



**OWN MASTERS**

# **BRAWL STARS**

**VALENCIA**

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## 1. GENERAL

### 1.0 Definition of terms

**Team.** Refers to a group of three (3) Players who have joined together to participate on one side of the competition.

**Player.** Refers to an individual who is competing at the Tournament as a member of a Team.

**Game.** Refers to a single instance of competition that is played until a winner is determined.

**Set.** Each set is a best of 5 ("Bo5"). The first team to win three games on the map will be crowned the winner of the set

**Match.** Refers to a series of sets between two participating teams. Matches may be a Bo3 or Bo5 set.

**Offline Event.** Refers to any broadcast Event that takes place in-person.

**Single Elimination.** A Tournament format in which a Team is eliminated after losing one match.

**Double Elimination Bracket.** A Tournament format in which a Team is eliminated after losing two matches. The bracket contains 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 1 match and if they lose 1 more match, they will be eliminated from the bracket.

### 1.1 Conditions of participation in the league

All teams qualified for the league must read the entire rulebook and accept our terms and conditions to be able to participate in the league.

### 1.2 Age restriction

All Players must be sixteen (16) years of age or older by the registration closing time to be eligible to participate in the **Open Qualifiers and League Phase**.

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.

### 1.3 Country of origin/region

All those who are in the region at the time of the competition are eligible to participate, regardless of their country of origin.

### 1.4 Residence/Nationality

All those in the region are eligible to participate, regardless of their country of origin.

**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

### **1.5 Number of team members**

All participating teams must have a roster consisting of a minimum of three (3) players and a maximum of five (5) players.

### **1.6 Nicknames and nicknames**

The nicknames of all players participating in the competition must contain at least part of the nickname by which they are known.

### **1.7 Game accounts**

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.

### **1.8 Allowed & Banned Devices**

#### **Approved**

- Mobile Phone
- Tablet

#### **Banned**

- Emulation
- PC

### 1.9 Game version

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

### 1.10 Game Server

All matches for the Open Qualifiers and the **Leauge Phase** will be forced to take place on a specific server.

- **Frankfurt (Germany)**

## 2. PRIZEPOOL

### 2.1 Distribution of awards

- **Prize Pool: [10.000\$]**

**1st - 5000\$**

**2nd - 2500\$**

**3rd & 4th -750\$**

**5th to 8th - 250\$**

### 2.2 Prizepool Transfer

Each team must determine a responsible person in charge of claiming the prize, by default it will be the manager if not otherwise indicated. The person in charge will be responsible for the prize once the transfer is made.

The payment of the prize may take up to 30 days after the end of the competition.

## 3. PENALTIES

### 3.1 Consequences of dropping out of the league

Any team that drops out of the competition will not be allowed to participate in future editions.

### 3.2 Penalty notices

Failure to comply with the competition schedule will result in a default defeat and one and a half warnings.

Failure to follow essential instructions such as the use of discord or entering the club will result in a warning.

## **Screen sharing will be mandatory for both teams, first penalty, forfeited set; second penalty, forfeited match.**

For disrespect towards members of the organization or other participants, a warning will be given.

For every four warnings for exceeding the maximum time in brawler selection or changes between sets, a warning will be given.

For any attempt of rigging, the team will be immediately expelled.

For canceling a draft a warning will be given, if it is canceled again in the same match, the set will be forfeited.

When using an incorrect map or mode, the team will receive a warning, if they repeat the mistake in the same match, the map in question will be forfeited.

The home team must always ensure that they can spectate the game from their point of view, production cannot follow the match, the team will receive a warning and if it is repeated in the same match, they will forfeit the map.

The referee can also join the voice channel and through the shared screen will be able to see the picks and bans in order to coordinate with production for the realization of the live stream.

### **3.3 Conditions for expulsion**

Any team receiving three warnings will be automatically expelled from the competition.

## **4. Format**

Open qualifiers: Single elimination bracket, Bo3, best 8 teams advance

League phase: Round Robin, Bo3 of Bo5, best 4 teams advance

Grand finals: Double elimination bracket in two days, Bo3 of Bo5

## **4. SCHEDULE**

**Start time: 17:00 GMT**

## **OPEN QUALIFIERS**

**Day 1 = 21 March**

**Day 2 = 28 March**

**Day 3 = 4 Abril**

**Day 4 = 11 April**

## **LEAGUE PHASE**

**14-15-16 April**

**29-30 April**

**14-15 May**

The complete match schedule will be made public on the discord server.

**Grand finals: 28-29 June**

**Advice:** The team will have the responsibility and guarantee to the organization that all players will be able to attend the offline events, including legal documentation, visas, etc.

If any player breaks or can accept these conditions on his way, he will be disqualified and his place will pass to the next eligible player.

#### **4.1.1 Punctuality**

In the first match, it is required to be 15 minutes before the start time.

Teams should be prepared to play their matches up to 20 minutes before the scheduled time, as they are approximate.

#### **4.1.2 Deferrals**

The only valid reason for requesting a change in the time of a match is if the team has another competition at the same time.

Any request must be made 48 hours in advance. No match can be played on another day or without a stream.

The only solution is to exchange the time of the match for another one, if the rest of the teams agree to do so.

### **4.2 Format**

#### **Open Qualifiers**

The tournament will consist of fourth (4) open qualifiers that will be hosted through the **Matcherino Platform**.

Qualifiers will be a **Single Elimination Bracket** where the finalist will obtain their spot to the **League Phase**.

A total of eight (8) teams will compete in the **League Phase**.



### Qualifiers Link:

<https://matcherino.com/t/own-qualifier-1>

<https://matcherino.com/t/own-qualifier-2>

<https://matcherino.com/t/own-qualifier-3>

<https://matcherino.com/t/own-qualifier-4>

'Power Match' draft mode will be used: number of rounds 3, setup time x1.5 Modes will be: Heist, Ball Brawl, Gems, Star Hunt, Hot Zone and KnockOut.

The order will be randomly designated.

### League Phase

The teams will play a total of seven (7) matches against each other.

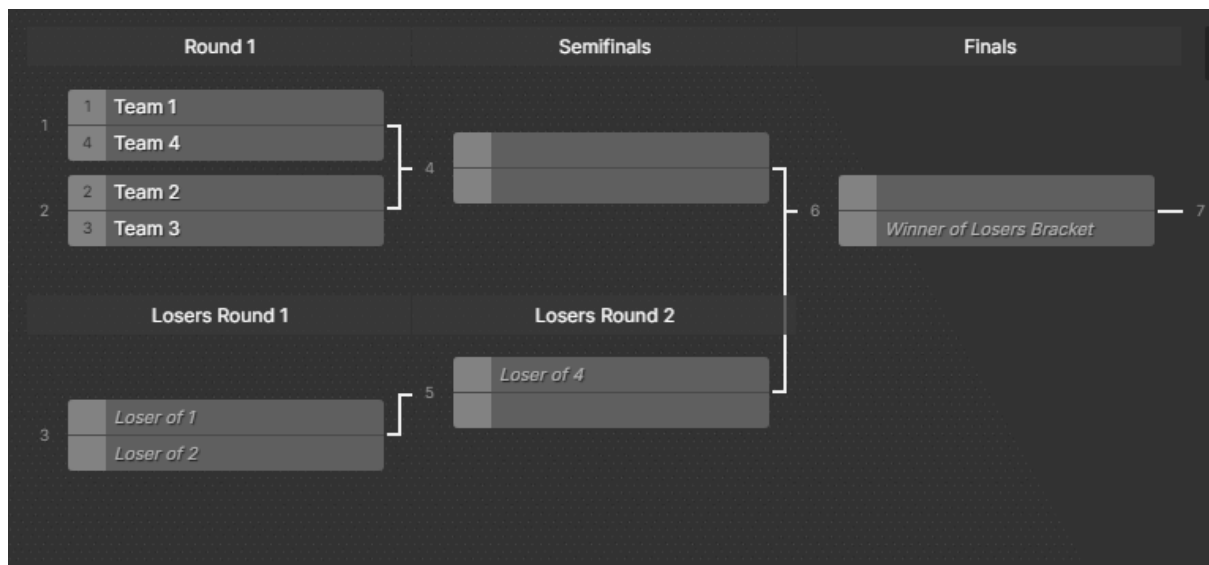
Matches will be played to **Best of five (5) Sets** and **Sets to Best of three (3) Games**

The best fourth (4) will qualify to the **Final Phase**.

### Final Phase

The teams will play in a **Double Elimination Bracket** in the offline event **OWN Valencia Fest**.

The seeding will be displayed like this:



Matches will be played to **Best of five (5) Sets** and **Sets to Best of three (3) Games**

'Power Match' draft mode will be used: number of rounds 3, setup time x1.5 Modes will be: Heist, Ball Brawl, Gems, Star Hunt, Hot Zone and KnockOut. The order will be randomly designated.

#### **4.21 Penalties**

A 15-minute margin will be given when a team is notified that it must play, in case of no-show, it will receive a default defeat by three points in addition to a warning.

#### **4.3 Standings**

Each victory will award the winning team 3 points. Defeat 0 points. There is no possibility of a tie.

The teams that occupy the first four positions are in the playoff zone.

#### **4.4 Tiebreaker**

In case of a tie in points, the tie-breaking criteria are firstly the direct confrontation, secondly, the difference of sets, thirdly, the difference of maps.

In the event of a tie where the criteria do not resolve the situation, a confrontation between the three teams will take place. In case of another tie, the final solution will be a draw.

All information will be detailed in the [discord server](#)

#### **4.5 Games matches**

The teams will know their clashes and the choice of maps in each of them from the beginning of the competition.

You can find them on the official discord server of each division.

##### **4.5.1 Map Pool**

The maps will be announced on the Discord Server. Each match day will have detailed sets on the **Match Day channel**.

## **5. MATCHES**

### **5.1 Lineups**

Teams can only field those players that appear in the rosters excel.

### **5.1.1 Main Players**

The three players who will start playing the first set of the match are considered starting players.

### **5.1.2 Sub Players**

The rest of the roster players who do not start playing the match are considered substitutes. They can come in between sets of a match, substituting one of the starters.

### **5.1.3 No Registered Players**

No player can play if he is not registered. To register a player, he must be included in the competition roster within 24 hours before next match day..

## **5.2 Match Preparation**

All teams must follow a series of steps on match days.

### **5.2.1 Voice Chat Access**

Players are required to be in the 'Match channel' of the official discord server of the competition.

Players must occupy the 'Local Team' or 'Visitor Team' voice chat depending on their match position or their corresponding private channel.

### **5.2.2 Match procedure**

Instructions will be given by the club text chat, the referee will be in charge of indicating when to start a match.

There will be referees in their own voice chat, they will not intervene in the teams' chats unless necessary.

### **5.2.3 Equipment communication method**

Teams are required to use the competition voice chat during the match unless one of their members is unable to do so for compelling reasons.

## **5.3 Bans Phase**

There will be six (6) bans for each match set, which will take place during the draft. Each team will ban three (3) brawlers.

### **5.4.1 New brawlers**

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

## **5.5 Figure of the coach and manager**

Coaches and managers of each team can be in voice chat during the match, giving instructions to their players.

## **5.6 Changes in the same set**

The Draft does not allow any changes in the same set.

## **5.7 Changes between sets**

Between sets, player changes can be made as long as the coach or the substituted player indicates it through the club chat.

Teams have a maximum of 1 minute to make any of the changes.

## **5.8 Substitutions**

Three substitutions are allowed in the same match, as long as they comply with the established rules: between sets and with previous communication through the club's chat.

## **5.9 Rematch**

A rematch is considered to be a game that must be replayed, either because of a draw or for other reasons.

### **5.9.1 Changes in players**

The draft does not allow for player changes.

### **5.9.2 Changes in brawlers**

The draft does not allow changing brawlers.

### **5.9.3 Changes in star abilities/gadgets**

The draft does not allow the change of star abilities, gadgets or reinforcements.

### **5.9.4 Downtime during matches**

The professional players are responsible for ensuring a good internet connection that does not cause them any problems during the course of the matches.

#### **5.9.4.1 Player downtime**

The organization will not be responsible for the loss of connection of any player nor will it be a valid reason for rematch.

#### **5.9.4.2 Server downtime**

In case of server problems that affect all the players in the match, rematches can be made if the organization deems it appropriate.

#### **5.9.4.3 Continuation of an interrupted match**

In the event that a match is interrupted due to force majeure such as maintenance or server downtime, the match will be held on a date to be determined with the same result as at the time of the interruption.

### **5.10 Match Protests**

Protests should be addressed to the referee body during matches or to the staff if it is out of match.

#### **5.10.1 Communication**

In case the protest is during the course of a match, it should be addressed to the referee staff, who will always be present during the matches both in the club and in voice chat.

In case the protest persists after the match, it will be made formally from the private chat of the team in question by quoting a member of the staff. The deadline is one hour after the end of the day.

#### **5.10.2 Committee and resolution of disputes**

The committee is formed by the competition administrators and staff members, the highest authority to establish the resolution to any dispute.

#### **5.10.3 Cases not covered by the regulations**

In the hypothetical case that there is a conflict whose resolution is not covered by these rules, the committee will be responsible for taking the best solution and resolve the dispute in a satisfactory manner for all parties involved.

### **5.11 Chambers**

When production deems appropriate, may ask the teams to enable cameras during their matches. Upon request, at least one player from each team must activate his or her camera prior to the start of the match to represent his or her team.

**All players, including staff, may have their cameras activated during the match.**

#### **5.11.1 Conduct to be followed**

While the camera is active, it is considered inappropriate to perform:

- Offensive gestures (comb-over, L, neck-cutting, etc.).
- Nudity of any kind (including shirt removal).
- Behavior that is offensive to the opponent or the crowd.
- Drinking alcohol and smoking
- Breaking Twitch community guidelines

Players are encouraged to be creative, fun and spontaneous with their reactions and interaction with the camera as long as they comply with these guidelines.

#### **5.11.2 Sponsorships, Apparel and Branding**

Player sponsorships, apparel and branding must follow the guidelines of the Safety and Fairness Policy. Players must remove or block their sponsorships, or branding during broadcasts or live events if they do not meet the required guidelines. Items that fall into these categories include, but are not limited to:

- Alcohol
- Over-the-counter drugs or medications
- Gambling
- Tobacco products
- Firearms
- Pornography

#### **5.11.3 Penalties**

Players who violate the rules will receive a warning, in case of recidivism and receive a second warning, they will be sanctioned for one match.

#### **5.11.4 Authorization for the use of images**

**In case a minor, whether player or staff, wants to activate his camera during a match, he must first ask the administration for a consent form for the use of images that his parents or legal guardians must sign.**

#### **5.12 Webcameras**

**During League Phase, atleast one (1) Players of a Team will be required to use their own webcam to be featured on the broadcast for all of their matches.**

**It is the responsibility of each Team to ensure that one (1) Player have a working webcam.**

**Teams who fail to have one (1) Players use a webcam may be subject to set penalties. Repeated infractions are subject to escalating penalties such as match lose penalty.**

## **6. BROADCAST**

Both the regular phase and the playoffs will be broadcast live in several languages.

### **6.1 Broadcasting Schedule**

The broadcasting schedule shall coincide with the timetable of the event.

### **6.2 Official casters**

Only official casters will be able to broadcast the competition. All casters who are accepted will become part of the official discord, where they will have access to the cleanfeed and broadcast guides.

### **6.3 Streaming prohibition**

No player, caster or content creator who is not part of the accredited streamers will be allowed to stream on their own, fancasts are not allowed.

### **6.4 Interviews**

Players agree that they may be asked for video clips answering questions and that this material may be used to promote the competition.

### **6.5 Image rights and replay**

All teams and players participating in the league agree to the use of their corporate logos and player images for the duration of the competition.

They also agree to the use of replays of the matches.

## **7. Roster**

The managers or coaches of each team must provide an official roster for the competition composed of 3 to 5 players with nickname and tag.

### **7.1 Transfer period**

Transfers may be made throughout the competition. Each team is entitled to three transfers.

### **7.2 Transfer communication**

Transfers must be communicated to the organization through the team's private channels. There is a difference between transfers of players belonging to teams of the same division and players from other organizations or players playing in another division.

In case of signing a player from the same division, the transfer must be communicated before the start of the game day to count the waiting time, it is not valid during or right after the end of the game day.

In case of signing a player from a different division or not belonging to the competition, it must be communicated at least 24 hours before the start of the match day and the next opponent must be notified by the match chat.

### 7.3 Waiting time after transfer

In case a player belonging to a team of the same division is transferred, he will not be able to play for one match day.

In case of signing a player belonging to a team of a different division or outside the competition, he can join immediately as long as the communication protocols are met.

### 7.4 Fair Play between teams

In case of signing a player who is registered in another team participating in the competition and that team can not play the day for lack of members, must play with the player signed a day.

### 7.5 Data protection

Data requested to the players will be used only for book flights, hotels etc. After the company completed all the expected reservations, the data will be deleted from their database.

### 7.6 ToS and Fair Play

Teams and players are mandatory to follow and accept **Terms of Service and Fair Play code** provided by Supercell.

- <https://supercell.com/en/tournament-guidelines/>
- <https://supercell.com/en/safe-and-fair-play/>