

BRAWL STARS

Platform: Mobile

Maximum Competitors: 64

Entry Fee: \$10 entry fee per player

Prizes: Payout based on # of entries; 60/30/10% prize split

GENERAL RULES

Match Type: 1v1 (Double Elimination)

Game Type: 3 on 3

Rounds: 2/3 Rounds; 3/5 Rounds for finals matches

Additional Rules

-Friendly Games

Modes:

-Siege: Some Assembly Required

-Brawl Ball: Backyard Bowl

-Heist: Safe Zone

TOURNAMENT MATCH PLAY RULES

- 1. Game Ties:** If a Game ends in a tie, it must be replayed. When a Game is replayed, the Host is not changed.
- 2. Warm-up:** No warm-up or practice Games are permitted once the Match's first Game has begun.
- 3. Delays:** Players may not delay the start of a Match beyond its scheduled start time, without the approval of a Tournament Official. Teams may delay a Match between Games for up to ten minutes. Teams can request that a Tournament Official enforce this ten minute time limit. After ten minutes of a Tournament Official enforced delay, if the delaying Team does not have the minimum required Players, they will Forfeit the Match.
- 4. Minimum Required Players:** Teams must have all Players present in order to start a Game. A Team will Forfeit the Match if they don't have all Players present by 15 minutes after a Match's default start time (Grace Period). Teams will be forced to start a Game at the end of a Grace Period.

Normal Boundaries: Players who move their Character outside of the normal boundaries of a Map may Forfeit the Game. Moving outside of the normal boundaries of a Map includes but is not limited to part of the Character's body passing through what should be a non-permeable surface or object, and moving into any area from which your Character registers shots on an opponent who is not able to register shots on your Character.