



FIGHT FOR VICTORY



LIGA INTERCONTINENTAL DE CLANES

**REGULATION**

SEASON 8





# PRO ESL

5 vs 5

The **Eighth Edition** of the **LIC** is intended exclusively for **Level 13 Town Halls** where it will be divided into 3 phases: qualifier stage, group stage and playoffs.

## 1. Qualifier Stage:

Registration for the qualifier will take place from Friday 16th to Sunday 25th October, the 64 clans selected will be announced from Monday 26th to Thursday, 29th October. Wars will be played in elimination mode from Monday 02nd to Thursday 05th of November, from Tuesday 10th to Friday 13th of November and from Tuesday 17th to Friday 20th of November. Four wars will be played per day.

### Summary:

- Registration period: From Friday 16th to Sunday 25th October.
- Announcement of selected clans: From Monday 26th to Thursday 29th November.
- First qualifying round (First 16 wars): From Monday 02nd to Thursday 05th of November.
- First qualifying round (Last 16 wars): From Tuesday 10th to Friday 13th of November.
- Second qualifying round: Tuesday 17th to Friday 20th of November

**Note:** These dates could be modified if there is any special Clash of Clans event organized by Supercell.



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## ■ 2. Group Stage

The Group Stage will consist of 48 clans divided into 8 groups of 6 clans. Among those 48 clans, 32 clans will be invited by the competition and the other 16 clans will be the winners in the Qualifier Stage. From Monday 23rd to Wednesday 25th the participating clans will be announced. The draw for the Group Stage will be on Thursday 26th November and the start of the Group Stage will be on Wednesday 2nd December. The first 2 clans of each group will qualify for the Playoffs.

### Summary:

- Announcement of participating clans: From Monday 23rd to Wednesday 25th November.
- Group Stage Draw: Thursday, November 26th.
- Week 1: From Wednesday 02 to Sunday 06 of December.
- Week 2: Wednesday 09th to Sunday 13th of December.
- Week 3: Wednesday 16th to Sunday 20th of December.
- Week 4: Saturday 26th to Wednesday 30th of December.
- Week 5: Wednesday 6th to Sunday 10th January.

**Note:** These dates could be modified if there is any special event of Clash of Clans organized by Supercell.



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Round of 16 and Quarterfinals will be played in a single war. While the Semifinal, Third and Fourth Place and Final Wars will be the best of 2 wars.





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## Summary:

- Round of 16: From Friday 15th to Monday 18th January. 2 wars per day.
- Quarterfinals: From Saturday 23rd to Sunday 24th January. 2 wars per day.
- Semifinals: Saturday 30th to Sunday 31st January. 1 war per day (BO2).
- Third and Fourth place: Saturday 6th of February (BO2).
- Final: Sunday 7th of February (BO2).

**Note:** These dates could be modified if there is any special Clash of Clans event organized by Supercell.

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## ■ General Regulations

I. Break Down: 5 TH13, 1 attack per account.

II. II. The wars will be friendly of 5 minutes of preparation and 1 hour of war. In the first 20 minutes of war it is FORBIDDEN to attack, that time is destined to analyze bases.

### Attack distribution:

- With 40 minutes left to finish the war, the clan A attacks.
- With 36 minutes left to finish the war, the clan B attacks.
- With 32 minutes left to finish the war, the clan A attacks.
- With 28 minutes left to finish the war, the clan B attacks.
- With 24 minutes left to finish the war, the clan A attacks.
- With 20 minutes left to finish the war, the clan B attacks.
- With 16 minutes left to finish the war, the clan A attacks.
- With 12 minutes left to finish the war, the clan B attacks.
- With 8 minutes left to finish the war, the clan A attacks.
- With 4 minutes left to finish the war, the clan B attacks.

**Note:** The clan on the left side of the war announcement will be considered as Clan A and the clan on the right side will be considered as Clan B.



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III. The days and times of the wars will be chosen by the representatives of the clans, publishing the schedules in #matchs-pro-esl, at least three days before the match.

In case of not reaching an agreement you can contact some **@Staff** to help you reach an agreement.

## Publication format:

Clan 1 vs Clan 2

1. Beginning of preparation: day/month hh:mm (schedule EDT and CEST)
2. Beginning of the battle: day/month hh:mm (schedule EDT and CEST)
3. Person with whom the agreement was made:
4. Send challenge:

**Note:** If the local time of a country changes, it will be the responsibility of the representatives of that clan to announce it in advance so that it can be taken into account when the wars are agreed. In case of an earlier agreement, the game will be played in the time of the country that did not change.

IV. Each new day will be played between Wednesday and Sunday, with the exception of the day that coincides with Christmas.





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**V.** In the event that no agreement is reached, the Staff members will offer the clan leaders 3 dates with their respective schedules to choose two; the date chosen in common will be the one granted as the default schedule.

**VI.** Each player may only make one attack and each clan must make two ground attacks, two air attacks and one attack of their choice (air or ground) regardless of the order, and must be 51% of the troops. The troops will be counted at the beginning of the attack and never at the end in order to be considered valid (check the tables attached at the end of the document).

**VII.** All wars must be played from the clan originally registered on the team registration or the clan registered as a substitute for CWL week.

**VIII.** A healthy environment will be promoted among clans, players, organizers, sponsors and streamers.

**IX.** The representatives of each clan must, at their own expense, see that some streamer transmits their war, for which they will have a specific channel enabled to maintain contact with them (#streamers-leaders).





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If the representatives do not find a streamer available, the organization will assign them one.

**X.** One account can NOT play in two clans.

**XI.** There is NO ban of troops.

**XII.** Every weekend (Saturdays and Sundays) there will be the chance to add / change starting accounts at Drafts as long as they do not exceed the allowed player limit. The maximum number of changes that will be accepted throughout the tournament is 5 accounts in total.

**XIII.** At the end of the wars, the war statistics must be uploaded in #mvp-pro-esl with photos of the game, where they the participating accounts and the stars made per account are seen, within a period of no more than 24 hours or it will not be taken into consideration.

**XIV.** To facilitate communication, team representatives should add their friends in discord to the staff members. So that any complaints can be resolved by creating individual groups with the leaders as soon as possible (maximum 72 hours). The time limit to claim will be 24 hours from the war and the claimant must provide all the evidence available at that time.



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## ■ Punctuation System

### In Qualifier Stage:

- There will be no ties, the clan that has taken out the most stars will pass.
- In case of a tie on stars, the clan with the highest percentage will pass.
- In case of a tie on stars and percentage, the clan with the shortest average attack time will pass.

### In Group Stage:

- Victory: +3 Points
- Tie (stars and percentage): +1 Points
- Defeat: +0 Points
- In case of a tie on points between 2 or more clans, the difference in stars will be taken into account.

### In Playoffs:

- There will be no ties, the clan that has taken out the most stars will pass.
- In case of a tie on stars, the clan with the highest percentage will pass.
- In case of a tie on stars and percentage, the clan with the shortest average attack time will pass.



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## ■ Sanctions

I. For each account outside of the MR, the attack would be cancelled and therefore the number of stars contributed by that player would be subtracted.

II. 7 minutes delay in sending/accepting the war 1 star less for the offending clan

III. 12 minutes delay in sending/accepting war Lost war.

If the clan that sends the war does not cancel the challenge after 12 minutes and the rival clan accepts the war, the war must be played and 1 star will be subtracted from the offending clan.

IV. In case a clan doesn't show up for a war, it must expose the cause to the organization within 12 hours, if not, the organization will understand as abandonment of the tournament and the wars already played will be annulled obtaining this way all the clans of the group 3 points, at the same time the clan will be expelled and banned from future editions.

V. Disrespect, mockery or any other act that goes against a good environment with another clan, streamer, or the same organization, either textually, memes, etc. If the rival clan denounces him (WITH proof), the player will be punished with 1 round without being able to participate with all his accounts in LIC and if the clan persists he will be expelled.



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**VI.** During the period of war and preparation, NOBODY can enter the clan, except for the members of the organization and the streamers/youtubers. If they do so, they will be sanctioned with 1 star less to the final result (for each account that enters, even if it is the same one, separate sanctions will be taken).

**VII.** Denying the entry of a streamer/youtuber to the clan will count as disobedience to the organization and therefore, entails direct expulsion from the offending clan.

**VIII.** Carry out more than 3 attacks in the same mode (air or land) 1 star less.

**IX.** In case a player performs 2 attacks The attack will be cancelled. In addition to being sanctioned with 1 star. The only exception to this rule is: in case a player loses the connection in the attack without having released any troops or heroes, he can use his second attack if possible (that there are enough villages left without attacking).

**X.** Discrediting the competition in a public way (in any social network) will be sanctioned with immediate expulsion of the player, without being able to participate with ANY clan in any edition of LIC.

ANY other fault that is not written here, but at the time of being reported by a clan, the organization considers that it is punishable, will be analyzed by the team of organizers and will be sanctioned.

**LIC RESERVES THE RIGHT OF ADMISSION**

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## ■ Minimum amount of Troops

|                                     | TH13 | Attack 50%+1 | Troops to be a valid |
|-------------------------------------|------|--------------|----------------------|
| Full                                | 345  | 173.5        | 174                  |
| 3 Full camps                        | 340  | 171          | 171                  |
| 2 Full camps                        | 335  | 168.5        | 169                  |
| 1 Full camp                         | 330  | 166          | 166                  |
| None full camp                      | 325  | 163.5        | 164                  |
| None full camp and<br>no updated CC | 320  | 161          | 161                  |





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