

# **FWE Clash Official Rule Book**

## **Tournament Rules and Regulations**

Effective Date: 9 July 2025

Version: 1.1

### **Section 1: General Rules**

1. Players must register using their own phone number.
2. FWE Clash features team-based and solo tournaments.
3. Players must follow the official rules of FWE Clash.
4. Cheating, hacking, or exploiting will not be tolerated.
5. There is a maximum 10-minute waiting period after the scheduled room time.
6. Management has the right to change tournament times.
7. If you team up with another random player, your account will be suspended.
8. Players must follow each match's specific rules.
9. Turn on in game recording if you cannot provide game recording in 30 min we are allowed to suspend your account or disqualify you from the custom room

### **Section 2: Esports Comparative Game Rules (FWE Clash)**

1. Game modes include Team-based Battle Royale and Solo mode.
2. Official maps designated for the tournament will be used.
3. Standard match duration applies.
4. Points are awarded for eliminations (Kill Points).
5. Points are awarded based on team/player rank (Rank Points).

### Section 3: Prohibited Conduct

1. Modifying the game client or using third-party apps is forbidden.
2. Abusing in-game bugs or glitches for advantage is not allowed.
3. Spectating another participant's screen is prohibited.
4. Using someone else's account (smurfing) is not allowed.
5. Registering or playing with multiple accounts is prohibited.
6. Disconnecting from a match without prior approval is not acceptable.
7. Providing false information or documents to mislead is considered deception.

### **Section 4: Sportsmanship and Proper Behavior**

1. All players must show respect toward FWE Clash representatives, officials, and other players.
2. The use of vulgar, obscene, or abusive language is prohibited.
3. Players must raise any disputes within 24 hours of the incident
4. If you try to ask for other apps name/self promotion/ or spam any app name strict action will taken
5. Full cooperation with officials during any investigation is required.
6. After our final decision against any rule if you argue or spam on support we can suspend your account
7. You are not allowed to call on whatsapp support

### **Section 5: Discrimination and Denigration**

1. Players must not disrespect or discriminate against any country, group, or individual.
2. Violations may lead to disqualification or forfeiture of prizes.

### **Section 6: Account Management**

1. A minimum account level of 20 is required to access the custom lobby.
2. Any rule violation may result in account suspension.
3. Management reserves the right to cancel or reschedule any match.
4. Complaints about panel users must be valid; false reports may lead to suspension.

5. Management has the right to limit the number of matches a player/team can play per day.
6. You are not allowed to own more than one account. If you do, we can suspend your account.

### **Section 7: Match Scheduling and Participation**

1. Match schedules will be shared via the official FWE Clash WhatsApp support group.
2. Players must compete using the accounts they registered with.
3. Players are responsible for their own stable internet connection.

### **Section 8: Communications**

1. Team Managers or Captains must join the official FWE Clash WhatsApp support group for all tournament communications.
2. Team Managers or Captains are responsible for sharing information with their team and following all instructions.

### **Section 9: Device and Network Requirements**

1. Use of PC emulators or tablets is not allowed.
2. Participants must maintain a stable network and avoid intentional disconnection.
3. Match remakes may be considered in case of a game server failure or mass Disconnection.
4. You have 10 min to join room if you unable to join room in 10 min you will we discolified from the room

### **Section 10: In-Game Bugs**

1. A remake is only considered if a game-breaking bug occurs within the first 5 minutes and is reported to a referee immediately.
2. Deliberate use of prohibited bugs will result in penalties.
3. All newly discovered bugs must be reported and must not be exploited in gameplay.

### **Section 11: Dispute Resolution**

1. Complaints must be filed with evidence within 24 hours after the match ends.
2. All final decisions rest with FWE Clash management and are non-negotiable.

### **Section 12: Privacy Policy**

1. Player information collected during registration will be used solely for tournament purposes.
2. Data will not be sold or shared with third-party vendors.
3. Players agree to allow their match highlights to be used for promotional purposes.

### **Section 13: Player Account Requirements**

1. Players must register with a valid phone number.
2. Fake or inactive accounts are not allowed and may be disqualified.
3. Account names must not include offensive language or impersonate others.

### **Section 14: Penalties for Violation**

1. Penalties include warnings, match forfeiture, temporary suspension, permanent bans

### **Section 15: Additional Rules**

1. Send your match-winning screenshot within 30 minutes after winning.
2. Avoid using suspicious or inappropriate words.
3. If you threaten any other player, your account will be suspended.
4. Spam is not allowed on the FWE Clash app support.