



Clash of Clans World Championship 2020 Summary

Format

- Pre-Qualifiers
 - ESL Play
 - Open Qualifiers (total of six)
 - **Limited to 2048 teams** on check-in
 - **One-day competition**
 - **Played until RO64**, best 64 teams advance to the Closed Qualifier
 - **Random Seeding**
 - **Single-Elimination**
 - **All matches in Best-of-one (Bo1) format**
 - Dates:
 - **First:** Feb 14th
 - **Second:** May 16th
 - **Third:** June 13th
 - **Fourth:** July 11th
 - **Fifth:** August 15th
 - **Sixth:** September 12th
 - Closed Qualifiers (total of five)
 - **Best 64 teams from the Open Qualifier**
 - **2-day competition**
 - **Random Seeding** (from Open Qualifier)
 - **Single-Elimination**
 - **All matches in Best-of-one (Bo1) format**
 - **Best 4 teams advance to the Live Qualifier**

- Dates:
 - **First:** May 23rd–24th
 - **Second:** June 20th–21st
 - **Third:** July 18th–19th
 - **Fourth:** August 22nd–23rd
 - **Fifth:** September 19th–20th
 - In-game Clan War Leagues (played in Clash of Clans) (total of six)
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 - **10-day competition?**
 - **Best 4 teams qualify to the Live Qualifier**
 - Dates:
 - **First:** February 1st–10th
 - **Second:** March 1st–10th
 - **Third:** June 1st–10th
 - **Fourth:** July 1st–10th
 - **Fifth:** August 1st–10th
 - **Sixth:** September 1st–10th
- Live Qualifiers (total of six)
 - **Best 4 teams from the ESL Play Closed Qualifiers + best 4 teams from the In-game Clan War League** (total of 8 teams per Live Qualifier)
 - **3-day competition**
 - **Group Drawing** day before the tournament
 - GSL:
 - **All matches in Best-of-one (Bo1) format**
 - Group Stage
 - **Double-Elimination**
 - **2 groups of 4 teams each** (total of 8 teams)
 - **Best 2 teams from each group advance to the Playoff Stage**
 - Matches (in each group):
 - Two opening matches
 - Elimination match
 - Winners match
 - Deciding match
 - Playoff Stage
 - **Single-Elimination**
 - Matches:
 - First Semifinal
 - Second Semifinal
 - Grand Final
 - **The winning team from each Live Qualifier advance to the World Finals**
 - Dates:
 - **First:** June 26th–28th
 - **Second:** July 24th–26th
 - **Third:** August 28th–30th

- **Fourth:** September 25th–27th
 - **Fifth:** October 16th–17th
 - **Sixth:** October 30th–November 1st
 - **World Finals**
 - **6 winning teams from 6 Live Qualifiers** (best one team from each Live Qualifier) + **2 Wildcards** (community vote?)
 - **3-day competition**
 - **Teams Pre-Seeded** (seeding based on from which Live Qualifier the team advanced)
 - **GSL:**
 - **Group Stage**
 - **Double-Elimination**
 - **2 groups of 4 teams each** (total of 8 teams)
 - **Best 2 teams from each group advance to the Playoff Stage**
 - **Matches (in each group):**
 - Two opening matches (Bo1)
 - Elimination match (Bo1)
 - Winners match (Bo1)
 - Deciding match (Bo1)
 - **Playoff Stage**
 - **Single-Elimination**
 - **Matches:**
 - First Semifinal (**2xBo1**)
 - Second Semifinal (**2xBo1**)
 - Grand Final (**2xBo1**)
 - **All matches in Best-of-one (Bo1) format except for the Semi-finals and the Grand Final which are played in 2xBest-of-one (2xBo1) format**
 - **Date:**
 - **November 26th–29th**

Prize money

The prize pool for the Clash of Clans World Championship 2020 tournament is equal to **\$ 1 000 000**, where **\$ 730 000** is for the Finals and **\$ 270 000** for all Live Qualifiers (\$ 45 000 for each Live Qualifier).

- **Live Qualifiers:**
 - **First place:** \$ 12 500
 - **Second place:** \$ 7 500
 - **Third place:** \$ 5 000
 - **Fourth place:** \$ 5 000
 - **Fifth to eighth place:** \$ 3 750 each team
- **World Finals:**
 - **First place:** \$ 300 000
 - **Second place:** \$ 150 000

- **Third** place: \$ 70 000
- **Fourth** place: \$ 70 000
- **Fifth to eighth** place: \$ 35 000 each team

Conditions for disqualification

1. Most often: **Shutting down the webcam (live feed) during your match**

Rulebook:

- **3.4.1 Requirements**

Communication with the administration requires a stable Internet connection and good bandwidth, a playback device (loudspeaker or headphones), a transmitting device (microphone) and a webcam (for live video). Basic elements such as the keyboard or pointer (computer mouse) are also necessary.

Each player must inform the administration at least 7 working days before the live qualifier in case they are missing any items from the above-mentioned list.

- **3.5 Oversight**

In order to maintain the spirit of fair competition and sport, all players participating in the tournament are required to have a webcam video preview of the player concerned during the tournament. This is to prevent any kind of fraud or rule-breaking.

The live image from the cameras will be shared on a special Google Hangouts meeting provided by the administration team.

A player who does not want or will not have a live view will not be admitted to the tournament.

2. **Use of any unnecessary equipment and 3rd party software**

Rulebook:

- **2.4 Personal Equipment**

Competitors taking part in the Live Qualification use their private devices. Thus, the organizer does not take any responsibility for the private device intended to play in the tournament.

During the course of the tournament it is allowed to use only those devices which are necessary to take part in the tournament. Any other unnecessary equipment and 3rd party software is not permitted for use during the tournament.

3. **No contact with the team**

Rulebook:

- **3.4 Communication**

Players participating in the tournament will communicate with his teammates and the administration through a special Discord server and channel, provided by the administration of the tournament via email before it begins.

Tournament administration through the Discord server will provide information about the procedures, the start of a phase, the match and its status, including when to attack and the outcome of the match, and will provide all technical support in case of any problem.

All members of the team and administration meet on a specific Discord Server on

a special voice channel at a specified time and until the end of the tournament day, players are required to stay on this channel and communicate on it.

4. **Another (stranger) person in the same room**

Rulebook:

- **3.11 Taking information from an outside source**

Taking any information that can affect the outcome of the war from an outside source is strictly forbidden and may result in disqualification. Including but not limited to: Another person who is not participating in the war, pc, laptop, another tablet (in case of using a tablet), another phone (in case of using a phone), smart watch and smart tv.

Basic ESL competition rules

- **Rule Changes**

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in the Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not explicitly supported, or detailed in the Rulebook, or to make judgments that even go against the Rulebook in extreme cases, to preserve fair play and sportsmanship.

- **Match changes**

ESL may, at its sole discretion, change the start time of a match. ESL will notify all involved players at the earliest possible convenience.

- **Confidentiality**

The content of any correspondence* with league administrators or league officials are deemed strictly confidential. The publication of such material is prohibited.

- **Deny of Participation**

ESL and Supercell reserve the rights to deny the participation of any player for any reason and precaution.

- **Alcohol or other psychoactive drugs**

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to severe punishment.

- **Competitive integrity**

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The tournament administration maintains the sole judgement for violations of these rules.

Each match provided for in the Tournament Structure must be played from the beginning to the end in accordance with the described Tournament Rules, unless otherwise stated by the organisers or administration of the tournament.

Regardless of the outcome and situation, all players are obliged to play at their highest possible level and abilities.

In case of a relatively known result of a given meeting, each participant is obliged to

continue the match according to (as described above) his or her skills. Surrender is not an option.

Main prohibited actions, but not limited to, are:

- Avoiding damage or playing in a way that is considered non-standard and/or deviating from what is expected, in order to pass on the advantage or even allow the opponent to win (so-called soft-playing).
 - Sending or receiving signals (both verbal and non-verbal) to communicate with the opposing team influencing the conduct of the tournament.
 - Showing or calling for disrespect and/or mockery of another player (both his own and opposing team) is strictly forbidden. This applies to every possible way and form (whether in the game itself, for example chat, in front of the camera on a broadcast or on other social media channels of your own).
- **Hate Speech**
Players are prohibited from using any language that is obscene, abusive, hateful, insulting, threatening, racist, or otherwise offensive or objectionable.
 - **Agreements**
By entering the tournament, players confirm that they agree to abide and follow the Safe and Fair Play rules (available at <https://supercell.com/en/safe-and-fair-play/>) and the Terms of Service (available at <https://supercell.com/en/terms-of-service/>).