

# CLASH ROYALE

Quick Reference &amp; Game Rules · 2026 / 27 Season

**MATCH DAY**

Every **Tuesday**  
Match A 5:30pm

**FORMAT**

League — **Bo3**  
2 matches each week

**TEAM SIZE**

**1 player**  
1v1 · Mobile

**Platform:** schoolesports.ie — create an account, sign up through the tournament page, and communicate through your match rooms. All games are played from home. **Match A at 5:30pm, then go directly to your Match B room** — both matches should be played inside the 5pm–7pm window.

## Match Day — Step by Step

- 1 Check the draw.** Find your **Match A** and **Match B** chat rooms on schoolesports.ie. Play Match A first, then go directly to your Match B room.
- 2 Share in-game names** in the match chat and add each other as friends in Clash Royale.
- 3 The first-named player creates the match and invites** their opponent. If the first-named player is having trouble hosting, agree an alternative in the match chat.
- 4 Set up the battle:** Clash Royale | Mobile | 1v1 | Game Mode: **Friendly 1v1 Battle**.
- 5 Play a Best of 3** — first player to win 2 battles takes the match.
- 6 Submit the score** through the platform. Your opponent confirms or disputes — if they don't respond within 24 hours, your score is accepted automatically.

⚠ **DISPUTES:** Must be raised within 30 minutes of the match ending, or the submitted score stands.

⚠ **LATE?** 15+ minutes late without notice = forfeit of all games. Report all late and forfeit situations via a support ticket.

Something not going to plan on match night? Tap **Request an Admin** in your match chat and an Admin will join to help. For anything else, raise a ticket at [schoolesports.ie/support](https://schoolesports.ie/support) or email [dylan@irelandesports.ie](mailto:dylan@irelandesports.ie).

## Decks & Game Settings

### CLASH ROYALE — MATCH CONFIGURATION

|                  |                                                                                                                                                     |
|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|
| Game Mode        | Friendly 1v1 Battle                                                                                                                                 |
| Platform         | Mobile                                                                                                                                              |
| Series Length    | Best of 3 (first to 2 battles)                                                                                                                      |
| Decks            | Any deck. All cards are standardised to <b>Level 11</b> in Friendly battles, so card levels give no advantage.                                      |
| Changing Decks   | Players may change their deck between battles within a match.                                                                                       |
| Eligible Content | All cards, Tower Troops, Evolutions and in-game features available in Friendly battles are eligible unless restricted by Tournament Administration. |

## Tournament Format

- **League format.** Game days run every Tuesday for the duration of the stage. Players play **two matches each game day** — Match A followed by Match B.
- Each match is a **Best of 3** — first player to 2 battles wins the match. Points are awarded **per match**, not per battle.

| RESULT     | POINTS |
|------------|--------|
| Match win  | 3      |
| Match loss | 0      |

A Best of 3 always produces a winner, so there are no draws in Clash Royale. **Tie-breakers:** head-to-head → battle differential → battles won.

## Rescheduling & Forfeits

- You may reschedule via the match chat on the platform. **The platform time is the official match time.** Reschedules can be made to any time during the week from Monday to Sunday.
- **All matches must be completed before Sunday midnight.**
- If an agreeable reschedule time cannot be made by both players, the official game time is forced.
- Reasonable communication is expected from both players. Check the schedule on your game day and begin communication through the match chat room. Players should give at least **24 hours notice** for reschedule requests and respond within **24 hours**. Platform notifications can be activated if required.
- Results must be submitted as soon as possible after the match via the platform.
- If you know you can't play, **default the game in advance** through the platform.
- Players who join after registration closes will not receive catch-up matches.

**⚠ NO-SHOWS:** Two consecutive no-shows without notice = removed from the tournament. If your opponent doesn't show, stick around — we'll try to match you with another available opponent.

## Rosters & Eligibility

- All players must be **current post-primary students aged 13+**, attending school in Ireland.
- Players represent **their own school only** — you cannot play for a school you don't attend.
- Each entry must have a **Teacher-in-Charge** nominated at registration, contactable during match times.
- By registering, you confirm **parent/guardian consent and school endorsement**.
- All team names and in-game names must be **school-appropriate**. Admins can require changes.

## Key Rules

### DO

- ✓ Treat everyone with respect — players, Admins, opponents
- ✓ Screenshot your match results every game
- ✓ Let the Admin team know in advance if you can't make a match
- ✓ Check the platform regularly for announcements

### DON'T

- ✗ Cheat, exploit bugs, or fix matches
- ✗ Use abusive, discriminatory, or offensive language
- ✗ Have anyone else play on your account or coach you during a live match
- ✗ Edit or crop result screenshots

## Need Help?

- **Request an Admin** — use the button in your match chat and an Admin will join to sort it out.
- **Open a ticket or report an issue:** [schoolesports.ie/support](https://schoolesports.ie/support) — screenshot everything and include full details.
- **Report bad behaviour:** raise a support ticket, or email us directly.
- **Anything urgent:** [dylan@irelandesports.ie](mailto:dylan@irelandesports.ie)

## Before You Play — Quick Checklist

- ✓ Team shows as **Active** on the platform
- ✓ In-game names shared in the match chat
- ✓ Opponents added before match time

- ✓ Settings checked against this sheet
- ✓ Ready to screenshot every result
- ✓ Score submitted right after the match

Clash Royale is published by Supercell. All participants must comply with their community and tournament guidelines. Full rules and FAQs: [schoolesports.ie/support](https://schoolesports.ie/support)