**AFRICAN PRO LEAGUE**

This document highlights several key subtitles that delve into various aspects of the **African Champions League competition**. Each section provides insights into the significance of the league, the structure of the tournaments, and the overall impact on the esports community in Africa. By discussing these subtitles, this document aims to give a comprehensive overview of the event and its importance in promoting competitive gaming across the continent.

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**Introduction**

The **African Champions League** represents the inaugural Call of Duty Mobile invitational league, welcoming participation from all countries and teams throughout Africa. This league emphasizes **inclusivity**, ensuring that every participating team emerges as a winner.

This league aims to foster a spirit of **competition** and **camaraderie** among African gamers, showcasing their skills on a prominent platform. By bringing together diverse teams from various regions, **the African Champions League** not only promotes the growth of esports in Africa but also highlights the **talent** and **potential** within the continent's gaming community.

**Tournament Structure and Duration**

The tournament will span a duration of **two months** and **two weeks**, featuring **16 teams** from across Africa. It will follow a **standard league structure**, ensuring a competitive and organized format for all participants.

The league will be designed to facilitate fair competition, with each team playing against one another in a series of matches. This structure not only promotes skill development among the players but also enhances the overall experience for both **participants** and **spectators**.

**Participating Teams**

As an invitational tournament, we prioritize the careful selection of participating teams to ensure a high level of **competition**. Rather than randomly choosing teams, we have taken the time to evaluate and confirm several reputable teams that will be participating. Among those already confirmed are **Cast ESport, Special Suicide Squad, and Ace Gamers**. These teams have demonstrated exceptional skill and dedication in the gaming community, and their involvement will undoubtedly enhance the overall quality of the tournament. We look forward to **announcing more teams** as the event approaches, further enriching the competitive landscape of the **African Champions League**.

**Tournament Goal/Objectives**

**LEAGUE GOALS**

Primary Goals:

1. Provide a competitive and enjoyable environment for teams to showcase their skills.

2. Foster sportsmanship, teamwork, and fair play among participants.

3. Promote strategic gameplay, strategy development, and player improvement.

**Operational Goals:**

1. Host a minimum of 10-15 regular season matches per team.

2. Complete the regular season within 2 months.

3. Ensure timely scheduling and communication with teams.

4. Maintain accurate standings, statistics, and match records.

**Growth and Engagement Goals:**

1. Increase league Growth by 20% each season.

2. Boost social media engagement through regular updates, highlights, and analysis.

3. Host community events, tournaments and streaming sessions.

4. Encourage team and player interaction through Discord or other platforms.

**Quality and Credibility Goals:**

1. Ensure impartial and knowledgeable administrators and Moderators.

2. Establish clear rules, regulations, and penalty systems.

3. Implement effective conflict resolution processes.

4. Maintain transparency in decision-making and communication.

**Financial Goals:**

1. Secure sponsorships or partnerships to support prize pools.

2. Establish a sustainable revenue model (entry fees, donations, etc.).

3. Allocate resources efficiently to cover operational costs.

**Long-Term Goals:**

1. Establish the league as an African Premier CODM competition.

2. Expand to multiple divisions or even the world championships

3. Host international events or collaborations.

4. Develop a strong, engaged community.

These goals provide a foundation for the league's success, focusing on **competition, community, and growth.**

**Tournament Prize Pool**

The tournament's prize pool has been finalized at **$8,000, equivalent to 14 million Naira**. This substantial prize pool reflects our commitment to rewarding the **skill** and **dedication** of the participating teams.

This prize pool will be distributed among the **top-performing teams**, providing them with not only **financial incentives** but also **recognition for their achievements** in the tournament. We believe that such rewards will motivate teams to perform at their best, fostering a competitive spirit and enhancing the **overall quality** of the event.

**Tournament Sponsors/Partners/Affiliated Tournament Orgs**

The following entities are the sponsors and organizers for the African Champions League:

**- Ace Gamers Esport**

**- Potgaz**

**- Grim**

**- Special Suicide Squad**

**- African Pro Championship**

**- Sun Group**

**- African Mobile Championship League**

This lineup of sponsors and organizers reflects the growing investment and enthusiasm for esports in Africa. With such a diverse group backing the **African Champions League**, it’s clear that there’s a strong commitment to developing the **competitive gaming landscape**. This support not only boosts the visibility of the league but also encourages more players and fans to get involved, making the entire **scene** even more exciting!

**Additional Information**

The **African Call of Duty Mobile (CODM) community** has previously faced player limitations regarding the participation of **North African (NAF) players**. In our commitment to unifying the **African CODM community** under one umbrella, we would like to officially disassociate ourselves from the organization known as the **CRA**. We want to clarify that all teams are **equally welcome** to participate in this event. Furthermore, to demonstrate our dedication to **fair play** and **inclusivity**, we have implemented a ban on **all PC emulators and a restriction on iPads will be set in place** for this tournament, ensuring that competition is strictly limited to mostly **mobile phones**.

This decision is aimed at fostering a **level playing field** for all participants and enhancing the integrity of the competition. By adhering strictly to **mobile devices**, we believe that we can create a **more engaging** and **authentic gaming experience** for everyone involved. We appreciate the understanding and cooperation of all teams as we work towards a more inclusive and unified **African CODM community**.

**Conclusion**

In conclusion, the **African Champions League** represents a significant milestone in the **growth of esports** on the continent. With its engaging competitions and the **support** of various stakeholders, the league fosters **talent** and brings together a vibrant community of players and fans. As the **esports landscape** continues to evolve, events like this will play a crucial role in shaping the future of **competitive gaming in Africa.**