



2025 CLASH ROYALE LEAGUE WORLD FINALS COMPETITION RULESET



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1. Introduction

These Official Rules (“**Rules**”) of the 2025 Clash Royale League (“**Tournament**”, or “**CRL**”) apply to each person participating in the Tournament in 2025 (“**Players**”). All Players must agree to abide by the conditions set forth in this document, with the understanding that any rules violation may result in immediate disqualification and forfeiture of their Golden Ticket, CRL Points, and all prize money, as determined by the Tournament Organizers (“**Organizers**”).

By competing in the Clash Royale League, you agree to the following:

The Organizers, in its sole discretion, (a) may update, amend, or supplement these Rules at any time, with or without notice to Players, 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. **Tournament:** Refers to the Clash Royale League 2025 World Finals
- 2.1.2. **Match:** Consists of three games or five games using Duels format, in which the first Player to win two or three games is determined to be the winner.
- 2.1.3. **Best-of-three (“Bo3”):** A “Best-of-3” consists of three games and three unique decks. The first Player to win two (2) games is the winner of the Bo3 match.
- 2.1.4. **Best-of-five (“Bo5”):** A “Best-of-5” consists of five games and five unique decks. The first Player to win three (3) games is the winner of the Bo5 match.
- 2.1.5. **Duels Format (“Duels”):** A Duels match is a Bo3 or Bo5 match where each player must use a unique deck each game. Players may not use a card in more than 1 game per match. The first Player to 2 or 3 Deck wins, wins the overall match. All matches in the World Finals will use Duels.
- 2.1.6. **Double Elimination:** Players compete in a bracket format using two brackets: an upper bracket (for Players without a loss) and a lower bracket (for Players with 1 loss). Players are eliminated from the competition after 2 losses.
- 2.1.7. **Ties:** In the scenario of a tie, the game will evenly damage the Players’ remaining towers until a winner is decided. If a true tie occurs and the game cannot determine a winner, the Players will start a new game to determine a winner.
- 2.1.8. **CRL Leaderboard:** The leaderboard tracks CRL Points each player earns throughout the Tournament Season. A total of six (6) Golden Tickets will be awarded to the top point earners that do not have a Golden Ticket.
- 2.1.9. **Golden Ticket:** Players who earn a Golden Ticket qualify for World Finals. A total of four (4) Golden Tickets will be awarded.
- 2.1.10. **Last Chance Qualifier:** A Tournament of four (4) Silver Ticket holders and the 7th-14th ranked players on the Leaderboard. A total of one (1) Golden Ticket will be awarded to the winner of the Last Chance Qualifier



2.2. Rules Translation

- 2.2.1. These Rules have been translated into several languages in order to accommodate a diverse group of Players. The English version of this document will be treated as the primary source of truth in the event of a Rules dispute or inconsistency in Rules translation.

2.3. Confidentiality

- 2.3.1. All content, including protests, support tickets, discussions, and/or any other correspondence with the Organizers, are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the Organizers. Prior to being disclosed confidential information, Players will be required to sign a non-disclosure agreement ("**NDA**") in which they accept the terms and conditions set forth by the Organizer. Failure to comply with the terms of the NDA will result in fines set by the Organizer and a yearlong competitive ban.

2.4. Rights

- 2.4.1. Supercell and the Organizer own all broadcasting rights of the CRL. This includes but is not limited to: Video streams, TV broadcasts, shoutcast streams, replays, demos, or live score bots.

3. Players Eligibility Requirements

3.1. Players' Age

- 3.1.1. Players must be at least 16 years old to be eligible to compete in the Clash Royale League World Finals.
 - 3.1.1.1. Players residing in China must be at least 18 years old in order to compete.
- 3.1.2. If a Player is under the legal age of consent in their country of residence, but is at least 16 years of age, they may still enter and be a participant if they otherwise meet all eligibility criteria and one of their parents or legal guardians reads and agrees to the Rules on their behalf.

3.2. Verification of Eligibility

- 3.2.1. Players must be 16 years of age or older in order to participate. Any Player aged 16-17 (16-18 in South Korea, 16-19 in Japan) will be required to confirm on their verification form that they have parental or guardian consent to participate in this event.

3.3. Proof of Identity

- 3.3.1. Players who compete in the Tournament will be required to provide proof of identity. Failure to provide proof of identity may result in disqualification from the Tournament. The Organizers reserve the right to verify an eligible Player's information at any given time if deemed necessary.
- 3.3.2. During the verification process, Players must submit an acceptable photo ID to Organizers to verify their identity. The photo ID must include the Players full name and date of birth. Accepted forms of ID include:
 - 3.3.2.1. Government Issued Identification
 - 3.3.2.2. School Issued Identification, along with a Birth Certificate
 - 3.3.2.3. Birth Certificate, along with another form of photo ID



3.3.2.4. Passport

- 3.3.3. Players must be the sole owner of the Clash Royale account used for participation in the Tournament. Players are only allowed to participate in the Tournament on a single account.
- 3.3.4. Players must reside in a country where Clash Royale is available to download in the local app store.
- 3.3.5. Supercell, Tournament Operations Staff, and its partner companies' employees are not eligible to register for or compete in the Tournament.

3.4. Account Eligibility

- 3.4.1. Players' accounts must be in good standing with respect to the CRL Rules and their Clash Royale account registered in their name must not have any violations of the Game's applicable [Terms of Service](#) and [Safe and Fair Policy](#). Accounts will be checked to ensure there are no violations of the Terms of Service several times throughout the Tournament, at the discretion of the Tournament Administration ("**Administration**" or "**Administrators**").
 - 3.4.1.1. Violating the [Terms of Service](#) or [Safe and Fair Policy](#) may result in immediate disqualification and forfeiture of their Golden Ticket, CRL Points, Community Leaderboard, and all prize money

4. World Finals Tournament Breakdown

- 4.1.1.1. World Finals consists of 12 Players total: 4 (4) Players who won a Golden Ticket, six (6) Players who ranked highest on the CRL Points Leaderboard who did not already have a Golden Ticket, one (1) player who won the Last Chance Qualifier, and one (1) Player who qualified through the China region.
- 4.1.1.2. Qualified players will compete in a three (3) day, twelve (12) player, double elimination bracket.





4.1.1.3. The bracket seeding for the World Finals will be as follows:

Seed	Competition
1	Rank 1 Leaderboard
2	Rank 2 Leaderboard
3	Rank 3 Leaderboard
4	Rank 4 Leaderboard
5	China Event Winner
6	Rank 5 Leaderboard
7	Rank 6 Leaderboard
8	Rank 7 Leaderboard
9	Rank 8 Leaderboard
10	Rank 9 Leaderboard
11	Rank 10 Leaderboard
12	LCQ Winner

4.1.1.4. All matches will be played through Friendly Battle. Players will need to join the World Finals Clan in Clash Royale.

4.1.1.5. Match Flow:

- 4.1.1.5.1. All matches will be played using Duels. Players will select their decks at the beginning of each game in a match. Between games in a Best-of-3 series, players will have 2 minutes to prepare their next deck. In a Best-of-5, Players will have 2 minutes to prepare their next decks between Game 1 and 2 and Game 2 and 3. Between Game 3 and Game 4, and Game 4 and Game 5, Players will have 3 minutes. (See Section 10.6)
- 4.1.1.5.2. An Administrator will notify each Player of their upcoming matches. Players will await instructions from the Administrators before proceeding with their match.
- 4.1.1.5.3. Players in the Lower Bracket Finals, Grand Finals, and Bracket Reset will have a minimum of 7 minutes between each match to prepare for their upcoming opponent.



4.1.1.6. After the end of each match, an Administrator will verify and submit Player scores.

4.2. **Game Restarts**

4.2.1. Game states that merit a game restart are solely at the discretion of the Organizer. Restart procedures will be decided by the Organizer and communicated to the Player before being executed.

4.3. **Withdrawing from the Tournament**

4.3.1. Players may withdraw from the Tournament at any time by notifying the Organizer.

4.3.2. Players who fail to show up to their match may be issued a match loss.

4.4. **Game Updates and Additions**

4.4.1. New Clash Royale content may be restricted from competitive play on a case-by-case basis, at the discretion of the Administration. In the event that new Clash Royale content is restricted, the Administration will announce the restriction on Discord prior to the competition starting.

4.5. **Match Results**

4.5.1. Players will not be responsible for submitting scores. Scores are recorded by an admin after a match has been completed.

4.5.2. **Match Disputes**

4.5.2.1. A Player may dispute their match result if there is an issue by raising their hand to notify an admin. The Player will be required to provide a reason and sufficient evidence to support their claim.

4.5.3. **Match Penalties**

4.5.3.1. **Delaying Start of Game**

4.5.3.1.1. Players who delay the start of their match after being instructed by the admin may be given a match loss.

4.5.3.2. **Restricted Content**

4.5.3.2.1. If a player uses content (such as a restricted card) that the Tournament Administration has announced is restricted for the World Finals, they will be given a game loss.

4.5.3.2.2. In the event that both players use the restricted content, the game results will stand.

4.5.3.3. **Hardware**

4.5.3.3.1. Players are restricted from participating in the World Finals with the PC version of Clash Royale. Players must compete using a mobile device.



4.6. Technical Issue

- 4.6.1. If a Player is having technical issues, they must raise their hand and call for an admin. If gameplay is continued without notifying an administrator, the match result will stand.

4.7. Disconnection

- 4.7.1. In the event of a disconnect, an Admin will review the situation and determine if a restart will be issued.

4.8. Streaming and Spectating

- 4.8.1. During the World Finals, any streaming of a live Tournament match is prohibited. The gameplay may only be broadcast by the official Supercell Esports channel and its approved partners.

5. Tournament Schedule

The Organizer reserves the right to amend, remove, or otherwise change the schedule in this rulebook without notice.

Please note that the following start times use Coordinated Universal Time (UTC). Depending on each Player's time zone, events may occur on a different date when compared to the listed UTC Start Times. Matches will be played on an accelerated schedule, meaning that once a match is completed the next one will be played.

Day	Matches	Start Time
October 31, 2025	1-10	21:00 UTC
November 1, 2025	11-19	21:00 UTC
November 2, 2025	20-23	20:00 UTC

6. Prizing

6.1. World Finals

Placement	Prize
1st	\$200,000
2nd	\$100,000
3rd	\$50,000
4th	\$40,000
5th-6th	\$20,000



7th-8th	\$15,000
9th-12th	\$10,000

6.2. Prize Money

- 6.2.1. If a Player qualifies for prizing, they will be contacted to begin prize payment processing. Players must submit payment information within 7 days of completion of the competition.
- 6.2.2. If payment information is incomplete or incorrect, the payment schedule will be delayed until corrected information is submitted.
- 6.2.3. Players are responsible for any and all costs and expenses associated with their prize that are not specifically set forth herein. National, state and local taxes, including possible VAT taxes, which are associated with the receipt or use of any prizes are the sole responsibility of the Player.
- 6.2.4. Players have sixty (60) days from when they are eligible to receive prize money to claim their prize money. Players who fail to claim their prize within the allotted period of time are subject to forfeiture of prize money.
- 6.2.5. Players will not be allowed to claim cash prizing or cash-value prizing if the Player resides in a country currently subject to financial sanctions by the United States of America or the European Union that prohibit financial transactions or payments to their country of residence.
- 6.2.6. All prizes are listed in USD and are subject to currency exchange rates.

7. Communication

7.1. Communication Platform

- 7.1.1. Discord will be the primary platform to contact the Tournament Administration team for immediate responses regarding urgent Tournament issues/questions.
- 7.1.2. The Tournament Discord server is only for use by registered and eligible participants. Players are required to join the Tournament Discord server as part of their participation.

7.1.3. Support

- 7.1.3.1. Administrators will be available to answer questions related to rule clarifications, schedules, and disputes.
- 7.1.3.2. Helper.gg
 - 7.1.3.2.1. Helper.gg is a bot that allows Players to create support tickets and receive help from an Administrator in a one-on-one setting.
 - 7.1.3.2.2. Tickets can be created through the #support channel.
 - 7.1.3.2.3. Helper.gg has a built-in two-way translation tool. By default, support will be in English. To receive support in their preferred



language via Helper.gg, Players can provide which language they speak for the Administrator to configure the tool.

8. Sponsorships, Apparel, and Branding

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. Sponsorship Restrictions

Players will not be allowed to promote personal or team branding, sponsors, or logos that would conflict with the principles of the Tournament. These categories include but are not limited to:

- 8.1.1. Alcohol
- 8.1.2. Non-over-the-counter drugs
- 8.1.3. Gambling websites
- 8.1.4. Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
- 8.1.5. Tobacco products
- 8.1.6. Firearms
- 8.1.7. Pornography
- 8.1.8. Products of direct competitors
- 8.1.9. Other game companies, publishers, and/or platforms
- 8.1.10. Cryptocurrency products, website, exchange

9. Code of Conduct

All participants are subject to the Safe and Fair Play Policy conditions set forth by the Tournament owner Supercell, found [here](#).

9.1. Competitive Integrity

Players are expected to play at their best at all times throughout the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, and fair play.

9.2. Player Behavior Investigation

Players may not state any messages of a political nature. Players who state any message of a political nature will be subject to disqualification and forfeiture of prize money. If a player is uncertain if their message breaks this rule, they must contact the Administration for approval. Political messages include but are not limited to:

- 9.2.1. Written or verbal communication
- 9.2.2. Carrying or wearing political items

9.3. Player Behavior Investigation

If the Organizer determines that a Player has violated the Clash Royale Terms of Use, rules of Clash Royale, rules of Supercell, or has displayed other unacceptable behavior as deemed by the Administration, the Organizer may assign penalties at their sole discretion. If the Administration contacts a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player



withholds information or misleads the Administration, obstructing the investigation, the Player will be subject to punishment.

9.4. Unfair Play

The following behaviors are considered unfair play and will be subject to penalty, including disqualification. Final decisions will be made at the sole discretion of the Organizer.

9.4.1. Collusion

Collusion is defined as an agreement between Players to intentionally alter the results of a match. Players who participate in these discussions will be subject to review. Any Player found breaking this rule will be subject to disqualification from the Tournament and forfeiture of all prize money earned. Collusion includes, but is not limited to, the following examples:

- 9.4.1.1. Deliberately losing a match for compensation, or for any other reason, or attempting to induce another Player to do so.
- 9.4.1.2. Pre-arranging to split prize money and/or any other form of compensation.
- 9.4.1.3. Soft play, which is defined as an agreement between Players to not damage, impede, or otherwise play to a reasonable standard of competition.

9.4.2. Cheating

9.4.2.1. DDoSing

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

9.4.2.2. Software or Hardware

Using any software or hardware to gain advantages 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. For more information, see Supercell's [Safe and Fair Play](#) and [Terms of Service](#).

9.4.3. Hacking

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

9.4.4. Bug Exploitation

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

9.4.5. Intentional Disconnection

Intentionally disconnecting from the game resulting in an advantage without an authorized and explicitly stated reason.



9.4.6. Ringing

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

9.4.7. Unprofessional Behavior

9.4.7.1. Harassment

Harassment is defined as a systematic, hostile, and/or repeated act. **If a Tournament participant is caught harassing another Player(s) or Tournament Organizer(s), they will be issued a warning to cease their offending behavior. Multiple infringements will result in further penalties.**

9.4.7.2. Sexual Harassment

Sexual harassment includes, but is not limited to: unwelcome sexual advances, requests for sexual favors, and other verbal or physical harassment of a sexual nature. Cases will be assessed based on whether a reasonable person would consider the conduct to be undesirable or offensive. Threats of a sexual nature and quid pro quo harassment are strictly prohibited.

9.4.7.3. 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.

9.4.7.4. Players may not claim to represent Supercell or their affiliated games, explicitly or implicitly, in any type of public statement.

9.4.8. Statements regarding Clash Royale League, Supercell, and Clash Royale: Players 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 Clash Royale, as determined in the sole and absolute discretion of the Administrators.

9.4.9. Criminal Activity

Players may not engage in any activity 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.

9.4.10. Moral Turpitude

Players 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.

9.4.11. Confidentiality

Players may not disclose any confidential information provided by Tournament Administration or any affiliate of Supercell by any method of communication, including all social media channels.



9.4.12. **Bribery**

No Player may offer any gift or reward to a Player, coach, manager, Administrator, or person connected with or employed by another Player for services promised, rendered, or to be rendered in attempt to throw or fix a match.

9.4.13. **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. The sole exception to this rule shall be in the case of performance-based compensation paid to a Player by their official sponsor or organization.

9.4.14. **Non-Compliance**

No Player may refuse or fail to follow the instructions or decisions of the Tournament Administration within reason.

9.4.15. **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.

9.4.16. **Documents or Miscellaneous Requests Documentation**

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

9.4.17. **Association with Gambling**

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

10. **Penalties**

Any person found to have engaged in or attempted to engage in any act that the Tournament Administration, in its sole and absolute discretion, constitutes unfair play will be subject to penalty. Upon discovery of a Player committing any violation of the Rules, the Tournament Administration may, without limitation of its authority, issue the following penalties:

10.1. **Warning**

10.2. **Forfeiture of match**

10.3. **Forfeiture of prize money**

10.4. **Disqualification**

10.5. **Suspension or ban from competitive play**



10.6. Duels Penalties

- 10.6.1. Players are responsible for ensuring that all decks they bring to a match comply with the Duels format (see [Section 2.1.5](#)).
- 10.6.2. Incorrect deck selection
 - 10.6.2.1. If a Player enters a game with a deck that contains a previously played card, the infringing Player will be issued a **game loss**.
 - 10.6.2.1.1. A normal card and its Card Evolution equivalent will be considered the same card, and cannot be used in more than one deck per match.
 - 10.6.2.1.2. The same Tower Troop card may be used in multiple decks and is not considered a duplicate card.
 - 10.6.2.2. If both Players enter a game with a duplicate deck, the game results will stand. Repeat offenses may result in an automatic game loss
- 10.6.3. The cards in that deck are counted as being played and will not be usable in future games in that match. The Player who is awarded the win will not be able to use the same deck for future games in that match.
- 10.6.4. Repeated infractions are subject to escalating penalties up to and including disqualification from future participation in Clash Royale competitions. It should be noted that penalties may not always be imposed in a successive manner. The Tournament Administration, 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 the Administration.

10.7. Fairplay

- 10.7.1. Players participating in the Clash Royale League World Finals may be subject to Fair Play checks at any time during the competition. If any player is found to have violated Fair Play standards, the player will face penalties without prior warning. These penalties may include, but are not limited to:
 - 10.7.1.1. Immediate Disqualification
 - 10.7.1.2. Tournament Year-Long Ban
 - 10.7.1.3. Forfeiture of Prize Money

For more information on what is covered by Fair Play, please refer to Supercell's [What is Safe and Fair Play?](#)

11. Terms of Use

All participants are subject to the Terms of Use conditions set forth by the Tournament owner Supercell, found [here](#).



12. Finality of Decisions

Finality of all decisions regarding the interpretation of these Rules, Player eligibility, scheduling and staging for the Tournament and related events, and penalties for misconduct, lie solely with Supercell and the Organizer, the decisions of which are final. Supercell and the Organizer'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 Supercell and the Organizer, from time to time, in order to, among other things, ensure fair play and the integrity of the Tournament.