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season - 1

# RULE BOOK



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# Information Of Alpha Family



Alpha Family: Your Best Clash Community



- 🏠 More Than Just an Alliance: We're a family!
- 🎉 Organizing Events, Tournaments & Giveaways
- 📖 Learning Hub: Master New Strategies & Base Building Techniques
- 💪 Experience: Whether you're a war strategist or a base builder, we've got you !
- 👉 Big, Friendly Community: Enjoy Clash like never before!

## Clan Details:

- Accepting: Town Hall 5 to Town Hall 16+
- Clan Levels: 2 to 20
- CWL Ranges: Gold 3 to Masters
- War Success: 80%+ Win Rate
- Diverse Options: From serious war attackers to chill farmers, we've got a home Everyone!

- FWA Clans: Farming Made Easy!
- Guaranteed: Max Clan Games & Victory in Clan Wars!

## Benefits

- Friendly Environment
- English Speaking
- Max Capitals
- 1000+ Capital Medals
- Well-Organised Discord
- Back-to-Back Wars
- Events & More

Join Our Welcoming Community: Managed by Dedicated Staff, Where Clash Dreams Come True!



## LINKS



DISCORD :

<https://discord.com/invite/alpha-family>



X/TWITTER :

<https://x.com/AlphaFamily2021>



INSTAGRAM :

<https://www.instagram.com/alphafamilyesports?igsh=MzRIODBiNWFIZA==>



YOUTUBE :

[https://youtube.com/@AlphaFamily2021?si=i4v0m2U1v\\_oTOc-A](https://youtube.com/@AlphaFamily2021?si=i4v0m2U1v_oTOc-A)







## LEAGUE STRUCTURE

→ **FORMAT** : 5v5 mixed bd ( 1xTH16, 1xTH15, 1xTH13, 1xTH12, 1xTH11 )

**1X**  **1X**  **1X**  **1X**  **1X** 

→ Group stage into single elimination playoff into double elimination from top 8

→ 1 hit per account (mirror TH attack enforced)

→ **TIMEZONE** : Coordinated Universal Time (UTC)

→ **Global Server**



## TEAM REQUIREMENTS

→ All the teams should consist of at least 1 town hall of the given townhall breakdown with an option of adding 5 more substitutes

→ Any level clan allowed. With clan war log opened. Secondary clan is allowed (optional)

→ all the accounts registered should be claimed by the owner of the account and not rep of the team

→ Only one account per person is acceptable



## ROSTER CHANGES

→ Unlimited transactions before tournament starts with additional 5 roster changes allowed during group stage, roster will be locked after group stages



## CLAN CHANGES

→ In order to change your clan while the tournament is underway you will have to open a support ticket in server and state your reason in ticket.



## WAR DETAILS

- Tournament Code : alpha
- Townhall Breakdown : 5v5 ( TH16, TH15, TH13, TH12, TH11)
- One hit per account
- Clan visitation allowed
- 5/15 min preparation time & 45 min battle period
- Team A will send war and Team B will have responsibility to accept war.
- Banned items : below troops are banned for both offence and defence
  - TH 16 - No root riders
  - TH 15 - No root riders
  - TH 13 - No witches No super bowlers, no super minions no zap
  - TH 12 - No siege, no zap, no witches, no super witches, no super dragons
  - TH 11 - No siege, no zap, no witches, no super archers, no electro dragons
- New hero equipment banned for all Town Halls (default hero equipments only)
- Mirror hits are enforced for every player
- Offensive & Defensive donation : Max level cc allowed but items should be within the players TH level.



## TIMED HITS



- Above time hits are +/- 30 seconds
- Timed hits are not mandatory before round of 8, unless your match is being streamed
- Time hits are mandatory from round of 8 (double elimination)



# SCHEDULE

## REGISTRATION PERIOD:

Registration Starts from 15 May  
Registration Ends on May 30

Match Schedule Group Stage :

WEEK 1: 1 JUNE to 5 JUNE

WEEK 2: 7 JUNE TO 11 JUNE

WEEK 3: 13 JUNE TO 17 JUNE

## Playoffs

RO16 PLAYOFFS: 19 JUNE TO 23 JUNE

## Double Elimination

UPPER BRACKET QUARTER FINALS (Top 8): 25 JUNE TO 29 JUNE

UPPER BRACKET SEMI -FINALS (Top 4): 1 JULY TO 5 JULY

UPPER BRACKET FINAL (Top 2): 7 JULY TO 11 JULY

LOWER BRACKET ROUND 1: 1 JULY TO 5 JULY

LOWER BRACKET ROUND 2: 7 JULY TO 11 JULY

LOWER BRACKET ROUND 3: 13 JULY TO 17 JULY

LOWER BRACKET FINAL: 19 JULY TO 23 JULY

GRAND FINAL: (Upper Bracket Winner vs Lower Bracket Winner): 25 JULY TO 29 JULY

→ Default time : 16:30 UTC

Note : Above schedule is a subject to change depending on no. of registrations



# PENALTIES

→ Wrong clan used : 1 star deduction for the first time, second time offence will be a forfeit win for the opponent.

→ Rude towards staff : decision will be taken by the management team.

→ Unrostered player : an unrostered player playing in a war will result in a void attack

→ Dual repping : a person repping two or more teams without informing staff will be disqualified from the competition

→ Delay in accepting/sending war : if a team is late by 10 minutes to accept/sending two stars penalty will be applied and 15 minutes late will result in default win for the Opponent.

To be continue ..

- **Visiting opponents clan** : if a player seen joining or requesting opponents clan three star penalty Will be applied.
- **Fixing match result** : team bribing or fixing a war result in advance will result in a permanent ban from alpha clash cup.
- **Rep inactive during negotiations** : if a rep does not reply within 2 days a default win will be given to the opponent.
- **Unable to schedule** : teams unable to fix a match will have to play at default time, team failing to show up at default time will result in forfeit for the team.
- **Rostering a player without their permission** : if a rep is caught rostering a player without their permission will result in a disqualification from the competition.
- **Not using a correct war format** : team sending war will get two star penalty.
- **Using a banned item** : using a banned item will result in one star penalty with 6.66% of deduction.
- **Rejecting streamer** : rejecting a official streamer of Alpha clash cup in clan during war will result in one star penalty
- **Late/early attack** : attacking early or late than the allotted time during time hits will result in one star penalty

\*Reps must protest for all above penalties within the match week itself

**NOTE** : staff team reserve the rights to change any rules at any time.



## MEDIA & STREAMING

- Alpha family reserves the right to stream or record any past war videos of the tournament.
- Only approved streamers will be allowed to stream matches.
- Alpha family will maintain a list of official streamers with their in game account visible.
- Streamers should not have any contacts to any participating teams.
- Streamers should not be biased towards any one team.
- Streamers must claim to stream a match 3 hours before the fixed time.
- Streamers must not expose any teams clan chats or bases to anyone.
- Streamers do not have a right to choose a specific clan to stream a match.






## PRIZEPOOL & SPONSORS

→ **Total Prize Pool : \$100**

**Winners : \$75**

**Runners up : \$25**

→ WE STAY ACTIVE (WSA)  is the sponsor for the Alpha Clash Cup

We will not Tolerate any offensive behaviour towards them, doing so will result in disqualification from the Competition.

*Prizepool will be distributed within 90 days of tournament ending. \*NOTE : Transaction fees shall be covered by the recipient.*

© **ALPHA FAMILY**

<https://discord.gg/invite/alpha-esports>

