

# Clash Royale

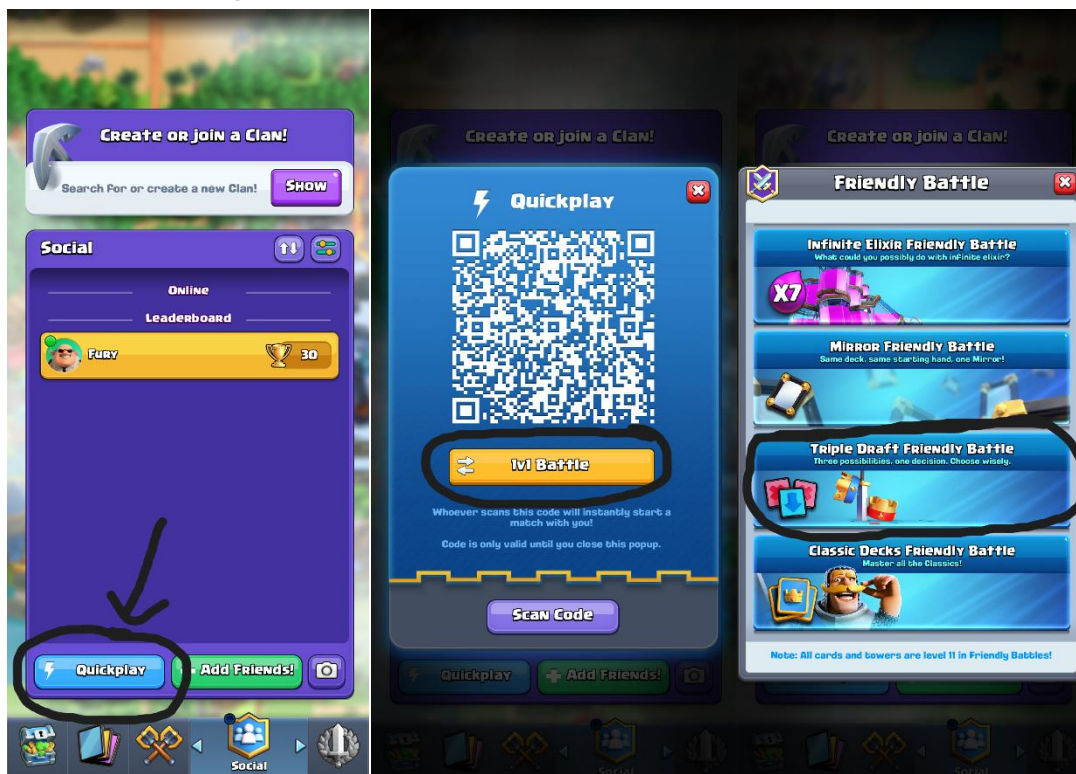
Quick Reference &amp; Game Rules | August 2026

**MATCH DAY:** Tuesday 12:30pm**FORMAT:** BO3 Triple Draft Friendly Battle**TEAM SIZE:** 1 Player**Tournament Platform:** [NZ Esports Tournament Platform](#)

You must create an account on the platform, sign up through the tournament page, and communicate through your match rooms

## MATCH DAY — STEP BY STEP

1. Find your Match chat
2. Share in game names and add each other
3. Agree who will create the match and invite. To create the lobby select the social panel to the right of 'battle' in Clash Royale. Then click 'quickplay', select the '1v1 battle', scroll down to find 'triple draft friendly battle' and select this. Then you can share the QR code with into the match chat for your opponent to scan.
4. Game Title and Platform
  - a. Game Title: Clash Royale.
  - b. Platform: Mobile.
  - c. Competition Type: 1v1.
  - d. Game Mode: 1v1 Triple Draft Friendly Battle
  - e. Game Version: latest official mobile version, patch, live update, event server, or tournament build approved by Tournament Administration for the relevant phase, subject to Section 7.5. **MAP SELECTION:**
5. Submit Score: Through the tournament platform



**⚠ 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/FF situations via a support ticket

## 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 – Sunday. All matches must be completed before Sunday midnight.

- If an agreeable reschedule time cannot be made by both teams the official game time is forced.
- Reasonable communication is expected by both teams, teams are expected to check the schedule on Monday and begin communication through the match chat room. It is expected that teams will attempt to give at least 24 hours notice for reschedule times, and teams will 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.
- Teams 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 opponents don't show, stick around — we'll try to match you with another available team.

## ROSTERS & ELIGIBILITY

- All players must be current NZ year 5 – 8 students, residing in New Zealand.
- Each team must have a Teacher-in-Charge nominated at registration, contactable during match times.
- By registering, you confirm parent/guardian consent and school endorsement.
- Emergency subs require referee approval.
- All team names and in-game names must be school-appropriate. Refs can require changes.

## NEED HELP?

- **Open a ticket:** [NZES Tournament Support Page](#)
- **Report an issue:** Screenshot everything and submit via a support ticket with details.
- **Report bad behaviour:** Use a support ticket or the NZ Esports Complaints Page. You can report anonymously.
- **Email:** [schools@esf.nz](mailto:schools@esf.nz) for anything urgent.

## KEY RULES

### DO:

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

### DON'T:

- X Cheat, exploit bugs, or fix matches (match-fixing is a crime in NZ)
- X Use abusive, discriminatory, or offensive language
- X Have non-roster players coach or communicate during a live match
- X Edit or crop result screenshots

Full rules: [NZSSE General Rulebook](#)