

MANGO TOURNAMENT SEASON VI

Introduction:

Mango Tournament is an event created for the Clash Of Clans community in general. From the first edition in 2021 to the present, we seek to provide the best space and environment for our players, streamers and spectators.

- ❖ The organization reserves the right to modify the regulations during the tournament as it deems necessary, any changes made will be notified to those in charge of each team.
- ❖ Any decision made will be supported by the organization, the use of multi-accounts is not allowed and in case of doubt, the organization may remove the account from the roster even if there is no solid evidence, this in order to maintain the transparency of the tournament.

Important note: Mango tournament reserves the right of admission.

Social Media: <https://x.com/MangoTournament>

Discord Server: <https://discord.gg/DYt4mK365S>

“We hope that this project, which is being worked on with a lot of love and passion for the clash of clans, does not unite and generates happiness in every war”

Section 1: Registration

- ❖ 8 invited teams
- ❖ Unlimited registrations for 3 days
- ❖ Through the **League Utils** bot, representatives must open their registration using the **/app open** command and **ME** tournament code.
- ❖ For the Swiss bracket phase, players must claim their account in order to continue to phase 2.
- ❖ Multi-accounts are not allowed. If player found with multi-accounts in single team or multiple teams, his/her accounts will be withdrawn from the tournament (and thus no replacement is allowed) **with penalty of -3 stars and 20% from the involved final match result.**
- ❖ Only teams that complete their registration and mark it as **/app complete** will be accepted.
- ❖ If a representative causes problems, the organization may reject the team(s) they register.

We remind you that the tournament reserves the right of admission.

Section 2: General rules

2.1 Master roster

- ❖ BD 5 th17
- ❖ MR 8 accounts, minimum 5 accounts.
- ❖ 3 changes are allowed during the tournament.

2.2 Tournament format

Phase 1: The teams will have to play in direct elimination mode until they reach the 8 finalist teams that will qualify for phase 2.

Phase 2: The 8 qualified teams will have to face the 8 invited teams in a Swiss bracket.

- ❖ The confrontation will last 5 minutes of preparation for 45 minutes of war.
- ❖ Only one attack per account is allowed without exception.
- ❖ All troops/super troops and spells are allowed. **Temporary troops are not allowed in the tournament.**
- ❖ The tournament will be played by direct elimination. In the event of a tie in stars and percentage, the tiebreaker will be made by the average attack time. If the pairing coincides again, a quick war without times of 5 vs 5, 5x15 will be defined, challenging again the a team.
- ❖ The matches must be scheduled in the bot. If an agreement is not reached, the organization will publish the default time, which will be added as agreed by the organization in a neutral manner according to the time differences of each clan.
- ❖ The times of the matches must be respected, the team in charge of sending the challenge (team A) has a maximum tolerance of 10 minutes to send the challenge and team B has 10 minutes to accept it. After 10 minutes the war will be won by default.

❖ **SWISS BRACKET**

- The rounds will be agreed upon on the stipulated dates.

- Teams advancing to the Swiss Stage will need to claim their bot accounts. Only players who have claimed their bot accounts will be able to play, otherwise their attack will be voided.
- The 8 qualifiers from the Swiss bracket will face each other on a date determined by the organization. There will be 4 matches that will have to be agreed upon so that they do not overlap one another.

❖ **Semifinal and Final**

- The semifinal and final will be played 5x45 both wars, with the camera on in stream.
- For the final, will be played; 5x45 both wars. Clan A will only have a maximum of 5 minutes to send the second challenge.
- The use of a camera in the semifinal and final will be mandatory, the camera must be located in a place where there is good lighting, so that the player's hands, the device and his face can be observed, otherwise the sanction will be the cancellation of the game.
- If a player does not turn on the camera the attack will be deducted.
- Players will need to show the device before and after concluding the attack. Sanction: Cancellation of the attack.
- The organization will send a google meet link to which the players must enter the call at least 5 minutes before sending the war, due to any failure or delay that occurs.

2.3 Clan

- ❖ Playing is only allowed in registered clans (the level does not matter).
- ❖ The team can register two clans, when they need to use the second clan, the representative must inform the opponent in advance to send the challenge to the second clan (the representative of team A is responsible for checking both clans to send the challenge).
- ❖ If a team needs to change their clan, it is recommended that they request this at least 12 hours before their war, otherwise they risk not having staff available to modify their clan.
- ❖ If the war is played in an unregistered clan the team will receive a warning and a -1 star penalty. If the situation happens again the team will be penalized with the loss of the war.
- ❖ During the war period, it is the responsibility of each team to enter members into their clan, except for streamers who will provide their account beforehand.

Section 3: Match day rules

3.1 Match schedule

- ❖ The organization will open the channels with Utils Bot, the representatives must coordinate the time of their match and add it to the bot.
- ❖ In case a representative does not show up to coordinate their war within a maximum of 48 hours, the organization will be able to schedule the war at the time that works for the representative present.
- ❖ In case of connection failures and/or other circumstances will not be accepted as justification, the organization is not responsible for such problems.
- ❖ In case of any change in the schedule, the staff must be notified at least 24 hours before said match (the pact should not be edited).

- ❖ Player outside MR will not be able to make his attack, if he does, his attack will be canceled
- ❖ To process a claim, it must be made in the corresponding channel or it will not be taken into account with a maximum of 4 hours after the end of the war and the resolution will be given within a maximum period of 24 hours.
- ❖ Denying a streamer entry will be taken as a lack of respect for the tournament: penalty -1 star.
- ❖ Clans must have their **war log open/public** throughout the competition. This allow the bot to verify team compositions at the beginning of preparation and save the attack statistics at the end of a war
- ❖ The default schedule will be defined by the organization taking into account the time zone of both teams.
- ❖ Any disrespect to any member of the community or organization will earn a warning or may lead to expulsion from the team.

3.2 Attack timing

- ❖ The teams have a time width between 30+/- . This means, 30 seconds before and 30 seconds after the above mentioned.
- ❖ -1 star will be deducted for attacks out of time.
- ❖ The designation of Team A or B can be found at the end of the negotiation message in your negotiation room. Additionally, the negotiation room is configured so that Team A's code is located on the left, and Team B's code on the right.

Time Attacks

ATAQUES	CLAN A	CLAN B
1	37:30 - 36:30	33:30 - 32:30
2	29:30 - 28:30	25:30 - 24:30
3	21:30 - 20:30	17:30 - 16:30
4	13:30 - 12:30	09:30 - 08:30
5	05:30 - 04:30	01:30 - 00:30

Section 4: Penalties

Rule	Penalty
Multi-accounts	-3 stars and 20%
Temporal troops	-1 star
10 min wait without accepting or sending the war	Free win
Camera off during attack (semi-final and final)	Void attack
Unregistered clan	-1 star/ War defeat
Player outside MR	Void attack
Denying a streamer entry	-1 star
Attacks out of time	-1 star

Section 5: Other rules

- ❖ The payment of the prize will be made through paypal, the representative of the winning team is in charge of distributing the prize with his team.
- ❖ The tournament is not responsible for PayPal's policies in the addressee country.
- ❖ The prize will be awarded within 3 to 30 days after the Grand Final.
- ❖ The tournament remains within the fair play rules of COC Esports.