



"BRWL★"



BRAWL STARS CHAMPIONSHIP 2026 RULEBOOK



1. INTRODUCTION	4
2. GENERAL INFORMATION	5
2.1. Definitions	5
2.2. Administrative Authority	5
2.3. Terms of Service	6
3. PARTICIPATION ELIGIBILITY	7
3.1. Residency	7
3.2. Age Limitations	8
3.3. Account Eligibility	8
3.4. Player Aliases	8
4. TOURNAMENT OVERVIEW	10
4.1. Seasons	10
4.2. Offline Events	12
4.3. Subregion Events	12
4.4. Points Distribution	12
4.5. Slot Allocation	14
4.6. Tournament Schedule	15
4.7. Tournament Equipment	16
4.8. Prizing & Payment Procedures	17
5. TEAM COMPOSITION	20
5.1. Roster Management	20
5.2. Slot Ownership	22
6. MATCH PROCEDURE	24
6.1. Game Version	24
6.2. Match Process Breakdown	24
6.3. Seeding	26
6.4. Game Modes and Maps	27
6.5. Drafting Phases	28
6.6. Punctuality	29
6.7. Technical Issues	30
6.8. Buffies	30
6.9. Server Locations	30
7. COMPETITION SUPPORT	32
7.1. Communication Channels	32
7.2. Support	32
7.3. Penalties	32
7.4. Confidentiality	32
8. TEAM BRANDING & SPONSORSHIP POLICIES	34
8.1. Rebranding	34
8.2. Sponsorship Restrictions	35



BRAWL



9. CONTENT & MEDIA OBLIGATIONS	36
9.1. Player Questionnaires	36
9.2. Online Media Day	36
10. CODE OF CONDUCT	37
10.1. Account Sharing	37
10.2. Competitive Integrity	37
10.3. Player Behavior Investigation	37
10.4. Unfair Play	37
11. APPENDIX	41
11.1. Esports Hub Icon	41
12. CHANGE LOG	42



BRAWL STARS



1. INTRODUCTION

Welcome to the official ruleset for Brawl Stars Championship 2026 (“**BSC**”). This document will outline all the important information for all the stages of the competition, including; the Championship Challenge (“**CC**”), Monthly Qualifiers (“**MQ**”), Monthly Finals (“**MF**”), Brawl Cup (“**BC**”), Last Chance Qualifier (“**LCQ**”) and World Finals (“**WF**”). All participants that register and partake in the competition, automatically agree to follow this ruleset.

Supercell Oy (“**Supercell**”) and the Tournament Organisers (the “**Administrators**”) reserve the exclusive authority to update, amend and/or interpret this rulebook at their sole discretion.

For any questions and/or queries about this ruleset, please reach out to: brawl@blast.tv.



BRAWL STARS



2. GENERAL INFORMATION

2.1. Definitions

Supercell

Supercell Oy are the developers of the game Brawl Stars.

Administrators

The administrators (or “Admins”) are the Team of people who manage and ensure the integrity of the competition.

Team/Participants

The collective of players competing in the competition, usually made up of three (3) players and a coach.

Club Partners

Organisations that are part of the Brawl Stars partner program.

Game

The singular instance of competition that is won by a Team completing the objective of the game mode.

Set

The collection of games that is won by the first participant winning two (2) games in a Best-of-3 (“Bo3”) set.

Match

The overall contest, determined by who won the most sets between two (2) participants. Matches can be Bo1, Bo3, Bo5 or Bo7 sets.

Season

The collection of the following stages; Championship Challenge, Monthly Qualifier & Monthly Finals. Usually taking place within a one (1) month period and played online.

Split

The BSC 2026 competitive year is split into two (2) splits. The “Spring Split” taking place from February to April, and the “Summer Split” taking place from June to August.

Offline Event

An in-person event that takes place in a specified location, with the best participants of a region in attendance.

2.2. Administrative Authority

All decisions concerning the interpretation of this Ruleset; player and team eligibility; tournament and related event scheduling and staging; and penalties for misconduct rest solely with the Administrators, and all such decisions are final.

The Administrator’s decisions regarding these Rules and/or the tournament are non-appealable, and shall not give rise to any claim for monetary damages or other



BRAWL



legal or equitable relief. The Administrators may amend, modify, or supplement these Rules from time to time, including for the purpose of ensuring fair play and maintaining the integrity of the tournament.

2.2.1. Language Discrepancies

In the instance of any inconsistency between the English version and any international version of this Ruleset, the English version shall prevail for purposes of interpretation.

2.3. Terms of Service

All participants must adhere to the Terms of Service established by the Administrators, which can be found [here](#).



3. PARTICIPATION ELIGIBILITY

The following requirements listed below must be met by all participants to be eligible to compete, advance and be awarded prizes from the competition. Any participants found to not meet any of the requirements will be automatically disqualified from the competition, and their place will be handed to the Team next-in-line.

All participants that qualify to the Monthly Qualifiers stage will be required to complete a registration form that will verify their eligibility to compete. The Tournament Organisers reserve the right to further verify a participant's eligibility status at any time and at their discretion. Failure to provide the relevant information for verification may result in disqualification and ineligibility to play in any future competitions.

3.1. Residency

3.1.1. Main Regions

All participants must reside in one of the following countries:

East Asia (EA) - Australia, Bangladesh, Bhutan, Brunei, Cambodia, Cook Islands, Fiji, French Polynesia, Hong Kong, India, Indonesia, Japan, Kiribati, Laos, Macau, Malaysia, Maldives, Mongolia, Myanmar, Nauru, Nepal, New Zealand, Pakistan, Papua New Guinea, Philippines, Samoa, Singapore, Solomon Islands, South Korea, Sri Lanka, Taiwan, Thailand, Timor-Leste, Tonga, Tuvalu, Vanuatu

Europe, Middle East and Africa (EMEA) - Afghanistan, Albania, Algeria, Andorra, Armenia, Austria, Azerbaijan, Bahrain, Belgium, Benin, Bosnia and Herzegovina, Botswana, Bulgaria, Burkina Faso, Burundi, Cameroon, Cape Verde, Central African Republic, Chad, Comoros, Côte d'Ivoire, Croatia, Cyprus, Czech Republic, Democratic Republic of the Congo, Denmark, Djibouti, Egypt, Equatorial Guinea, Eritrea, Estonia, Eswatini, Ethiopia, Faroe Islands, Finland, France, Gabon, Gambia, Georgia, Germany, Ghana, Gibraltar, Greece, Greenland, Guinea, Guinea-Bissau, Hungary, Iceland, Iraq, Ireland, Isle of Man, Israel, Italy, Jersey, Jordan, Kazakhstan, Kenya, Kosovo, Kuwait, Kyrgyzstan, Latvia, Lebanon, Lesotho, Liberia, Libya, Liechtenstein, Lithuania, Luxembourg, Madagascar, Malawi, Mali, Malta, Mauritania, Mauritius, Moldova, Monaco, Montenegro, Morocco, Mozambique, Namibia, Netherlands, Niger, Nigeria, North Macedonia, Norway, Oman, Palestine, Poland, Portugal, Qatar, Réunion, Romania, Rwanda, Saint Kitts and Nevis, San Marino, São Tomé and Príncipe, Saudi Arabia, Senegal, Serbia, Slovakia, Slovenia, Somalia, South Africa, Spain, Sudan, Sweden, Switzerland, Syria, Tajikistan, Tanzania, Togo, Tunisia, Turkey, Turkmenistan, Uganda, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan, Vatican City, Western Sahara, Yemen, Zambia, Zimbabwe

North America (NA) - Antigua and Barbuda, Bahamas, Barbados, Belize, Bermuda, Canada, Cayman Islands, Costa Rica, Cuba, Dominican Republic, Dominica, El Salvador, Grenada, Guatemala, Haiti, Honduras, Jamaica, Martinique, Mexico, Montserrat, Nicaragua, Panama, Puerto Rico, Saint Barthélemy, Saint Kitts and Nevis, Saint Lucia, Saint Martin, Saint Pierre and Miquelon, Saint Vincent and the Grenadines, Sint Maarten, Trinidad and Tobago, Turks and Caicos Islands, United States, British Virgin Islands, Guadeloupe



BRAWL



South America (SA) - Argentina, Aruba, Bolivia, Brazil, Chile, Colombia, Ecuador, French Guiana, Guyana, Paraguay, Peru, Suriname, Uruguay, Venezuela

Chinese Mainland - Chinese Mainland

3.1.1.1. Regional Restrictions

The region list the countries are placed into are the recommended regions we advise participants to play in, based on it being the most optimal location for connection to their region's server location ([6.9. Server Locations](#)). Participants are free to compete in a different region if they wish to do so, however any connection issues they face are at their own liability.

This is with the exception of Chinese Mainland, where only residents of the Chinese Mainland are eligible to participate. Chinese Mainland residents are also restricted to only participating in the Chinese Mainland region.

3.1.1.2. Region Lock

Once a Team has started competing in their chosen region, they are then locked to only competing in that region. To change regions, participants must disband the original Team linked to their previous region, forfeit all points earned in their previous region and then create a new Team in their new chosen region.

3.2. Age Limitations

All participants are required to be the age of sixteen (16) and above by the time registration closes for that season's Monthly Qualifiers and Monthly Finals. Registrations will close 30 minutes prior to the start of the Pre-Tournament Check-In period ([4.6. Tournament Schedule](#)).

3.3. Account Eligibility

Any account linked to a player must be in good standing, registered under their name, and free from any violations of Supercell's [Terms of Service](#) across all their accounts.

Participants are permitted to use only one (1) account during the competition. Accounts can be owned by only one (1) participant and are not permitted to be shared, traded or purchased in any type of way. Multiple participants having access and using an account is considered "Account Sharing" and is prohibited against the [Terms of Service](#). Further punishments may apply.

3.4. Player Aliases

All player aliases must adhere to the following guidelines:

- Must not exceed ten (10) characters without the inclusion of a team abbreviation
- Must not exceed fifteen (15) characters with the inclusion of a team abbreviation
- Must not refer to or be a trademark



- Must not contain any insensitive wording



4. TOURNAMENT OVERVIEW

The Tournament will be split into six (6) online Seasons and three (3) Offline Events.

4.1. Seasons

4.1.1. Championship Challenge

The Championship Challenge will be held as an in-game global event, with no limit of participants. Participants may play the Championship Challenge as either a solo or as a part of a premade Team. Qualified participants who play in a premade Team will not be locked to that roster of players for the Monthly Qualifiers.

The event will last three (3) days, where participants complete the challenge with fifteen (15) wins before four (4) losses. Successful participants are eligible to play in the Monthly Qualifiers. Each match will be a Best-of-1 set with a Best-of-1 game.

For the first season, all participants must complete the Championship Challenge to be eligible for the Monthly Qualifiers. From Season 2 onwards, Players from the top sixteen (16) seeded Teams from the Regional Leaderboard do not need to complete the Championship Challenge to be eligible for Day 2 of the Monthly Qualifiers within that season.

4.1.2. Monthly Qualifiers

Starting from the Monthly Qualifiers, Teams must follow the guidelines listed in [5. Team Composition](#). Participants are restricted from competing as solo players or duo Teams. Only participants who meet the following criteria are eligible to participate in the Monthly Qualifiers;

- Successfully completed the most recent Championship Challenge.
- Meet all requirements in [3. Participation Eligibility](#).

4.1.2.1. Day 1 Overview

- Single Elimination Bracket
- Best-of-3 Sets matches.
- Top sixteen (16) Teams advance to Day 2.
- Maximum Participants: 1024 (EMEA: 4096)
- The number of Maximum Participants may change to better accommodate the number of participants signing up for each region.

4.1.2.2. Day 2 Overview

- Double Elimination Bracket
- Best-of-5 Sets matches.
- Thirty two (32) Teams; sixteen (16) Teams from Day 1 and the top sixteen (16) seeded Teams based on Regional Leaderboard points.



- The top sixteen (16) seeded Teams from the Regional Leaderboard will not be eligible to participate in Day 1 but will be automatically awarded any points they missed out on.
- Top eight (8) advance to Monthly Finals.

4.1.3. Monthly Finals

- Single Elimination Bracket
- Eight (8) Teams from Monthly Qualifiers - Day 2.
- All Monthly Finals matches will be broadcasted and will be Best-of-5-set matches.

4.1.4. Regional Leaderboards

The Regional Leaderboards will be an accumulation of points Teams earn throughout each Monthly Qualifier and Monthly Final, based on winning matches and their placements. More information in [4.4. Points Distribution](#).

Placements on the leaderboard will determine seeding in upcoming seasons and offline events. As well as determining which Teams are awarded slots in offline events, see [4.5. Slot Allocation](#) for more information.

4.1.4.1. Regional Leaderboard Tiebreakers

- **Head to Head** - If two (2) Teams are tied in the standings, their head-to-head record from the entire 2026 BSC Season will be used. Head-to-head will not be used if three (3) or more Teams are tied.
- **Total number of first-place rankings in Monthly Finals** - The Team with the most Monthly Finals wins will be ranked higher.
- **Average Monthly Finals Placement** - The average placement across all Monthly Finals throughout the year.
- **Total Match Win Percentage** - The total match win percentage is calculated by taking the sum of the total matches won on Day Two of the MQs and MFs divided by the total number of matches played. (E.g. Team A has won a total of Fifteen (15) matches out of twenty (20), their total match win percentage is 75%),
- **Total Set Win Percentage** - The total set win percentage is calculated by taking the sum of the total sets won on Day 2 of the MQs and MFs divided by the total number of sets played. (E.g. Team A has won a total of thirty (30) sets out of sixty (60), their total set win percentage is 50%).
- **Total Game Win Percentage** - The total game win percentage is calculated by taking the sum of the total games won on Day 2 of the MQs and MFs divided by the total number of games played.



BRAWL



4.2. Offline Events

Prior to each Offline Event, each Team will receive a 'Player Guide' that will provide more indepth and necessary information Teams will need to compete in these events to completion. The 'Player Guide' acts as an addition to this rulebook.

4.2.1. Brawl Cup (BC)

Teams: Twelve (12)
Event Location: Berlin, Germany
Date: May 2026
Event Days: 3

4.2.2. Last Chance Qualifier (LCQ)

Teams: Eight (8)
Event Location: TBC
Date: October 2026
Event Days: 2

4.2.3. World Finals (WF)

Teams: Twelve (12)
Event Location: TBC
Date: November 2026
Event Days: 3

4.3. Subregion Events

4.3.1. Third Party

Players will only be allowed to compete in either the Brawl Stars Championship Main Regions OR Third-Party Sub-Regions. If found to be competing in both, Players may be subject to disqualification.

- Road to Brawl Cup (South America West): [Rulebook](#)
- Road to Brawl Cup (South East & South Asia): [Rulebook](#)

4.3.2. Mystery (To be Announced)

More details on this mystery will be revealed soon.

4.4. Points Distribution

To earn BSC Points on the Regional Leaderboards, Teams will do so by participating in Monthly Qualifiers and Monthly Finals. Points earned towards Regional Leaderboards are non-transferable and region-locked.

Monthly Qualifiers will reward points based on winning matches, whereas Monthly Finals will reward points based on placement. These points will accumulate throughout all six (6) seasons and be a method of qualification for Offline Events ([4.5. Slot Allocation](#)).

During the Spring Split, Teams will earn the base amount of points for each match win/placement. During the Summer Split, Teams will earn 1.5x the amount of points.



Teams must adhere to the roster rules outlined in [5. Team Composition](#). Team Composition to maintain their earned points. Failure to do so may result in forfeiture of earned points.

4.4.1. Monthly Qualifiers - Spring Split

DAY 1	POINTS
Per Match Win	4 Points
DAY 2	POINTS
Per Upper Bracket Match Win	4 Points
Per Lower Bracket Match Win	2 Points

4.4.2. Monthly Qualifiers - Summer Split

DAY 1	POINTS
Per Match Win	6 Points
DAY 2	POINTS
Per Upper Bracket Match Win	6 Points
Per Lower Bracket Match Win	3 Points

4.4.3. Monthly Finals - Spring Split

PLACEMENT	POINTS
1st Place	60 Points
2nd Place	40 Points
3-4th Place	20 Points
5-8th Place	10 Points

4.4.4. Monthly Finals - Summer Split

PLACEMENT	POINTS
1st Place	90 Points
2nd Place	60 Points
3-4th Place	30 Points
5-8th Place	15 Points



BRAWL



4.4.5. Brawl Cup

PLACEMENT	POINTS
1st Place	TBD
2nd Place	TBD
3-4th Place	TBD
5-8th Place	TBD
9-12th Place	TBD

4.5. Slot Allocation

The slot allocation for the BSC 2026 can be seen below:

REGION / OFFLINE EVENT	BRAWL CUP SLOT ALLOCATION	LCQ SLOT ALLOCATION	WORLD FINALS SLOT ALLOCATION
East Asia	2	1	2
EMEA	2	1	3
South America	2	1	2
North America	2	1	2
Chinese Mainland	2	2	0
Third Party	2	0	0
Mystery (To Be Announced)	0	1	0
Brawl Cup	0	1	1
Last Chance Qualifier	0	0	2
TOTAL	12	8	12

At the end of the Spring Split, each Regional Leaderboard will be used to determine which Teams will be invited to the Brawl Cup, based on each region's slot allocation. At the end of the Summer Split, the Regional Leaderboards will be used to determine which Teams will be invited to the Last Chance Qualifier and World Finals. To maintain a slot, all teams must adhere to rules in [5. Team Composition](#).

- For example, in EMEA, the Teams placed 1st and 2nd on the EMEA Regional Leaderboard at the end of the Summer Split will be invited to World Finals. The Team that finishes in third place will be invited to the Last Chance Qualifier.



Other slot allocations can be acquired from placements in other Offline Events.

- The Brawl Cup will award:
 - One (1) World Finals slot to the home region of 1st place winner
 - One (1) LCQ slot to the home region of the 2nd place winner
- The Last Chance Qualifier will offer two (2) direct slots to the World Finals for the winning teams.

4.6. Tournament Schedule

The following schedule is provisional and may be subject to change if deemed necessary. Any alterations to the schedule will be communicated across official channels ([7.1 Communication Channels](#)).

4.6.1. Championship Challenge

SPRING SPLIT	DATES (2026)
Season 1 Championship Challenge	January 30th - February 1st
Season 2 Championship Challenge	February 27th - March 1st
Season 3 Championship Challenge	March 27th - March 29th
SUMMER SPLIT	DATES (2026)
Season 4 Championship Challenge	May 29th - May 31st
Season 5 Championship Challenge	June 26th - June 28th
Season 6 Championship Challenge	July 24th - July 26th

4.6.2. Monthly Qualifiers

SPRING SPLIT	DATES (2026)
Season 1 Monthly Qualifier	February 7th - February 8th
Season 2 Monthly Qualifier	March 7th - March 8th
Season 3 Monthly Qualifier	April 4th - April 5th
SUMMER SPLIT	DATES (2026)
Season 4 Monthly Qualifier	June 6th - June 7th
Season 5 Monthly Qualifier	July 4th- July 5th
Season 6 Monthly Qualifier	August 1st - August 2nd



REGION	REGISTRATION CLOSE	PRE-TOURNAMENT CHECK-IN	COMPETITION START
East Asia	10:00 JST	11:00 - 11:45 JST	12:00 JST
EMEA	10:00 CEST / CET	11:00 - 11:45 CEST / CET	12:00 CEST / CET
South America	10:00 BRT	11:00 - 11:45 BRT	12:00 BRT
North America	12:00 EDT / EST	13:00 - 13:45 EDT / EST	14:00 EDT / EST

4.6.3. Monthly Finals

All participants must be available one (1) hour before their Monthly Finals starts.

REGION	COMPETITION START TIME	COMPETITION END TIME <i>(Approximate)</i>	SPRING SPLIT DATES	SUMMER SPLIT DATES
East Asia	16:00 JST	23:00 JST	February 14th March 14th April 11th	June 13th July 18th August 8th
EMEA	14:00 CEST / CET	21:00 CEST / CET	February 15th March 15th April 12th	June 14th July 12th August 9th
South America	16:00 BRT	23:00 BRT	February 21st March 21st April 18th	June 20th July 11th* August 15th
North America	15:00 EDT / EST	22:00 EDT / EST	February 22nd March 22nd April 19th	June 21st July 19th* August 16th

**Note: July Monthly Finals are in a different region order.*

4.7. Tournament Equipment

4.7.1. Approved

- Mobile Phone
- Tablet

4.7.2. Banned

- PC
- Emulation

4.7.3. Webcams

During the Monthly Finals, all three (3) players part of a Team will be required to use a webcam for all of their matches for broadcast purposes. It is the responsibility of each Team to ensure all players have a functional webcam.



- Instances where Teams do not have their webcam turned on for broadcast will result in prize money deductions. Repeated instances will result in further penalties.
- All player webcams will be incorporated to the Monthly Finals broadcast, which by sharing their webcam feed, players consent to being recorded.

4.7.4. Team Communication

During the Monthly Finals and LAN events, all three (3) players and coach (if applicable) part of a Team will be required to be in a designated team communication channel (Discord) for broadcast purposes. It is the responsibility of each Team to ensure all players have functional microphones.

- Instances where Teams do not connect to Discord for broadcast will result in prize money deductions. Repeated instances will result in further penalties.
- Other verified members of the team, such as Manager and/or Analyst, may be present in the Team Communication channel. These members must leave the Team Communication channel or will be muted by the Administrators before the match starts.
- All player communications will be incorporated to the Monthly Finals and LAN broadcasts, which by live listen-in, players consent to being recorded.

4.8. Prizing & Payment Procedures

4.8.1. Monthly Finals

EAST ASIA	
1st Place	\$12,000.00
2nd Place	\$8,000.00
3-4th Place	\$5,500.00
5-8th Place	\$2,250.00
TOTAL	\$40,000.00

EMEA	
1st Place	\$12,000.00
2nd Place	\$8,000.00
3-4th Place	\$6,000.00
5-8th Place	\$2,500.00
TOTAL	\$42,000.00

SOUTH AMERICA	
1st Place	\$12,000.00
2nd Place	\$6,000.00
3-4th Place	\$3,000.00
5-8th Place	\$1,750.00
TOTAL	\$31,000.00

NORTH AMERICA	
1st Place	\$12,000.00
2nd Place	\$7,000.00
3-4th Place	\$3,500.00
5-8th Place	\$2,000.00
TOTAL	\$34,000.00



4.8.2. Brawl Cup

BRAWL CUP	
1st Place	\$35,000.00 + WF Slot for Home Region
2nd Place	\$15,000.00 + LCQ Slot for Home Region
3rd Place	\$9,000.00
4th Place	\$7,000.00
5-8th Place	\$5,000.00
9-12th Place	\$3,500.00
TOTAL	\$100,000.00

4.8.3. Last Chance Qualifier

LAST CHANCE QUALIFIER	
1-2nd Place	Direct WF Slot
3-4th Place	\$5,000.00
5-8th Place	\$2,000.00
TOTAL	\$18,000.00

4.8.4. World Finals

WORLD FINALS	
1st Place	\$450,000.00
2nd Place	\$200,000.00
3rd Place	\$100,000.00
4th Place	\$80,000.00
5-8th Place	\$30,000.00
9-12th Place	\$12,500.00
TOTAL	\$1,000,000.00



4.8.5. Payment Procedure

The Team captain will be assigned the main point of contact for any Team that qualifies for prizing.

- For any Team that is signed with a Partnered Organisation, the Partnered Organisation will be considered the main point of contact for anything prizing related, unless otherwise agreed upon with the Administrators.

Following the completion of any event that awards prize money, Teams will be required to submit all payment information within seven (7) days from the completion of the event. Failure to complete payment information will result in delayed prize payments.

It is the responsibility of the prizing point of contact to provide accurate and complete payment information. Any internal disputes between the Team and the prizing point of contact are solely between the parties involved and the Administrators take no responsibility in solving any matters.

Teams/Players are responsible for handling any and all costs associated with their prize that are not specifically set by the Administrators (i.e. Taxes, VAT, etc.).

All prize payments will be processed within thirty (30) days of the Administrators receiving complete payment information from the prize point of contact and an invoice received. The Administrators are not responsible for any possible delays caused by any international bank transfers.

In the instance the prizing point of contact for a Team does not make a claim for their eligible prize money within sixty (60) days of the completion of the event, that Team may be subjected to forfeit that prize money.

4.8.5.1. Prizing Eligibility

Any persons who reside in a country currently subject to financial sanctions by the United States of America and/or the European Union, prohibiting payments to these countries, will be unable to claim any prizing payments.

All prizing payments will be sent in United States Dollar (USD) currency. If the prizing payment recipient's bank is unable to accept this currency, please notify the Administrators in your prizing form.



BRAWL STARS



5. TEAM COMPOSITION

5.1. Roster Management

For Monthly Qualifiers, a Team’s roster can be composed of a maximum of three (3) Active Players (the players playing the game) that are registered to the team inside the Esports Hub.

For Monthly Finals and Offline Events, a Team’s roster can be composed of a maximum of five (5) participants, in which teams can choose to register a Coach and a Substitute to their roster in addition to the three (3) Active Players, at the approval of the Administrators (See [5.1.3. Coaches](#) and [5.1.4. Substitutes](#)).

Active Players may only be registered to one (1) roster within BSC. It is the responsibility of all Teams to form and manage their own rosters throughout BSC 2026.

5.1.1. Roster Lock

5.1.1.1. Monthly Qualifiers/Monthly Finals

Rosters will be locked and unable to be changed from two (2) hours before the start of a Monthly Qualifier. Rosters will stay locked until the completion of the Monthly Finals within that same season. Unless followed by an Offline Event, in which the roster lock will end once that Offline Event is completed (See [5.1.1.2 Offline Events](#)).

See below for the scheduled roster locks for each BSC Season:

EVENT	DATE	EA <i>JST</i>	EMEA <i>CET/CEST</i>	SA <i>BRT</i>	NA <i>EDT/EST</i>
Season 1	February 7th	10:00	10:00	10:00	12:00
Season 2	March 7th	10:00	10:00	10:00	12:00
Season 3	April 4th	10:00	10:00	10:00	12:00
Season 4	June 6th	10:00	10:00	10:00	12:00
Season 5	July 4th	10:00	10:00	10:00	12:00
Season 6	August 1st	10:00	10:00	10:00	12:00

5.1.1.2. Offline Events

Rosters for Offline Events will stay locked following the end of the most recent Monthly Qualifier/Monthly Final that takes place before an Offline Event:

EVENT	DATE	EA <i>JST</i>	EMEA <i>CET/CEST</i>	SA <i>BRT</i>	NA <i>EDT/EST</i>
Brawl Cup	April 4th	10:00	10:00	10:00	12:00



BRAWL



LCQ	August 1st	10:00	10:00	10:00	12:00
World Finals	August 1st	10:00	10:00	10:00	12:00

5.1.2. Roster Changes

Each Team is limited to three (3) roster changes a year; one (1) change in the Spring Split and two (2) changes in the Summer Split.

- Any unused roster changes from the Spring Split will not be carried over to the Summer Split.
- Roster changes may only take place with players that have successfully completed the most recent Championship Challenge and successfully registered in the ESPORTS tab in the 2026 competition year.
- Rosters may only be changed during periods where there is no roster lock in place.

5.1.2.1. Team Captain Changes

Teams are expected to keep the same Team Captain throughout the whole tournament year, to maintain a consistent point of contact. In the instance a Team wishes to elect a new Team Captain, the current Team Captain must email brawl@blast.tv to make the request with the details of who the new Team Captain will be. The Administrators reserve the right to approve or deny the request.

- In the instance a Partnered Organisation signs a Team, the Partnered Organisation reserves the right to appoint a different Team Captain.
- In the instance all Team members, other than the Team Captain, unanimously agree to change the Team Captain, all Team members must email brawl@blast.tv to make the request with the details of who the new Team Captain will be. The Administrators reserve the right to approve or deny the request.

5.1.3. Coaches

For Monthly Finals, Coaches are able to be registered to a maximum of two (2) rosters, so long as both rosters are participating in different regions. For Offline Events, Coaches may only be registered to one (1) roster.

Alternatively, Coaches are able to register as a Coach for one roster and as a Player for another roster, however both rosters must be from different regions. Coaches that are registered as a Player on another region's roster cannot be called upon as a Substitute as mentioned in [5.1.4. Substitutions](#).

- In the instance a Coach is registered on two (2) rosters that both qualify to the same Offline Event, the Coach will have to decide which roster they proceed with.



5.1.4. Substitutes

In the instance a substitute player is required, the Team Captain must make a request to the Administrators as soon as possible. The Administrators reserve the right to approve or deny the request, depending on the information provided and the timescale of the request. Any substitutes used will not count towards the roster change allowance seen in [5.1.2 Roster Changes](#).

For Monthly Finals, all Teams are allowed to register a substitute to their roster for that Monthly Final. All registered substitutes are temporary and Teams are not locked to using the same individual for each Event.

Teams may only have one (1) active substitute on their roster at one time. Substitutes will not be able to join an ongoing match (between games or sets). Once a substitute player has replaced a player on the roster, the substitute player will have to play all future matches of that Monthly Qualifier/Monthly Final and the replaced player will not be able to return until that Monthly Qualifier/Monthly Final is over.

5.1.4.1. Substitute Eligibility Requirements

- Successfully completed the most recent Championship Challenge.
 - This also applies to Substitutes of Teams that automatically qualify to Day 2 of Monthly Finals based on Regional Leaderboard Points.
- Cannot be registered to another roster participating in the Monthly Finals, however can be a player from another roster from the Monthly Qualifiers that failed to qualify for the Monthly Finals.
- A coach may also serve as a substitute, provided they also meet the eligibility requirements.

5.2. Slot Ownership

All points and slots earned by a Team throughout BSC 2026 are owned by the Team and not the organisation. The only exception to this rule can be seen below in [5.2.1. Club Partners](#). To maintain any and all earned slots, teams must adhere to all the above roster rules through the whole BSC 2026.

5.2.1. Club Partners

Points and slots earned by teams owned by a Partnered Organisation, are owned by the Partnered Organisation. For any team that transfers to a Partnered Organisation, all their points and slots will be transferred with them and now owned by the Partnered Organisation.

5.2.2. Ownership of Multiple Teams

Organisations are allowed to own and operate a maximum of two (2) teams in BSC 2026. If an organisation does own two (2) teams, those teams must have names and logos that easily differentiate from one another. E.g. "Red



Stars” / “Blue Stars”. Organisations may own teams across two (2) different regions or both in the same region.

- If an organisation owns two (2) teams or is looking to acquire a second team, they must notify the Administrators at brawl@blast.tv.

5.2.3. Disbandment

Points earned towards Regional Leaderboards are non-transferable and region-locked. In the instance of a Team disbandment, all earned points will be forfeited. A Team Captain may initiate a disbandment, so long as they are the only player left on that roster.

- For Teams part of a Partnered Organisation, only the Partnered Organisation may initiate a disbandment.
- In the instance a Team Captain part of a Partnered Organisation initiates a disbandment without the approval from a Partnered Organisation, the Administrators reserve the right to reverse the disbandment and reinstate any potential lost points.



BRAWL



6. MATCH PROCEDURE

6.1. Game Version

All matches for BSC 2026 will be played on the most up-to-date version of the game

6.2. Match Process Breakdown

6.2.1. Championship Challenge

All matches will be played in the in-game app and will be available through the “NEW EVENT” icon in the bottom center of the home screen.

- Only matches that are played within the event will be eligible towards the qualification requirements to the Monthly Qualifiers.
- These matches can be played anytime during the three (3) day period scheduled for the Championship Challenge.

6.2.2. Monthly Qualifiers

All matches will be played in-app in the “ESPORTS” hub, located under “RANKED” in the upper corner (see [11.1. Esports Hub Icon](#)).

6.2.2.1. Pre-Tournament Check-In

At the beginning of the first matchday, Team Captains will be required to confirm the participation of their team. The Pre-Tournament Check-In period will begin one (1) hour before the first scheduled match. More information on timings can be seen in [4.6.2. Monthly Qualifiers](#).

Teams that successfully Check-In to the competition will receive their first round match around the scheduled competition start time. In the instance a Team Captain does not confirm their team’s participation during the Pre-Tournament Check-In time, that team will not be added to the competition and therefore have no matches.

6.2.2.2. Round Check-In

All players on the Team will receive a notification in the form of a purple check-in pop-up box when each round is ready to be played. **This check-in button will only appear inside the Tournament Hub, so make sure to have it opened.**

Each Team will have up to ten (10) minutes to complete the Round Check-In once the round has begun. If any player of a Team does not check-in within ten (10) minutes after the notifications are sent, Teams may be subject to penalties, including a match forfeit.

If neither team has all players successfully Check-In within the five (5) minute period, the Team with the most players checked-in will receive the match win. In the instance both teams have the same number of players checked-in, the system will automatically determine a winner at random.



6.2.2.3. Joining Game Lobby

Once all players are in the match lobby, the Brawler Draft will start (see [6.5.1. Brawler Draft](#)). Upon completion of the Draft, the match will begin and all players will be loaded into the first game.

6.2.3. Monthly Finals

All matches will be played through in the ESPORTS hub (see [6.2.2. Monthly Qualifiers](#)). The Monthly Finals will be broadcasted. Team Captains will be required to join the Monthly Finals club to allow matches to be observed.

- The BSC Discord server will be the primary point of contact between teams and the Administrators.
- All Team Captains will be required to check-in their team by confirming in their designated team channel in the BSC Discord one (1) hour before the match day begins.
- The match process for the Monthly Finals is identical to the Monthly Qualifiers. **However, players must not 'Ready Up' until instructed by the Administrators.**
- The match process for this stage may change to better facilitate the broadcast requirements. Any alterations to the process will be communicated to teams via Discord announcements.

6.2.4. Offline Events

See [4.2. Offline Events](#) for more information.

6.2.5. Breaks

6.2.5.1. Monthly Qualifiers

- In between Games: Thirty (30) seconds
- In between Sets: Two (2) minutes
- In between Matches: Five (5) minutes

6.2.5.2. Monthly Finals

- In between Games: Thirty (30) seconds
- In between Sets: One (1) minutes
- In between Matches: Two (2) minutes

6.2.6. Match Restarts

Match restarts are only permitted in the instance of an error with the Tournament Hub and/or game server. In either case, players must take a screenshot of the error message displayed in-game and provide it to the Administrators to review, with a request of a match restart. The decision to restart a match is at the sole discretion of the Administrators.

6.2.7. Match Disputes

In the instance a Team wants to dispute a match result for a valid reason, they must do so by contacting the Administrators up to five (5) minutes from



the conclusion of the match or prior to the start of the following round, whichever comes first.

Any disputes not provided to the Administrators within the above timeframe may not be acknowledged and reviewed.

6.2.8. Draws

In the rare instance a game concludes in a “DRAW”, the drawn game will be replayed, with the “DRAW” result not counting towards the final Set score. The Set will continue until there is a clear winner of one team having more wins than the other.

6.3. Seeding

6.3.1. First Season

The first Season of Monthly Qualifiers and Monthly Finals will be seeded using 2025 Championship points. This will apply to both Day One (1) and Day Two (2) seeding.

- To account for individual contributions from the 2025 Championship, each player’s allocation of their 2025 team’s Championship Points shall be divided by three (3) for the initial 2026 events.
- To account for roster changes, only the (2) players with the most 2025 Championship points will count towards the new team’s seeding.
- For further information on the seeding used for the Monthly Finals, see [6.3.2.2. Monthly Finals](#).

6.3.1.1. Example Seeding Calculation

Player 1's 2025 team: 300 points → **100 individual points**
 Player 2's 2025 team: 400 points → **133 individual points**
 Player 3's 2025 team: 500 points → **167 individual points**
 New team's seeding points: 133 + 167 = **300 seeding points**

In the instance two teams are tied on seeding points, the third player’s individual points will be added to each team’s seeding points total. If there is still a tie, see [6.3.3. Tiebreakers](#), which will use results from BSC 2025.

6.3.2. Further Seasons

6.3.2.1. Monthly Qualifiers

For all Monthly Qualifiers following the initial Monthly Qualifier, Teams will be seeded based on the number of points earned on the Regional Leaderboard throughout the competition year.

6.3.2.2. Monthly Finals

For all Monthly Finals, teams will be separated into two (2) groups and matched together based on their points ranking in each group.



The four (4) teams that qualified from the Upper Bracket of Day (2) of the Monthly Qualifiers will be placed into **Group A**. The four (4) teams that qualified from the Lower Bracket of Day (2) of the Monthly Qualifiers will be placed into **Group B**. From there, each team will be ranked based on their points total from the Regional Leaderboard.

The following matchups will then be allocated:

- Group A Rank 1 vs Group B Rank 4
- Group A Rank 2 vs Group B Rank 3
- Group A Rank 3 vs Group B Rank 2
- Group A Rank 4 vs Group B Rank 1

Two teams that competed against one another in Round Three (3) of the Winners Bracket on Day Two (2) of the Monthly Qualifier shall not be eligible to be matched against each other again. If such a matchup would otherwise occur, the next highest-ranked team from Group B shall be selected.

6.3.3. Tiebreakers

Standard tiebreaker rules from the Regional Leaderboard also apply to seeding, with the exception of Head-to-Head results not being considered. See [4.1.4. Regional Leaderboards](#) for more information.

6.4. Game Modes and Maps

6.4.1. Championship Challenge

The Championship Challenge will use the Game Modes and Maps rotation currently used in the Ranked Mode within the game.

The rotation of Game Modes and Maps are subject to changes throughout the competitive year.

6.4.2. Monthly Qualifiers, Monthly Finals & Offline Events

From the Monthly Qualifiers stage and onwards, the order of game modes and maps will be pre-determined by the Administrators and shared with participants prior to matches via Discord announcements.

The pre-determined order of game modes and maps for Offline Events will be shared in the 'Player Guide' for that specific event.

The initial rotation of Game Modes and Maps for the Spring Split will be released in January 2026 and will be in rotation until the end of the Brawl Cup.



6.4.2.1. Spring Split Map Pool

Duration: Spring Split through Brawl Cup

MODE	MAPS		
Bounty	<i>Shooting Star</i>	<i>Hideout</i>	<i>Layer Cake</i>
Heist	<i>Hot Potato</i>	<i>Safe Zone</i>	<i>Bridge Too Far</i>
Hot Zone	<i>Ring of Fire</i>	<i>Open Business</i>	<i>Dueling Beetles</i>
Brawl Ball	<i>Super Beach</i>	<i>Pinhole Punt</i>	<i>Sneaky Fields</i>
Gem Grab	<i>Hard Rock Mine</i>	<i>Double Swoosh</i>	<i>Deathcap Trap</i>
Knockout	<i>Goldarm Gulch</i>	<i>Belle's Rock</i>	<i>Out in the Open</i>

Any possible changes to the rotation of Game Modes and Maps will be announced before the start of the Summer Split and these changes will stay in rotation until the end of World Finals.

6.5. Drafting Phases

6.5.1. Brawler Drafts

A Brawler Draft will take place before the start of each Set, where each player will be able to ban one (1) Brawler for that set, as well as select the Brawler they wish to play as for that set.

Players on the same team will not be able to ban the same Brawler as their teammate, however with the banning process being blind (Teams are unable to see who their opponents are banning until the choices are locked), it is possible both teams ban the same Brawler. Once the Draft is complete, players have the option to swap Brawlers with their teammates before the match begins.

6.5.1.1. New Brawler Releases

Newly released Brawlers are restricted from selection in all matches during the Season of their release, until that Season concludes. In the instance a Brawler is released within 14 days of a Monthly Qualifier, that Brawler will be restricted from selection in the Monthly Qualifier and Monthly Final until the Season concludes. New Brawler restrictions will not apply for the Championship Challenge. The Administrators reserve the right to impose additional restrictions at their discretion and Teams will be notified accordingly.

6.5.1.2. Lobby Disband

In the instance the Draft lobby is required to be disbanded and remade, both teams must redo the Draft, selecting the exact same picks/bans that were already selected at the time of the disband. It is the responsibility of Teams to ensure each player makes the correct selections when having to re-draft.



To ensure the Team with the original first pick maintains that first pick in the new lobby, the lobby will need to be disbanded until the correct Team is given the first pick.

During the Monthly Qualifier, it is the responsibility of Teams to notify the Administrators of any instances of their opponents making incorrect selections during the re-draft. In the instance a Team identifies an incorrect selection, that lobby should be disbanded immediately and the Administrators should be contacted (see [7. Competition Support](#)). The Team that is identified as making the incorrect selection may be penalised with a one (1) Set loss. In the instance the match is continued into the first game without any incorrect selections in the re-draft being identified, that match will continue, no penalties will be issued and the final result will stand.

In the instance a Team is unsure on what they selected during an original Draft, they must contact the Administrators to receive confirmation of the correct selections.

6.5.2. Global Match Bans

For Monthly Finals, each team will be able to select two (2) brawlers they wish to ban for the entirety of a match against an opponent.

These bans will take place two (2) hours in advance to each team's first match of the Monthly Finals, and will happen on a rolling schedule for any subsequent matches. Both sets of Global Match Bans will be revealed to each team participating in a match at the same time in advance to the match start time.

6.6. Punctuality

6.6.1. Pre-Tournament Check-In

All Team Captains must complete the Pre-Tournament Check-In, see [4.6.2. Monthly Qualifiers](#) for region specific timings. Teams that fail to complete this step will be excluded from the Monthly Qualifiers.

6.6.2. Round Check-In

Teams must have all players complete the Round Check-In within ten (10) minutes after the round has begun. Failure to complete this step may result in match forfeiture.

6.6.3. Game Lobby Check-In & Ready Up

Teams must join and 'Ready Up' within five (5) minutes of a game lobby invitation. If all players of a Team do not complete this step, the Team may be subject to penalties up to and including match loss.

If a Player is competing in another tournament at the same time as the Monthly Qualifier or Monthly Final, and their involvement in the other tournament prevents their scheduled match from starting on time, their Team will be issued a match forfeit.



6.6.3.1. Monthly Finals

During the Monthly Finals, each team will have an allotted one (1) minute after the scheduled start time of their match to 'Ready Up'. If for any reason a Team causes any extra delay over this allotted time, additional penalties will apply such as match disqualification and prizing/Championship points deductions.

The scheduled match start time of every Monthly Qualifiers match will be communicated by the Administrators.

6.6.4. Match Abandonment / Forfeiture

6.6.4.1. Monthly Qualifiers

In the instance a Team abandons/forfeits a match during the Monthly Qualifier, they may continue to their next match where possible.

6.6.4.2. Monthly Finals & Offline Events

In the instance a Team abandons/forfeits games, sets or matches during the Monthly Finals or any Offline Events, they may be subject to penalties in the form of prize money deductions and loss of Championship points.

6.7. Technical Issues

All players and Teams are responsible for their own equipment and connection to the game. In the instance an issue occurs that prevents the player from playing a match, it is that player's responsibility to resolve the issue as soon as possible. Any personal technical issues that prevent a match from being played may result in a match loss to the Team with the issue. Any agreements to postpone a match to resolve a technical issue must first be approved by the Administrators. The Administrators reserve the right to approve/reject any match rescheduling requests.

6.8. Buffies

Buffies are allowed to be used during any Brawl Stars Championship match.

6.9. Server Locations

All matches during the Monthly Qualifiers and Monthly Finals will be played on specific servers most suitable to each region. Below is the list of where these server locations are for each region:

REGION	SERVER LOCATION
East Asia	Tokyo (Japan)
EMEA	Frankfurt (Germany)
South America	São Paulo (Brazil)
North America	Dallas, Texas (USA)



BRAWL



7. COMPETITION SUPPORT

7.1. Communication Channels

The main communication channel for the Brawl Stars Championship is the Discord server, in which all players that register for the Monthly Qualifiers will be prompted to join. Team Captains will be required to stay in the Discord server to ensure that they receive all the necessary and updated information regarding the competition.

7.2. Support

The discord server will be the primary platform for requests of competition support from the Administrators.

7.2.1. Support Tickets

Participants should create support tickets whenever they need assistance from the Administrators. The ticketing system is the sole channel for requesting support and must be used respectfully - spam and inappropriate language are not permitted (see [10. Code of Conduct](#) for more information).

7.2.1.1. Response Times

During match day hours, any tickets created at this time will be responded to as soon as possible. However, during the early rounds where the number of participants is very high, delays can be expected.

Outside of match day hours, tickets will be responded to within forty eight (48) hours.

7.3. Penalties

Any person who engages in, or attempts to engage in, conduct that the Administrators, in their sole and absolute discretion, determine to constitute unfair play or any other violation of this Ruleset shall be subject to disciplinary action. Upon determining that a Team Member has committed any of the foregoing violations, the Administrators may, without limitation of their authority, impose any of the following penalties:

- Warning
- Prize Money Deduction(s)
- Championship Points Deduction(s)
- Suspension(s)
- Disqualification

In the instance(s) of repeated infractions, the penalties will escalate in severity, up to and including, disqualification from future Brawl Stars competitions. The penalty severity provided to a player is at the discretion of the Administrators.



7.4. Confidentiality

All content, including protests, support tickets, discussions, and any other correspondence with the Administrators, is strictly confidential. Such material may not be published or shared without prior written consent from Administrators. By participating in the competition, all players agree to comply fully with the ruleset, including this confidentiality requirement.



BRAWL STARS



8. TEAM BRANDING & SPONSORSHIP POLICIES

The Administrators reserve the right to forbid the use of unwanted names and/or symbols in the Tournament. Any legally protected words or symbols are generally forbidden unless the owner gives permission to use them.

Any team organisation that intends to pick up a Brawl Stars team will need to be fully approved by the Administrators before they can proceed. Should the team organisation conflict with any of the categories that conflict with the above sponsorship restrictions, the Administrators reserves the right to deny the team organisation from participating in the Tournament.

Players and Teams are expected to be consistent in the use of their player nicknames and team names throughout the competition. Once a Team has earned ranking points, the following rules start to apply;

8.1. Rebranding

8.1.1. Teams

Teams will be allowed a total of two (2) rebrandings throughout the Tournament year; one (1) rebranding allocated in the Spring Split and the other in the Summer Split.

- In the instance a Team is picked up by an organisation and rebrands under the organisation's name, it will count as a rebrand.
- In the instance a Team is picked up by an organisation but is then released, the Team must default to its original free agent name and it will not count as a rebrand.
- In the instance a Team is picked up by an organisation but has already used their allotted rebrand for a Split, they will have to wait for the following Split to rebrand.

Rebranding requests must be submitted to the Administrators no less than five (5) days before the start of a Tournament Stage. Any requests submitted past this time may have the rebranding postponed until the conclusion of the Tournament Stage.

8.1.2. Players

Players will be allowed one (1) broadcast name rebrand throughout the Tournament year. Rebranding requests must be submitted to the Administrators no less than five (5) days before the start of a Tournament Stage. Any requests submitted past this time may have the rebranding postponed until the conclusion of the Tournament Stage.

Before a Monthly Final/Offline Event, the Administrators will review the current names players are using on their Brawl Stars account. If the name is deemed as not broadcast suitable by the Administrators, the Administrators reserve the right to have the player's name changed to something broadcast suitable (e.g. BSC|PlayerName). Players will be given the option to provide a preference on the name change if deemed necessary.



BRAWL



8.2. Sponsorship Restrictions

Players and Teams will not be allowed to promote personal or team branding, sponsors, and logos that would conflict with principles the Tournament carries; these categories include but are not limited to;

- Alcohol
- Non-over-the-counter drugs
- Gambling websites (betting)
- Cryptocurrency, crypto markets, or any products or services related to cryptocurrencies
- Tobacco products
- Firearms
- Pornography
- Products of direct competitors
- Other game companies, publishers, and/or platforms



9. CONTENT & MEDIA OBLIGATIONS

All Players who have qualified to participate in the Monthly Finals and any Offline Event will be required to accommodate and participate in media activities if requested. This includes but is not limited to:

- Pre-match Interviews
- Post-match Interviews
- Press conferences
- Photo shoots
- Meet and Greet, fan signing session
- Other video recordings
- Provide professional Player Photos for the full team

The above list can from time to time include team coaches. Teams will receive a final list of obligations the Monday after qualifying.

9.1. Player Questionnaires

Upon qualifying for the Monthly Finals and any Offline Event, Teams will be sent forms to complete to confirm player eligibility and provide the Tournament Administration Team with the information necessary to prepare for the upcoming event. All Players must fully complete these forms before 11:59 PM (CET) on the Monday following the Monthly Qualifiers. Failure to do so will result in penalties, including forfeiture of prize money and disqualification from the event.

9.2. Online Media Day

Upon qualifying for the Monthly Finals, Teams will be selected to participate in the Online Media Day. The Online Media day will take place on the Tuesday following the Monthly Qualifier. If a Team is selected to participate in the Online Media Day, attendance is mandatory and failure to attend will result in penalties, including forfeiture of prize money and disqualification from the event.



BRAWL STARS



10. CODE OF CONDUCT

All participants are subject to the [Safe and Fair Play Policy](#) conditions and must also abide by the [Terms of Service](#) set forth by the Tournament owner, Supercell.

10.1. Account Sharing

Players may not share their account with any other players, members of their team, friends, family, or any other individual before, during, or after the competition. Doing so may result in disqualification from the Tournament year

10.2. Competitive Integrity

Teams are expected to play at their best at all times within any Tournament game and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, and/or fair play

10.3. Player Behavior Investigation

If the Administrators determine that a Team or Player has violated the Brawl Stars Terms of Service or rules outlined in this Ruleset, the Tournament Administration Team may assign penalties at their sole discretion. If the Administrators contact a Player to discuss the investigation, the Player is obligated to tell the truth. If a Player withholds information or misleads the Administrators, obstructing the investigation, then the Team and/or Player is subject to punishment.

10.4. Unfair Play

The following behaviors are considered unfair play and will be subject to penalties, including potential disqualification. The final decisions will be at the discretion of the Administrators.

10.4.1. Collusion

Colluding is defined as an agreement between players or Teams to intentionally alter the results of a match. Teams who participate in these discussions will be subject to review. Any Teams found breaking this rule will be subject to a ban from the remainder of the Tournament year, loss of Tournament points, and forfeiture of all unpaid prize money earned.

- Deliberately losing a match for compensation or any other reason or attempting to induce another player to do so.
- Pre-arranging to split the prize money and/or any other form of compensation.
- Soft play is defined as an agreement between players or Teams to not damage, impede, or otherwise play to a reasonable standard of competition.

10.4.2. Cheating

10.4.2.1. DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.



BRAWL STARS



10.4.2.2. Software or Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, and scripted attacks. Please visit Supercell's [Safe and Fair Play page](#) and [Terms of Service](#) for more information.

10.4.3. Hacking

Hacking is defined as any modification of the Brawl Stars game client by any player, Team, or person acting on behalf of a player or Team.

10.4.4. Bug Exploitation

Intentionally using any in-game bug, whether known or newly discovered, to seek an advantage is strictly prohibited.

10.4.5. Intentional Disconnection

Intentionally disconnecting from the game without a proper and explicitly stated reason.

10.4.6. Unprofessional Behavior

10.4.6.1. Harassment

Harassment is defined as a systematic, hostile, and/or repeated act taking place over a considerable period of time.

10.4.6.2. Sexual Harassment

Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

10.4.6.3. Discrimination

Players may not offend the dignity or integrity of a country, private person, or group of people through contemptuous, discriminatory, or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

10.4.6.4. Impersonation

Players may not represent themselves as Supercell or their affiliated games in any type of public statement.

10.4.7. Statements Involving BSC, Supercell and Brawl Stars.

Team Members may not give, make, issue, authorize, or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of the tournament, Supercell or its affiliates,



or Brawl Stars, as determined in the sole and absolute discretion of the tournament.

10.4.8. Criminal Activity

A Team Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

10.4.9. Moral Turpitude

A Team Member may not engage in any activity which is deemed by the tournament to be immoral, disgraceful, or contrary to conventional standards of proper ethical behavior

10.4.10. Confidentiality

A Team Member may not disclose any confidential information provided by the Administrators or any affiliate of Supercell by any method of communication, including all social media channels.

10.4.11. Bribery

No Team Member may offer any gift or reward to a player, coach, manager, Administrator, or person connected with or employed by another tournament team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

10.4.12. Contractual Disputes

In the event of a contractual dispute between a Player and their Team or Organizer, it is the sole responsibility of the involved parties to resolve the matter. The Tournament Administration team will not intervene, resolve such disputes, or act as mediators under any circumstances. All contractual matters must be handled independently and outside the scope of the Tournament's Administration team.

10.4.13. Gifts

No Team Member may accept any gift, reward, or compensation for services promised, rendered, or to be rendered in connection with competitive play of the game, including services related to defeating or attempting to defeat a competing team or services designed to throw or fix a match or game. The sole exception to this rule shall be in the case of performance-based compensation paid to a Team Member by a team's official sponsor or owner.

10.4.14. Non-Compliance

No Team Member may refuse or fail to apply the reasonable instructions or decisions of the Administrators.

10.4.15. Match-Fixing

No Team Member may offer, agree, conspire, or attempt to influence a game's outcome by any means prohibited by law or these Rules.



BRAWL



10.4.16. Document or Miscellaneous Requests Documentation

Document, miscellaneous requests documentation, or other reasonable items may be required at various times throughout the tournament as requested by the Administrators. A Team may be penalized if the documentation is not completed to the Administrators' standards. Penalties may be imposed if the items requested are not received and completed at the required time.

10.4.17. Association with Gambling

No Team Member or the Administrator may take part, either directly or indirectly, in betting or gambling on any results of the Tournament.



11. APPENDIX

11.1. Esports Hub Icon





12. CHANGE LOG

23/01/2026 - 1.0

- Rulebook Published

27/01/2026 - 1.1

- Added in the Spring Split rotation of Game Modes and Maps - [6.4.2](#).
- Added in an Appendix - [11](#).
 - Added in an image for the Esports Hub Icon - [11.1](#).

03/02/2026 - 1.2

- Added section for Subregion Events - [4.1.3](#).
- Added clarification surrounding BSC Points - [4.1.4](#).
 - BSC Points are region locked and cannot be transferred if a player changes the region they participate in.
- Updated Monthly Finals prize distribution - [4.4.1](#).
 - To better align with the increased prize distribution for the Brawl Cup, the Monthly Finals distribution has been adjusted.
- Added section for Coaches - [5.1.3](#).
 - Added clarification on how many rosters a Coach can be registered to during Monthly Finals and Offline Events.
 - Added clarification that Coaches may also be a Player in BSC, but with additional restrictions in place.
- Updated section for Newly Released Brawlers - [6.5.1.1](#).
 - Any new Brawlers released within 14 days of a BSC Season will be banned from use in BSC matches until the end of that season.
- Added a section for Buffies - [6.8](#).
 - Buffies will be allowed to be used during all BSC Matches.

06/03/2026 - 1.3

- Updated list of eligible Countries of Residency for each region - [3.1.1](#).
 - Added some countries missing from each region's list.
- Updated the Pre-Tournament Check-In time for all regions - [4.2.2](#).
- Updated the Round Check In-Time to be 10 minutes instead of 5 minutes for all regions - [6.6.2](#).
- Updated Tournament Overview section for better navigation - [4](#).
- Updated Roster Management section for better clarity - [5.1](#).
 - Added clarification on when Substitutes and Coaches can be added to a roster.
- Updated Team Communications section - [4.7.4](#).
 - Clarification on other Team Members being in a Team Communication channel and protocols of leaving the channel/muting before matches start.
- Updated the Substitute section - [5.1.4](#).
 - Updated player eligibility to be a substitute for a team in the Monthly Finals.
 - Added clarification around the eligibility of substitutes when coming from another roster from the Monthly Qualifiers.
- Added section for Global Match Bans - [6.5.2](#).
 - Global Match Bans will take place for Monthly Final matches.



- Each team will be able to ban two (2) Brawlers for the entirety of a match.
- Updated Player Rebrand section - [8.1.2](#)
 - Added that the Administrators reserve the right to change player names in the instance the name is not broadcast suitable.