# UCL

## UPCORE CHAMPIONS LEAGUE
## RULEBOOK

# INDEX

## 1.0.0  TERMS AND CONDITIONS

1.1.0    The following terms and conditions serve as the official ruleset for UPCore Champions League Season 1 and will be valid for all phases, including the Open Qualifiers (OQ), Round Robin (RR) and Playoffs Stage.

By competing in the Tournament, you agree to the following:

(A) All participants are agreeing to abide by the conditions set forth in this rulebook. Breaking these rules may result in penalties, immediate disqualification and/or forfeiture of all prize money earned.

(B) The administrative team reserves the power to change and interpret these rules at their sole discretion as deemed necessary to promote fair play and maintain integrity of the event at all times.

(C) Changes to these rules may be applied by releasing notices, online postings, e-mails, or other electronic communications that provide instructions and guidance to the Players during the event.

## 2.0.0  OVERVIEW

2.1.0    Definition of Terms

2.1.1    Team Refers to a group of three (3) Players who have joined together to participate in the competition.

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

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

2.1.4    Set Each set is a best of 3 ("Bo3"). The first team to win two (2) games on the map will be crowned the winner of the set.

2.1.5    Match Refers to a series of sets between two (2) participating teams. Matches may be Bo3 or Bo5 sets.

2.2.0    Confidentiality of communications

2.2.1    All information shared with the players via any private means of communication during the event is completely confidential and must be treated as such.

2.2.2    Confidential information shall not be posted on any public platforms without the admin's prior approval until the official announcements conveying the same information are posted.

2.3.0    Media Rights

2.3.1    The players agree to provide complete, free and fair media usage rights to the organizers to utilise their clips, videos and other media obtained during the event for content, promotion and marketing purposes.

## 3.0.0   ELIGIBILITY

3.1.0    All players must be from eligible countries to participate in this event.

3.2.0    Eligible Countries: Afghanistan, Armenia, Bangladesh, Bhutan, Brunei, Cambodia, India, Indonesia, Kyrgyzstan, Laos, Malaysia, Maldives, Myanmar, Nepal, Pakistan, Philippines, Singapore, Sri Lanka, Taiwan, Tajikistan, Thailand, Turkmenistan, Uzbekistan, Vietnam, Bahrain, Iraq, Jordan, Kuwait, Lebanon, Oman, Palestine, Qatar, Saudi Arabia, the United Arab Emirates and Yemen.

3.3.0    All players must be at least 16 years of age or older.

## 4.0.0   EVENT DETAILS

4.1.0    Format

There are 3 stages in the event:

4.1.1    Stage 1 (Open Qualifiers) – There will be 4 open qualifiers. Each open qualifier consists of a single elimination bracket with Bo3 sets and Bo3 games. At the end of every open Qualifier, teams will be awarded points based on placements as follows:

| Placement | Points |
|-----------|--------|
| 1st | 50 |
| 2nd | 35 |
| 3rd – 4th | 20 |
| 5th – 8th | 10 |
| 9th – 16th | 05 |

At the end of all open qualifiers, top 8 teams on the points leaderboard advance to stage 2 (Round Robin).

4.1.2    Stage 2 (Round Robin) – 8 teams compete in round robin style facing each other once across 7 matchdays. Each matchday consists of one match per team. Each match shall be played in Bo5 sets and Bo3 games. At the end of all 7 matchdays, the top 4 teams with the most match victories advance to stage 3 (Playoffs).

In the event of draws on the leaderboard, the team's head to head statistics will be considered in the following order:

– Match win %

– Set win %

– Game win %

If needed, teams may be asked to play a tiebreaker match.

4.1.3    Playoffs – 4 teams compete in a double elimination bracket to claim the UCL Crown.

4.2.0    Dates and times

4.2.1    Stage 1 (Open Qualifiers):

| Event Name | Date | Time |
|---|---|---|
| Open Qualifier #1 | 17-04-2025 | 06:30 PM IST |
| Open Qualifier #2 | 18-04-2025 | 06:30 PM IST |
| Open Qualifier #3 | 28-04-2025 | 06:30 PM IST |
| Open Qualifier #4 | 29-04-2025 | 06:30 PM IST |

4.2.2    Stage 2 (Round Robin):

| Event Name | Date |
|---|---|
| Day 1 | 05-05-2025 |
| Day 2 | 06-05-2025 |
| Day 3 | 07-05-2025 |
| Day 4 | 08-05-2025 |
| Day 5 | 09-05-2025 |
| Day 6 | 11-05-2025 |
| Day 7 | 12-05-2025 |

Match timings for stage 2 will be shared in the event discord server after stage 1 ends.

4.2.3    Stage 3 (Playoffs):

| Event Name | Date |
|---|---|
| Day 1 | 29-05-2025 |
| Day 2 | 30-05-2025 |

Match timings for stage 3 will be shared in the event discord server after stage 2 ends

Stage 2 and stage 3 registration links will be shared with the respective teams in the discord server upon qualification.

4.3.0    Prize Distribution

4.3.1    Open Qualifiers:

Champions: 50% of total prize pool crowdfunded on the event page

Runner Ups: 30% of total prize pool crowdfunded on the event page

3rd Place: 10% of total prize pool crowdfunded on the event page

4th Place: 10% of total prize pool crowdfunded on the event page

Open Qualifiers prize pool will be paid out within 24 hours of the respective matchday ending.

4.3.2    Playoffs prize distribution:

Champions: $800 + 50% of total crowdfunded prize pool

Runner Ups: $600 + 30% of total crowdfunded prize pool

3rd Place: $400 + 15% of total crowdfunded prize pool

4th Place: $200 + 5% of total crowdfunded prize pool

Playoffs prize pool will be paid out within 60 days from the end of the event.

4.3.3    Any transaction fees and applicable personal taxes liable on the earnings shall be the sole responsibility of the players.

4.4.0    **R**oster Changes

4.4.1    Teams will only be allowed to make one (1) roster change across the entire event.

4.4.2    Teams who make more than 1 roster change may not retain any points or prize money earned.

4.4.3    Teams may request for an emergency substitute if needed. Admins reserve the right to accept or reject an emergency substitute request at their sole discretion to promote fair play and maintain integrity of the event.

4.5.0    **R**egistration

4.5.1    Registration links:

Open Qualifier #1 – https://matcherino.com/t/ucl-s1-oq-1

Open Qualifier #2 – https://matcherino.com/t/ucl-s1-oq-2

Open Qualifier #3 – https://matcherino.com/t/ucl-s1-oq-3

Open Qualifier #4 – https://matcherino.com/t/ucl-s1-oq-4

4.5.2    All players must register in teams of 3.

4.5.3    Incomplete teams will not be eligible to participate.

4.5.4    Free Agents will not be eligible to participate either.

4.6.0    **T**eam Obligations

All teams who qualify to stage 2 and stage 3 are required to carry out these processes:

4.6.1    Teams are required to add the broadcasting staff in the friend list.

4.6.2    Teams are required to join a club for the broadcast period.

4.6.3    Teams will be provided mandatory basic information forms to fill out.

4.6.4    Teams will be required to use the official discord server voice chat.

4.6.5    Each team must have 1 person sharing their screen in the voice chat at all times while playing the match.

4.6.6    All matches must begin at the designated timings. Starting the matches early or late may result in warnings followed by penalties.

4.6.7    All players must be present on webcams.

## 5.0.0  MATCH PROCESSES

5.1.0    Brawler pool, Map pool and modes:

The event will follow the current competitive map pool.

5.1.1    Stage 1 will follow a randomized mode pool in the following order:

| Set | Game mode |
| --- | --- |
| 1 | Gem Grab or Brawl Ball |
| 2 | Heist or Hot Zone |
| 3 | Bounty or Knockout |
| 4 | Gem Grab, Brawl Ball or Hot Zone |
| 5 | Heist, Bounty or Knockout |

5.1.2    Stage 2 and stage 3 maps and modes will be shared with the respective teams upon qualification.

5.1.3    There will be fixed maps and modes for every matchday during stage 2 and stage 3.

5.1.4    All new brawlers will be globally banned for 2 weeks from their public release. They can be picked in the competition no sooner than the 15th day post release.

5.2.0    Draft

5.2.1    All matches will be played in power league format with 1.5x draft timer.

5.2.2    If any team dodges or disconnects during the draft, they will be awarded a penalty. Teams may be exempt from penalty if video proof of game related bugs is provided.

5.2.3    Upon racking up 3 penalties, the team will be disqualified from the competition.

5.2.4    In the event of uncontrollable issues like internet or power cuts during Round Robin and Playoffs stages, no penalty shall be awarded under the condition that the same draft must be repeated in the set. Failure to do so may result in penalties.

5.3.0    No Shows and Disqualifications

5.3.1    All players must be present in the lobby within 10 minutes of lobby creation. If any players are not present for their match, they will be disqualified and their opponents will be given a no show victory.

5.3.2 In case of no shows, if a report isn't raised within 20 minutes of lobby creation then both the teams involved will be disqualified.

5.4.0 Dodging and Cheating

5.4.1 Any third-party tools or software that provide an undue advantage to teams are banned from the event. Usage of VPNs and exploiting bugs voluntarily are all offenses that will result in penalties and disqualification. Any attempts to find and exploit loopholes in the rulebook shall be strictly prohibited.

5.4.2 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 their account will be removed from the competition, and appropriate action will be taken on their Brawl Stars account.

5.4.3 If you suspect that a player is cheating, please let the admins know by opening a ticket from the support channel in the Discord server.

5.4.4 The organizers reserve the right to request information or documentation for verification of age, account ownership and player location. Sharing false or fraudulent information will result in instant disqualification.

## 6.0.0 CODE OF CONDUCT

6.1.0 All participants are subject to the Safe and Fair Play Policy conditions and must also abide by the Terms of Service set forth by Supercell.

Fair play guidelines – https://supercell.com/en/safe-and-fair-play/

Terms Of Service – https://supercell.com/en/terms-of-service/

6.2.0 All people involved, directly or indirectly, are expected to:

A) Treat all players and staff with courtesy and respect.

B) Abide by all tournament rules and avoid cheating or exploiting loopholes.

C) Display sportsmanship — win gracefully and lose with dignity.

D) Use appropriate language and avoid harassment or discrimination in any form.

## 7.0.0 SUPPORT AND COMMUNICATION

7.1.0 Discord will be the primary platform of communication.

7.2.0 All tournament operations, including match updates, scheduling, and announcements, will be handled on the server. All event support shall be provided within the discord server.

7.3.0 Every player must join the event Discord server to ensure smooth communication and coordination.

Link: www.discord.gg/upcore