



Wargaming.net League North America

Fall Season 2017

Gold Series Rulebook

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1. General Information

The Wargaming.net League is the premier organization for World of Tanks esports, consisting of Leagues in the CIS Cluster, EU Cluster, NA Cluster, and ASIA Cluster, as defined in section 2.3.7 of this Rule Book. The Wargaming.net League is dedicated to cultivating the best competitive experience for Participants and spectators around the world.

Definition of terms:

TE, Tournament Organizer, Organizer - Turtle Entertainment America Inc. 1202 Chestnut Street, Burbank CA, 91506

WG – Wargaming Group Limited 105, Agion Omologiton Avenue, 1080 Nicosia, P.O. Box 23885, Nicosia 1687, Cyprus.

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

WGL – Wargaming.net League.

WGLNA - Wargaming.net League North America.

Battle - A Battle takes place on a single map in which two teams fight as attacker and defender. See section 3.2 for clarification of a Battle.

Code of Conduct- The rules by which Participants are to abide at all times during the WGLNA Season, violations of which can be grounds for a Participant or team's removal from the WGLNA.

Gold League- WGLNA Gold League is the top league in North America.

Gold League Qualifier- A Tournament in which teams can qualify for the Gold League.

Grand Finals (GF)- The championship Tournament in the Season, in which the top teams in the WGL points standings from each Region shall be invited.

Legal Entity Owned Team- A team that is owned by a legal entity, such as a corporate sponsor.

Match - A contest in which teams compete against each other. A Match consists of a series of battles. Example: A Best of 9(Bo9) Match is a series of 9 Battles to win a Match.

Online Playoffs- The Online Playoffs start after the ongoing Season's Games have been finished and the Season Ranking is complete. The process is outlined in [Section 2.4.2](#) of this

Rule book.

Participant - Also known as a player, is a registered member of a team in the WGLNA.

Participant Owned Team- A team owned by Participants.

Region Lock- Region Lock- The rule stating that teams can only compete in one of the Regions of the WGL, and once chosen, must remain in that region for the duration of the Season, or the duration of the team's time in the WGL, whichever is longer.

Round Robin- A tournament in which each competitor plays in turn against every other competitor.

Season- The WGLNA season, as defined in Section 2.4 of this Rule Book.

Season Final- A single day single-elimination event where the top 4 teams compete for final placement in a season.

Team Manager - The highest ranking member of a team. Responsibilities are outlined throughout this Rule Book.

Team Captain - Second highest ranking member of a team under a Team Manager.

Tournament- Wargaming.net League North America Interim Season 2017 Gold League

1.1 Charter

The following document contains the rules and regulations for fair and competitive play, responsibilities of the League and Participants, and guidelines for the WGLNA. Each Participant of the League agrees to abide by these rules and regulations, which may be amended when necessary by the Tournament Organizer.

1.2 Open Competition

The WGLNA is open to all Participants: (1) who have an active North American World of Tanks account with more than two hundred (200) Battles played in good standing(6.2.0); (2) who are at least thirteen (13) years old or over the age of majority in their country of citizenship or can produce written permission from their parent or guardian if the Participant is under 18 years old; and (3) who earn their spot through Qualifiers or Relegation. Teams may also be qualified through their performance in previous seasons of WGLNA.

1.3 Non-Discrimination

The WGLNA provides equal opportunity to qualified individuals regardless of race, color, religion, gender, pregnancy, marital status, sexual orientation, physical or mental disability, military status, and all other grounds of discrimination provided by local legislation.

1.4 General Release

As a condition to being allowed to participate in the Tournament, Participants are required to agree to release and hold harmless Wargaming, WGLNA, Wargaming.net League and any of their respective parent companies, subsidiaries, affiliates, directors, officers, employees, and agencies from any and all liability related to the participation of the Participant in the Wargaming.net League whatsoever, and waive any and all causes of action, related to any claims, costs, injuries, losses, or damages of any kind arising out of or in connection with the Wargaming.net League or delivery, misdelivery, acceptance, possession, use of or inability to use any prize (including, without limitation, claims, costs, injuries, losses and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty or other theory. Participants must also consent to the use of their name, biographical or occupational description, picture, portrait, likeness, voice or phrases, or any or all of them for promotional or commercial uses by Wargaming.

1.5 Non-Disclosure Agreement

Teams and players participating in WGLNA are bound to a non-disclosure agreement. Teams and players are not allowed to reveal or publish any internal information or responses without official permission from WGLNA. For clarification regarding what falls under the non-disclosure agreement, contact the Tournament Organiser. Failure to comply may result in disqualification from the League as well as further legal ramifications.

Examples of common communication channels that are considered to be bound to the non-disclosure agreement include but are not limited to: Teamspeak, email, Skype, Twitter, Facebook, photography and audiovisual recording, as well as verbal communication.

Participants wishing to compete in the WGLNA will be provided with an NDA attached to this document which must be signed and returned in order to complete registration.

1.6 Amendments

The rules, regulations and code of conduct of the Wargaming.net League may only be amended, repealed or modified by Wargaming.net League or the WGLNA. The League Administration reserves the right to make changes to the rules, regulations, and code of conduct at its sole discretion.

2. League Format

2.1 Prize Money Breakdown

WGLNA Fall Season 2017 Prizes

1 st Place	-	\$96,000 USD
2 nd Place	-	\$66,000 USD
3 rd Place	-	\$45,000 USD
4 th Place	-	\$36,000 USD
5 th Place	-	\$18,000 USD
6 th Place	-	\$12,000 USD
7 th Place	-	\$10,000 USD
8 th Place	-	\$8,000 USD
--	--	--
Team Operations Fee	\$4k	Per team
-	USD	
Season MVP	-	\$1000 USD
Most Damage Dealt*	-	\$500 USD
Most Destroyed Vehicles*	-	\$500 USD

- If a team is removed from the league, prize money and unpaid operations budgets are evenly distributed amongst the remaining teams.
- Payment timeframe please see section 2.3.5.1 Payment of Prize

*Only players that have participated in 70 battles + will be eligible

2.2 WGLNA Structure and Format 7/70

2.2.1 7/70 Format

- The 7/70 format will be the official format of play for the WGLNA 2017 Fall season.
- In a Battle, teams will have up to seven (7) players with up to seventy (70) points allotted for tank choices.
- The maximum tier for vehicles allowed in WGLNA Battles is Tier Ten (10).
- Tank compositions must have a minimum of five (5) tanks with a cumulative value of fifty (50) points.
- Both teams' captains are allowed to make changes in their team roster and vehicle setup after each Battle.
- Tanks in official play are equal in points to their tier with a max tier of ten (10)
 - i.e. an IS-7 is a Tier Ten (10) tank and is equal to ten (10) points.
- Official maximum Battle time will be ten (10) minutes
- Regular season matches will be done via Training Rooms. .
- Teams will fight in any of the eight (8) official maps:
 - All official maps are dual-cap attack/defense mode.
 - Himmelsdorf, Ruinberg, Sand River, Mines, Ghost Town, Murovanka, Prokhorovka, Cliff.
- There are two sides on each map: attacker and defender.
 - Attacker wins if their team is able to: (1) capture one enemy base or (2) destroy all enemy tanks with at least one attacking tank remaining.
 - Defender wins if their team is able to: (1) successfully defend both capture points from the attacker and survive for the full Battle timer or (2) destroy all enemy tanks.
 - Post Battle report verifies the winner.
 - The order of Battles within a Match is as follows:
 - Round 1, Map 1: Battle 1, Battle 2
 - Round 2, Map 2: Battle 3, Battle 4
 - Round 3, Map 3: Battle 5, Battle 6
 - Round 4, Map 4: Battle 7, Battle 8
 - Map 5: Tiebreaker Battle 9
- Teams will play attacker and defender on one (1) map each round. There will be four (4) rounds each Match. Any round within a Match will be played on a single map.
- Teams will alternate attack and defense between Battles.
- All Matches in regular season will be the first to five (5) Battle victories out of a maximum of nine (9) Battles.
 - The 9th Battle in a Match is played on a Selected Tiebreaker map (see [2.2.2](#))

2.2.2 Tiebreaker

- 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”.
- Sides for tiebreaker maps based on the following criteria:
 - **Fastest win as attacker**
 - Total Cumulative damage dealt during the match
 - Neutral Coin Flip. The result of the coin flip dictates which team has side choice. Admin will dictate which team correlates to heads or tails for the coin flip.

The tie-breaker map picking system is as follows:

Coin Toss winner 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 maps

2.3 Team Administration

2.3.1 Registration and Roster

- Contact email for registration: wglna_reg17@eslgaming.com
- Teams will consist of a minimum of seven (7) Participants and a maximum of ten (10) Participants.
- All teams are required to have Twitter accounts
- Participants are requested to also have personal Twitter accounts.
- All Teams must submit a final roster by Aug 21st
- All teams, excluding any Gold League Qualifier teams, must have their registration finalized by September 1st 2017 at Midnight PST.
- A Participant may only play for one (1) Wargaming.net League team in a corresponding division or league that feed into the main Wargaming.net League across all regions.
- All official contact with team members will be done via the email that is registered to their Wargaming.net Account.
- Team Managers, on behalf of their Teams, must provide the following information at registration to be accepted to the WGLNA:
 - An appropriate team name.

- o An appropriate Team logo in vector format.
- o An appropriate Team logo sized 280px x 280px with transparent background.
- o A list of the team's registered eligible Players.
- o Payment Details.
 - This should be coordinated between the Tournament Organizer and the Team Manager. All payments will be made to one person / entity per team
 - The team must decide who that person/entity is and that person/entity assumes and accepts all responsibility for the distribution of funds and all applicable taxes and fees.
- o Participants must provide the following information at registration to be accepted to the WGLNA:
 - o Full Name(or names, if applicable)
 - o Date of Birth
 - See Section 1.2 for age restrictions.
 - o Phone Number
 - o Mailing Address - with photo proof of residency
 - o Proof of Residency can be a current bill (utility or otherwise) showing players name with in region address, a bank statement with current information, any form of court documents or Driver's license. All documents must show to be active within 30 days of registration at the address. All final decisions will be at League Administration's discretion.
 - o Signed Player Packet
 - o Signed NDA
 - o If Applicable: Parental consent forms
 - o If Applicable: Payment consent forms
 - o W-9 or W-8BEN if not in the United States (only person receiving payment for the team)
 - o Suitable photo in digital format (profile shot, no filters, containing no equipment or other objects).
 - o Contact details (Email, Skype for player and a telephone number for Team Captains)
 - o A scan of a national ID or Passport and proof of residency.
 - Players living outside of the borders of his/her home country must provide an official government/public administration document proving his right to permanent residency.
 - Passports are due by the beginning of season play. If a Participant must acquire a passport, WGL administration may set a new deadline for a Participant to submit their passport. Participant must submit proof that they are in the process of acquiring a passport.
- o World of Tanks account name, associated SPA ID number, and email associated with their WoT account.
 - Account with less than 200 Battles on their registered North American World of Tanks account will not be accepted to the WGLNA.

2.3.2 Roster Changes

- Roster changes will be limited during the season. There will be two (2) roster change periods.
 - Roster Change Period 1:
 - Roster Changes may be submitted beginning September 15th at 9 am PST,
 - Roster Changes deadline Saturday September 16th 2017 at Midnight Pacific.
 - Roster Change Period 1 submissions go into effect for matches on September 19th, 2017
 - Roster Change Period 2:
 - Roster Changes may be submitted beginning October 13th at 9 am PST,
 - Roster Changes deadline Saturday, Oct 14th, 2017 at Midnight Pacific.
 - Roster Change Period 2 submissions go into effect for matches on October 17th, 2017
 - A maximum of two (2) Participants may be changed on any team during any roster period.
- A Roster Change submission must include all paperwork and registration information to be accepted. Failure to submit completed paperwork may result in a roster change being denied.
- Any roster changes received after the deadline will be changed during the next period.
- Roster changes will take effect by the dates listed above.
- Any roster changes must be submitted to (Insert email box here)

2.3.3 Team Ownership and Command

- Each team shall designate a Team Manager and Team Captain, these may be the same person in some cases.
- The Team Manager will be considered a higher rank than the Team Captain for making decisions and communicating with the admins.
- In the event that the Team Manager cannot be reached, the Team Captain will make any immediate decisions in place of the Team Manager.
- Teams will designate ownership of the team at the beginning of the season. This may be Participant Owned or Owned by a Legal Entity.
 - Participant Owned means that the team is owned by the majority stake of its Participants. In case of a split there must be consensus of majority (50% + 1 members, so six (6) members is a majority if there are ten (10) total members registered) for the team to retain their position or League name.
 - Owned by a Legal Entity means that the team is owned by an individual, LLC, or other corporation. Regardless of which Participants remain on the team, the business will maintain ownership. Legal documentation of team ownership must be provided to the Tournament Organiser at the beginning of the season.

2.3.4 Ejection of a Team Member (Participant Owned Teams Only)

- Ejection of a team member must be communicated to the admin before the next match is played by at least twenty-four (24) hours.
- A Team Manager or Captain may eject a team member at their discretion.
- Ejection of a team member, excluding the Team Manager or Team Captain, takes a majority (More than fifty percent (50%) of members on a team, a ten (10) member team would require six (6) people to vote for removal).
- A team that has ejected a member of their team may not replace him/her/them immediately. They must wait until the Roster Change period or the start of a new season. All changes must follow the normal rules for a new member.
- Participants that are removed will receive no season compensation or prizing.

2.3.5 Transfer of the Title of Captain or Manager

- Either the position of Team Manager or Captain may be changed provided a supermajority is reached (66% + 1 of members on a team, a ten (10) member team would require seven (7) people to vote for transfer).
 - Manager or Captain may transfer their position to another Participant on the team. The Manager or Captain must contact the Tournament Organizer for approval.
- The Organizer has the right to revoke and transfer the title of Captain or Manager based upon but not limited to: lack of communication, inappropriate behavior, or mismanagement of team or team funds.
- The WGLNA, WG, and Tournament Organizer shall not respect or be held accountable for agreements made between Participants and any third parties. Any disputes between Participants and third parties should be resolved without involvement of the WGLNA.

2.3.5.1 Payment of Prize

- Teams must submit their payment information before the start of a season. Payment information can be changed by the delegated Team Captain at any point via the administration contact email before the Tournament is finished. Prize Money shall be paid within 30 days following the completion of the Season Finals. Teams and Players are solely responsible for all matters pertaining tax; TE will provide tax documentation where applicable.
- Teams will be provided a Team Operational fee following the completion of registration to cover costs of team management and logistics. This fee will be paid as close to season start but no later than 30 days after full completed registration takes place for the team.

2.3.7 Region Lock

- Each Team participating in the Wargaming.net League Gold Series is only allowed to represent the Region that the majority of its Players originate from.
- The Region Lock rule is counted based on citizenship. In case of a Participant with multiple citizenships, the Participant is allowed to choose which citizenship to register under.

- 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 Region(s) than the Region it is representing.
- Definitions of each Region are as follows:
 - RU cluster – 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 cluster – 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 cluster – 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.
 - ASIA cluster – 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 Tournament Organiser will review these issues on a case-by-cases basis.
- Requests for an exception have to be submitted directly to the WGL Administration no later than ten (10) days prior to the start of a Season.
- The Tournament Organiser’s decision is final.
- The Tournament Organiser and WG reserves the right not to present an explanation behind the decision to approve or deny an exemption from the rule.

2.3.8 Rules for Grievances

- For any dispute involving a match, the replay of the match and screenshots of all tabs under the Game Summary (Check for names of tabs) must be sent to (wglna_fall17@eslgaming.com) .
 - Only Team Managers and Team Captains may file for an investigation, and must do so via email. Investigation requests sent to any WGLNA representatives or using any other method will not be considered.

- o Any other dispute, from scheduling conflicts to imposters playing with the name of another Participant should be sent to (wglna_fall17@eslgame.com).
- o All disputes must be submitted the same day as the grievance in question.
- o Disputes submitted after twenty-four (24) hours of infraction will not be considered.
 - The Tournament Organizer has the right to designate and consider special cases.

2.3.9 Technical Victories

- Teams failing to meet attendance requirements may have a match declared as a technical victory.
- Technical victories are recorded with a score of 5-0.
- Technical victories are declared at the discretion of the Tournament Organizer.

2.3.10 Streaming

- All teams agree to have their matches streamed during any regularly scheduled Battle.
- Specific Tournament and streaming rules will be provided to all teams in advance of the stream.

2.4 WGLNA Gold League Season Fall 2017 Schedule

August 2017							September 2017							October 2017							November 2017						
Su	M	Tu	W	Th	F	Sa	Su	M	Tu	W	Th	F	Sa	Su	M	Tu	W	Th	F	Sa	Su	M	Tu	W	Th	F	Sa
		1	2	3	4	5						1	2	1	2	3	4	5	6	7				1	2	3	4
6	7	8	9	10	11	12	3	4	5	6	7	8	9	8	9	10	11	12	13	14	5	6	7	8	9	10	11
13	14	15	16	17	18	19	10	11	12	13	14	15	16	15	16	17	18	19	20	21	12	13	14	15	16	17	18
20	21	22	23	24	25	26	17	18	19	20	21	22	23	22	23	24	25	26	27	28	19	20	21	22	23	24	25
27	28	29	30	31			24	25	26	27	28	29	30	29	30	31					26	27	28	29	30		
Aug 7th - 14th	Qualifier Registration						Tues & Thurs Casts	Gold League Broadcasts						Tues & Thurs Casts	Gold League Broadcasts						Nov 23 - 24th	ThanksGiving NA					
Aug 15th - 29th	Qualifiers						Sept 15th	Roster Change 1 begins						Sept 13th	Roster Change 2 begins						Nov 2nd	Tentative ProBowl- Run by RDDT with No LAN					
Aug 31st	Qualifier Broadcast						Sept 21st	Blackout Studio Day - matches played this day will be recapped on the 26th						Oct 24th	Playoffs - 3/6 and 4/5 play for last 2 spots in Semi Finals												

2.4.1 Regular Season

- The regular season will take place on Tuesdays and Thursdays, starting September 5th 2017
- Fall Season will be broken into two (2) Round Robin tournaments.
 - o Round Robin 1 (RR1) will be played with 8 teams.
 - Each team shall play each other team once to determine placement.
 - o Round Robin 2 (RR2) will be played with 8 teams.
 - At the conclusion of RR2, playoffs will be held to determine which teams will be participating in the season finals.

- League Points (3.2.6) from RR2 will be added to RR1 to determine standings going into the Online Playoffs (2.4.2).
- Teams are expected to play one (1) Match per night, unless a bye is scheduled.
- There may be times when the schedule may need to be altered by the Tournament Organiser.
- The Team Managers or Captains from the teams affected will be contacted directly to coordinate alternative scheduling.

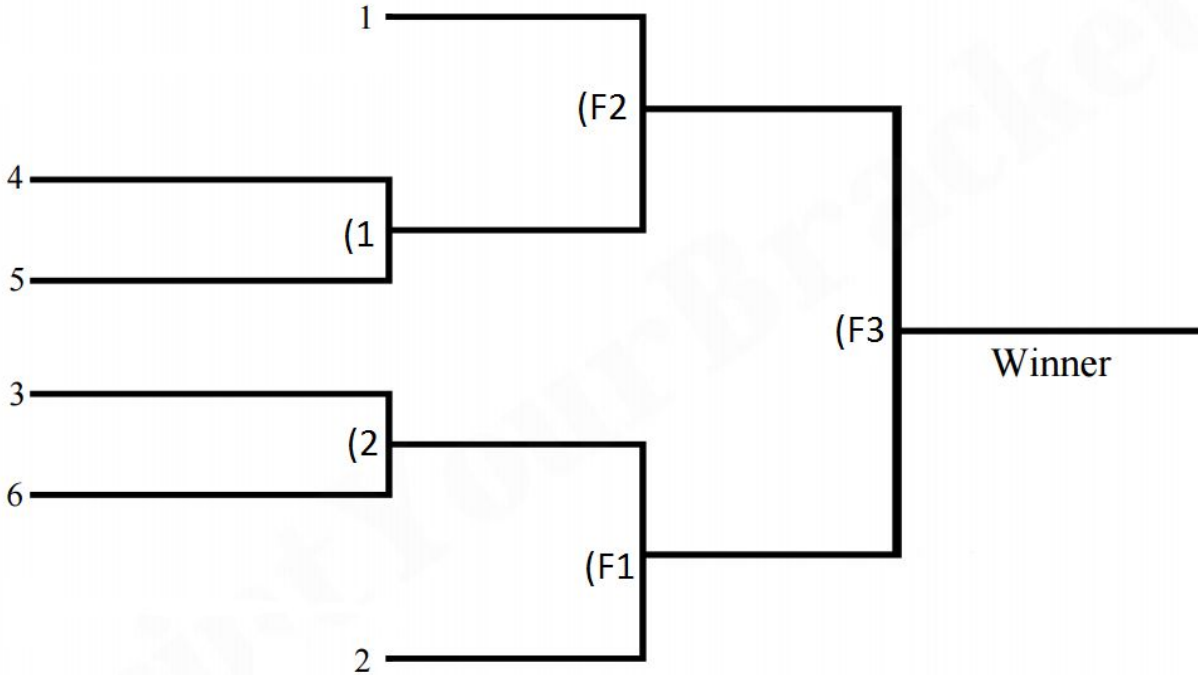
2.4.2 Online Playoffs

The Online Playoffs start after the ongoing Season's Games have been finished and the Season Ranking is complete.

- During the Online Playoffs, four (4) Teams (those ranked 3rd – 6th in the Season Ranking) will play in a single elimination bracket for the remaining two slots in the Semi Finals and Finals Phase.
- The 3rd-ranked Team will be seeded against the 6th-ranked and the 4th-ranked will be seeded against the 5th-ranked.
- The winner of 4th vs 5th will move on to play the 1st seed in the Semi Finals.
- The winner of 3rd vs 6th will move on to play the 2nd seed in the Semi Finals.
- Losers of the first round in playoffs will play in a match to decide final placement and prizing for 5th and 6th place. (This match will be at an agreed upon time between the two teams and league administration but no later than one week after playoffs)
- All Matches in the Online Playoffs will be played using the standard Game Rules. The Playoff Matches will be played as BO9.
- A match will be played between the teams finishing 3rd and 4th to decide final seeding. The date when the match will be conducted shall be agreed to by the captains and League Administration but should be no more than 1 week after Semi Finals and Finals matches.

2.4.3 Semi Finals and Finals

- Semi Finals and Finals information will be delivered to teams in a timely manner and a separate document once details are finalized.
- This document will include all of the rules, structure, setup and any other pertinent details that is needed.



3. League Regulations

3.1 Online Event Equipment and Settings

- Participants must provide and maintain their own equipment.

3.1.1 Accounts

- Participants must use the account registered with their team to compete in a Match.
- Participants will be given individual tournament accounts to play during the season.
- Participants may not have other persons participate in their Matches as a substitute.
- Participants must use all accounts according to the “Code of Conduct” rules.
- Participants or teams found to be violating any account rules will be disqualified from the Match and or League as well could face further penalties against the team and the Participant’s personal accounts. This will be at the discretion of the Tournament Organiser staff.

3.1.2 Media and Marketing During the Season

- Teams and Participants will be asked to take part in varied media throughout the season.

- Teams and Participants must make every available effort to participate in all media pieces requested of them or work with League Administration to set up an alternative participant.
- These pieces will be used to promote the season, players, teams as needed through different forms of media output.
- Teams and Participants will also be asked and required to work with League Administration prior to showdays or media piece tapings to review upcoming interviews, content for the media pieces.
- Participants in the media pieces will receive feedback and tips on improving their media presence and on camera skills.
- All teams will be required to submit 3 players from their rosters for Pro Bowl voting. Fans will vote in the final roster of 14 from the 24 submitted. These players must be available to play on the decided date. Date will be provided once finals and semi finals schedule is completed

3.1.3 Disconnects

- Participants are responsible for their own internet connection, including the quality of said internet connection, to the designated World of Tanks server.
- Participants are responsible for dealing with computer security and DDoS attacks to their own computer.
- If a player disconnects more than 1 time in a match, it will be administrator's discretion to force the team to replace the player for future battles.
- No Disconnects will be called
 - after a tank is spotted
 - 30 seconds has been reached in game
- The Administrator may decide at their discretion if play should continue or a disconnect warrants a restart.
- If the Administrator declares a restart the DC'd player will have up to 60 seconds to reload or the team will play a person down for the next battle. The Administrator will declare the start of this 60 seconds clearly to both teams.

3.1.4 Computer Settings

- No unapproved programs may be running during any Matches.
 - The Tournament Organizer may determine acceptable programs at their discretion. Some programs that may be deemed acceptable: music, hardware monitoring, Teamspeak, Skype, Anti-virus.
- ALL Players MUST be in the approved Teamspeak or Discord Channel during all matches

3.1.5 Game Settings

- Participants must set replays to record every Match.
 - Failure to do so can result in the forfeiture of the Match in question.
- Participants will be required to send in all replay files (one per each battle) and a python log every match night.
 - Failure to do so can result in the forfeiture of the Match in question.

- Replays of Tournaments can be used for the productions of additional contents at the discretion of the organizers and Wargaming. Replay packs may be made public after the conclusion of the season in which the original game was played.

3.1.6 WGLNA Mods

WoT 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, which can only be used in the most up-to-date version, and any other modifications provided by the WGL Administration.

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 Captains via email by the WGL Administration.

3.2 Online League Rules

3.2.1 Map Pool and Selection

- Map selection is started with a coin flip
- Team listed on the Battle schedule first will have the call on the flip, and or the higher seed for playoffs and finals
- Winner of the coin flip has the option of first ban (Team A) or role choice (Team B).
- Team A will ban one (1) map from the pool of eight (8) Maps.
- Team B will ban the second (2nd) map
- Team A will then pick the first (1st) map to be played, Team B will pick the Role
- Team B will then pick second (2nd) map to be played, Team A will pick the Role
- Team A will then choose the first (3rd) map to ban
- Team B will then choose the first (4th) and final map to be banned
- Team A will then pick the first (3rd) map to be played, Team B will pick the Role
- Team B will then pick the first (4th) map to be played, Team A will pick the Role
- Map pool: Himmelsdorf, Ruinberg, Sand River, Mines, Ghost Town, Murovanka, Prokhorovka, Cliff.
See Section [2.2.2](#) For tiebreaker information

3.2.2 Training Rooms

- All Matches are played using the Training Room system
- The official WGLNA admin will create the Training Room up to thirty (30) minutes before a Match.
- Players will either be invited by the WGLNA Admin or join a chat room in order to add the WGLNA Admin to contacts in order to be invited.
- Players must join the training room promptly and prepare to run a test battle at least fifteen (15) minutes prior to the start of the match. The purpose of the battle is to verify that participant mods are working properly to prevent stability issues.
- At the conclusion of a Match all players must leave the training room so that the admin may conduct the next Match.

3.2.3 Tank Selection

- Tank selection begins once both Team Captains confirm with that admin that their sides and map are correct. Failure to answer the admin within fifteen (15) seconds when requested if all items are correct will be accepted as they are correct and the timer will begin.
- Teams will then have sixty (60) seconds to pick their tanks.
 - The Admin will countdown in in-game chat.
 - Adjustments to team lineup will not be accepted once the countdown has started.
- After the sixty (60) second countdown the Battle begins whether the team is ready or not.
- Teams are responsible to have the proper tanks readied up by the end of the countdown.
- Teams may be composed of any tanks available in the game regardless of the tech tree they are available in.
- The use of all in-game camo, consumables, standard equipment is allowed.

- Bonds and Bonds equipment is NOT ALLOWED. Players found to use bonds or bonds equipment will face penalties up to and including forfeit of the match and possible removal from the league. This will be at the administrator's discretion.
- The maximum tier for vehicles allowed in WGLNA Battles is Tier Ten (10).
- The total amount of vehicle tier points in one team must not exceed seventy (70) points (for a Team of seven (7) Players).
- All tanks in official play are equal in points to their tier with a maximum tier of ten (10).
 - i.e. an IS-7 is a Tier Ten (10) tank and is equal to ten (10) points.
- Tank compositions must have a minimum of five (5) tanks.
- Playing with less than five (5) players in a Battle will result in a forfeit of that Battle.

3.2.4 Timeouts

- At the conclusion of a Battle and before the sixty (60) second countdown begins a captain may declare a timeout and must communicate the request to the admin. The admin reserves the right to deny a timeout at their discretion.
- A timeout will last sixty (60) seconds.
- Teams have one (1) timeout per Match.

3.2.5 Tiebreaker Rules

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

- Head-to-Head: The result of the last match played between two teams.
- Highest win/draw/loss percentage within the league.
- Overall score difference
- Overall number of wins

If, at the end of a Season, two (2) or more Teams remain indistinguishable after having been compared according to each of the four (4) factors above, a tiebreaker Match or Matches may be played, to determine the ranking between the tied Participants in question. In special cases, the WGL Administration can rule, at its discretion, on a different manner to determine the order in an unsolvable tie (i.e. coin toss).

For ties relating to battles see: Section 2.2.1

3.2.6 League Points System

- The Ranking is primarily decided by the number of wins 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.
 - Zero (0) points for a Loss.

4. Team/Personnel Rules and Responsibilities

4.1 Code of Conduct

- Language – In all languages, Participants may not use obscene gestures, profanity and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and League Skype channels.
- Behavior – Persons are required to behave in a sportsmanlike manner towards other competitors, members of the administration team, media, and fans.
- In-Game Presence – Persons involved in the WGLNA are required to follow all in game rules that are part of World of Tanks.
- Content Creation – Teams are responsible for the assurance of the appropriateness of the content that they produce including, but not limited to: Social Media Presence, Videos, Streams, and Face Offs.
- Disputes and Redress – Any general disputes a person may have with the current operation of the League should first be addressed by email.
- Illegal substances and PED's – Team members may not be under the influence or in possession of illegal substances or performance enhancing drugs (PED). In addition to the standard Code of Conduct penalties, any offending Participants may be handed over to the authorities in accordance to the local laws and/or disqualified from participation.
- Alcohol – Team members that are intoxicated during any event may be disqualified at the discretion of the tournament organizer.
- Cheating – Any form of cheating will not be tolerated. If the Organizer determines that a Participant is cheating, the Participant or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events.
- Software Exploitation – Any intentional use of any bugs or exploits in the game may result in a forfeit of the Match and disqualification from the tournament. Bugs and exploits will be determined at the discretion of Wargaming and/or the Tournament Organizer.
- Collusion and Match Fixing – Participants are not allowed to intentionally alter the results of any Match. If the organizer determines that a Participant or team is colluding or Match fixing, the Participant or team will be immediately disqualified and removed from the Tournament and may be restricted from participating in future events. Participants must compete to the best of their ability at all times.
- Gambling – Anyone associated with the WGLNA is forbidden from placing wagers on any Matches or actions in, or around, the Wargaming.net League.

4.2 Rules and Code of Conduct Offenses

- Rules and Code of Conduct violations will be reviewed by the Tournament Organizer.
- Violations of the rules and/or code of conduct may vary including but not limited to, an immediate disqualification, forfeiture of a Match or Battle, removal from the tournament, sanctions against personal World of Tanks accounts, and/or restriction from participation in future events.

- Final decisions regarding Participant violations are up to the discretion of League Administration.

4.3 Tournament Account Rules

- Each Participant will be emailed their personal tournament account log-in and password. They are SOLELY responsible for that account.
- The tournament account is to ONLY be used in Special Battles and training rooms for Gold League Battles or training for Matches. Any other use of these accounts will lead to sanctions.
- The tournament account is NOT to be used in Company Battles, Ranked Battles, CW, Strongholds, Team Battles or Random Battles.
- Accounts are NOT to be used for the Refer a Friend program.
- If it is found that an account was abused or used outside of the rules, the Participant, Team Captain and/or the team will be held responsible and could face:
 - Removal of the tournament account of the offending Participant
 - Removal of all tournament accounts for the entire time
 - Removal of the Participant/team from WGLNA
 - Removal of tournament accounts for all Gold League teams
 - Sanctions on the Participant's personal account
 - *This will be at the discretion of the WGL Administration. Please don't make this happen.*
- Trolling, griefing, chat abuse or any other disruptive behavior will not be tolerated on this account.
- No recruiting for your clan/team while on tournament accounts.
- If another Participant is violating any other game rules, don't get involved in an argument with them. Just report them via a Support ticket.
- Do not share the account with ANYONE. It is your responsibility to make sure the account is not abused.
- Participants are NOT allowed to make posts on the forums with the tournament account.
- Participants may NOT change the password via the Portal (www.worldoftanks.com).
- Participants may NOT change the name on the tournament account.
- If there are any issues, contact WGA eSports staff immediately.

5.0.0 Penalties, Fees, and Sheriff Accounts

5.1 Strike System

- Violations of the Code of Conduct, either by the Team as a whole or an individual member, will earn the team Strike.
- Strikes are permanent and will not be removed for any reason.
- The Team Manager and Team Captain will be notified by email once the Strike is levied.
- Teams are responsible for tracking the amount of Strikes they have.
- Teams are responsible for individual personal actions as each person is a representative of their team and the WGLNA.
- Teams may not have more than two (2) Strikes against them. A third (3rd) strike will remove a team from "Good Standing" status for the remainder of the season.

5.2 In Good Standing

- A team in Good Standing may participate in the WGLNA. See section 5.1 on the Strike System for details on how a team may lose Good Standing in the WGLNA.

5.3 Team Operational Fee

- Teams will be provided a Team Operational fee following the completion of registration to cover costs of team management and logistics. This fee will be paid as close to season start but no later than 30 days after full completed registration takes place for the team.
- The fee will be \$4,000 USD, to be paid as coordinated by the Team Manager and the Event Organizer.

5.4 Sheriff Accounts

- Each Team in Good Standing will have access to 3 Sheriff Style, fully-unlocked accounts for use in public random battles ONLY.
- No CW, Tournaments, Strongholds, or training rooms.
- The Team Captain will be responsible for who has access to these accounts and will also be responsible for their actions. Only Team members may use these accounts, If it is found that anyone outside of the team used these accounts
 - all accounts for the team will be shut down
 - the players involved will be punished
 - and the captain will be removed from the league
 - Captains can choose not to give accounts to anyone if they feel their team will not be responsible with them.
- Teams will be asked to use these accounts to stream, make content, promote themselves, their teams and the league
- Don't spam.
- The Team Captain will be responsible for who has access to these accounts and will also be responsible for their actions. If it is found that an account was abused or used outside of the following rules, the player responsible and the captain will be held responsible and could face:
 - Removal of entire team from Sheriff event
 - Removal of player/team/captain from WGLNA
 - Cancellation of Sheriff event as a whole
 - Sanctions to the Participant's personal accounts
- Do not buy camo. Buying camo WILL BREAK THE SCRIPT and we will have to deactivate your accounts.
- Trolling, griefing, chat abuse, or any other disruptive behavior will not be tolerated on these accounts.
- No team kills (don't even do it after Battle is over).
- No drowning or intentionally destroying your tank so players don't receive gold.
- No training rooms, Clan Wars, Strongholds or tournaments.
- No predetermined Battles with clan mates (no trying to get in Battles with clans to purposefully give them gold - i.e., counting down to enter a Battle together).
- No intentionally advancing to an enemy mate to "offer" them free gold (i.e., placing yourself in an easy kill position for a friend).

- No recruiting for your clan/team while on sheriff accounts.
- There is no need to report Team Killing- the system is automatic.
- If another player is violating any other game rules, don't get involved in an argument with them. Just report them via in game reporting system.
 - If players are abusing physics or breaking other rules, please report that via the support ticket system.
- You may platoon with friends and other tournament teammates.
- You Are Responsible for the actions of players in your platoon.
 - If you choose to platoon, please choose your allies carefully.
 - Penalties may affect your accounts based on how your platoon mates act.
 - Do not platoon with tanks outside of your tank's tier spread (i.e., no Tier One (1)'s platooned with a Tier Ten (10) tank).
- Do not share these accounts with ANYONE - it is your responsibility to make sure these accounts are not abused.
- Please try to cover as many tiers as possible - two hundred fifty (250) Gold for a new player is a great surprise. :)
- If a friendly player is abusing physics, you can warn them that doing so can be severely punished.
- You are NOT allowed to make posts on the forums with your sheriff account.
- You ARE allowed (encouraged even) to stream as the sheriff. If someone else you are platooned with is streaming, that is okay but you are responsible for their content on the stream.
- You may play any tank that is featured in these accounts. Enjoy some of the rare ones while you can!
- You may not leave the WGL Clans.
- You may not change your name via the portal.

6. Contact Information

WGLNA Contact Email

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WGA eSports email

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8. Certification

I hereby acknowledge receipt of the 2017 Fall Season WGLNA Gold League Handbook (“Handbook”). I understand that my compliance with the Handbook is a condition of my participation in the WGLNA. I acknowledge that the Company reserves the right to impose discipline for any conduct it deems inappropriate, including, but not limited to, disqualification from a WGLNA tournament, or the WGLNA altogether. I have carefully read and I understand the Handbook. I understand and support these standards set forth in the Handbook, and I will act in accordance with them.

Alias/Username: _____

Print Name: _____

Signature: _____ Date: _____

If under 18 years of age, must have a parent or guardian’s signature:

Print Parent/Guardian

Name: _____

Parent/Guardian Signature: _____

Date: _____