

Elite War League



Rules and Regulations

Season 7

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Introduction

Elite War League (EWL) is a competitive clash league that allows clans from all over the world to compete for glory and honour.

The initiative has been set up by dedicated players within the war community to create an environment that is fun, enjoyable, fair play and stress free. The competitive war community within Clash of Clans is a growing community and EWL wants to provide a place for those clans looking to compete at a higher level of game play than is currently offered in a random war.

These rules were drawn up by the EWL admin team in order to ensure the conditions for a fun and fair play competition. The rules apply to all participants of the EWL. If a situation arises that does not have a clear outcome described by the rules, the spirit of keeping the competition fun, competitive and fair will be considered by the admin team when deciding any outcomes not strictly within this document.

We've had fun for 6 seasons so far, helping clans develop their players' skill sets and evolving clans into some of the most formidable in the competitive clash of clans universe.

We wish you all the best for season 7...

Important Dates

- July 06st 2019 → Sign Ups Open
- July 28th 2019 → Sign Ups Close
- August 04th 2019 → Master Rosters Open
- August 04th 2019 → Season 7 Clans Announced
- August 14th 2019 → Schedule Announced/Master Rosters Locked
- August 14th 2019 → Start of Negotiations
- August 23th 2019 → Week 01

1 Participation Requirements

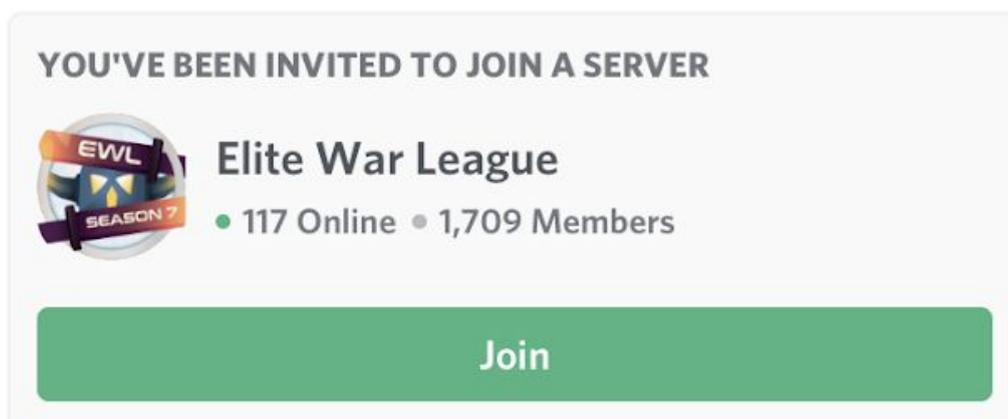
Discord is the official communication app of the EWL.

<https://support.discordapp.com/hc/en-us>

Every participating clan will provide 2 representatives. These representatives manage all clan related matters within the EWL, including negotiating war lineups and war details, informing their clan members about the EWL rules, as well as keeping their master roster up to date. They must also be a co-leader or leader in game.

Regular attendance on both EWL servers is mandatory (main server and negotiation server).

<https://discord.gg/rEVcW62>



(Negotiation Server link will be provided to reps)

Within the application form clans need to attach a preliminary roster, which has to meet the minimum breakdown requirements of the applied division, including suitable substitutes, as per roster size. The roster must show that you meet the requirements set forth (Roster template sheet:

<https://docs.google.com/spreadsheets/d/1UVrSgcHRT-XIH0-J7A7oHscAXoZH0srI4gB8F-Osc4w/edit?usp=sharing>) note that the use of this template sheet is not mandatory for preliminary roster submissions, but a preliminary roster must be submitted in order to be considered for a place within the league.

EWL league statistics, schedule and standings are tracked by warmatch.us

Participating clans will keep an open warlog at all times during the season.

All EWL participants need to have publicly viewable accounts at clashofstats.com, this aids us with checking clan history and is default set to public so you shouldn't have to do anything unless your players have purposely made their account private.

2 League Structure

There may be 6 divisions for Season 7. Each division is aimed at a different clan dynamic. No tier system will be used for any of the town halls', matching will be based on standard warweight, information on what warweight is can be found here:

<https://www.clashtrack.com/en/war-weight>.

Clans can negotiate different lineups as long as they meet the minimum number of accounts. They can play a heavier breakdown with the minimum amount of accounts. If clans can't agree to a breakdown (bd) the default bd (minimum breakdown) will be used.

➤ Gladiator Division

The New all TH12 division influenced by ESL is going to have a set breakdown of:

20/0/0

With a set war time of

1 hr prep / 4 hr battle

and only 1 attack per player... The stakes are high in this, only the most composed and confident will prevail, are you not entertained?!

➤ **Legendary Division**

The Legendary division did so well last season that it is back full of electro-blue. With a minimum (default) breakdown of

15/0/0/0

And a default war time of 12hr prep / 24hr battle.

there will be arrays of blue on the war maps and kamikaze town halls everywhere!

➤ **Elite Division**

Our heavy hitting mixed Town Hall division available to those at the highest level of gameplay. It's time to bring out your most skilled players, with a minimum (default) breakdown of

5/13/17

the charge will be on.

➤ **Veteran Division**

EWL's big league, this is where the hardened clans with the stronger players like to hang, if you meet this breakdown make sure your bases are ready for a tripling!

3/8/19

➤ **Ivory Division**

Our classic league that keeps evolving with each season. Perfect for those who are starting to really get a feel for competitive play, with a minimum (default) breakdown of

2/6/17

you will be challenged to the core.

➤ **Apprentice Feeder Division**

Our entry league that is for new clans to peek into league play,

with a minimum (default) breakdown of

1/4/11/4

Accounts in this division are not allowed to participate in any CWL division.

3 Regular Season Schedule, Standings and Playoffs

3.1 Season schedule

Each division gets its own schedule. Clans war once per week.

Finals will take place between Friday 12 pm ET and Sunday 23:59 ET.

Regular season: August 23rd - December 22nd 2019

Schedule to be found here: <https://elitewarleague.weebly.com/standings> (Coming soon...)

3.2 Standings, stats and playoffs

Regular season standings will be sorted on

1. win percentage
2. head-to-head
3. star differential
4. destruction percentage

In the event of a regular season 2-way tie, head-to-head will be used as the tiebreaker.

In the event of a regular season 3-way (or more) tie, head-to-head will not be used, instead star differential, then destruction percentage will decide clan position.

At the end of the regular season, the highest ranked clans in the standings from each league will advance to the playoffs. Playoffs will be played as a single-elimination style bracket.

The number of clans who will qualify for the playoffs will be published after the participating clans have been selected and announced (at the same time as the schedule announcement).

3.3 Play Off draw

If the final ends in a draw, we will immediately go to a 5v5 shootout style war.

15 minutes after the match ends the shootout war will start with the following conditions (this should be considered when negotiating play-off wars, if a clan cannot continue after the main play-off war into *extra time*, they will forfeit):

Prep time: 30 minutes

war time: 2 hour

All players who play the shootout war must have played in the knockout match.

The team that had the highest position at the end of the regular season will start the shootout.

Every player has to attack their mirror base. Only one attack per player will be used.

Lineup for the war

League	Th 12	Th 11	Th 10	Th 9
Gladiator	5	0	0	
Legendary division	5	0	0	
Elite division	2	2	1	
Veteran division	2	2	1	
Ivory	1	2	2	
Apprentice	1	1	2	1

Each team will alternate attacking. The players will attack in order of warweight, where number 5 will attack first, this will alternate between opponents, for example, your base 5 hits, then their base 5 hits, then your base 4, and their base 4 and so on until all 10 hits are completed or a mathematical winner is found.

Each attack will be given a 5 minute time slot after the first 30 minutes of battle day (this 30 minutes is for the first hitters to scout). Attacks that are not completed in this time will be forfeited.

Players will be given a point for each 3 star attack. Anything less than a 3 star is a zero score.

In the rare circumstance that the match is still a draw sudden death will immediately take place. In a quick turn around rematch but this time the first team not to triple after the other team will lose (see football/soccer penalty shootout sudden death systems), it's fun, honest.

3.4 Warmatch

The official Warmatch website: warmatch.us

There are 2 possible ways to use warmatch for your league wars.

- a) You can claim your clan at the website above. After that you can manually start and end the war which has to be done for every war.

- b) If you use a Discord Server for your own clan you can invite wmbot to your server where you can start and end the war there.

The warmatch-GIF will help you set up the bot.

Using a computer

https://cdn.discordapp.com/attachments/332516042234527744/339543298890793000/add_discord_bot.gif

Using a mobile device

<https://giphy.com/gifs/otTIKxfjv7lcl>

or

<https://www.youtube.com/watch?v=YOgnPR0X36E>

If you need any support join the Discord Warmatch Server. You will find all the help you need, or an EWL staff member can assist.

4 Fair Play

The EWL has a zero tolerance attitude towards any kind of cheating.

Participants are expected to act fairly at all times within clash of clans.

Please read the [Supercell terms of service](#) to make sure everyone in clan is familiar as well as [Supercell's safe and fair play](#) guidelines.

Fair Play Investigation Team (FPIT)/Admins will independently assess each case of non fairplay and decide accordingly with the available evidence, even if no specific rules directly apply. Every violation against the concept or spirit of fairplay will be assessed individually.

FPIT/Admins reserve the right to suspend or ban a player or a clan for actions that have humiliating impacts to any EWL related person or clan or indeed EWL itself.

The following overview shows cases of non fair play scenarios, but is not limited to this list:

- Use of any software which does not belong to supercell to modify/ simulate/ manipulate/ alter or automate the game play.
- Allowing or using burner accounts to manipulate gameplay.
- Using ringers or having someone from outside the clan pilot clan accounts.
- Account sharing. Only one person is allowed to have access per account.
- Using spies or spying to impersonate another player.
- Crowdsourcing: Posting an opponent's base on a public server to ask for advice on how to attack.
- Dual membership in non fairplay clans as deemed by FPIT/Admins.

FPIT/Admins reserve the right to visit any EWL-Clan ingame and join their discord server or other communication apps with administration rights on joining.

Participating clans are expected to fully cooperate with any ongoing investigation.

Players and clans found in violation of the rules could be subject to a temporary or suspension or ban.

A temporary suspension lasts until the end of the season. Players and clans are not allowed to attend any war within the EWL.

A ban is permanent. Clans will be added to the EWL banlist and are not permitted to participate within the EWL again.

Players/Accounts with bans will be added to the EWL banlist. They are not allowed to attend any EWL war again and or stay in any EWL Clan.

EWL-Players are not allowed to join EWL-banned clans.

5 Master Roster

5.1 Submission

Every clan will submit a master roster for the season.

The minimum master roster size is in accordance with the minimum Bd plus 15 extra accounts. The maximum master roster size is shown below.

Gladiator division	55 max
Legendary division	50 max
Elite division	80 max
Veteran division	70 max
Ivory division	60 max
Apprentice division	50 max

Accounts who don't have all buildings built in accordance with their town hall (Th), also named as .5 Th or engineered accounts won't be allowed to participate in league games, if they are used they will be counted as the Town hall Level that they are, ie a TH9.5 is actually a TH10 and will be counted so.

Clan reps are responsible to ensure the data of accounts on the master roster is up to date when starting negotiations about the matching lineup. Failure to do so will result in a penalty that will be at the discretion of the EWL Super Admins.

5.2 Dual Accounts

Accounts are permitted on only one clan's master roster at any time within the EWL season.

Exceptional are accounts who are on a masterroster in gladiator division who are allowed to be on another divisions masterroster.

A player is allowed to play on separate accounts in multiple EWL clans.

If two clans war and a player has a dual account in each clan he has to inform both clan representatives about the accounts. If he wants to be part of the match he/she needs to choose for what clan he/she wants to war and leave with all accounts the clan in which he/she won't be participating in before preparation day starts, unless some other arrangement is agreed upon by clan representatives of both clans in question.

Admins must be informed by both clan representatives prior to the match.

5.3 Addition/Deletions

Every clan is allowed to add 15 accounts during the regular season after master roster lockdown.

Roster changes during playoffs are not allowed.

Deletions are not limited but the minimum Bd plus 15 accounts must stay within the master roster at all times.

All changes must be submitted by using the master roster change form as well as 48 hours prior to the proposed change to allow staff to make due checks and changes.

6 General War Rules

All battles must occur between Friday 00:00 EDT and Thursday 23:59 EDT. (warweek might change to adjust sccwl within the schedule)

If still an agreement cannot be reached an admin will decide the war details after carefully considering existing data.

Bds may be adjusted so long as both sides agree to the changes, otherwise the default BD will be enforced.

If additional th12s are added to the bd, the amount of th11s must be at least double plus 2.

for example a clan wants to use 4 x th12s the bd has to have at least $4 \times 2 + 2 = 10$ x th11 in the bd. (4-10...)

During the day of battle, players must remain in the clan until both attacks have taken place.

Players may leave during prep day but must return prior to start of battle day, attacks will be blocked/voided if this isn't followed.

6.1 EWL Negotiations Server

All representatives and EWL staff are represented on the EWL Negotiations Server (Nego-Server). Five days before the war week begins, negotiations-channels will be provided to the participants in which the arrangements for the war will be discussed. The use of the channel for war negotiations is mandatory.

If help is needed the negotiations team can be tagged at any time but otherwise will not interfere with negotiations.

All time/date and breakdown finalisations must be posted in the appropriate war-info channel on the main server no later than Friday 23:59 EDT for that same war week.

- Clan A vs Clan B
Prep Length/Battle Length
Prep Start Time (Time format in EDT)
Battle Start Time (Time format in EDT)
Breakdown (12s/11s/10s/9s)



If an agreement cannot be made on war date/time or breakdown by Thursday 11:59 pm EDT, Negotiations team will come in and assess the negotiation.

If still an agreement cannot be reached an admin will decide the war details after carefully considering existing data.

After the war ends, the winning team is required to post a screenshot of the war result in the appropriate channel, stats can be included too, to show off your clan's performance.

6.2 Redcloud Sheet

The EWL Red_Cloud sheet (link will be provided after clan selection) will be used for matchmaking. This sheet serves all of the needs necessary to help with the war lineups.

It has to be posted into the channel no later than 24 hours prior to prep start.

Any change to the match roster after the roster lock 24 hours before declaration, requires the clan rep to notify the opponent.

If no lineup can be agreed upon, Negotiations Admin team have the right to step in and select members for both sides, as an absolute last case.

For the Apprentice division:

War Weights must match within half of the war size rounded up.

Example:

30 v 30 war should have a war weight of no more than ± 15 ;

15 v 15 war should have a war weight of no more than ± 8

6.3 Unsportsmanlike behaviour

Unsportsmanlike behaviour is not a nice thing to see in any competition and we don't expect to see it here, cases of unsportsmanlike conduct will be assessed on an individual basis by the admin team.

A player who receives an EWL Server suspension will get a suspension for EWL league play until the end of the season.

Server banned players are not eligible to play accounts in EWL wars.

6.4 War Forfeit Rules

If a clan drops out during the season, they will be replaced and the replacement clan will inherit the dropout clans record.

After Week 4, if a clan drops out, all wars for that clan will be voided and erased.

If a clan drops out during the playoffs, the clan facing off against the dropped out clan will receive a bye into the next round.

6.5 Supercell Events

If an EWL match takes place during a Supercell event, all items of the event may be used. If an update will be released during the season, staff will make an announcement on how to proceed.

6.6 Supercell Clan War League

The Supercell Clan War League can be played in a shell clan during the EWL season. Players must be in the EWL Clan at the start of the war and can leave it after both attacks are completed.

7 Media

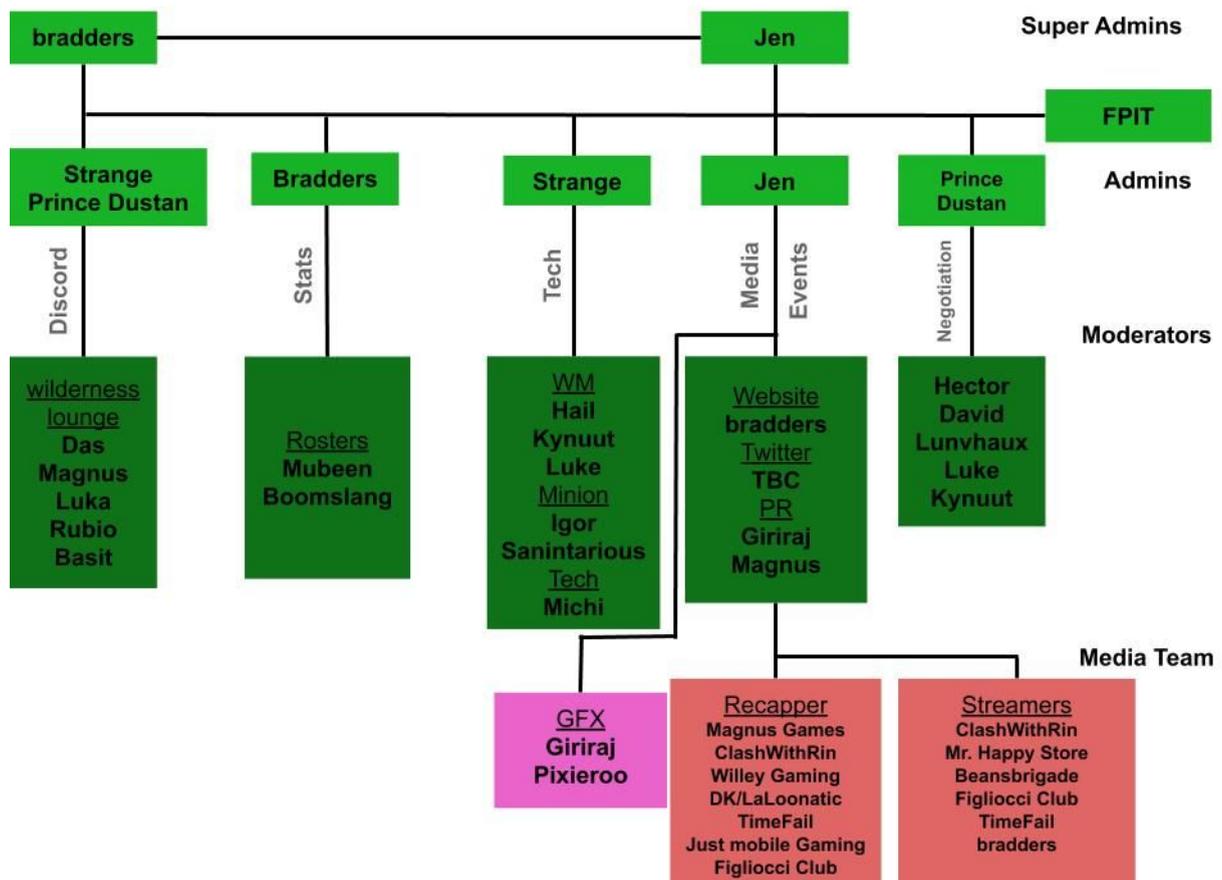
We do like the coverage and like the idea of the more the merrier. Streamers, however should follow general behaviour rules from the rule book which are entirely at admin discretion, things like name calling on stream or deliberately just burning every single base the opposition clan has are seen as being against the spirit of what we want to promote here. Show a positive and exciting image of clans and EWL. Treat everyone with respect. If you want to release additional information during stream like showing clanchat etc. you must ask clan leadership for permission in advance. Exposing bases is forbidden. Show live attacks.

Housestreamers/-recappers are welcome to create content. Please keep it to a maximum of 2 bases per clan per war for a recap. To make everyone aware of the videos/streams reps please post a short note in the nego channel during negotiations to inform your opponent about it.

Final Note

Good luck this season everyone, we hope to provide a competition that pushes your teams to the limit and cannot wait to see some of the best talent in the world...

8 EWL Staff Members



9 Revision history

Date	Section	Description