

Clash Royale

Quick Reference & Game Rules | July 2026

MATCH DAY: Monday 4:30pm**FORMAT:** BO5 x 2 Swiss**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 A and Match B chat room
2. Please note that you must play Match A first and then go directly to your Match B chat room.
3. Share in game names and add each other
4. Agree who will create the match and invite
5. Game Title and Platform
 - a. Game Title: Clash Royale.
 - b. Platform: Mobile.
 - c. Competition Type: 1v1.
 - d. Game Mode: 1v1 Duel Format or friendly battle playing 5x BO1s Each using a separate deck.
 - 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:**
6. **If you do not have 5 decks please communicate this to your opponent. In this case up to 2 repeated decks may be used in the 4th and 5th duels.**
7. 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

Clash Royale Competitive Content & Deck Rules

Eligible Content

All cards, Tower Troops, Evolutions, game features, and in-game content available in the approved competition environment are eligible unless restricted by Tournament Administration. Players are responsible for ensuring that their registered account has access to the content they intend to use.

Duels Format and Unique Deck Requirement

Unless otherwise communicated by Tournament Administration, all official Series shall use the Duels Format or Manual Duels equivalent. In each Series, a Player must use a unique deck for each Game. Players may not use the same card in more than one (1) Game within the same Series. A normal card and its Card Evolution equivalent shall be considered the same card for this purpose and may not be used in more than one deck within the same Series. The same Tower Troop card may be used in multiple decks unless Tournament Administration communicates otherwise. Players are responsible for verifying that all decks comply with the Duels Format before entering each Game. A Player who enters a Game with an illegal deck, duplicate card, restricted card, or otherwise non-compliant content may receive a Game loss, Series loss, or further penalty depending on the circumstances.

Deck Preparation and Visibility

Players may prepare or adjust decks only during the official setup period and between Games in a Series, as permitted by Tournament Administration. Players must not intentionally reveal, hide, misrepresent, or manipulate deck information in a way that violates official procedures or competitive integrity.

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 noticed 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 high school 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 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