



# **City Champs: Clash Royale**

## **Official Rules**

**Version 1.1; August 2018**

## **Introduction and Purpose**

These Official Rules (“Rules”) of the Super League Gaming (“SLG”) City Champs: Clash Royale tournament (“City Champs: CR”) apply to each player who enters to play in the City Champs. These Rules apply only to official City Champs play and not to other competitions, tournaments, or organized play of Clash Royale (“CR” or the “game”).

Super League Gaming, a Delaware limited liability company, has established these Rules for the competitive play of CR in order to unify and standardize the rules used in SLG competitive play.

These Rules are designed solely to ensure the integrity of the system established by the CITY CHAMPS for play of CR and create a competitive balance among the players. Standardized rules benefit all parties who are involved in the play of CR.

### **1.0 Competition Eligibility**

#### 1.1 City Association

All City Champs players will be associated with a Super League City Champs Club (“aka City Club or City Team”) in the United States.

#### 1.2 Eligibility Rules

##### 1.2.1 Age Requirement

In order to be eligible to compete in City Champs, players must be at least 13 years old by October 25, 2018. For clarity, this is defined as having a birthday of 10/25/05 or earlier. Additionally, players who are not 16 by the start of the tournament must have a parent or guardian present at all in-person events.

##### 1.2.2 United States Residency

In order to be eligible to compete in the City Champs, players must currently be a resident of the United States of America.

### 1.2.3 Equipment

Clash Royale minimum recommended specifications listed below:

- Android
  - 0.5GB of RAM (1GB or more recommended)
  - Android OS 4.0.3 or better
  - A screen resolution of 800x400 minimum
- iOS
  - 1GB of RAM
  - iOS 8 or better (iOS 9 or higher recommended)
  - iPhone 5 or better
  - A screen resolution of 640x960 minimum

### 1.2.4 Supercell Disciplinary Status

Players may not have any current disciplinary suspension from Supercell affiliated competitions. Suspensions from CR will be upheld by the City Champs.

### 1.2.5 Eligible CR Account

Players must have a level eight (8) CR account in good standing with Supercell and eligible for Tournament play in order to compete. This same account must be used for the duration of the competition. Players may not change their User Name without permission from SLG during the competition.

## **2.0 Prizes and Raffles**

### 2.1 Eligibility

Prizes will be distributed based on individual performance in the competition.

Raffles will occur at the end of each event. A player that has one any prize or

raffle is no longer eligible to win additional raffles until the next event. Players must attend the event in-person in order to be eligible for prizes or raffles.

## 2.2 Prize Breakdown

### 2.2.1 \$100 CR E-Gift Card

The Grand Champion will earn a CR E-Gift Card equal to the value of \$100.

### 2.2.2 \$50 Swag Bag

Every Champion in each city will earn a Swag Bag equal to the value of \$50.

### 2.2.3 City Club Jersey

Every Champion in each city will earn a City Club Jersey.

## 2.3 Raffle

Each event, City Champs officials will raffle off prizes equal to the value of \$200.

## **3.0 Lateness/Absence and Replacement Rules**

### 3.1 Lateness and Absence

Players acknowledge that the City Champs will run according to schedule. Any player who arrives late for any event will miss a portion of gameplay.

### 3.2 Substitutes

Players may not provide their own substitutes to any City Champs event. Account sharing between multiple players in this tournament is not allowed and will result in disqualification.

### 3.3 No Refunds

By entering the City Champs competition, a player is making the commitments detailed in 3.0 above. No refund of entry fee shall be provided for any reason.

### 3.4 User Name Restrictions

For players who qualify for City Champs, UserNames may not contain the following: vulgarities, obscenities, or derivatives of products or services that may create confusion as determined by City Champs officials.

### 3.5 Name Approval

All User Names must be approved by City Champs officials in advance of use in play. Unapproved name changes are not allowed under any circumstances. City Champs officials reserve the ability to deny a User Name if it does not reflect the standards sought by City Champs officials. A player will be notified by a City Champs official if their name does not meet the standard and will be allowed to change their name. Players may not change their User Names on their account during the season.

Super League is not responsible for complications or costs that arise as the result of name changes.

### 3.6 Sponsorships

No City Champs player may acquire any sponsors in conjunction with their play in the City Champs season.

## **4.0 City Champs Tournament Structure**

### 4.1 Definition of Terms

- **Tournament:** The gameplay mode within the CR application leveraged by City Champs. A Tournament will house all players at the venue and automatically match players against each other using a Swiss format during an hour-long window. The Tournament will automatically update a leaderboard and determine placement based on total trophies earned.
- **Game:** An instance of competition on any of CR's Arenas that is played until a winner is determined by one of the following methods, whichever occurs first: (a) destruction of a King Tower, (b) earning more crowns than

an opponent by three (3) minutes, (c) destroying any tower during Overtime.

- 1v1: A Game in which two (2) players face off against each other.
- Club: All of the players that qualified to represent a specific city in City Champs.
- Cup: An event that occurs in a City Club venue where a tournament occurs.
- Champion: A player that, based on individual performance during a local City Tournament, qualifies to represent their city in a City v City Tournament.
- Grand Champion: A player that finishes in 1<sup>st</sup> place during a City v City Tournament.

#### 4.2 Barbarian Cup, Archer's Cup, and Fall King's Cup

City Champs will be split into three separate Cup events. Each Cup event will be scored differently, have its own set of prizes per city, and will contribute overall points towards a City Club's total score. The City Club with the most cumulative points at the end of all three (3) Cups will be the City Champs. Each cup will consist of two (2) separate tournaments.

The Primary Tournament will be unique to each City Club, the winner of which will be named Champion. There will be sixteen (16) Primary Tournaments during each Cup.

The Secondary Tournament will only consist of the five (5) Champions of each City Club. The 1<sup>st</sup> place winner of the Secondary Tournament will be named Grand Champion. There will be five (5) Secondary Tournaments. More specifically, there will be one (1) Secondary Cup for all 1<sup>st</sup> place finishers, another for all 2<sup>nd</sup> place finishers, through to 5<sup>th</sup> place finishers.

##### 4.2.1 Barbarian Cup

The Barbarian Cup will take place on 10/25/18 in 16 venues, each corresponding to a City Club. The player that finishes 1<sup>st</sup> place in each

City Club Primary Tournament will be named the Club's Champion. The eighty (80) Champions will then play in five (5) separate Secondary Tournaments to determine the Grand Champion as well as scoring for each City Club. Scoring for this cup is as follows:

<b>Place</b>	<b>1T</b>	<b>2T</b>	<b>3T</b>	<b>4T</b>	<b>5T</b>
<b>1<sup>st</sup></b>	160	144	128	112	96
<b>2<sup>nd</sup></b>	150	135	120	105	90
<b>3<sup>rd</sup></b>	140	126	112	98	84
<b>4<sup>th</sup></b>	130	117	104	91	78
<b>5<sup>th</sup></b>	120	108	96	84	72
<b>6<sup>th</sup></b>	110	99	88	77	66
<b>7<sup>th</sup></b>	100	90	80	70	60
<b>8<sup>th</sup></b>	90	81	72	63	54
<b>9<sup>th</sup></b>	80	72	64	56	48
<b>10<sup>th</sup></b>	70	63	56	49	42
<b>11<sup>th</sup></b>	60	54	48	42	36
<b>12<sup>th</sup></b>	50	45	40	35	30
<b>13<sup>th</sup></b>	40	36	32	28	24
<b>14<sup>th</sup></b>	30	27	24	21	18
<b>15<sup>th</sup></b>	20	18	16	14	12
<b>16<sup>th</sup></b>	10	9	8	7	6

#### 4.2.2 Archer's Cup

The Archer's Cup will take place on 11/15/18 in 16 venues, each corresponding to a City Club. The player that finishes 1<sup>st</sup> place in each City Club Primary Tournament will be named the Club's Champion. The eighty (80) Champions will then play in five (5) separate Secondary Tournaments to determine the Grand Champion as well as scoring for each City Club. Scoring for this cup is as follows:

<b>Place</b>	<b>1T</b>	<b>2T</b>	<b>3T</b>	<b>4T</b>	<b>5T</b>
<b>1<sup>st</sup></b>	160	144	128	112	96
<b>2<sup>nd</sup></b>	150	135	120	105	90
<b>3<sup>rd</sup></b>	140	126	112	98	84
<b>4<sup>th</sup></b>	130	117	104	91	78
<b>5<sup>th</sup></b>	120	108	96	84	72
<b>6<sup>th</sup></b>	110	99	88	77	66
<b>7<sup>th</sup></b>	100	90	80	70	60

<b>8th</b>	90	81	72	63	54
<b>9th</b>	80	72	64	56	48
<b>10th</b>	70	63	56	49	42
<b>11th</b>	60	54	48	42	36
<b>12th</b>	50	45	40	35	30
<b>13th</b>	40	36	32	28	24
<b>14th</b>	30	27	24	21	18
<b>15th</b>	20	18	16	14	12
<b>16th</b>	10	9	8	7	6

#### 4.2.2 Fall King's Cup

The Fall King's Cup will take place on 12/13/18 in 16 venues, each corresponding to a City Club. The players that finish in the top five (5) places in each City Club Primary Tournament will be named the Club's Champion. The eighty (80) Champions will then play in five (5) separate Secondary Tournaments to determine the Grand Champion as well as scoring for each City Club. Scoring for this cup is as follows:

<b>Place</b>	<b>1T</b>	<b>2T</b>	<b>3T</b>	<b>4T</b>	<b>5T</b>
<b>1<sup>st</sup></b>	320	288	256	224	192
<b>2<sup>nd</sup></b>	300	270	240	210	180
<b>3<sup>rd</sup></b>	280	252	224	196	168
<b>4<sup>th</sup></b>	260	234	208	182	156
<b>5<sup>th</sup></b>	240	216	192	168	144
<b>6<sup>th</sup></b>	220	198	176	154	132
<b>7<sup>th</sup></b>	200	180	160	140	120
<b>8th</b>	180	162	144	126	108
<b>9th</b>	160	144	128	112	96
<b>10th</b>	140	126	112	98	84
<b>11th</b>	120	108	96	84	72
<b>12th</b>	100	90	80	70	60
<b>13th</b>	80	72	64	56	48



<b>14th</b>	60	54	48	42	36
<b>15th</b>	40	36	32	28	24
<b>16th</b>	20	18	16	14	12

## **5.0 Match Process**

### 5.1 1v1 Tournament Game

All City Champs games will be played on a CR Arena within the Tournament function in the CR application.

#### 5.1.2 Win Conditions

A winner is determined by one of the following methods, whichever occurs first: (a) destruction of a King Tower, (b) earning more crowns than an opponent by three (3) minutes, (c) destroying any tower during Overtime.

### 5.2 Player Equipment Functionality

All players are responsible for ensuring the performance of their chosen setup, including hardware, peripherals, and power. A problem with player equipment is not an acceptable reason for lateness regardless of the root cause of the problem and any games lost as a result of player hardware failure are not contestable.

## **6.0 Player Conduct & Unsportsmanlike Behavior**

### 6.1 Competition Conduct

#### 6.1.1 Unfair Play.

The following actions will be considered unfair play and will be subject to penalties at the discretion of SLG.

##### 6.1.1.1 Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players.

Collusion includes, but is not limited to, acts such as:

#### 6.1.1.1.1 Soft Play

Defined as any agreement among two (2) or more players to not damage, impede, or otherwise play to a reasonable standard of competition in a game.

#### 6.1.1.1.2 Prearranging

Prearranging to split prizes and/or any other form of compensation.

#### 6.1.1.1.3 Signaling

Sending or receiving signals, electronic or otherwise, to/from a confederate to/from another player.

#### 6.1.1.1.4 Deliberate Loss

Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

#### 6.1.1.2 Competitive Integrity

Players are expected to play at their best at all times within any CITY CHAMPS game, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play.

#### 6.1.1.3 Hacking

Hacking is defined as any modification of the CR game client by any player or person acting on behalf of a player.

#### 6.1.1.4 Exploiting

Exploiting is defined as intentionally using any in-game bug to seek an advantage.

#### 6.1.1.5 Ringing

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account.

#### 6.1.1.6 Cheating Device

The use of any kind of cheating device and/or cheat program.

#### 6.1.1.7 Intentional Disconnection

An intentional disconnection without a proper and explicitly stated reason (e.g. rage quit).

#### 6.1.1.8 Botting

Using a bot or any gameplay automation services or scripts.

#### 6.1.1.9 CITY CHAMPS Discretion

Any other further act, failure to act, or behavior which, in the sole judgment of SLG, violates these Rules and/or the standards of integrity established by SLG for competitive game play.

### 6.1.2 Profanity and Hate Speech

A Player may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the match area, at any time. A Player may not use any facilities, services or equipment provided or made available by CITY CHAMPS or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. A Player may not use this type of language on social media or during any public facing events such as streaming.

### 6.1.3 Disruptive Behavior / Insults

A Player may not take any action or perform any gesture directed at an opposing Player, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

### 6.1.4 Abusive Behavior

Abuse of SLG officials or opposing Players will not be tolerated.

## 6.2 Unsportsmanlike Behavior

### 6.2.1 Responsibility Under Code

Unless expressly stated otherwise, offenses and infringements of these Rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable.

### 6.2.2 Harassment

Harassment is forbidden. Harassment is defined as systematic, hostile, and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

### 6.2.3 Sexual Harassment

Sexual harassment is forbidden. 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.

### 6.2.4 Discrimination and Denigration

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigratory 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.

#### 6.2.5 Player Behavior Investigation

If SLG determines that a Player has violated any element of our player behavior or conduct guidelines, SLG officials may assign penalties at their sole discretion. If a SLG official contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player lies to a SLG official creating obstruction of the investigation, then the Player is subject to punishment.

#### 6.2.6 Criminal Activity

A Player 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.

#### 6.2.7 Moral Turpitude

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

#### 6.2.8 Bribery

No Player may offer any gift or reward to another player or SLG employee.

#### 6.2.11 Gifts

No Player 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 player or services designed to throw or fix a match or game.

#### 6.2.12 Noncompliance

No Player may refuse or fail to apply the instructions or decisions of SLG.

#### 6.2.13 Match-Fixing

No Player 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.

#### 6.2.14 Document or Miscellaneous Requests

Documentation or other reasonable items may be required at various times throughout the City Champs as requested by SLG. Penalties may be imposed if the documentation or items requested are not received and/or completed at the required time or do not meet the standards set by SLG.

### 6.3 Association with Gambling

No Player or SLG employee may take part, either directly or indirectly, in betting or gambling on any results of any City Champs tournament or match.

### 6.4 Prohibition of Solicitation or Sale of Goods

Players are prohibited from soliciting any service or selling any goods during a City Champs competition.

### 6.5 Commercial Use of Super League Gaming Assets and Imagery

Players are prohibited from any commercial use of SLG Assets and Imagery without the express, written consent of SLG. Personal use of SLG, including on social media, is allowed and specifically subject to the Player Conduct rules above, including but not limited to no harassment, sexual harassment, or disruptive behavior.

### 6.6 Subjection to Penalty

Any person found to have engaged in or attempted to engage in any act that SLG believes, in its sole and absolute discretion, constitutes unfair play, will be subject to penalty. The nature and extent of the penalties imposed due to such acts shall be in the sole and absolute discretion SLG.

## 6.7 Penalties

Upon discovery of any Player committing any violations of the rules listed above, SLG may, without limitation of its authority under Section 8, issue the following penalties:

6.7.1 Verbal Warning

6.7.2 Prize Forfeiture

6.7.3 Suspension

6.7.4 Disqualification

## 6.8 Penalty Schedule

Repeated infractions are subject to escalating penalties, up to, and including, disqualification from future participation in the City Champs. It should be noted that penalties may not always be imposed in a successive manner. SLG, in its sole discretion, for example, can disqualify a player for a first offense if the action of said player is deemed egregious enough to be worthy of disqualification by SLG.

## 6.9 Right to Publish

SLG shall have the right to publish a declaration stating that a Player has been penalized. Any Players which may be referenced in such declaration hereby waive any right of legal action against SLG or Supercell, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors.

## **7.0 Spirit of the Rules**

### 7.1 Finality of Decisions

All decisions regarding the interpretation of these rules, player eligibility, scheduling and staging of the City Champs, and penalties for misconduct, lie solely with SLG, the decisions of which are final. SLG decisions with respect to these Rules cannot be appealed and shall not give rise to any claim for monetary damages or any other legal or equitable remedy.

## 7.2 Rule Changes

These Rules may be amended, modified or supplemented by SLG, from time to time, in order to ensure fair play and the integrity of City Champs.

## 7.3 Best Interests of the City Champs

SLG officials shall at all times act with the necessary authority to preserve the best interests of the City Champs. This power is not constrained by lack of specific language in this document. SLG officials may use any form of punitive actions at their disposal against any entity whose conduct is not within the confines of the best interests of the City Champs.