



I. INTRODUCTION

EWU – Elite Warriors United - Ninth Edition, is an international Clash of Clans tournament, for Town Hall 14 accounts, which prioritizes enjoying the most of the competitive game. It is for the same reason that the participants must have a spirit of Fair Play, in the broadest sense of the word.

In addition, EWU fully adheres to the **SUPERCELL Rules for Tournaments**, which you can review at the following link <https://supercell.com/en/tournament-guidelines/>. In addition, we inform you that **SUPERCELL** at any time of the tournament may perform an **Account Scan** to guarantee the **Fair Play** character of the Tournament at all times.

No one player may play for more than one team and each player can use only one account in each war. If any irregularity is detected, all the stars obtained in the attack by the questioned player will be discounted.

The name of the clan that participates in each war must always be the same as the team that registered in the tournament.

Tournament Registration

Registration for the tournament must be made on the page enabled for such purposes on the website <https://ewugaming.com/>, where you must attach the team logo and fill the fields requested in the form.

Start of registration· April 01, 2022

Registration closing· April 07, 2022





II. TOURNAMENT STRUCTURE

The tournament will have the following structure

Community Qualifier· 3 Communities

Group Stage· 2 groups of 5 teams each

Playoff· 6 best teams in the tournament

How EWU Clash of Clans Esports is an international tournament we will look for the representativeness of the entire clash of clans community. To achieve this we have grouped the world of Clash of Clans into 3 large communities:

A· America

B· Europe and Africa

D· Asia and Oceania

The qualifier will be carried out by direct elimination, and 3 teams from each community will qualify for the group stage. The tenth participant will be the Queen Walkers team in their capacity as vice champion of the Clash of Clans World Cup 2021. This spot was reserved for the champion, but since China now has its own server, the spot is given to the other finalist team.

Participation criteria

Registration will be open without limit of teams. The organization will 4 clans from each community as seeded, for which the performance of the teams during the year 2021and 2022 will be taken into account. All registered clans that have participated in the final stage of Clash of Clans World Championship 2021 will be seeded

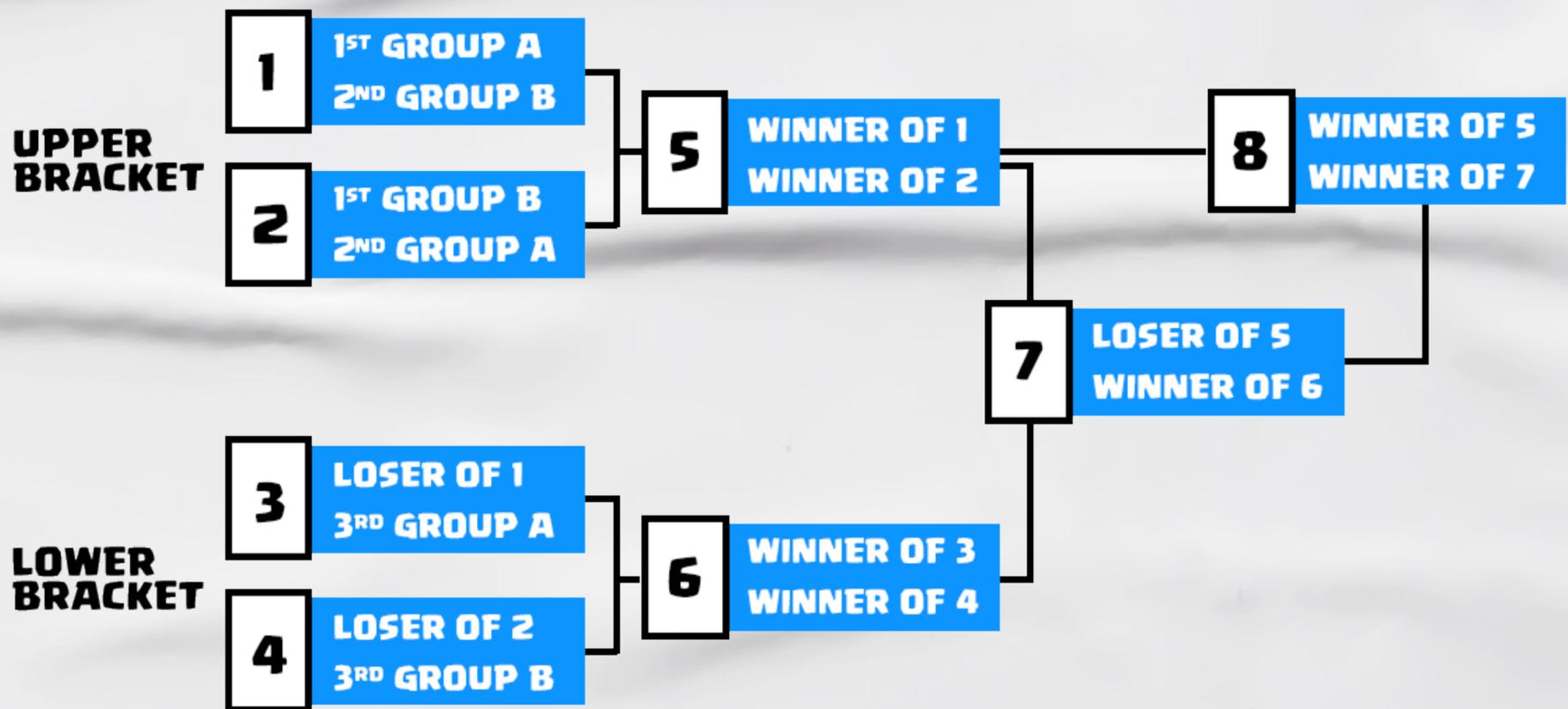


Group Stage

2 groups of 5 teams each will be formed. Top 3 from each group will advance to the playoffs.

Playoffs

The playoffs will be played with the double bracket system, with an upper bracket and a lower bracket. After 8 games we will know who is the champion team. In case the finalist arrives undefeated, loses the final, he will have the right to revenge.





III. TOURNAMENT DYNAMICS

Game Mode• Friendly War 5 vs 5 Town Hall level 14 (max Town Hall level)

Preparation Time• 5 minutes.

Battle Time• 45 minutes, with 8 minutes of base study and 37 minutes of battle, 1 minute must be waited between each attack, and each clan must make an attack each time. At the end of the opponent's attack, there is one minute to start the other clan's attack.

The left team (or top team of the bracket) attacks first and the right team sends out the challenge. Each player can only use one attack.

Attack time:

LEFT TEAM	RIGHT TEAM
Minute 37	Minute 33
Minute 29	Minute 25
Minute 21	Minute 17
Minute 13	Minute 9
Minute 5	Minute 1

The winner will be the clan that gets the most stars during the war

Tie Breaker

1. Total Destruction Percentage
2. Average Time Per Attack
3. If the tie persists, a rematch will take place



IV. PRIZE POOL

Champion: \$8,000 USD

2nd Place: \$5,000 USD

3rd Place: \$2,000 USD

The prizes will be sent by PayPal to the account given by the representative or captain of the team. The organization will not cover taxes or commissions that apply to the transaction. Prizes will be delivered within a maximum period of 1 month.

V. REQUIREMENTS

The official communication and coordination of the event will take place on our discord server, follow the following link to join <https://discord.com/invite/f3EnvQGFFu>. The Manager or team captain must enter the server to coordinate participation in the tournament.

The manager or captain of the winning team must send a screenshot to the results channel of the discord server.

The manager or captain must notify at least 24 hours in advance the change of clan where the war will be played, if the registered clan is not available.

The teams must allow the entry of the official streamers of the event. To avoid confusion, a list will be made with the tag of each streamer's accounts.

Each team must have a logo, which must be attached to the registration in PNG format without background.



The players and the manager of each team must always show fair play behavior, disqualifications of any kind will not be tolerated either on social networks or on the server.

From the playoff stage, the players of each team must enable the web cam so that the organization captures and transmits the moment in which each player makes the attack.

The organization will inform in a timely manner before the start of the first qualifying day, the detailed schedule of the entire tournament.

By registering for the tournament, players fully accept the rules set forth in these regulations.

The organization reserves the right to amend, eliminate or modify the rules detailed in this regulation without prior notice. Likewise, it reserves the right to judge cases that are not explicitly supported or detailed in this document, and to make decisions that, in extraordinary situations, may even contradict these rules in order to guarantee fair play and sportsmanship.

VI. PENALTIES

Failure to comply with the established order and attack time will be sanctioned with the loss of one star for each attack that violates the regulations.

If any clan submits a player that is not on the team's registered roster, the clan will automatically lose the war. If this situation is repeated, the team will be disqualified from the tournament.

The delay in starting each war may not exceed 10 minutes. Based on this, a margin of 5 minutes will be given to send the friendly war challenge and 5 minutes to be accepted by the corresponding clan. If this period is exceeded, the victory will be given to the team that has respected the established schedule.



In the event of a cause of force majeure, in addition to having the agreement of the organization and the managers of both teams, an alternative resolution may be managed.

Failure to comply with fairplay or inappropriate behavior on the part of one or more members of a team will imply sanctions that can reach the automatic disqualification of one or more players, including the team. The type of sanction will depend on the seriousness of the offense committed.

VII. TOURNAMENT SCHEDULE

DAYS	MONTH	STAGE
1 st to 7 th	April	Tournament Registration
18 th to 24 th	April	Europe qualifier
25 th to 1	April-May	Asia and America qualifiers
2 nd to 8 th	May	Europe final qualifier stage
9 th to 15 th	May	Asia and America final qualifier stage
16 th to 5 th	May-June	Group Stage
10 th to 12 th	June	Playoff

