allocation	Brawl Cup Slot Allocation
North America	3	1	2
South America	2	2	1
Europe, Middle East, and Africa	4	3	2
East Asia	2	2	1
South Asia, including Central Asia and the Arabian Peninsula	0	1	1
Southeast Asia	0	2	
Chinese Mainland	0	3	1
To be determined	0	1	0
Brawl Cup	1	1	0
Last Chance Qualifier	4	0	0
<b>TOTAL</b>	<b>16</b>	<b>16 (top 4 to WF)</b>	<b>8</b>

Europe, Middle East, and Africa secured the extra World Finals slot allocation that was up for grabs at Brawl Cup.

Europe, Middle East, and Africa, along with East Asia, secured the two extra LCQ slot allocations that were was up for grabs at Brawl Cup.

4.4. **Points Distribution**

To qualify for the Brawl Cup, Last Chance Qualifier, and World Finals, Teams will earn points by participating in their region's Monthly Qualifiers and Monthly Finals. These points will accumulate throughout the six (6) Seasons.

Approved Third-Party tournaments may offer points toward the Brawl Stars Championship. See **Section 4.4.5** for more details.



4.4.1. The point distribution for the Monthly Qualifiers for the first split of 2025 is as follows:

Day 1 of the Monthly Qualifier	
Single Elimination Bracket	2 points per win

Day 2 of the Monthly Qualifier	
Winners Bracket Wins	2 points per win
Elimination Bracket Wins	1 point per win

4.4.2. The point distribution for the Monthly Qualifiers for the second split of 2025 is as follows:

Day 1 of the Monthly Qualifier	
Single Elimination Bracket	4 points per win

Day 2 of the Monthly Qualifier	
Winners Bracket Wins	4 points per win
Elimination Bracket Wins	2 points per win

4.4.3. The point distribution for the Monthly Finals for the first Split of 2025 is as follows:

Final Rank	Points Earned
1st Place	50 points
2nd Place	35 points
3rd to 4th Place	20 points
5th to 8th Place	10 points





- 4.4.4. The point distribution for the Monthly Finals for the second Split of 2025 is as follows:

Final Rank	Points Earned
1st Place	100 points
2nd Place	70 points
3rd to 4th Place	40 points
5th to 8th Place	20 points

- 4.4.5. Third-Party BSC Points For the Main Regions

- 4.4.5.1. For Third-Party events that award Brawl Stars Championship points, the following rules and restrictions apply:

- 4.4.5.1.1. If a Third-Party event is restricted to a region, only teams that compete in the same region within the Brawl Stars Championship will be awarded points from the Third-Party event.
- 4.4.5.1.2. Teams that compete in both the Brawl Stars Championship and the Third-Party event must use the same roster, with one (1) deviation allowed. This means that for teams of four (4), three (3) Players must be the same for both the BSC roster and the Third-Party event roster; otherwise, the team will not be eligible to receive Brawl Stars Championship points.
- 4.4.5.1.3. Brawl Stars Championship points will be awarded at the Brawl Stars Championship Tournament Administration Team's discretion.
- 4.4.5.1.4. All teams and Players competing in the Third-Party event must follow Supercell's Terms of Service. The Brawl Stars Championship Tournament Administration Team reserves the right to revoke points in the event that a team earned the Brawl Stars Championship points illegitimately.



Should any Third-Party events that award Brawl Stars Championship points be announced, additional details will be shared then.

#### 4.5. Regional Leaderboard

The Regional Leaderboard is a cumulative list of all the points Teams have earned throughout the Monthly Qualifiers and Monthly Finals. If any Teams are tied in points, the following tiebreaker rules will apply as outlined below in order of priority:

- 4.5.1. **Head to Head.** If two (2) Teams are tied in the standings, their head-to-head record from the entire 2025 BSC Season will be used. Head-to-head will not be used if three (3) or more Teams are tied.
- 4.5.2. **Total number of first-place rankings in Monthly Finals.** The team with the most Monthly Finals wins will be ranked higher.
- 4.5.3. **Average Monthly Finals Placement.** The average placement across all Monthly Finals throughout the year.
- 4.5.4. **Total Match Win Percentage.** The total match win percentage is calculated by taking the sum of the total matches won on Day two (2) of the MQs and MFs divided by the total number of matches played. For example, if Team A has won a total of Fifteen (15) matches out of twenty (20), their total match win percentage is 75%.
- 4.5.5. **Total Set Win Percentage.** The total set win percentage is calculated by taking the sum of the total sets won on Day two (2) of the MQs and MFs divided by the total number of sets played. For example, if Team A has won a total of thirty (30) sets out of sixty (60), their total set win percentage is 50%.
- 4.5.6. **Total Game Win Percentage.** The total game win percentage is calculated by taking the sum of the total games won on Day two (2) of the MQs and MFs divided by the total number of games played.

#### 4.6. Tournament Schedule

- 4.6.1. Please note that the following schedule is tentative, and timing and date adjustments may occur at any time.
- 4.6.2. **Championship Challenges**

The Championship Challenges will be a global in-app event.

Championship Challenge	2025 Dates
February Championship Challenge	January 31 - February 2



March Championship Challenge	February 28 - March 2
April Championship Challenge	April 4 - 6
June Championship Challenge	May 30 - June 1
July Championship Challenge	June 27 - 29
August Championship challenge	July 25 - 27

#### 4.6.3. Monthly Qualifiers

Every region will begin its Monthly Qualifiers on the dates below:

Monthly Qualifiers	2025 Dates
February Monthly Qualifier	February 8 - 9
March Monthly Qualifier	March 8 - 9
April Monthly Qualifier	April 12 - 13
June Monthly Qualifier	June 7 - 8
July Monthly Qualifier	July 5 - 6
August Monthly Qualifier	August 2 - 3

The Monthly Qualifiers and their check-in times will begin at the following times each day for each Main Region (Any variations to start times will be communicated to Players before the tournament starts in Discord):

Region	Registration Closes	Pre-Tournament Check-In Time	Start Time
East Asia	10:00 AM JST	10:30 - 11:30 AM JST	12:00 PM JST
EMEA	10:00 AM CEST	10:30 - 11:30 AM CEST	12:00 PM CEST
North America	12:00 PM EDT	12:30 - 1:30 PM EDT	2:00 PM EDT
South America	10:00 AM BRT	10:30 - 11:30 AM BRT	12:00 PM BRT



Please note that the Pre-Tournament Check-In will end early if the maximum number of Teams for that region has been reached. After that, no other Teams will be able to complete it. The maximum number of Teams can be found in **Section 4.3.2**.

4.6.4. **Monthly Finals**

The Monthly Finals will be played in the same month as the Monthly Qualifier. The Tournament Organizer will broadcast all Monthly Finals matches at **event.brawlstars.com**

All In-Game Voice Communications will be recorded during every match for the Monthly Finals. By appearing on the broadcast, Players consent to having their Voice Communications recorded.

All matches will be played in a Best-of-5 format.

Teams must be available one (1) hour before their Monthly Final starts.

Each region's Monthly Final start time and dates for the 2025 season can be found below:

Region & Broadcast Time <i>(Daylight savings will be observed if applicable)</i>	2025 Dates	
	First Split	Second Split
East Asia 3:00PM JST	February 15 March 15 April 19	June 14 July 12 August 9
EMEA 2:00PM CEST	February 16 March 16 April 20	June 15 July 13 August 10
South America 3:00PM BRT	February 22 March 22 April 26	June 21 July 19 August 16
North America 3:00PM EDT	February 23 March 23 April 27	June 22 July 20 August 17





#### 4.7. Time Zones

Monthly Qualifiers and Monthly Finals will operate under the following time zones for each region:

Region	Time Zone <i>(Daylight savings will be observed if applicable)</i>
East Asia	Japan Standard Time (JST)
EMEA	Central European Summer Time (CEST)
North America	Eastern Daylight Time (EDT)
South America	Brasilia Time (BRT)

#### 4.8. Offline Events

Any official Offline Events that are part of the Brawl Stars Championship, including but not limited to Brawl Cup, Last Chance Qualifier, and World Finals, will follow the guidelines outlined below:

##### 4.8.1. Travel and Accommodation

For Offline Events, the Tournament Organizer will cover Travel and Accommodation for the following per Team:

- 3 Players
- One (1) additional person, such as their Coach or Team Manager

##### 4.8.2. Player and Staff Access

For Offline Events, the following Team staff will be allowed to accommodate the Team backstage:

- 1 Coach
- 1 Team Manager
- 1 Media Personnel

If any further staff members are allowed backstage for a specific event, the Tournament Organizers will inform the attending Teams about it in advance.

##### 4.8.3. Voice Communications



All In-Game Voice Communications will be recorded during every match at Offline Events and will be made available to Partnered Organizations after the event is over.

#### 4.8.4. **Offline Events**

- 4.8.4.1. More information regarding the Brawl Cup, LCQ, and WF will be released at a later date.

[Brawl Cup Ruleset](#)

#### 4.8.5. **Roster Locks**

- 4.8.5.1. Once a Team qualifies for a spot at an Offline Event, its roster will be considered locked. No further changes can be made, and no Players can be dropped without consent from the Tournament Administration Team.

The Tournament Administration Team will notify a Team as soon as they officially qualify for an Offline Event.

## 5. **MATCH PROCESSES**

### 5.1. **Game Modes and Maps**

All game modes and maps will be pre-selected by the Administrators and shared with participants via Discord announcements.

For the Monthly Qualifiers, Monthly Finals, Brawl Cup, the Last Chance Qualifier, and World Finals, the Tournament Administration Team will share with qualified Teams via Discord announcements the order of modes and maps to be played on match day.

### 5.2. **Brawler Picks and Bans**

During the Monthly Qualifiers and Monthly Finals, before the start of each Set, each Player can ban any Brawler they want to. You can see what your teammates are currently selecting, and once they ban a Brawler, you 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.

#### 5.2.1. **New Brawler Releases**



All new Brawlers who have been released within two (2) weeks of any Brawl Stars Championship Event will be restricted and not available for competitive play. The new Brawlers will still be available to play during the Championship Challenge.

- 5.2.1.1. If a team selects a restricted brawler, that team will be subject to a one (1) set loss penalty.
- 5.2.1.2. Administrators may impose additional restrictions for specific Events. If any further restrictions are applied, the Administrators will notify Teams accordingly.

#### 5.2.2. **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.

In order 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.

During the Monthly Qualifier, teams will be responsible for notifying the Administrators if their opponent picks or bans a different brawler during the re-draft. The Team reporting the issue will need to disband the lobby during the draft as soon as the incorrect brawler is picked or banned and open a ticket in Discord. The Team that picked or banned a different brawler during the re-draft will be given a set loss. If the game progresses past the draft and into gameplay, no penalty will be issued, and the result will stand.

If a Team is unsure of what was picked and banned during the original draft, they should open a ticket in Discord, and the Administrators will confirm the correct picks/bans.

### 5.3. **Match Process Breakdown**

#### 5.3.1. **Championship Challenge**

All matches will be played in the in-game app and will be available through the "NEW EVENT" icon in the bottom center of the home screen.

- 5.3.1.1. Only matches played within the event will count towards the qualification requirements for the next phase.
- 5.3.1.2. Each Match will be a Bo1 set with a Bo1 game, meaning players only need to win/lose one (1) game to earn a tally towards their qualifying wins/losses.



- 5.3.1.3. Players will have three (3) days to complete the qualification conditions.

#### 5.3.2. Monthly Qualifiers

All matches will be played through the in-app Tournament Hub, located on the right side of the home screen under a new icon named “ESPORTS.”

##### 5.3.2.1. Pre-Tournament Check-In

On the first matchday, the Captain from each Team must check in their Team to confirm their participation in the Monthly Qualifier. The check-in window will open one (1) hour and thirty (30) minutes before the match day starts and will last one (1) hour. *For example, if the Monthly Qualifier is set to begin at 12:00 PM, the check-in window will be opened from 10:30 AM to 11:30 AM.*

Pre-tournament Check-In will close before the time listed in **Section 4.6.3**, should the regional cap that is outlined in **Section 4.3.2**. be reached earlier.

If the Team Captain does not check-in for their Team, the Team will not be added to the bracket and, therefore, will be disqualified from that Monthly Qualifier. Once the Team Captain has checked in, Teams simply need to wait for the matchday to begin.

##### 5.3.2.2. Round Check-in

All Players on the Team will receive a notification in the form of a purple check-in pop-up box when each round is ready to be played. **This check-in button will only appear inside the Tournament Hub, so make sure to have it opened.**

Each Team will have up to five (5) minutes to complete their check-in once the round has begun. If all Players of a Team are not checked-in within five (5) minutes after the invites are sent, Teams may be subject to penalties up to and including match loss.

If neither Team has 3 Players checked-in within five (5) minutes after the round has begun, the Team with the most checked-in Players will automatically be given the win. If both Teams have the same number of Players checked in, for example one (1) or





two (2) Players from each Team, the system will automatically determine a winner by coin flip.

5.3.2.3. Teams will receive an invitation to join the game lobby. Teams must join the game lobby and 'Ready Up' within 5 minutes of a game lobby invitation. If all Players of a Team are not joined and ready at the five (5) minute mark after the invites are sent, the Team may be subject to penalties up to and including match loss.

5.3.2.4. Join Game Lobby

All matches played on Day one (1) will be in a best-of-three (Bo3) set with best-of-three (Bo3) games format. This means each set will consist of three (3) games, and a team must win two (2) of the games to win that set. Teams will then be required to win two (2) out of the three (3) sets to win the match.

All matches played on Day two (2) will be in a best-of-five (Bo5) set with best-of-three (Bo3) games format. This means each set will consist of three (3) games, and a team must win two (2) of the games to win that set. Teams will then be required to win three (3) out of the five (5) sets to win the match.

### 5.3.3. Monthly Finals

All matches will be played through the in-app Tournament Hub. It will be located on the right side of the home screen under a new icon named "ESPORTS."

5.3.3.1. Team Captains will be required to join the Monthly Final club so that their matches may be observed and broadcasted.

5.3.3.2. All Team Captains will be required to check-in their Teams via Discord in their designated match channels one (1) hour before match day begins. They may do this by simply going into their match channel and typing in "<team name> checking in".

5.3.3.3. The match processes will follow the same format as that of the Monthly Qualifiers, but **Teams must not 'Ready Up' and start until instructed by the Tournament Administration Team.**

5.3.3.4. The Administrators will use Discord as the primary source of communication with players who have qualified for this phase.

5.3.3.5. The Monthly Finals will be officially broadcasted.



- 5.3.3.6. The Administrators may append these rules with additional processes and/or requirements to facilitate the Monthly Finals broadcast. Any additional rules or requirements will be communicated by the Administrators in Discord prior to the Monthly Finals.

#### 5.3.4. Offline Events

- 5.3.4.1. More information regarding the Brawl Cup, Last Chance Qualifier, and World Finals will be released at a later date.

#### 5.3.5. Breaks

- 5.3.5.1. Teams will have the below set amount of break time in between games, sets, and matches during the Monthly Qualifiers.

- 5.3.5.1.1. In between games: Up to thirty (30) seconds

- 5.3.5.1.2. In between sets: Up to two (2) minutes

- 5.3.5.1.3. In between matches: Up to five (5) minutes

- 5.3.5.2. Teams will have the below set amount of break time in between games, sets, and matches during the Monthly Finals.

- 5.3.5.2.1. In between games: Up to thirty (30) seconds

- 5.3.5.2.2. In between sets: Up to one (1) minute

- 5.3.5.2.3. In between matches: Minimum of two (2) Minutes

- The break time may vary depending on broadcast needs, but Teams will always be allotted a minimum of two (2) minutes.

- 5.3.5.3. Teams who are late or a no-show may be subject to prize money deductions, Championship point deductions, and/or match forfeiture as outlined in **Section 11. Penalties**.

- 5.3.5.4. Offline Events

- Break times for any Offline Event will be adjusted to accommodate the broadcast as needed.

#### 5.3.6. Match Restart

Match restarts will not be allowed unless an issue with the Tournament Hub or game server has occurred. In either case, the Player must take a



screenshot of the error message received and submit it to the Administrators with a request for a match restart. The approval for the match restart will be at the sole discretion of the Administrators.

#### 5.3.7. Match Disputes

Players must raise any dispute(s) and/or request(s) for assistance to the Administrators via Discord within five (5) minutes of their match completion or prior to the start of the following round, whichever comes first.

- 5.3.7.1. The Administrators may not review or acknowledge dispute(s) and/or request(s) made outside the specified time frame or the proper channel(s) as specified in 5.3.7.

#### 5.4. Seeding

- 5.4.1. The first Monthly Qualifier and Monthly Final of the year will be seeded using the 2024 Championship points. This will apply to both Day one (1) and Day two (2) seeding.

To reflect individual contributions from 2024, each player's share of their 2024 team's Championship Points will be divided by three (3) for the initial 2025 events.

To account for roster changes, only the two (2) Players with the most Championship points will count toward the new team's seeding.

##### **Example Seeding Calculation::**

Player 1's 2024 team: 300 points → **100 individual points**  
Player 2's 2024 team: 400 points → **133 individual points**  
Player 3's 2024 team: 500 points → **167 individual points**  
New team's seeding points = 133 + 166 = **300 points**.

**Note:** In case of any ties, the first tiebreaker will be the point values of the third (3rd) Player on the Team. If there are still any ties, the tiebreaker rules outlined in **Section 4.5 - Regional Leaderboard**, will be applied, starting with **Section 4.5.2**. The tiebreaker will be a cumulation of all three (3) Players on the Team.

- 5.4.2. The sixteen (16) Teams that auto qualify to Day two (2)'s Double Elimination Bracket will be seeded based on the average points earned from Brawl Stars Championship 2025.
- 5.4.3. For all Monthly Qualifiers after the first Monthly Qualifier, Teams will be seeded in order by the number of points earned by their Team throughout the BSC 2025 Competition Year for both Day one (1) and Day two (2) of the Monthly Qualifier.



- 5.4.4. For the Monthly Finals, the top four (4) teams from the Day two (2) Winners Bracket will be placed in Bucket A. and the top four (4) teams from the Day two (2) Elimination Bracket will be placed in Bucket B. Bucket A teams will be matched against a Bucket B Team based on their bucket ranking.

Example: The Team with the highest points in Bucket A will match the Team with the lowest points in Bucket B.

Regional leaderboard tiebreakers will be applied if multiple teams are tied in points within a bucket.

If a Team has already faced another Team in Round three (3) of the winner's bracket on Day two (2) of the Monthly Qualifier, they will not be eligible to match up again in the first round of the Monthly Finals. In this case, the next eligible Team by points will be selected.

## 5.5. Failure to Appear / No Show

### 5.5.1. Pre-Tournament Check-In

Team Captains must complete the Pre-Tournament Check-In at least 30 minutes before the Tournament starts. Failure to complete this step will result in exclusion from the Monthly Qualifier. Please check **Section 4.6.3.** to see when the Pre-Tournament Check-In ends for each Region.

### 5.5.2. Round Check-In

Teams must have all Players complete the match check-in within five (5) minutes after the round has begun. Failure to complete the match check-in within five (5) minutes may result in match forfeiture.

### 5.5.3. Game Lobby Check-In & Ready Up

Teams must join and 'Ready Up' within five (5) minutes of a game lobby invitation. If all Players of a Team are not joined and ready at the 5-minute mark after the invites are sent, the Team may be subject to penalties up to and including match loss.

If a Player is competing in another tournament at the same time as the Monthly Qualifier or Monthly Final, and their involvement in the other tournament prevents their scheduled match from starting on time, their Team will be issued Match forfeit.

### 5.5.4. Match Abandonment / Forfeiture

#### 5.5.4.1. Monthly Qualifiers





If a Team abandons/forfeits a match during the Monthly Qualifier, they may continue to their next match when it is available to start.

#### 5.5.4.2. Monthly Finals, Brawl Cup, Last Chance Qualifier, and World Finals

Teams who abandon / forfeit games, sets, or matches during the Monthly Finals / World Finals may be subject to penalties in the form of prize money deduction and loss of Championship points.

#### 5.5.5. Monthly Finals

Teams will have up to one (1) minutes of lateness allotted to them for their match before additional penalties may apply, including and up to match disqualification. Additional lateness penalties may apply before disqualification. Lateness begins once the match start time, relayed by the Administrators, has passed.

#### 5.6. Draws

In the rare event that there is a game "DRAW," the drawn game will be replayed and will not count towards the final Set score. The Set will continue until one (1) Team has won two (2) Games in the Set.

#### 5.7. Technical Issues

Players will be responsible for their own connection to the game. Players should resolve any problems that might occur before a match starts. Connection or hardware problems that cause an inability to compete could lead to an automatic match forfeiture. Any agreements between Teams to postpone a match must be first approved by an Administrator. The Administrator reserves the right to reject any match rescheduling requests.

## 6. INCENTIVES & PRIZES

#### 6.1. Championship Challenge

Players who complete the Championship Challenge with fifteen (15) wins and three (3) losses, or a better record, and are sixteen (16) years of age or older will be awarded advancement to their respective region's Monthly Qualifier.

#### 6.2. Monthly Qualifiers

Teams who place Top 8 in their respective region's Monthly Qualifier will advance to their region's Monthly Final.



### 6.3. Monthly Finals

Teams who qualify for the Monthly Finals will receive prize money based on their final rankings and region (each amount listed being the total prize money per team):

East Asia	
Rank	Prize Money
1	\$12,000
2	\$7,000
3 - 4	\$4,000 per team
5 - 8	\$2,000 per team
Total	\$35,000

EMEA	
Rank	Prize Money
1	\$12,000
2	\$8,000
3-4	\$5,500 per team
5-8	\$3,500 per team
Total	\$45,000

North America	
Rank	Prize Money
1	\$12,000
2	\$8,000
3 - 4	\$5,000 per team
5 - 8	\$2,500 per team
Total	\$40,000

South America	
Rank	Prize Money
1	\$10,000
2	\$6,000
3 - 4	\$3,000 per team
5 - 8	\$2,000 per team
Total	\$30,000

### 6.4. 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
<b>Total</b>	<b>\$50,000</b>

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

If the first-placed and second-placed Teams are from the same Region, the Last Chance Qualifier spot allocation will instead go to the third-placed Team.

6.5. **Last Chance Qualifier**

The 2025 Brawl Stars Last Chance Qualifier prize pool and distribution will be as follows:

<b>Last Chance Qualifier</b>	
<b>Rank</b>	<b>Prize Money</b>
1-4	World Finals Slot
5-8	\$6,000 per team
9-12	\$4,000 per team
13-16	\$2,500 per team
<b>Total</b>	<b>\$50,000</b>

6.6. **World Finals**

The 2025 Brawl Stars Championship World Finals prize pool and distribution will be as follows:

<b>World Finals</b>	
<b>Rank</b>	<b>Prize Money</b>
1	\$400,000
2	\$200,000



3-4	\$80,000 per team
5-8	\$30,000 per team
9-16	\$15,000 per team
<b>Total</b>	<b>\$1,000,000</b>

## 6.7. Prize Money Payments

6.7.1. If a team qualifies for prizing, the Team Captain will be contacted to begin the prizing payment process.

6.7.1.1. 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.

6.7.2. Following the completion of the Monthly Finals, Teams will be required to submit all payment information within seven (7) days. Failure to complete payment information will result in delayed prizing payments.

6.7.3. Team Captains 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.

6.7.4. Players are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state, and local taxes, including possible VAT taxes, which are associated with the receipt or use of any prizes, are the Player's sole responsibility.

6.7.5. All prizes will be distributed net 90 days after the Organizer Administrators have received all necessary payment information from the Player. The Tournament Organizer Is not responsible for additional delays with foreign bank transfers that may occur.

6.7.6. 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.





#### 6.8. **Prizing Eligibility**

- 6.8.1. 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 prohibits financial transactions or payments to their country of residence.
- 6.8.2. Prizing, by default, will be sent in USD. If a Player's bank is unable to accept USD, please notify the Administration Team when submitting the prizing form.

## 7. **COMMUNICATIONS & SUPPORT**

#### 7.1. **How to Communicate**

- 7.1.1. All Players will be prompted to join Discord upon successfully registering for the Monthly Qualifiers. Team Captains will be required to stay in the Discord server, to ensure that they receive updated information regarding the Tournament.
- 7.1.2. Discord will be the primary platform for communications to contact the Administrators for immediate responses regarding urgent Tournament issues/questions.

#### 7.2. **Support**

- 7.2.1. Tournament specific notifications, such as; round start reminders and check-in reminders will be posted on Discord during the Tournament.
- 7.2.2. The Tournament Discord server will only be available for competitors and will provide announcements, general tournament support, FAQs, a link to the ruleset, relevant forms, and looking for team (LFT) channels for players and teams.
  - 7.2.2.1. The Administrators will be available to answer questions related to rule clarifications, schedules, and disputes via the support ticket system.

## 8. **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 permission to use them.

- 8.1. Players and Teams are expected to be consistent in the use of their player nicknames and team names throughout the competition. Once a Team has earned ranking points, the following rule starts to apply;



### 8.1.1. Rebranding

8.1.1.1. Players will not be allowed to change their in-game name for Broadcast during the course of the Tournament.

8.1.1.1.1. Players will be allowed one (1) broadcast name rebrand during the year.

8.1.1.2. Teams will be allowed a total of two (2) rebrandings per Tournament year split into one (1) per half-year.

8.1.1.2.1. If an unsponsored Team is picked up by an organization and rebrands under the organization's name, it will count as a rebrand.

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

8.1.1.3. If a free agent Team is picked up by an organization, rebrands, is then released, and is later picked up by another organization, they must wait until the second half of the Tournament year to rebrand under the new organization.

8.1.1.4. Any Team rebranding request between the Monthly Qualifier and Monthly Final must be submitted to the Tournament Administration Team for approval before 11:59 PM (Regional Local Time) on the Monday following the Monthly Qualifier.

8.1.1.4.1. In extenuating circumstances, the Tournament Administration Team reserves the right to approve team rebranding requests submitted after the deadline outlined in **Section 8.1.1.4.**

### 8.2. 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;

- Alcohol
- Non-over-the-counter drugs
- Gambling websites (betting)
- Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
- Tobacco products



- Firearms
- Pornography
- Products of direct competitors
- Other game companies, publishers, and/or platforms

8.2.1. Any team organization that intends to pick up a Brawl Stars team will need to be fully approved by the Tournament Organizer before they can proceed. Should the team organization conflict with any of the categories that conflict with the above sponsorship restrictions, Tournament Administration reserves the right to deny the team organization from participating in the Tournament.

## 9. CONTENT / MEDIA OBLIGATIONS

All Players who have qualified to participate in the Monthly Finals and any Offline Event will be required to accommodate and participate in media activities if requested. This includes but is not limited to:

- Pre-match Interviews
- Post-match Interviews
- Press conferences
- Photo shoots
- Other video recordings

### 9.1. Player Questionnaires

9.1.1. Upon qualifying for the Monthly Finals and any Offline Event, Teams will be sent forms to complete to confirm player eligibility and provide the Tournament Administration Team with the information necessary to prepare for the upcoming event. All Players must fully complete these forms before 11:59 PM (Regional Local Time) on the Monday following the Monthly Qualifiers. Failure to do so will result in penalties, including forfeiture of prize money and disqualification from the event.

### 9.2. Online Media Day

9.2.1. Upon qualifying for the Monthly Finals, Teams might be selected to participate in the Online Media Day. The Online Media day will take place on the Tuesday following the Monthly Qualifier. If a Team is selected to participate in the Online Media Day, attendance is Mandatory and failure to attend will result in penalties, including forfeiture of prize money and disqualification from the event.



## 10. CODE OF CONDUCT

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

### 10.1. Account Sharing

- 10.1.1. Players may not share their account with any other players, members of their team, friends, family, or any other individual before, during, or after the competition. Doing so may result in disqualification from the Tournament year.

### 10.2. Competitive Integrity

- 10.2.1. 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.

### 10.3. Player Behavior Investigation

- 10.3.1. 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 Administrators 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.

### 10.4. 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.

#### 10.4.1. Collusion

Colluding is defined as an agreement between players or Teams to intentionally alter the results of a match. 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.

- 10.4.1.1. Deliberately losing a match for compensation or any other reason or attempting to induce another player to do so.





- 10.4.1.2. Pre-arranging to split the prize money and/or any other form of compensation.
    - 10.4.1.3. Soft play is defined as an agreement between players or Teams to not damage, impede, or otherwise play to a reasonable standard of competition.
  - 10.4.2. Cheating
    - 10.4.2.1. DDoSing
      - Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.
    - 10.4.2.2. Software or Hardware
      - Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, and scripted attacks. Please visit Supercell's Safe and Fair Play page and Terms of Service for more information.
  - 10.4.3. 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.
  - 10.4.4. Bug Exploitation
    - Intentionally using any in-game bug, whether known or newly discovered, to seek an advantage is strictly prohibited.
  - 10.4.5. Intentional Disconnection
    - Intentionally disconnecting from the game without a proper and explicitly stated reason.
  - 10.4.6. Unprofessional Behavior
    - 10.4.6.1. Harassment
      - Harassment is defined as a systematic, hostile, and/or repeated act taking place over a considerable period of time.
    - 10.4.6.2. 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.

10.4.6.3. 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.

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

10.4.7. 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.

10.4.8. 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.

10.4.9. Moral Turpitude

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

10.4.10. Confidentiality

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.

10.4.11. 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.

#### 10.4.12. 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.

#### 10.4.13. 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.

#### 10.4.14. Non-Compliance

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

#### 10.4.15. Match-Fixing

No Team Member may offer, agree, conspire, or attempt to influence a game's outcome by any means prohibited by law or these Rules.

#### 10.4.16. 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. A Team may be penalized if the documentation is not completed to the Administrators' standards. Penalties may be imposed if the items requested are not received and completed at the required time.

#### 10.4.17. 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.



## 11. PENALTIES

Any person found to have engaged in or attempted to engage in any act that the Administrators, 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
- Prize Money Deduction(s)
- Championship Points Deduction(s)
- Suspension(s)
- Disqualification
- Tournament Year-Long Ban

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in Brawl Stars Tournaments. It should be noted that penalties may not always be imposed successively. In their sole discretion, the Administrators can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by the Administrators.

## 12. DEVICES

### 12.1. **Approved**

12.1.1. Mobile Phone

12.1.2. Tablet

### 12.2. **Banned**

12.2.1. Emulation

12.2.2. PC

### 12.3. **Webcams**

12.3.1. During Monthly Finals, all three (3) Players of a Team will be required to use their own webcam to be featured on the broadcast for all of their Monthly Finals matches.





- 12.3.1.1. It is the responsibility of each Team to ensure that all three (3) Players have a working webcam.
- 12.3.1.2. Teams who fail to have all three (3) Players use a webcam may be subject to prize money deductions. Repeated infractions are subject to escalating penalties, up to and including disqualification from future participation in Brawl Stars Tournaments.
- 12.3.1.3. This feed will be recorded and incorporated into the Monthly Finals broadcast. By sharing their video feed during the broadcast, Players consent to being recorded.

## 13. 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 Administrators, the decisions of which are final. The Administrator's decisions relating to these Rules and/or the Tournament cannot be appealed and shall not give rise to any claim for monetary damages or other legal or equitable remedies. These Rules may be amended, modified, or supplemented by the Administrators, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.

### 13.1. 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.