



Wargaming.net League Europe  
Transitional season, 2017  
Gold Series Rulebook

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## 1. GENERAL RULES

### 1.1. Definition of Terms

Organizer or Organizer of the Tournament is Turtle Entertainment Poland Sp. z oo, being an affiliate of Turtle Entertainment GmbH which holds Wargaming.net League worldwide, with registered office at: Zeliwna 38, 40-599 Katowice, Poland which holds Wargaming.net League Europe.

Participant is any Team (ref. 2.2) or Player (ref. 3.1) that is part of the Team Roster (ref. 2) taking part in the Wargaming.net League (WGL).

Wargaming.net League Europe (WGL EU) times will be given in GMT+2.

WG is Wargaming Group Limited 105, Agion Omologiton Avenue, 1080 Nicosia, Cyprus (P.O. Box 23885, Nicosia 1687, Cyprus), being an owner of WGL worldwide.

WGL Region: The Wargaming.net League is divided into several regions as follows: Europe (EU), North America (NA), Commonwealth of Independent States (CIS / RU), Asia Pacific Countries (APAC). WGL Region pertains to region in which the Team/Player resides.

WGL is Wargaming.net League e-sport tournament which is held among professional players worldwide.

WGL EU or Wargaming.net League Europe is Wargaming.net League e-sport tournament which is held among professional players in European countries.

Rulebook is a document which stipulates rules governing relations between Participant, Organizer and WG with respect to WGL.

Game – massively multiplayer online game “World of Tanks”.

### 1.2. Validity of the Rules

Should any of the rules in this Rulebook be void for any legal reasons in any specific country, the remainder of the Rulebook remains valid for that country.



### 1.3. Non-Disclosure of Internal Information

All communication between the Organizer and the Participants, including, but not limited to: protest, support tickets or other official correspondence, cannot be published without prior written permission of the Organizer.

### 1.4. Additional Agreements

The Organizer is not responsible for any additional agreements between Participants and such agreements are only permitted if they do not violate this Rulebook. The Organizer does not recommend entering into such agreements and will not enforce any of them.

### 1.5. Contract Conditions

The Organizer will not interfere with, and is not responsible for, any legal issues between a Player and his or her Team.

### 1.6. Prize Money

The prize money will be awarded in three separate pools.

First pool is the Management Money – total pool of \$24,000. This pool will be split evenly between all Teams (\$3,000 per Team) and delivered to the teams before or during the season, to cover all team's necessary expenses.

Second pool is the Regular Season Prizes – total pool of \$201,000. This pool will be divided between all the teams according to the ranking in the Regular Season as follows:

- 1st - \$ 50,000
- 2nd - \$ 40,000
- 3rd - \$ 32,000
- 4th - \$ 24,000
- 5th – \$ 18,000
- 6th – \$ 15,000
- 7th – \$ 12,000
- 8th – \$ 10,000

Third pool is the Season Finals Prizes – total pool of \$100,000. This pool will be divided between the teams that qualify for the Season Finals as follows:

- 1st - \$ 50,000
- 2nd – \$ 25,000
- 3rd / 4th - \$ 12,500

Teams must submit their payment information before the start of a season (ref. 1.7). Payment information can be changed by the delegated Team Representative at any point via the Organizer's contact email (ref. 1.7). Prize Money is to be paid out within 60 days of the end of the season. Teams



and Players are solely responsible for all matters pertaining tax; Organizer will provide tax documentation where applicable.

### 1.7. Organizer's contact

Only the appointed and communicated Team Representative can contact the Organizer team. Before contacting the Organizer team you must have read this Rulebook thoroughly, make sure to include as many details as possible to aid in a speedy and accurate resolution of your request. Regular contact and requests between the Team Representative and the Organizer team should be made to personal emails of the team: Atila Yesildag ([a\\_yesildag@wargaming.net](mailto:a_yesildag@wargaming.net)), Cezary Biernat ([C\\_Biernat@wargaming.net](mailto:C_Biernat@wargaming.net)), Mariusz Król ([m.krol@eslgaming.com](mailto:m.krol@eslgaming.com)) and Nikolay Bogdanov ([n.bogdanov@eslgaming.com](mailto:n.bogdanov@eslgaming.com))

Should a Participant wish to submit a protest concerning a specific match, the email must be sent within 72 hours of the Match's (ref 4.1) initial starting time. All protest mails should be sent to [wgleu\\_protest@eslgaming.com](mailto:wgleu_protest@eslgaming.com).

Any protest made after the deadline can be discarded at the discretion of the Organizer.

Each protest should only be submitted once. The repeated filing of protests concerning issues already protested may be treated as a violation of Fair Play terms stipulated herein.

### 1.8. Game Broadcasts

All broadcasting rights of the Wargaming.net League (WGL EU) matches including but not limited to rights to broadcasting materials are owned by WG. This extends to all forms of broadcasts, including but not limited to: IRC Bots, shoutcast streams, video streams, replays, demos and TV broadcasts. WG reserves the right to pass on the broadcasting rights for one or multiple matches to a third party or to the participants themselves. In such a case, the broadcast must be arranged with Organizer representative before the Match. A Participant cannot refuse to have their Match broadcast, nor can they choose the means by which it will be broadcast.

If a match is to be streamed, both Teams have to be ready at least one (1) hour before the official Match start time. If a Team is not ready by this time, it can be classified as a Delay and may be punished according to the Rulebook.

### 1.9. Game Accounts

Every Participant will receive a WGL account provided by Organizer. All accounts must be named as directed by Organizer.

The accounts provided must be used during official WGL events, including official Matches and for training purposes. The accounts can only be used in Training Battles and when invited to WGL games by the Special Battle system. If an account is used for any other purpose or in any other game mode, it will be deactivated and the Participant must continue playing with his private player account.

The content of the accounts provided to the participant is strictly confidential and may not be communicated to the public.





Every team member will get assigned one account and only he can use that account. Team members can use the unused accounts, but only after officially assigning the second account to the player. Sharing or using unassigned accounts is forbidden and can be punished according to the penalty index.

Before the roster is locked in, the captain is responsible for the accounts. Sharing the account with someone who is not locked in as an official part of the team is not allowed and suspect to penalties.

### 1.9.1 Rules for using accounts and directives

- 1) The accounts are transferred to the captain, the captain bears responsibility for them.
- 2) The password for the account can only be changed by the captain. Players are not allowed to change the password.
- 3) The captain is obliged to make sure that only the data intended for him get to each individual player. Entry of Members' accounts into a single document, access to which is provided to all Participants, is prohibited.
- 4) If the player leaves the team, the captain is obliged to change the password on his own and give the data to the new player.
- 5) In case of changing the password by the player, the captain must send a complaint to the Organizer. A check will be conducted, as a result of which the offender will be punished.
- 6) In case the violation occurred due to the negligence of the captain, he too may be punished.
- 7) Using Directives (Bonds) is forbidden during The Extended Season.

For violation of any of these rules will follow penalties according to paragraph [8. PENALTIES](#).

### 1.9.2. Violation of the rules of the game on the training accounts

The rules of the game and the Terms of Service also apply to the training accounts of players. Their violation will entail an equivalent penalty on the primary account of the player who was given the training account.

### 1.10. Deadlines

The Organizer may give deadlines via email or other channel provided in the season registration form to the Team Representative.

Unfulfilled deadlines might lead to penalties referred to in 8. Penalties.

## 2. TEAM REQUIREMENTS AND SLOT OWNERSHIP

### 2.1. Definition of Terms

**2.1.1. Player** is any person who is included into the Team roster and takes active part in the WGL tournament. Every Player in the WGL must be at least of eighteen (18) years of age or, if under 18, is acting with the consent of his/her parents or guardian, to participate in the WGL EU. Depending on the



destination of offline events, players under a certain age may require a guardian to travel to the destination country. No Participant under 16 years old is allowed to participate in WGL EU.

**2.1.2. Team** is a number of Players who are treated as one tournament entity for the purposes of ranking and WGL tournament progression.

**2.1.3. Organisation** is a third-party entity sponsoring, providing, assisting or in any other way supporting a Team participation in WGL EU.

2.1.3.1. An entity supporting a Participant by displaying their logo(s) and/or slogan(s) in exchange for any kind of benefits but not claiming ownership of a team and/or influencing their name is not considered to be an Organisation.

## 2.2. Team Requirements

A Team should consist of a minimum of seven (7) plus one (1) reserve player and a maximum of twelve (12) Players. A reserve player is an additional player, available to play during an official match.

All Teams must provide the Organizer with the following:

- An appropriate Team name
- An appropriate Team logo in vector format. .ai format is acceptable.
- An appropriate Team logo sized 280px x 280px with transparent background
- A list of all eligible Players.

All Teams must provide the list of all eligible players before the deadline communicated by the Organiser. If the Team does not provide a full and final roster within the deadline, the Organiser has the right to disallow said Team from participating in Gold Series. Any issues regarding roster, that could potentially occur, have to be solved before the final deadline.

A single Organisation cannot have more than one endorsed team in their respective WGL region.

A Team can only play in one (1) WGL region and corresponding division, league or other tournaments that feed into the main WGL. A Team and players participating in Gold Series (1<sup>st</sup> Division; no regional exceptions) cannot participate in Silver or Bronze Series.

Deadlines for the submission of the team details required above will be sent via e-mail to the Team Representative.

### 2.2.1. Changing Team Name

Each Team has the right to change the name of their Team once during a Season, as long as the name does not break any of the Rulebook, End user license agreement, rules and norms of the game “World of Tanks”, Wargaming.net League or related product rules and regulations. The change must be requested via e-mail to the Organizer. After this one change, any further requests to change the Team’s name in that same Season will be treated on a case by case basis at the discretion of the Organizer.

In case of a Team Name breaking Rulebook, End user license agreement, rules and norms of the game “World of Tanks”, Wargaming.net League, correlated product rules and regulations, the Organizer reserves the right to forcibly change the name of the Team.



### 2.2.2. Changing Player Name

Any name change in the middle of a Season (before the transfer period) has to be prior approved by the Organizer.

## 2.3. Slot Ownership

A Wargaming.net League slot belongs to the Team as a whole and not to an Organisation or to a Team Representative / owner. A Team may vote to remove its Team Representative and name a new Team Representative.

### 2.3.1. WGL EU Slot

If Players with more than 50% of the accumulated battles played choose to leave the Team, the Team will lose its slot in the Gold Series. Depending on the status of the WGL region, the slot will be filled with an open qualifier or the remaining Teams in the WGL region will continue without a replacement (see 5.3.1. Open Qualifier).

*Example:* 10 matches have been played by each Team, with a total of 45 battles. Each battle had 7 players participating, so the total [player\*battle] participation is 315. To continue to hold its WGL Region slot, a Team must have players in their roster that have cumulatively played in 158 battles.

### 2.3.2 Team Hopping

Team Hopping occurs when a Player, who is part of a Team in one Season (Season A), transfers to another Team, and then Transfers back to the first Team for the following Season (Season B).

Team Hopping does not influence the already concluded Season (Season A) in any way.

For the purpose of calculating the Slot Ownership for the Season following the first Transfer in question (Season B) - all Matches that happened as part of the previous Season (Season A) in which the Player was part of the Active Roster are considered Void. The reason for the Transfer is not taken into consideration for the purpose of this rule.

## 2.4. Team Representative

Each Team must nominate a representative before the beginning of the Season, he or she must be confirmed by over 50% of the Team. The Team Representative serves as the main contact person for the Organizer.

The Team Representative must provide all required and requested information.

The Team Representative can play in all online matches. At events a dedicated Team Representative is required (ref. 5.5).

A Team can change its Team Representative once during a Season. The change must be requested via e-mail to the Organizer and over 50% of the Team's Players must agree to the change and send an email with a passport/ID scan.



### 3. ROSTER RULES

The Roster Rules defined in the previous seasons rulebook (Season 2 2016/17) remain the same until the beginning of the Transitional Season at which point they adhere to the rules defined in this Rulebook.

Each Team may add up to one (1) new player (non-WGL player; no regional exceptions) in each half of a Season. Each addition will be double-checked by the Organizer. An additions checklist will be maintained and used as evidence. The maximum number of Players in a Team cannot exceed twelve (12).

For each new Player in a Team, an e-mail must be sent to the Organizer in order for the Player to be approved by the Organizer. Before being approved, a new Player must meet all requirements for playing (see 3.1. Player Requirements).

#### 3.1. Player Requirements

Each WGL EU Player must provide the following information to the Organizer.

- Full name (or names, if applicable).
- Suitable photo in digital format (.png) (profile shot, no filters, containing no equipment or other objects).
- Contact details (Email, Skype for player and a telephone number for Team Representatives)
- A scan of a national ID and/or Passport.
  - In case the Player is living outside of the borders of his/her home country, he is obliged to provide an official government/public administration document proving his right to permanent residency.
  - The scan cannot be older than 1 month old
- Date of Birth.
- World of Tanks account name.

The above is equal to the minimum information to be provided to the Organizer, a registration form is provided pre-season for data collection for all Players playing in the following WGL Season.

#### 3.2. Transfer Period

The transfer period is the only time period during which a player in a WGL EU Team can change their WGL EU Team. The transfer period ends on the 12th of August 2017. Should a player change their Team within the transfer period, they are not allowed to play against their old Team in any qualifier match.

Teams are permitted to change 50%+1 of their roster during this time (e.g. if a team has 10 players at the end of a season finals they have to have 4 of those same players for the next season).

All transfer requests must be submitted for approval to the Organizer and will not be in effect until they have been approved.

#### 3.3 Regional Lock

Each Team participating in the Wargaming.net League Gold, Silver or Bronze Series is only allowed to represent the WGL Region\* the majority of its Players originate from.



- The Regional Lock rule is counted based on citizenship. In case of multiple citizenships of a Player, the Player is allowed to choose which citizenship applies for him.
  - Exception from the rule applies only to legal residents who are able to present confirmation of their current permanent residence outside of the country of their citizenship.
- A Team, regardless of its full Team Roster size, can have up to three (3) Players from different WGL Region(s) than the WGL Region it is representing.
- Definitions of each WGL Region are as follows:
  - CIS region (CIS/RU) – Armenia, Azerbaijan, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Russian Federation, Tajikistan, Turkmenistan, Ukraine, Uzbekistan.
  - Including states with limited recognition: Abkhazia, Nagorno-Karabakh, Transnistria and South Ossetia.
  - EU region (EU) – Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Republic of Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Switzerland, Turkey, United Kingdom and Vatican City.
    - Including states with limited recognition: Kosovo, Northern Cyprus.
    - Including dependent territories: Akrotiri and Dhekelia, Faroe Islands, Gibraltar, Guernsey, Isle of Man and Jersey.
    - Including special areas of internal sovereignty: Aland and Salbard.
    - Including all countries in the geographical area of Africa.
  - NA region (NA) – All countries of North and South America, including: Antigua and Barbuda, Argentina, Bahamas, Barbados, Belize, Bolivia, Brazil, Canada, Chile, Colombia, Costa Rica, Cuba, Dominica, Dominican Republic, Ecuador, El Salvador, Grenada, Guatemala, Guyana, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Panama, Paraguay, Peru, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Suriname, Trinidad and Tobago, United States, Uruguay, and Venezuela.
  - Asian Pacific region (APAC) – People’s Republic of China and all of Asia, Australia & Oceania, excluding countries listed as part of other servers but in said geographical zones.
- If the country of the citizenship of a Player is not listed and/or a Player feels that he/she deserves an exception from the above rules, the Organizer will review these issues on a case by case basis.



\*This list of territories is created for informational purposes only to assign certain territorial masses to servers (WGL Regions) for the purpose of Wargaming.net League games and does not represent any political affiliation / preferences / discrimination of/by Organizer or WG.

- o Any Player is allowed to submit only one request for an exception from the Regional Lock rule per Season.
- o Requests for an exception have to be submitted directly to the Organizer no later than fourteen (14) days before the Season starts.
- o The Organizer's decision is final.
- o The Organizer reserves the right not to present an explanation behind the decision to approve or deny an exemption from the rule.



## 4. WARGAMING.NET LEAGUE STRUCTURE

### 4.1. Definition of Terms

Season: Each season is divided into an online phase and the offline Season Finals. A season consists of many Rounds, Matches and Games. A Season consists of two round robins, online playoff, season finals and qualifiers in that order.

Round – A group of Matches played on the same level in the tournament bracket.

Match – A match is a set of Battles between two Teams.

During the online phase as well as the Season Finals, a Match ends as soon as a winner is determined.

Battle is the smallest unit of measurement in the tournament progression grid. A Battle is played on a single map from the WGL Map Pool until a winner is determined by either:

- Destroying all enemy tanks by either of the sides of the Battle.
- Capturing the base by the Attackers.
- If no winner is decided after the time limit is over, and there is at least one vehicle remaining on the Defender's side, the Battle is rated as a victory for the Defenders.
- The only possibility for achieving a draw in a Battle is when all participating vehicles are destroyed.

### 4.2. Online Phase

The Online Phase consists of two (2) round robins consisting of eight (8) teams. Round robin is a part of the season in which every Team plays one match against every other Team. The Online Playoffs is also part of the Online Phase. To achieve Victory in a Match:

- A Match consists of up to eight (8) Battles in total.
- The Team with five (5) Victories wins the Match.
- Therefore, if a Team achieves Victory in five (5) Battles, the Match ends.
- If the score of a Match reaches 4:4, the Match goes to the Tie Breaker Battle (4.2.3.2 The Breaker – Battle).

#### 4.2.1. Schedule

All Matches will be pre-scheduled according to the needs of the WGL Region. A full Schedule of dates and times will be communicated to the WGL Gold Series Team Representative via email by the Organizer. The Schedule may be subject to change.

##### 4.2.1.1. Rescheduling

A request to reschedule a Match must be sent by a Player via e-mail to the Organizer no later than seven seventy-two (72) hours before the official Match time. The decision on Rescheduling a Match has to be provided by the Organizer no later than forty-eight (48) hours before the Match scheduled time. The



Organizer reserves the right to decline any requests to reschedule a Match. Only written requests approved by the Organizer are valid.

The Organizer reserves the right to reschedule Matches without prior consultation with the teams. If such a situation occurs, all affected Teams will have their Team Representatives informed directly.

#### 4.2.1.2. Playing Rescheduled Matches

All Matches must be played. This means that if a Match does not take place due to Rescheduling, it has to be played before the Season can conclude. The Match has to be played no later than during the last scheduled day of Matches.

#### 4.2.1.3. Absence

In case a team is absent to a scheduled (or rescheduled) match, the Organizer will determine the outcome on a case-by-case basis.

#### 4.2.2. Ranking

The Ranking is primarily decided by the number of points that a Team has amassed during the relevant Season. A Team will earn three (3) points for Victory in a Match, two (2) points for Victory in a Tie Breaker, one (1) point for Loss in a Tie Breaker and 0 points for a Loss.

The performance of a team is based on the total accumulated points across all the phases in a season.

#### 4.2.3. Tie-Breakers

If no team reaches five (5) in a best of nine match (BO9) or seven (7) Battle Victories in a best of thirteen (BO13) Match, the Match Winner is decided via Tie-breaker.

##### 4.2.3.1. Tie-Breaker - Ranking

The below Ranking priority will come into effect if two (2) or more Teams are on equal points. If at any point, the number of tied Teams reduced or divided into several groups of tied Teams, the Teams who remain tied in that sub-group will in each case be compared again, starting with the first factor below:

- Points amassed in Matches between the Teams themselves (“Mini-League”)
- Score difference between the Teams (“Mini-League”)
- Overall score difference
- Overall number of wins

If, at the end of a Season, two or more Teams remain indistinguishable after having been compared according to each of the four factors above, a tie-breaker Match or Matches may be played, to determine the Ranking between the tied Teams in question. In special cases, the Organizer can rule, at its discretion, on a different way to determine the order in an unsolvable tie (i.e. coin toss).

##### 4.2.3.2. Tie-Breaker - Battle

A Tie Breaker Battle is played in a Match which reaches a Draw score of 4:4 (or 6:6 in best of 13 matches).

The Tie Breaker Battle will only be used to determine the Match winner in case both teams have not managed to accumulate enough points necessary to win a Match in all Online and Final stages of the competition.





With a start of a new Season, the Tie Breaker Battle Map will be determined separately for each round and will be shown at the beginning of the Season.

The Tie Breaker Battle regulation – Home Team

- The team who achieved Victory the fastest (having more time left before the timeout) in a single Battle as an Attacker is the Home Team in a Tie Breaker Battle
- In case no team achieved Victory as an Attacker, the Team with higher cumulative damage in all Battles of the Match as the Attacker is the Home Team.
- In case the teams are evenly matched in the above damage criteria, a coin toss will determine the Home Team.
- The Home Team can pick the side they wish to play on during the Tie Breaker Battle.
- The Tie Breaker Battle is subject to normal WGL rules with one Team being the Attacker and one team being the Defender.
- Victory in the Tiebreaker Battle grants Victory in the entire Match.
- The team Representative sends the tank picks of his team for the Tie Breaker Battle via the in-game chat to the tournament WGL Administrator.

#### 4.2.4. Online Playoffs

The Online Playoffs are the last stage of the Online Phase, before the Season Final takes place. It starts after the ongoing Season's Battles have been finished and the Season Ranking is complete.

- During the Online Playoffs, four (4) Teams (those ranked 3<sup>rd</sup> – 6<sup>th</sup> in the Season Ranking) will play in a single elimination bracket for the remaining two slots in the Offline Phase.
- The 3<sup>rd</sup>-ranked Team will be seeded against the 6<sup>th</sup>-ranked and the 4<sup>th</sup>-ranked will be seeded against the 5<sup>th</sup>-ranked.
- Winner of match 1 plays winner of match 2 for their seed at the season finals.
- All Matches in the Online Playoffs will be played using the standard Game Rules. The matches will be played as Best-of-13.

#### 4.3. Season Finals

Four (4) Teams take part in the Season Finals. The top two (2) Teams of the active Gold Series Season automatically qualify for the Season Finals, while the other two (2) Teams are selected in the Online Playoffs (4.2.1.4).

During the Season Final, the 4 Teams that remain in the competition will be playing in a single elimination Best-of-13 bracket over one (1) days to become the champions of the WGL Season.

The winner of the Online Playoff bracket will be seeded against the 2<sup>nd</sup> Team in the Season Ranking and the Team who finished second in the Online Playoff bracket will be seeded against the 1<sup>st</sup> Team in the Season Ranking.

#### 4.4. Grand Finals Qualification

The top 2 teams at the Season Finals will automatically qualify for the Grand Finals.

The 3<sup>rd</sup> slot for the EU region will be filled by the highest ranking team during the online phase. The 2 teams from the Season finals are excluded from the ranking.



## 4.5. Qualification

After the ongoing Season of the WGL finishes, the below mechanism is put in place to determine participation in the following Season:

The top six (6) Teams automatically progress to the following Season of the WGL Region.

The Teams holding seventh (7) and eight (8) places after the three (3) round-robins conclude enter the Qualifier.

One of the two spots in the Gold Series for the following season is directly awarded to first (1) team from Silver Series. The Second spot is decided through the Qualifier.

### 4.4.1 Qualifier

The Qualifier single elimination bracket is played on standard WGL Game Rules.

Teams who enter the Qualifier are:

- Two (2) from the seventh (7) and eight (8) places in Gold Series
- Four (4) Silver Series Season Teams who secured spots from the second (2) till the fifth (5).

After the Qualifier Matches conclude:

- The top team (1) progress to the following WGL Gold Series Season.
- Any and all Gold and Silver Series Teams which finished below the top team(1) progress to the following WGL Silver Series Season.

## 4.6. Open Qualifier

If a Team is removed from the WGL Region, either at their own choice or as a result of disqualification by the Organizer, before the fourth match day, an open qualifier will be arranged in order to fill the slot. The Team that was removed from the WGL Region will not be allowed to participate in the open qualifier, unless otherwise stated by the Organizer.

- The Open Qualifier will be played in a single elimination bracket where the Matches are played in the 7/70 attack/defence mode.
- The Open Qualifier bracket is open to all eligible Teams.
- A team removed from the current season may not participate in the qualifier.

Once the new Team has been revealed, all previous Match results of the Team that was removed will be cancelled and must be replayed by the new Team.

If a Team is removed after the fourth match day, the slot remains vacant and all previous match results played by the Team that was removed are cancelled.



## 5. OFFLINE EVENTS

### 5.1. Travel and Accommodation

5.1.1. Organiser will arrange travel and accommodation, and cover the costs of seven (7) Players plus one (1) Representative per Team. Organiser will cover the following costs:

- Flight or train from nearest airport (to the Player's home address) / train station to hosting city
- Flight or train to nearest airport / train station from hosting city
- Airport / train station shuttles in hosting city
- Hotel in hosting city (including breakfast)
- 1 meal during media day
- full catering on event day
- Event related transportation in host city

The travel and accommodation of any additional Team members or Team member's legal guardians must be arranged by, and at the cost of, the Participant.

5.1.2. Any additional costs incurred during a travel period will not be covered by Organiser unless otherwise specified in writing.

5.1.3. Any visa costs related to the event will not be covered by Organiser unless specified in writing and should be handled by the Management fee, paid by Organiser after the start of the Season.

5.1.4. The Organizer takes no responsibility for the acquisition of VISA's. However Organizer will help Participants to achieve visas where possible and within the realms of reason.

5.1.5. All Participants must respect their surroundings and leave their hotels and transport clean and tidy. They must cover any additional costs themselves (e.g. minibar, room service, damage to rooms, etc.).

5.1.6. Missing a flight, connecting shuttle or shuttle to/from the hotel or to/from the venue is not covered by Organiser.

### 5.2. Schedule

A detailed schedule is also provided alongside this document.

### 5.3. Player Conduct

#### 5.3.1. Interview Questions

Teams must respond to interview questions from Organiser, WG or other Organiser's/WG partners, but can refuse any other interviews if they so wish.



### 5.3.2. Team Phones

Each Team will receive a dedicated phone that must remain turned on at all times during scheduled days. The phones (and any other) can be used to contact key Organizer members if needed, but also can be used to contact your Team Representative.

### 5.3.3. Appropriate Behaviour

Players should show a high level of professionalism while conducting themselves with locals, staff and Organisers (this also includes members of the Team's community).

The Organizer reserves the right to disqualify Participants who are behaving inappropriately or aggressively, and can include the actions of a member of the Participant's clan, regardless of whether or not that person is part of the Team.

### 5.3.4. Intoxication During Events

No alcohol consumption or smoking is allowed in any venue – Participants are responsible for their own consumption and are expected to be free of any illicit stimulants.

### 5.3.5. Clothing

Every Player must appear in uniform clothing representing their Team / Organisation or any other universally decent apparel. Participants should take into account the area that they are visiting and any cultural/religious/ethical/historical/world view differences that may exist between their home countries, the event hosting country and other Teams. In addition, Players are not allowed to wear clothing that advertises any other games or tournaments. A Player may not cover his or her face during Events.

There may be exceptions from this rule, allowing Players to wear unique elements of clothing / accessories related to their Team / Organization theme. The issue of clothing exceeding the general rule will be reviewed on a case by case basis. In case a Team would wish to wear such clothing, they are required to submit a written request for permission by email to the Organizer two (2) weeks before an offline event starts and await a response.

### 5.3.6. Streaming Websites

It is prohibited to use tournament equipment to watch and/or stream using any unapproved means.

## 5.4. Hardware

### 5.4.1. Personal Hardware

It is recommended that Players bring their own peripherals (e.g. mouse, keyboard, headset) to maximise performance. The personal hardware that can be used in any Tournament is limited to:

- Keyboard
- Mouse
- Mouse pad
- Headset (if a microphone capable headset is provided by the Organiser, the Player's headset can be worn around the Player's neck, but must remain unplugged from the provided tournament PC at all times)

No additional hardware of any kind may be brought onto the stage (secondary stages included) during Tournament Games. Any electronic devices will be collected by a dedicated Organizer representative,



who will be a judge or stage administrator (named before the start of the Event), at the start of preparations for the Match and will be returned only after the Match is over.

#### 5.4.1.1. Sound-cancelling Headsets

All Participants will receive sound-cancelling headsets during Matches played on stage. The headsets must not be removed at any time during a Match on stage unless this is requested by a Organizer representative.

#### 5.4.2. Tournament Hardware

In case of a lack of reliable hardware you may request hardware such as headsets, keyboards and mice. Players must state their wishes in two(2) weeks in advance so that the tournament Organisers can arrange enough equipment. Peripherals or other equipment cannot be guaranteed at the venue for Participants who did not make their wishes known in advance.

Tournament Hardware remains the property of WG or Organizer or respective partners and even if provided to a Team for event purposes, it should be kept in mind that Players are expected to return it in same condition as it was provided.

#### 5.4.3. Peripheral setup

Players will have the opportunity to download and install peripheral drivers before the beginning of the first(1<sup>st</sup>) match of the tournament day after which the internet access will be limited. Any further issues must be reported to the Organizer and will be dealt with on a case-by-case basis.

#### 5.5. Team Representative

A dedicated Team Representative must be provided before the event for the WGL Organizer team to contact and deal with any items regarding that event. The delegated representative is only responsible for the team management for that event and does not override any tasks but can be the same person as the previously delegated point of contact for the regular season. A Player cannot play during the event unless given permission by the Organizer.

#### 5.6. Tournament Software

Each PC computer provided by the Organiser for the event will contain all necessary software required to participate, including:

- Up-to-date World of Tanks game client.
- Voice communication software (e.g., Teamspeak).
- Drivers for Hardware.

Drivers for hardware should be installed in the allocated peripherals setup period before the first (1<sup>st</sup>) tournament day (see 5.4.3).

Installation of any additional software is prohibited, apart from basic drivers for personal hardware (see 5.4.1).

The installation of any World of Tanks client modifications is prohibited – only game modifications installed by the Organizer may be used.



## 5.7. Stage Area

### 5.6.1. Leaving the Stage

If any people important to the stage event have to leave the stage for any amount of time they must inform the Organizer representative responsible for the stage at the time of leaving, regardless of the reason for their departure. This contact person will be named before the start of the first Match.

### 5.7.2. On Stage

Only currently active Participants, Organizer representatives and other specifically named people are allowed to stay on the stage during an event. Non-essential Team members, or anyone else associated with a playing Team, must not be present on the stage either during or between Battle while a Match is in progress.

### 5.7.3. Desk / Gaming Area

Every Participant is responsible for his desk / gaming area. Any items of clothing, bags or other items must be removed from the stage or stored under the desks.

Eating on stage is forbidden. Drinks may be kept under the desk (in special cases, drinks may also be allowed to be positioned on the desk).

After exiting the stage, every Participant is responsible for leaving their area tidy and clean.

## 6. PLAYER CONDUCT

### 6.1. Behaviour

As in daily life, a certain degree of courtesy should be maintained between Participants of the WGL. Violations of this rule will be punished accordingly.

#### 6.1.1. Insults

All insults occurring in connection with the WGL EU will be punished. This primarily applies to insults that occur during a Match, but also includes any insult on WG or Organizer's platforms or websites (forums, match comments, player guest-books, etc.). Insults sent on IM programs (e.g. Skype), by e-mail or via any other means of communication will be punished if they can be linked to the WGL.

Depending on the nature and severity of the insult, the penalty will be assigned at the discretion of Organizer either to the Participant in question or jointly to the entire Team.

#### 6.1.2. Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spam.

Spamming on WG or Organizer's platforms will be punished at the discretion of Organizer, depending on the nature and severity.

#### 6.1.3. Unsportsmanlike Behaviour

For an orderly and pleasant Game, it is essential that all Participants have a sportsmanlike attitude and play fair. Breaches of this rule will be punished. The most important and most common offence is stated below. However, the Organizer treats the catalogue of offences as an open one.



#### 6.1.3.1. In-game Punishments

Any Participant found guilty of violating the World of Tanks End User License Agreement (EULA) and/or Terms of Service (ToS) and/or Privacy Policy and/or any other policy applying to the product and/or service may receive additional punishments depending on the nature and severity of the violation.

#### 6.1.4. In-game Spam

A participant will be punished for excessive spamming, if it is considered that the spamming distracted opponents or disrupted a Game. Chat functions are solely meant for Match-related communication with the opponent and the Match administrator and not to gain any tactical advantage.

### 6.2. Deception

Any attempt to deceive the Organizer or any other Participants using false or fictitious information, statements or data will be treated as deception and punished depending on the nature and severity, at the discretion of Organizer.

### 6.3. Unfair Play

The following actions will be considered as Unfair Play and sanctioned at the discretion of the Organizer:

#### 6.3.1. Ineligible Players

Attempting to use or using a player who does not meet the requirements to register as a participant of the WGL Region.

#### 6.3.2. Ringer / Faker

Playing or attempting to play under the name or using the tournament account of another player.

#### 6.3.3. Hacking / Cheating

Hacking / Cheating is understood as using any third party software and/or hardware or modifying the WoT game client, as well as performing any out-of-game action in order to achieve an advantage.

#### 6.3.4. Complicity

Any arrangement(s) made between two (2) or more Participants for the purpose of causing a disadvantage to opposing Participants. Complicity pertains to, but is not limited to, acts such as:

6.3.4.1. Match fixing, including any prearranged division of currency or prizes.

6.3.4.2. Any form of communication between the Participants of more than one Team that is intended to put any other WGL Participants at a disadvantage. This includes, but is not limited to the following forms of communication:

- Verbal
- Written
- Sign language
- Gestures
- Etc.

6.3.4.3. Knowingly trying to lose a Battle and/or attempting to purposely sabotage a Participant's or Team's ability to win a Battle.



### 6.3.5. Sportsmanship

Every Player should represent their Team and the WGL by participating to the best of their abilities. Anything that falls short of that is considered to be unsportsmanlike and will be penalised depending on the severity of the behaviour as determined by the Organizer.

### 6.3.6. Bug / Glitch Use

Intentional use of any in-game bugs, glitches and obviously unintended game mechanics. All cases will be reviewed on an individual basis by the Organizer at their discretion.

## 6.4. Expulsion

The Organizer can, at its discretion, remove any Participants that it sees fit, for any reason, without stating the reason.

## 6.5. Global Anti-Cheating Rule

The Organizer supports Fair Play and reserves the right to uphold a Player and/or Team Ban, or any other penalty preventing active participation in esports disciplines. This also includes penalties applied in disciplines other than the Wargaming.net League Gold Series. The rule applies, but is not limited to:

- All World of Tanks competitions organized by WG.
- All World of Tanks competitions organized by third parties, authorised by WG.
- All other esports disciplines<sup>1</sup>, regardless of the organizers identity.

## 6.6. ESL Wire Computer Requirements

A player's computer must meet these minimum specifications to participate in the Wargaming.net League.

- Licensed/legitimate and unmodified copy of Windows 7, Windows 8.1 or Windows 10 in either 32 bits or 64.
- Windows 7 users must have the SHA-256 security update installed
- 3 GHz single core or 2.5 GHz multi core CPU
- Have at least 2048 MB of ram

# 7. GAME RULES

## 7.1. Online Phase

### 7.1.1. Replays

It is mandatory for all Participants to activate "battle recording" for the full duration of all Matches without exception. Every Team Representative is obliged to save all Replays from all Players in his/her Team packed as \*.zip files and keep them for 60 days from the end of the playoffs phase of a Season.

The replay files must be provided if requested by Organizer. (see [7.1.14](#))

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<sup>1</sup> Other esports disciplines include, but are not limited to: Battlefield series, Call of Duty series, Counter Strike series, Dota series, Halo series, Hearthstone: Heroes of WarCraft, Heroes of the Storm, League of Legends, Quake series, Smite, StarCraft series, WarCraft series.





Replays that have not been provided within two months after the playoffs have finished will be deemed to be missing and punished as such. Any non-functioning or manipulated replays may be treated as missing, at the sole discretion of the Organizer.

### 7.1.2. Administration deadlines

Map choice and starting position (see 7.1.10) have to be sent to League Administration at least four hours before the scheduled match start.

Tank lineups will not be requested prior to the match and will be set live during the match. (see 7.1.11), however it may be requested by the League Administration for other reasons.

### 7.1.3. Game settings

Game Settings remain the same for the online and offline stage of the Wargaming.net League Matches.

- Team size: 7 Players
- Tier point limit: 70
- Time Limit: 10 minutes
- Game mode: Attack/Defense
- Base capture time: 120 second in each Base Capture Circle.

Base Capture Points do not stack and accumulate independently. Resetting one of the counters does not reset the other.

Victory conditions:

- For Attackers – Destroy all Defending vehicles or capture at least one enemy Base within the Time Limit.
- For Defenders – Destroy all Attacking vehicles or survive with at least one vehicle until the Time Limit is reached while preventing the attacking team from capturing the Base.
- If when the Time Limit is reached there is still at least one Defending vehicle operational (has one hit point or more remaining) and the base has not been captured, the Defending Team wins.
- If a draw occurs (when both teams simultaneously destroy the other team's vehicles) then the round is replayed with the same starting positions.

Match progression:

- A BO9 consists of four (4) maps and a maximum of nine (9) Battles.
- A BO13 consists of six (6) maps and a maximum of thirteen (13) Battles.
- One map includes two battles where each Team plays one time in attack and one time in defence.
- To win a BO9, a Team needs to achieve Victory in five (5) Battles out of nine (9). If one Team gets five (5) Victories, the remaining Battles are not played.
- To win a BO13, a Team needs to achieve Victory in seven (7) Battles out of nine (13). If one Team gets seven (7) Victories, the remaining Battles are not played.

Server: All matches are to be played on the server defined by the WGL administration.



#### 7.1.4. World of Tanks Game Client Modifications and Skins

Any and all World of Tanks game client modifications and skins are forbidden. The only exception from this rule is the Spectator Mod (see 7.1.5.), which can only be used in the most up-to-date version, and any other modifications provided by the Organizer.

#### 7.1.5. Spectator World of Tanks Game Client Modifications

It is mandatory for all Players to install the Spectator World of Tanks Game Client Modification (also referred to as the Spectator Mod) in the res\_mod folder for the full duration of all Matches without exception. It is the responsibility of all Players to ensure that the Spectator Mod works at all times and, if necessary, to remove any other World of Tanks game client modifications that could interfere with the Spectator Mod. The Spectator Mod to be used will be sent to the Team Representatives via email by the Organizer.

#### 7.1.6. ESL Wire Modification

It is mandatory for all Players to install the ESL Wire World of Tanks Game Client Modification (also referred to as the Wire). It is the responsibility of all Players to ensure that the Wire works at all times and, if necessary, to remove any other World of Tanks game client modifications that could interfere with its proper functioning. The Participants acknowledge and agree that Organiser reserves the right to access the tournament hardware and tournament software, including all files stored by the Participants and Players to detect and prohibited modifications.

#### 7.1.7. Tank Regulations

Teams may be composed of any tanks available in the game regardless of the tech tree they are available in, with the exception of the special and unique tanks that were given as prizes in different campaigns, such as the VK 72.01 (K), the Object 907 or the M60.

The use of all in-game skins, consumables, equipment and any other in-game assets is allowed. They can be modified at any time, until the team Representative confirms that his team is ready.

The total amount of vehicle tier points in one Team must not exceed 70 points (for a Team of 7 Players).

A best of nine (9) in attack/defence mode is as follows:

- The first Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The second Battle (1<sup>st</sup> Team 1 Defends and 2<sup>nd</sup> Team Attacks).
- The third Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The fourth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).
- The fifth Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The sixth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).
- The seventh Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The eighth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).

A best of thirteen (13) in attack/defence mode is as follows:

- The first Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The second Battle (1<sup>st</sup> Team 1 Defends and 2<sup>nd</sup> Team Attacks).
- The third Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The fourth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).



- The fifth Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The sixth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).
- The seventh Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The eighth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).
- The ninth Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The tenth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).
- The eleventh Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The twelfth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).

#### 7.1.8. Pre-Battle

The Team positioned on the left of the matchup on the <https://wgleague.net/> website is treated as the Home Team.

- The Organizer is responsible for creating the Training Room.
- The Training Room will be created twenty (20) minutes before the official Match time and all Players should join immediately. If a Team is not complete ten (10) minutes after the official Match time, the Game will start without the missing players.
- Both Teams have to be ready at least one (1) hour before the official Match start time. If a Team is not ready by this time, it can be classified as a Delay and may be punished according to the Rulebook ([see 1.8](#))

The Caster will inform the Team Representatives, when the Battle will start.

#### 7.1.9. Map Choice and Starting Position

All Games of the WGL will be played on the following maps (referred to as the “Map Pool”):

- Mines
- Cliff
- Prokhorovka
- Himmelsdorf
- Ghost Town
- Murovanka
- Ruinberg
- Sand River

Only Team Representatives or the person delegated by them are allowed to perform the Map Choice and ban for their team.

Map elimination proceeds as follows

The picks are performed in the following order for all best-of-9 matches:

#### **Bans:**

Team A – (eliminates the first map)

Team B – (eliminates the second map)

#### **Picks:**



Team A – (picks the first map)  
Team B – coin-toss loser (picks the starting side on first map)

Team B – (picks the second map)  
Team A – (picks the starting side on second map)

**Bans:**

Team B – (eliminates the first map)  
Team A – (eliminates the second map)

**Picks:**

Team B – (picks the fourth map)  
Team A – (picks the starting position on fourth map)

Team A – (picks the fifth map)  
Team B – (picks the starting side on fifth map)

In the online stage:

- The Home Team (ref. 7.1.9) is treated as the Coin Toss winner for the purpose of Map elimination process.
- The Map Choice has to be provided by the Team Representatives to the Organizer by a specific pre-defined time matchday (see 7.1.2)

#### 7.1.10. Tank Line-ups

A tank line-up does not have to match a specific setup. There are no bottom Tier limitations.

The tank pick process will follow these guidelines for all matches in the Online phase:

- Players are disallowed to select their tanks in the Training room prior to official statement from Match Administrator
- After all players have joined the lobby Match Administrator will ask team captains to send the first round lineups to him via private in-game chat
- After reviewing the lineup Match Administrator will ask the captains if their teams are ready to select their tanks
- After the captains confirmation, Match Administrator will order players to pick the tanks. Players should aim to pick their tanks immediately, taking no longer than 15 seconds.
- Match Administrator will then review if the tanks picked by the players are the same as sent prior to picking and proceed with starting the battle

If a Team enters a Battle without a Player and a Player is not found by ten (10) minutes before the Match start the Team which cannot field the minimum seven (7) Players forfeits the Battle

#### 7.1.11. Conditions of a Rematch

A Rematch can occur at any time due to Software and/ or Hardware issues, if no Team has a clear advantage. The decision is to be made by the Organizer. An advantage may include, but is not limited to:

- Any tanks spotted by or on any Team
- Any damage dealt by or to either Team



- Any damage taken due to environmental interaction
- Any Base Capture Points gained by either Team

#### 7.1.12. Draws

A Match is a Draw if, and only if, the Result Screen that is displayed after the end of a battle displays “Draw”.

In the case of a Draw, the Battle is scored as 0:0 and the round is replayed under the same conditions.

#### 7.1.13. Breaks

The standard break time between every Battle is 2 minutes. If both Team Representatives are ready before that time, the match may resume accordingly.

#### 7.1.14. Post Battle Replays

The Team Representative must upload all player replays to wotreplays.com twelve(12) hours after the conclusion of their match. Any non-functioning or manipulated replays may be treated as missing, at the sole discretion of the Organizer.

### 7.2. Playoff Rules

#### 7.2.1. Game Settings

[Ref. 7.1.3.](#)

#### 7.2.2. World of Tanks Game Client Modifications and Skins

[Ref. 7.1.4.](#)

#### 7.2.3. Tank Regulations

[Ref. 7.1.7.](#)

#### 7.2.4. Tank Picking

Tank picks will be “blind” for each battle.

The tank pick process will follow these guidelines for all matches in the Extended Season:

- Players are not allowed to select their tanks in the Training room prior to official statement from Match Organizer
- The Match Organizer will notify the teams in the Training room chat to start picking
- A visual OR audible 60 seconds countdown will begin for which teams have to pick their tanks
- After 60 seconds the battle will be started

#### 7.2.5. Timeouts

In the Season Finals, each team can benefit from one timeout per match. Timeouts extend the duration of one standard break to a maximum of five minutes. Timeouts can only be requested between the Battles, and at least 30 seconds before the end of the standard break time. Only a Team Representative may request a timeout, and only one timeout per team can be requested.

#### 7.2.6. Tie-Breaker

[Ref. 4.2.3](#)

#### 7.2.7. Conditions of a Rematch

[Ref. 7.1.11](#)



## 7.3 Season Finals

### 7.3.1 General Progression Rules

One best of 13 match consists of six maps. Maps are decided through the Map Picking process with a designated Tournament Organizer before a match.

### 7.3.2 Team Role

Each Map is played two (2) times, with each team taking the role of the attacker and defender one (1) time.

### 7.3.3 Map picking

All matches of the Tournament will be played on the following maps (referred to as the “Map Pool”): Mines, Ghost Town, Cliff, Himmelsdorf, Murovanka, Prokhorovka, Ruinberg and Sand River.

One best of 9 match consists of 4 maps. One best of 13 match consists of six maps. Maps are decided through the Map Picking process with a designated Tournament Organizer before a match.

The tiebreaker maps will be determined via a veto during the map picking process. ([See 7.3.5](#))

Only Team Captains or the person delegated by the team is allowed to conduct the Map Picking for their team.

Map Picking order is based on a Coin Toss.

- The Coin Toss is performed by a representative of The Grand Finals Administration.
- The Team Captains or their delegated representatives must be present.
- Coin toss winner selects if they are Team A or Team B for the picking process.

After the Coin Toss:

The picks are performed in the following order for all best-of 13 matches:

#### **Bans:**

Team A – (eliminates the first map)

Team B – (eliminates the second map)

#### **Picks:**

Team A – (picks the first map)

Team B – (picks the starting side on first map)

Team B – (picks the second map)

Team A – (picks the starting side on second map)

Team A – (picks the third map)

Team B – (picks the starting side on third map)

Team B – (picks the fourth map)

Team A – (picks the starting position on fourth map)

Team A – (picks the fifth map)



Team B – (picks the starting side on fifth map)

Team B – (picks the sixth map)

Team A – (picks the starting position on sixth map)

#### 7.3.4 Victory conditions

- To win a Match in a best of 8, a Team needs to achieve Victory in five (5) Battles out of eight (8). If one of Team gets five (5) Victories, the remaining Battles are not played.
- To win a Match in a best of 12, a Team needs to achieve Victory in seven (7) Battles out of twelve (12). If one of Team gets seven (7) Victories, the remaining Battles are not played.

#### 7.3.5 Tie-breaker rules:

Tiebreaker system will only be used to determine the Match Winner in case both Teams have not gained the amount of points necessary to win a match in all online and final stages of the competition. The tiebreaker maps are the same as the “Map pool” ([see 7.1.9](#))

The tie-breaker map picking system is as follows:

Coin Toss winner ([see 7.3.3](#)) starts first:

- Coin toss winner bans first map
- Coin toss loser bans second map
- Coin toss winner bans third map
- Coin toss loser bans fourth map
- Coin toss winner bans fifth map
- Coin toss loser bans sixth map
- Coin toss winner bans seventh map
- Eighth map is the tiebreaker map

#### 7.3.6 Tank Picking

Ref. 7.2.4

## 8. PENALTIES

If a Participant violates one or more provisions of this Rulebook, they will be punished according to the degree of the infringement.

The Organizer will decide, in its sole discretion, whether an offence has affected the outcome of a Match to an extent that it cannot be counted and must be repeated.

The following is a guideline for the WGL Administration. In specific cases the penalties for rules can be modified to be either more or less severe. The decision on the specific classification and punishment lies at the sole discretion of the WGL Administration.

The WGL Administration is not obliged to present any justification or explanation of the process of applying a specific punishment.

Penalties may be subject to stacking.



There are a number of Penalties at the disposal of the WGL Administration. Below you can find the list of the ones most commonly used:

- Ban.
- Disqualification.
- Prize money fine.
- Warning.

### 8.1 Critical Violations

Critical violations are ones that result in creating a situation that is unfixable (or hard to fix) without requiring actions from parties not taking part in committing the violations, regardless of them being directly influenced by the violation or not.

Standard penalties:

- Ban for the Player and/or Team.
- 100% prize money fine.

### 8.2 Heavy Violations

Heavy violations are ones that create a fixable situation without requiring actions from parties not taking part in committing the violations, regardless of them being directly influenced by the violation or not.

The situation must have a strong impact on the WGL progress.

Standard penalties:

- Disqualification for the Player and/or Team.
- 30% prize money fine.

### 8.3 Medium Violations

Medium violations are ones that create or attempt to create a situation that may or may not have an impact on the WGL progress.

Standard penalties:

- Disqualification of the Player.
- 15% prize money fine.

### 8.4 Mild Violations

Mild violations are any and all violations that do not have direct impact on the progress of the WGL, or the impact is negligible.

Standard penalties:

- Warning.
- 5% - 10% prize money fine.





## 9. RULE MODIFICATIONS

The Organizer reserves the right to change or modify this Rulebook at their sole discretion and, in special cases, make decisions not covered by this Rulebook to preserve the spirit of fair competition and sportsmanship.

## 10. PARTICIPATION

By participating in the Wargaming.net League Gold Series, Silver Series and/or the Wargaming.net League Grand Finals you acknowledge that you understand and agree to follow all the applying rules within this and other associated documents.

Employees of Organiser, WG and their employees are banned from participating in any games of the Wargaming.net League Gold Series, Silver Series and/or the Wargaming.net League Grand Finals.

All Partners and/or sponsors of the Wargaming.net League Gold Series, Silver Series, Rumbles and/or Wargaming.net League Grand Finals are banned from participating in any games for the duration of their active involvement.

By participating in the Wargaming.net Gold League Series, each Participant confirms that a Participant has read and understood and agrees with the Rulebook together with any annexes, the End User License Agreement (EULA), Terms of Service (ToS), Privacy and Cookie Policy, the Game Rules and Forum Rules of MMO "World of Tanks". This includes Participant's consent to use Participant's name, image, voice, likeness and performance for purposes of broadcasting the tournament and for use in such other media, as set out in more detail in the Rulebook.

A Participant confirms that he/she is 18 years or older (or, if under 18, he/she is acting with the consent of his/her parent's or guardian's' written consent).

A Participant agrees that Organizer has the right to access the tournament hardware and tournament software, including all files, solely for the purpose of monitoring compliance with this Rulebook in order to detect and delete any prohibited modifications. A Participant is aware that this consent may be revoked anytime. In such event, Organizer reserves the right to terminate a Participant's participation in the Gold Series any time by simple notice.

