<div align="center">**Rules of the LATAM Mercenaries tournament**</div>

1.General information

1.1. General Regulations

The General Regulations were decided by the administrators of Mercenarios LATAM.

The administrators are the ones who moderate the page, organize and manage the different competitions. They reserve the right to modify these rules at any time and without prior notice.

It is the obligation of all users and / or players to have read and understood the regulations, since ignorance will not be an excuse to break the rules.

1.2. Regulation application

The users of the site accept each and every one of the rules set forth herein, as well as the general conditions of use and rules of behavior set forth in other sections of the site.

The new rules indicated in the information for each tournament / cup will prevail over those set forth here. Therefore, the user, when registering for tournaments, accepts each and every one of the rules set out here, as well as those indicated in the information of each event, for which they are forced to comply with them.

Failure to comply with any of the points stated here or there could lead to expulsion from the tournament.

The organization reserves the right to make decisions about the points not covered in the regulations in order to maintain the order of the tournament.

2.Accounts

To participate in any online event, it is necessary to have the corresponding Game ID (Player Name) indicated in the profile configuration.

It is the responsibility of each player that the value indicated in each case is correct. Having a wrong Game ID can cause expulsion from the Tournament.

2.1. Player

Each player, only, can have an account on the web. This can configure your account as you wish, as long as the data entered is real and truthful.

To participate in any online tournament / event it is necessary to have your "GameID" entered in the profile settings. Important step to take since having a wrongly entered "GameID" may mean your expulsion from the tournament, or failing that, your team.

Only, a player / team will not be expelled from the competition if the corresponding "GameID" is poorly implemented due to the introduction of the TAG and not the "GameID" or a minimal character flaw over the original "GameID". Obviously this player / team will be warned by the organization that their incorrect completion of the data, which must be corrected as soon as possible. Only one person per team can have their "GameID" wrongly entered. Otherwise, having several players with their "GameID" incorrectly entered, no matter how small the errors, will lead to the measures set out above.

It is entirely the responsibility of each player that the value entered in each step is correct. If this affects a team, the responsibility falls on it, thus suffering the consequences.

Game ID's

The user will have to have a Battlenet account. To participate in any event it is necessary to have the corresponding Game ID (Battletag) indicated in the profile configuration. It is the responsibility of each player that the value indicated in each case is correct. Having a wrongly completed Game ID can lead to expulsion from the competition.

3. Tournaments

3.1. ONLINE game mode

- The tournament format will be in COMMANDERS mode

- All rounds will be Bo3

3.2 Suspenders
- Angry Chicken (LEVEL 15 to 20)
- Innkeeper (LEVEL 24 to 29)
- Legend (LEVEL 30 with equipment)

3.3. Game format.

- The format will be "COMMANDER" mode.
- The commander mode is made up of 2 mandatory mercenaries that CANNOT rotate in the alignments, which will be the "COMMANDERS".
- you must have 3 forced changes in the other lineups.
- When an alignment wins this one has to change to the second one and so on until finishing the 3 alignments that were presented.
- You cannot use the same lineup more than once.
- The starting time between games will be 5 minutes, to choose the mercenary team and for the start of the game it will be 10 minutes.

EXAMPLES:
- **2 mercenary commanders**, always present in all teams
- 3 different Mercenary teams.
- Each team must have different mercenary combinations except for the 2 commanders

Commanders: Xyrella Cariel
Team 1: Samuro, Thrall, Mukla, Tamsin,
Team 2: Tyrande, Cornelius, Millhouse, Tasmin
Team 3: Samuro, Cornelius, Mukla, Thrall.

3.4. **Disconnections**.

 - In case of having more than 5 disconnections in a row by one of the 2 players, the total victory of the match will be awarded to the participant who had no disconnections or fewer disconnections.
 - All this must be demonstrated by screenshots to the tournament organizers.

3.5. Winner of a match

 - The victory will be given to the player who has defeated the entire opposing team, itself to the 6 rival mercenaries in each confrontation.
 - The total victory of the confrontation will be given in case of a disconnection of 10 minutes or more.
 - Defeat occurs when a player has no more mercenaries to play and the last mercenary or commander dies.
 - The defeat occurs when a player chooses a wrong team that has already used the game and it is delivered directly to the rival.
 - The defeat occurs when a player has a disconnection of 10 minutes or more, there it is considered total defeat.
 - In case of a tie, the confrontation is repeated with the same alignments

4.Match procedure

4.1. Before the match

4.1.1. Match sheet

When a tournament starts, the match is automatically created on the web where players can speak through comments to resolve any questions, see the other player's "Battletag", match time, etc.

4.1.2. Timeout / no show

When one of the two players does not show up, 15 minutes of courtesy are allowed to show up. If after this time it does not appear, a default victory (defwin) will be awarded to the player who is present in that confrontation.

Said player present must inform the organizers, by means of a protest of the type "Opponent not presented", letting the referees know that his rival has not appeared and they act accordingly. The referees can request evidence from the player who opens the

protest, and they will have to upload said evidence to the match file, upload or send them to the organization's Discord

4.2. During the match

4.2.1. Game interruption

If a player disconnects and cannot reconnect, the game in play will automatically be defeated.

4.2.2. Voluntary abandonment of the game

No player is allowed to leave a match in progress. If it occurs without a valid justification, the match will be considered lost and a timely sanction will be applied.

When the problem affects both players (game servers crash, etc.), the game in play is canceled and must be played again.

4.3. After the match

4.3.1. Enter result

At the end of the match, the player must go to the match file and enter the match result in the form that will be provided during the tournaments. When the result is entered, the opposing player must confirm the result.

If both players conform the result, the match will be concluded, introducing the victorious team in the next round.

If there is a disagreement in the final result, the players must provide evidence clarifying the result of the match. If, on the other hand, no one provides any proof, the match will be void after ten minutes, so no player will go to the next round.
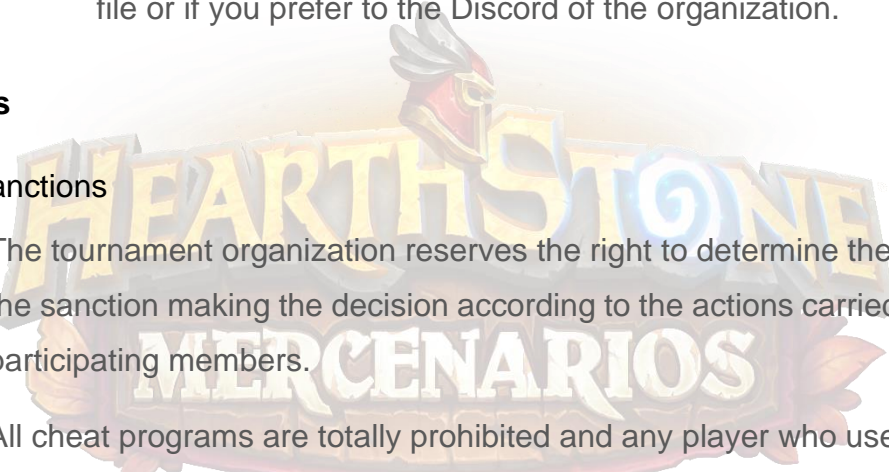
4.3.2. Inquiry request

When a player feels the victim of a violation of the rules during the game, he must not interrupt the game at that moment, since it has not finished. Once the match is over, the player can request a formal investigation with the tournament organizers.

Likewise, in the same match file, he must open a protest, in which he, his opponent and the referees may comment privately. It is recommended to provide as detailed information as possible, including evidence such as photos or recordings of the game if any, to aid in your investigation. The tests must be uploaded in the match file or if you prefer to the Discord of the organization.

5.Penalties

5.1. Sanctions

The tournament organization reserves the right to determine the severity of the sanction making the decision according to the actions carried out by the participating members.

All cheat programs are totally prohibited and any player who uses them will be expelled from our Tournament. Of course, the use of "bugs" or glitches in the game, to take advantage of the situation, is totally prohibited and the same measures will be taken.

Any type of falsification of gaming accounts or any other action that may alter the veracity of the competition will be punished with immediate expulsion from the competition and probably from subsequent tournaments.

Breaking any of the rules will mean the immediate disqualification of the participant or partial or total loss of the game or match.

The organization reserves the right to modify the regulations at its discretion before the start of the Tournament without prior notice, as well as make adjustments and corrections during the tournament to solve any incident.

6.Clarifications

It is advisable to use the chat between players / teams to a minimum. Comments can be misinterpreted so, in order not to cause problems, it is preferable not to make aggressive comments or those that may lead to a misunderstanding.

We expect and watch over the respect of the players / teams towards their competitors or any member of the administration. If this does not happen, said player / team will be expelled or banned from the Tournaments. Therefore, always respect if you want to be respected.