

Official Regulations Bernard Chong Cup 3



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0. General Rules

This regulation will serve as regulation of the Bernard Chong CUP3. 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 point of the regulation throughout the championship, if this becomes effective, the changes will be notified at the time.

Communication

During the competition, all communications will be carried out through the competition's Discord Server.

Qualifiers

Regions

Competition qualifiers will be divided in 4 regions, each one composed of the following countries:

Bernard Chong CUP3 APAC: Afghanistan · Australia · Bangladesh · Bhutan · Brunei Darussalam · Cambodia · China · Cook Islands · North Korea · Fiji · India · Indonesia · Japan · Kiribati · Laos · Malaysia · Maldives · Marshall Islands · Micronesia (Federated States of) · Mongolia · Myanmar · Nauru · Nepal · New Zealand · Pakistan · Palau · Papua New Guinea · Philippines · Republic of Korea · Samoa · Singapore · Solomon Islands · Sri Lanka · Thailand · Timor Leste · Tonga · Tuvalu · Vanuatu · Vietnam · Russia

Bernard Chong CUP3 EMEA: Albania · Algeria · Andorra · Angola · Austria · Bahrain · Belarus · Belgium · Benin · Bosnia and Herzegovina · Botswana · Bulgaria · Burkina Faso · Burundi · Cameroon · Cape Verde · Central African Republic · Chad · Comoros · Croatia · Cyprus · Czech Republic · Democratic Republic of the Congo · Denmark · Djibouti · Egypt · Equatorial Guinea · Eritrea · Estonia · Ethiopia · Faroe Islands · Finland · France · Gabon · Gambia · Georgia · Germany · Ghana · Gibraltar · Greece · Guernsey · Guinea · Guinea-Bissau · Hungary · Iceland · Iran · Iraq · Ireland · Isle Of Man · Israel · Italy · Ivory Coast · Jersey · Jordan · Kenya · Kuwait · Latvia · Lebanon · Lesotho · Liberia · Libya · Liechtenstein · Lithuania · Luxembourg · Macedonia · Madagascar · Malawi · Mali · Malta · Mauritania · Mauritius · Moldova · Monaco · Montenegro · Morocco · Mozambique · Namibia · Netherlands · Niger · Nigeria · Norway · Oman · Palestine · Poland · Portugal · Qatar · Romania · Rwanda · San Marino · Sao Tome & Principe · Saudi Arabia · Senegal · Serbia · Slovakia · Slovenia · Somalia · South Africa · Spain · Sudan · Swaziland · Sweden · Switzerland · Syria · Tanzania · Togo · Tunisia · Turkey · Uganda · Ukraine · United Arab Emirates · United Kingdom · Vatican City · Western Sahara · Yemen · Zambia · Zimbabwe

Bernard Chong CUP3 LATAM: Argentina · Bolivia · Brasil · Chile · Colombia · Cuba · Ecuador · Guyana · Haití · Paraguay · Perú · Puerto Rico · Surinam · Uruguay · Venezuela

Bernard Chong CUP3 NA+CA: Estados Unidos · Canadá · México · Guatemala · Belice · Honduras · El Salvador · Nicaragua · Panamá · Costa Rica · Dominican Republic

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.

Qualifiers dates:

-NA+CA Open Bracket: 16th July and 22th July

-NA+CA 1000 in-game Tournaments: [LINK](#)

-LATAM Open Bracket: 16th July and 22th July

-LATAM 1000 in-game Tournaments: [LINK](#)

-EMEA Open Bracket: 15th July and 21th July

-EMEA 1000 in-game Tournaments: [LINK](#)

-APAC Open Bracket: 15th July and 21th July

-APAC 1000 in-game Tournaments: [LINK](#)

The open bracket qualifiers will be held through AppGrade (Download [here](#)) in a Bracket (Bo3) format.

-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 and banned from the competition.

Regular Season

The regular season in each region will be made up of 24 players divided in 4 groups of 6:

- 18 invited players
- 6 classified players

The regular league will be in a two round, round robin format. Each player will play a total of 10 matches in DUEL format.

Regular Season Dates

Bernard Chong CUP3 APAC	Bernard Chong CUP3 EMEA	Bernard Chong CUP3 LATAM	Bernard Chong CUP3 N&C America
August 1st August 3rd August 7th August 9th August 11th August 13th August 23th August 25th	August 1st August 3rd August 7th August 9th August 11th August 13th August 23th August 25th	August 2nd August 4th August 6th August 8th August 10th August 12th August 24th August 26th	August 2nd August 4th August 6th August 8th August 10th August 12th August 24th August 26th
13:00 CEST	20:00 CEST	20:00 CEST	23:30 CEST (When Latam finishes)

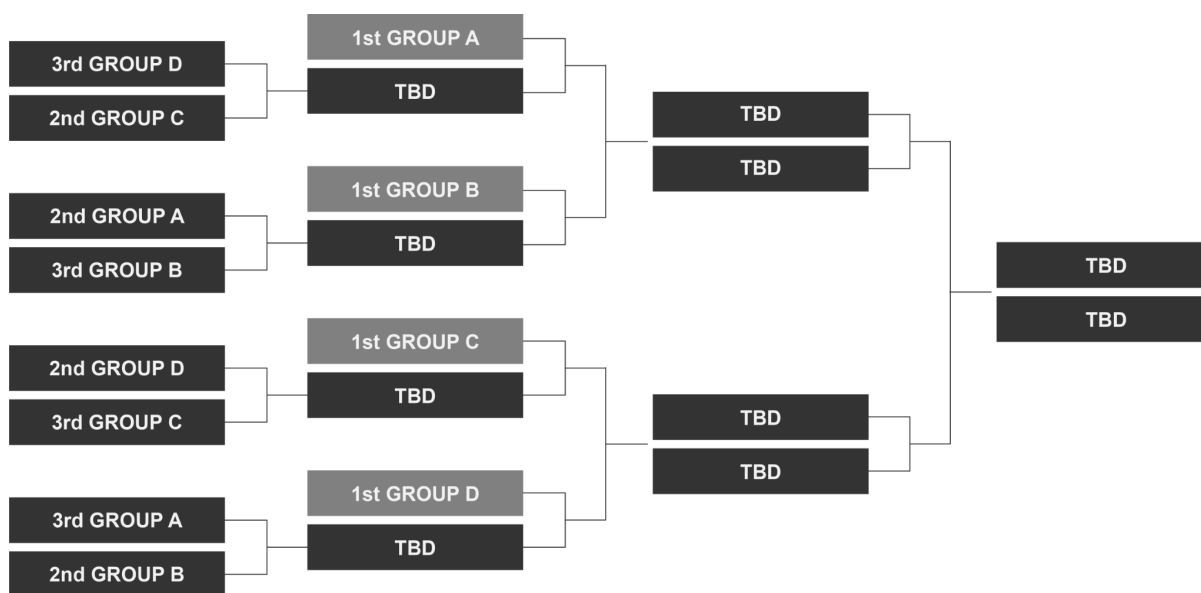
Regular Season Qualification Criteria

Groups standings 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. Overall win-loss difference throughout the regular season (+1 per win -1 per loss).
4. Tower difference throughout the regular season.

3. Regional Finals

The first 3 classified in the regular season of each group will play a BO3 bracket, in a duel format. The positioning of the bracket will be predetermined according to the position that they have finished in the group stage, with the first 1 will have an advantage round. The 3 finalists will be the ones who will represent their region in the international finals.



4. International Finals

The top 3 of each region (a total of 12 players) will play the international finals. The bracket will be as follows:

All games will be played on a Bo3 basis with DUEL FORMAT.

1. Prizes

REGULAR SEASON *Prizes are detailed for each region*

1st: 1,000€

2nd: 500€

3rd: 250€

INTERNATIONAL FINAL

1st: 15,000€

2nd: 7,500€

3rd: 3,500€

TOTAL PRIZEPOOL: 33,000€ / \$40,000\$ approx

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.

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.

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 player members of the team must bear in mind that the matches are broadcasted and are therefore accessible to minors. The players and team members are obliged to know the Bernard Chong CUP3 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 competition organization has the right to evaluate and sanction an irregular conduct of a team member including, but not limited to, social networks, online forums, streams or emails.

Right to modify and accept 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 play the Bernard Chong CUP3 will automatically accept everything set forth in these regulations.

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.

Cards not allowed

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.

Match absence

If a player does not show up for his 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 home player will always be in charge of requesting all the games during a confrontation 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 execute a countdown, if in this time it has not been launched / accepted, the offending player will lose 1 game of the match.

Connection Loss

In the event of a connection drop, the game will be over, the result being valid for classification. Each player will be responsible for their connection. The rematch will only be awarded if the winning player grants it.

Prohibition of broadcasting

Players cannot broadcast any match.

Supercell Terms and Conditions

Participating player accounts may 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.

