

MEGA SOLTAN RULES: SEASON 2

1. It will attack in the predetermined times, in case of attacking out of range, 1 star will be subtracted. (Sports tolerance is considered +/- 10 seconds).
2. The **LOCAL team** is in charge of launching the challenge and is the first to start the attacks. If the LOCAL team does not launch the war within 10 minutes of the agreed time, they will be awarded defeat by default. And if the **AWAY team** does not accept the war within 10 minutes, it will be awarded defeat by default. If the leader accepts the war after the stipulated time, no claim proceeds.
3. Each account and player can only be playing for a single team, the same account cannot be registered in more than one clan, otherwise, the player will be expelled from the tournament (in all its editions) and the attacks of this player will NOT be taken into account. **Multi-accounts are NOT allowed in the tournament.**
4. Master Roster: It will be made up of 10 players, There will **only be 5 roster changes** during the entire tournament. **Players must not have played for another team in the same edition.**
5. **The team name should be the same as the clan name.** The captain will be able to register 1 main clan and 1 secondary clan (this is for internal control. There's not penalty for it).
6. Each captain has the obligation to agree to war with his respective opponent, a channel will be created for negotiations in each confrontation. In case there is no agreement for the battle pact, the organization will assign them a day. The time established for a **default will be 17:00 UTC**, the day will be indicated according to the days available in each round.
7. Teams can change players between war and war, as long as they belong to the roster they initially registered. In the event that any team plays with an **off-roster account, the stars Will be deducted from the final result.** The Staff has the authorization to review the Master Rosters of the wars and apply the sanction, although it does not exempt the leader of each team from reviewing the information and registering a claim if necessary.
8. Seasonal troops are not allowed, penalty -1 star
9. The maximum time **to post a claim is 60 minutes** after the match has ended. The Staff will give a resolution in a minimum of 24 hours. It is not necessary to tag the Staff.

10. The war will have a BD: 5 TH17 vs 5 TH17, **05 minutes of preparation for 45 minutes of war.**

11. The LOCAL team is the clan on the LEFT side of the negotiation channel.

12. The Tournament will have 2 stages: Group Stage of **128 teams (16 Groups)** and Playoffs of 32 teams with upper and lower bracket (**Double Elimination Bracket**).

12^a. For a match where the opponent does not show up, the result will be as follows:

- 14 Stars 90%

-10 Stars 70%

13. If a village is entered by mistake or confusion on the attack button and the attack is canceled immediately, that village will no longer be attackable and will be considered as an attacked village with zero stars.

14. **Mega Soltan is not responsible** for connection failures, personal breaks, light problems or any other problem related to devices and/or accounts in player attacks, as well as in team management. This includes the correct choice of players, Mega Soltan is not responsible for bugs that may appear in the game at the time of war.

15. **The Content Creators for the coverage of the wars are determined by the organization**, a list of authorized Content Creators will be provided.

16. The minimum age for tournament participants is **16 years**.

17. **Mega Soltan reserves** the right to expel and/or admit teams that do not comply with the Fairplay guidelines or the regulations.

18. **Mega Soltan is not responsible** for the collection of commissions, taxes or any other type of retention in the delivery of prizes.

19. It is **the responsibility of the captain, manager or team leader** to send the requested information in a timely manner for the awards ceremony. Failure to send information as indicated.

20. The delivery/shipment of the prizes can range from 3 to 60 days.

Hit Times: +/- 30 sec.

Team A	Team B
37	33
29	25
21	17
13	09
05	01

SCORE TABLE:

Winning team: 1 Points

Losing team: 0 Points

Tie: It is only considered a tie in terms of Stars, Percentage and Time.

If the war ends the same in Stars and Percentage, the average time will be decided by the winning team. In case the time is still tied, the fastest attack will be reviewed to define the winner. If the war is still tied, a 5v5 5x15 war will be held to define the winner.