



JN CLASH SERIES PRESENTS

JN CLASH CUP

SEASON 1 — OFFICIAL RULEBOOK

Clash of Clans • 5v5 Friendly War Esports Format

SEASON 1 SPONSOR



DeepSouthGameCo

OFFICIAL COMMUNICATION HUBS

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● ABOUT THIS DOCUMENT

Welcome to the JN Clash Cup — Season 1, the premier competitive battleground of the JN Clash Series (JNC), hosted by Team JN. This rulebook establishes the official evergreen guidelines, roster locks, and structural protocols that govern all JNC tournament seasons. Our league is committed to delivering high-level Clash of Clans competitions with integrity, fair play, and unbiased mediation. All participants are legally bound by these conditions upon sign-up.



1 GENERAL TOURNAMENT INFORMATION

1.1 In-Game Match & Friendly War Configuration

Every match within the JN Clash Series must utilize the exact parameters defined below. Failure to host friendly wars under these conditions will result in immediate match review and applicable deductions:

Setting	Requirement
Game & War Size	Clash of Clans, 5v5 Friendly War
Mode	Esports Mode is strictly compulsory · Hard Mode is not mandatory
Town Hall Cap	TH18 (or the maximum active Town Hall level allowed by the game)
Timers	5-minute preparation period · 45-minute battle period
Attacks	Exactly 1 attack per roster account · each base may only be hit once
Illegal Elements	Temporary / event-exclusive troops, siege units, spells, and hero equipment are prohibited. New permanent hero equipment released by Supercell mid-season is 100% legal. Potions are permitted.
Time Zone	All scheduling, deadlines, and ticket records are kept strictly in UTC

1.2 Bracket Format & Clan Status

The tournament consists of a **64-team double-elimination bracket** (comprising a Winners and Losers Bracket) concluding in a Grand Finals stage, with bracket resets if required.

- All participating clans must keep their in-game **War Log set to Public** at all times to allow the tournament's League Utils tracker to automatically extract data.
- Clans must be set to **'Invite Only'** with minimal trophy requirements to allow JNC officials and official streamers entry.

1.3 Tournament Calendar & Official Alignment

The full tournament calendar, highlighting match windows and brackets, will be posted publicly inside the official JNC Discord server. Representatives are required to review the calendar to confirm their team's availability. JNC administration will make every reasonable effort to schedule matches so they do not conflict with official Supercell CoC esports stages.



2 MASTER ROSTER & REGISTRATION PROTOCOLS

2.1 Core Team Roster Limits

Each team's official master roster must contain exactly **5 starting accounts** and up to **2 optional substitutes** (maximum of 7 player accounts total on the Master Roster). If a team registers without substitutes and a player becomes unavailable or banned, they must compete with their remaining accounts.

● MULTI-ACCOUNT PROHIBITION

No player may participate using multiple accounts, either on the same team or across different teams. If a player is found multi-accounting, that player will face an immediate current and next season ban, and their team will face disqualification (DQ) for the entire season.

2.2 League Utils Signup Process

All registration, roster locks, and statistics are automated via the **League Utils Bot**. It is compulsory for all team representatives to familiarize themselves with the bot manual at leagueutils.com/manual before starting. To register:

- Open a sign-up ticket in the server and run **/app open** with the official tournament code (provided in Discord).
- Input the clan tags and exact player tags for the 5 starters and up to 2 substitutes.
- Check details and complete registration via **/app complete**.

2.3 Roster Changes & Lock Dates

Teams are allowed up to **5 total roster adjustments** prior to the lock date. All swaps must be executed via the League Utils interface. Roster lock dates will be announced publicly on the Discord server. After the roster lock is in effect, no swaps, additions, or changes can be made. Furthermore, once a friendly war has officially started, no roster changes or player swaps can be made for that specific matchup.

2.4 Strict Account Sharing & Piloting Ban

● ZERO TOLERANCE

Account sharing of any kind is strictly prohibited. Only the original registered owner of a roster account is permitted to execute attacks. Allowing another individual to log into an account to perform an attack will result in an immediate, non-appealable team disqualification for the season and a permanent ban for the player involved.



3 MATCH SCHEDULING & MID-ROUND MEDIATION

3.1 Private Coordination Tickets

Upon round launch, the League Utils Bot automatically generates private coordination ticket channels for each match. All negotiations, dispute claims, and scheduling details must be logged exclusively in these tickets. All messages must be written in English to ensure clear monitoring by the JNC Administration. Representatives are expected to remain polite and active during coordination.

3.2 48-Hour Coordination Window & Deadlines

Representatives must initiate coordination within **48 hours** of the round's release.

- If a team representative fails to participate or reply within this window, JNC Administrators will intervene and schedule the war at a time that works best for the active team.
- If **both** representatives fail to coordinate within the 48-hour window, the match will be declared a **double-forfeit (0–0)**.

3.3 Match Confirmation & Reschedules

Once both teams agree on a time, the rep must submit it directly to the League Utils Bot to log it in UTC. Rescheduling is permitted only if both teams agree and notify the JNC Admin team via match ticket at least **24 hours** prior to the original scheduled start.

4 WAR DAY PROTOCOLS & LAUNCH TIME PENALTIES

4.1 Sending and Accepting War Challenges

The League Utils Bot designates Team A (left of matchup) and Team B (right of matchup). Team A is responsible for sending the in-game Friendly War challenge (5v5, Esports Mode, 1-hit-per-player, 5m prep, 45m battle) to Team B's registered war clan. If Team A cannot send, Team B must do so. The challenge must be sent and accepted within **10 minutes** of the scheduled match time.

4.2 Launch Time Penalties & Forfeits

Timing Mark	Consequence
10-Minute Mark	War not sent/accepted → automatic 1-star deduction on the team's match score
15-Minute Mark	War still not sent/accepted → declared a forfeit. Present team receives a free win; forfeiting team is penalized with a loss



4.3 Mid-War Clan Disconnection Rules

Players are strictly forbidden from leaving their war clan during the preparation or battle phases. If a player leaves the clan before completing their hit, their attack is immediately declared forfeited, and any stars or destruction percent earned from it will be voided. JNC is not responsible for game client disconnects or server crashes — in-game war records stand.

5 COMPULSORY TIMED ATTACK TIMETABLE

To facilitate high-quality live broadcasting and tournament synchronization, timed attacks are strictly compulsory for all matches across all stages of JNC. Attacks must be launched in accordance with the official table below. Timings refer to the in-game war clock (War Time Remaining). A buffer of ± 30 seconds on either side of each listed start time is allowed.

Attack Order	Team A (War Clock)	Team B (War Clock)	Allowable Buffer
Attack 1	37:00	33:00	± 30 sec
Attack 2	29:00	25:00	± 30 sec
Attack 3	21:00	17:00	± 30 sec
Attack 4	13:00	09:00	± 30 sec
Attack 5	05:00	01:00	± 30 sec

● TIMED ATTACK VIOLATION

Any attack launched outside of its designated window (accounting for the 30-second buffer) will result in a 1-star deduction from the team's match score. To report a timed attack infraction, representatives must submit in-game screenshots of the war attack list inside their match ticket within **4 hours** of war completion.

6 CLAN OCCUPANCY & BROADCASTING REGULATIONS

6.1 Clan Occupancy Limits & Spectators

To protect competitive integrity and prevent spying or distraction, strict limits are placed on war clan occupancy during active matches:

- **Clan Cap:** Only the 7 registered roster accounts (5 starting + 2 substitutes) and up to 2 administrative accounts (such as clan leaders or representatives) are permitted inside the clan during a match. This excludes official,



JNC-approved live streamers.

- **Occupancy Violation:** Any unauthorized accounts present in the clan during an active war will result in an immediate 1-star deduction per unauthorized account. Opponents must submit clan list screenshots in the match ticket to report violations.



6.2 Official Live Streaming Protocols

Official JNC wars will be broadcast live exclusively on the Team JN YouTube Channel. Approved streamers must be granted entry to both clans at least **10 minutes** prior to the scheduled war time.

- **Denying Streamer Entry:** Refusing entry to or kicking an approved streamer results in an automatic 1-star deduction on the first offence; subsequent violations lead to season disqualification.
- **Unapproved Streamers:** No team may allow unapproved players to stream their match from within the clan. First offence: 1-star deduction. Second offence: disqualification.
- **Strict 4x Speed Ban:** Use of the in-game 4x speed multiplier during active, live-streamed matches is strictly prohibited — warning on first offence, 1-star deduction for subsequent infractions. (4x speed is allowed only in unstreamed wars.)

7 WAR SCORING & SUDDEN-DEATH TIEBREAKERS

7.1 Standard War Scoring

The winner of a match is determined by applying the following criteria, in order of priority:

Priority	Criteria
1	Highest Total Stars — the team with the most stars at the end of the war (post-penalty calculations)
2	Highest Total Destruction — applied if stars are tied
3	Lowest Average Attack Duration — applied if both stars and destruction are perfectly tied

7.2 Sudden-Death Tiebreaker Wars

If both teams are perfectly tied on Stars, Destruction %, and Average Attack Duration, a sudden-death Tiebreaker War must be played:

- **Settings:** 5v5 Friendly War, 5-minute preparation period, 15-minute battle period.
- **No Compulsory Times:** Timed attack windows do not apply during tiebreaker wars.
- **Timing:** Tiebreaker wars must be scheduled and completed within 24 hours of the original match deadline. If a tiebreaker is tied, it will be repeated until a clear winner is established.



8 PRIZES & PAYMENT DISTRIBUTIONS

The JN Clash Cup — Season 1 tournament features a total prize pool of **\$100 USD**, allocated as follows:

Placement	Prize
CHAMPION — 1st Place	\$70 USD
Runner-up — 2nd Place	\$30 USD

- **Payment Methods:** Standard global prizes are processed exclusively via **PayPal**. Special localized integrations are supported: UPI transfers for Indian teams and local bank transfers for Nepalese teams.
- **Payout Window:** Prize claims will be processed and disbursed within 60 days of the Grand Finals. Winning team leaders must submit accurate payment credentials to JNC Administrators within 7 days of tournament completion.
- Any local transaction fees or conversion charges are the sole responsibility of the recipient.

9 DISCORD SERVER DIRECTORY MAP

All tournament communication, registration, scheduling, and official records are housed in the official Team JN Discord Server. Ensure your representatives track these channels daily:

Channel	Purpose
#tourney-guide	Essential signup guidelines, bot manual links, and this rulebook PDF.
#tourney-news	Real-time official tournament announcements, news, and rule updates.
#rules-and-schedule	Contains the tournament rulebook, round calendars, and lock dates.
#registration-bot	Active channel for using League Utils bot commands and signup actions.
#matchups	Public matchup logs, pairings, and scheduled war times (in UTC).
#results	Real-time war results, scoreboard tracking, and official bracket updates.
#live-streams	Scheduled live broadcasts and links to official Team JN YouTube streams.
#tourney-help	Representative queries, admin support tickets, and mediation requests.



10 PLAYER CODE OF CONDUCT & PENALTY MATRIX

To preserve a competitive, respectful, and professional esports atmosphere, JNC enforces a zero-tolerance policy against toxicity, collusion, and cheating. All communications inside coordination tickets are considered strictly private; publishing ticket screenshots without written Admin consent is a sanctionable offence. All claims must be submitted within **4 hours** of war completion to be considered.

Infraction	Penalty / Consequence	Claim Window & Evidence
Unrostered Player	Void attack (0 Stars, 0% Destruction)	Auto-detect / claim + screenshots within 4 hrs
Timed Attack Violation	1-Star deduction from final score	War attack time-list screenshots within 4 hrs
Friendly War No-Show (15m)	Forfeit loss (free win to opponent)	Logged automatically / verified by Admins
Late Friendly Challenge (10m)	1-Star deduction from match score	Invitation timestamp screenshots within 4 hrs
Illegal Troops / Spells	Void attack (0 Stars, 0% Destruction)	Attack log / replay screenshots within 4 hrs
Wrong Town Hall Level	Opponent gets 3 Stars (100% Destr.)	Verified automatically via Clash of Clans API
Leaving Clan Before War Attacks	Void attack (0 Stars, 0% Destruction)	Verified via API / opponent report
Multi-Account Play	Player season ban & Team season DQ	Investigated and verified by JNC Admins upon report
Account Sharing / Piloting	Player season ban & Team season DQ	Investigated and verified by JNC Admins upon report
Denying Entry to Streamer	1-Star (1st) · DQ (2nd)	Reported by approved streamer to JNC Admins
Unapproved Streamer	1-Star (1st) · DQ (2nd)	Reported by opponent/streamer or Admin inspection
Unauthorized Spectator	1-Star deduction per extra account	Admin inspection or screenshot evidence in ticket
4x Speed Multiplier (Streamed)	Warning (1st) · 1-Star (subsequent)	Verified via official JNC stream recordings
Opposing Clan Infiltration	Immediate team disqualification	Screenshots submitted immediately upon discovery



● ADMINISTRATION RIGHTS

All decisions rendered by JNC Administrators regarding rules, eligibility, and penalties are final, binding, and non-appealable. JNC reserves the right to amend or override any rules to resolve exploits, bot issues, or game updates to protect competitive fair play.



GOOD LUCK, CLASHERS

See you on the battlefield — JN Clash Cup, Season 1

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