



Official Rulebook Bren Chong Cup 2

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0. General rules

This regulation will serve as regulation of the Bren Chong 2 that will be played online. These rules apply to all participating players.

By accepting to participate you also agree to comply with the rules indicated in this document. The organization reserves the right to modify any regulation point throughout the championship, if this becomes effective, the changes will be notified at the time.

Communication

All communication will be carried out through the Revol Aimar Discord Server.

<https://discord.gg/3hXhqXenFz>

1. Qualifiers

Regions

The competition qualifiers will be divided into 4 regions, each consisting of the following countries:

Asia and Oceania: Afghanistan · Saudi Arabia · Armenia · Azerbaijan · Bahrain · Bangladesh · Burma · Bhutan · Brunei · Cambodia · China · Cyprus · North Korea · South Korea · United Arab Emirates · Philippines · Georgia · Hong Kong · Indonesia · India · Iran · Iraq · Israel · Japan · Jordan · Kazakhstan · Kyrgyzstan · Kuwait · Laos · Lebanon · Malaysia · Maldives · Mongolia · Nepal · Oman · Pakistan · Palestine · Qatar · Russia · Singapore · Syria · Sri Lanka · Thailand · Tajikistan · East Timor · Turkmenistan Turkey · Uzbekistan · Vietnam · Yemen · Australia · Micronesia · Fiji · Kiribati · Marshall Islands · Nauru · New Zealand · Palau · Papua New Guinea · Solomon Islands · Samoa Tonga · Tuvalu · Vanuatu

Europe and Africa: Albania · Germany · Andorra · Austria · Belgium · Belarus · Bosnia and Herzegovina · Bulgaria · Cyprus · Croatia · Denmark · Slovakia · Slovenia · Spain · Estonia · Finland · France · Georgia · Greece · Hungary · Ireland · Iceland · Italy · Kazakhstan · Kosovo · Latvia · Liechtenstein · Lithuania · Luxembourg · Republic of Macedonia · Malta · Moldova · Monaco · Montenegro · Norway · Netherlands · Poland · Portugal · United Kingdom · Czech Republic · Romania · San Marino · Serbia · Sweden · Switzerland · Ukraine · Vatican City · Angola · Algeria · Benin · Botswana · Burkina Faso · Burundi · Cape Verde · Cameroon · Chad · Central African Republic · Comoros · Republic of the Congo · Democratic Republic of the Congo · Ivory Coast · Egypt · Eritrea · Ethiopia · Gabon · Gambia · Ghana · Guinea · Guinea- Bissau · Equatorial Guinea · Kenya · Lesotho · Liberia · Libya · Madagascar · Malawi · Mali · Morocco · Mauritius · Mauritania · Mozambique · Namibia · Niger · Nigeria · Rwanda · Western Sahara · Sao Tome and Principe · Senegal · Seychelles · Sierra Leone · Somalia · Swaziland · South Africa · Sudan · South Sudan · Tanzania · Togo · Tunisia · Uganda · Djibouti · Zambia · Zimbabwe

LATAM: Argentina · Belize · Bolivia · Brazil · Chile · Colombia · Costa Rica · Cuba · Ecuador · El Salvador · Guatemala · Guyana · Haiti · Honduras · Nicaragua · Panama · Paraguay · Peru · Puerto Rico · Suriname · Uruguay · Venezuela · Mexico

North America: United States · Canada

Players will **only** have the option to play and qualify in the region to which their country of residence belongs. If they participate in a qualifier that does not correspond to their country they will be disqualified.

Each region will have 7 qualifying days in which tournaments of 1000 people will be played. From each tournament of 1000 people, the first 8 classified will play a simple Bo3 bracket with each other with a ban from each player when they lose a game. They will be placed in the bracket according to the final classification of the tournament and the top 2 will qualify for the next phase: the group phase.

The organization will subsequently review the country of residence, age and compliance with the Supercell TOS of the classified. If any type of breach of the regulations is detected, the player will be disqualified and the place will be transferred to the next best placed player in the bracket, who will undergo the same review. The organization reserves the right to request the documents that prove the country of residence of a player at any time during the tournament.

Minimum age to participate: A minimum age of **16 years** is established to participate in the competition.

Participation in qualifiers

All qualifiers will be broadcast by the streamers selected for each region. The schedule for each qualifier is as follows:

North America: [Link](#) Europe: [Link](#)

Players will only have the option to play and qualify in the region to which their country of residence belongs. If they participate in a qualifier that does not correspond to their country they will be disqualified.

In the regions of Europe and Africa, North America and LATAM, the access password for each qualifier will be published 5 minutes before the start time of the 1000-person tournament through the AppGrade mobile application (downloadable Play Store and App Store or in this [link](#)).

In Asia and Oceania the password will be published through TBD

2. Regional phase

The 16 players classified through the qualifiers in each region will go to the group stage, which will be joined by another 16 players invited by the organization. The 32 players from each region will be divided into 4 groups of 8 players each.

The groups will play a round robin format. Each player will play a total of 7 rounds of Bo3 with a ban from each player when they lose a game. The first 4 classifieds in each group will qualify for the regional bracket, the next phase of the competition.

Group stage qualification criteria

The classification of the groups will be governed by the following criteria in the order shown:

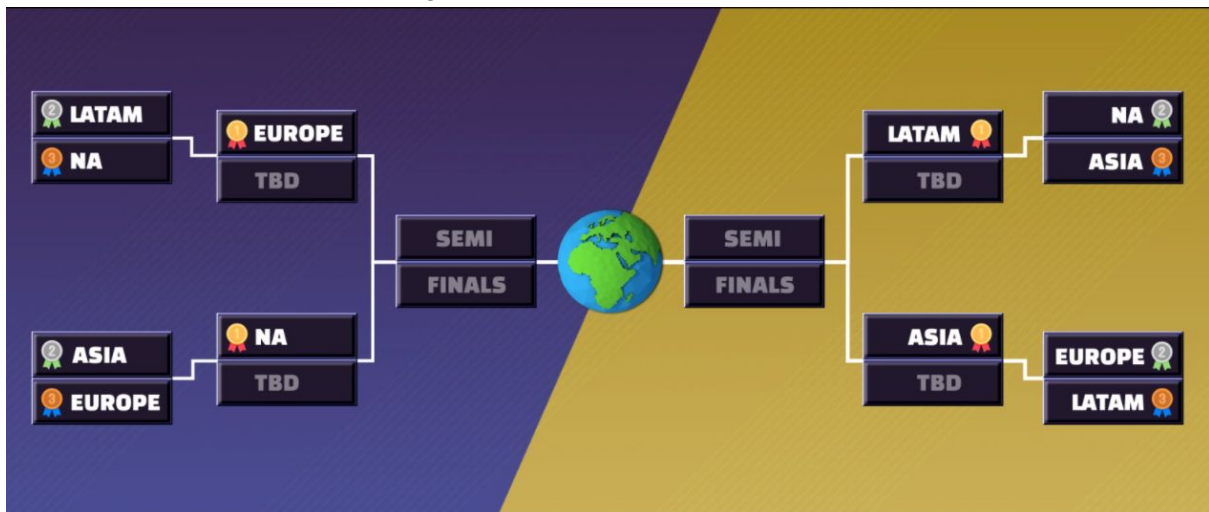
1. Wins of each Bo3
2. Direct confrontation won if there are 2 players tied
3. Difference of wins and losses between the tied players (+1 for victory -1 for loss).
4. Difference of total sets won throughout the group stage.

Regional Finals

The 16 qualifiers from each region will play a simple Bo5 bracket with a ban from each player when they lose a match. The player will be able to reserve the ban for the second game they lose. The positioning of the bracket will be predetermined according to the position they have remained in the group stage. The 3 winners of the bracket will advance to the final phase. The winner will have a round advantage in the final bracket.

3. Finals

The top 3 from each region (a total of 12 players) will advance to the Final phase. The bracket will follow the next pairings:



All matches will be played by Bo5 with a ban from each player when they lose a match. The player can reserve the ban for the second game they lose.

4. Prizes

The prizes will be distributed in the Regional Phase and in the Finals and will have the following distribution:

Regional phase:

1st classified: € 1,000

2nd place: € 500

3rd classified: € 250

Each of the 4 regional phases will have the same distribution of prizes.

Final phase:

1st classified: € 15,000

2nd place: € 7,500

3rd place: € 3,500

The prizes are cumulative between the two phases. The organization will deliver the prizes to the winners within 90 days from the end of the competition.

5. Refereeing and competition rules

The matches will be controlled by a referee, who will have full authority to enforce the rules of the game in said match. Decisions will be made according to the referee's best judgment in accordance with the rules of the game, league regulations and the spirit of the game and will be based on the opinion of the referee, who has the discretion to make appropriate decisions within the framework of the rules of the game. The referee's decisions on facts related to the game, including the remake, the restart or not of a game and the result of the game, are final.

6. Code of conduct

Players and team members must always maintain courtesy to their opponents. In particular, violent behavior or language that violates the dignity of people will not be allowed. The players must bear in mind that the matches are broadcast and are therefore accessible to minors. Players are obliged to know the Bren Chong Cup 2 regulations and pay attention to the instructions of the referees during the matches. It is forbidden to allow yourself to be won or play badly on purpose to adulterate the result of the match, if this happens, it will be reviewed by the sports committee and the player will be penalized. The organization of the competition has the right to evaluate and sanction an irregular conduct of the players, not limited to social networks, online forums, streams or emails.

7. Right of modification and acceptance of the agreement

The organization reserves the right to modify the rules at any time that is necessary in order to guarantee fair play and the integrity of the competition.

All players who compete in the Bren Chong Cup 2 will automatically accept everything set out in these regulations.

8. Match rules

During the entire competition, the matches will be governed by the following rules.

Clan

All matches will be played in a clan created by the organization. Players must be within the clan between five (5) and ten (10) minutes before their match. If a clan change is needed, the organization will provide all the information to each player through the Discord server.

Not allowed cards

A card that has recently come out will be banned until the card can be obtained by everyone. The organization may prohibit a card in case it suffers problems / bugs, giving prior notice to all players.

Not showing up for a game

If a player does not appear for their match without prior notice, the opposing player will be declared the winner of the match.

In the case of matches after the first one, players must be vigilant at the end of the match prior to theirs since, depending on the duration their own match may be before the estimated time.

Game launch

The local player will always be in charge of requesting all games during a match and they will have one minute to request a game, both for the opposing player to accept and to start it from the moment indicated by the referee. If this is not done, the referee will count down, if in this time it has not been thrown / accepted, the offending player will lose 1 game of the confrontation.

Lost Connection

In case of loss of connection, the game will be over, the result being valid for classification. Each player will be responsible for their connection. A rematch will only be awarded if the winning player and referee grants it.

Prohibition of retransmissions

Players cannot broadcast any match.

9. Terms and conditions of Supercell

The accounts of participating players will be investigated by Supercell for violations of the terms of service and the result of such investigation will be shared with the Tournament.

<https://supercell.com/en/terms-of-service/>

If a player turns out to be penalized by Supercell, this player will not be able to participate in this competition for any reason.