



WARGAMING.NET

LET'S BATTLE

WOT CLAN SHOWDOWN GENERAL RULES

NA REGION

April 2024

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1. Terms and Notions

- 1.1 The April 2024 Clan Showdown tournament (hereinafter, the Tournament) is a competition held by Wargaming Group Limited among users of the massively multiplayer online game World of Tanks (hereinafter, the Game) on the American server according to these Rules from April 17 to April 28, 2024.
- 1.2 Tournament Organizer or Organizer—Wargaming Group Limited, with registered office at: 105, Agion Omologiton Avenue, 1080 Nicosia, Cyprus or another entity organizing the Tournament (part of the Tournament) according to these Rules in the American realm on order by Wargaming Group Limited.
- 1.3 Regulations, or Rules for conducting the Tournament, or Rules—rules set in this document, according to which the Tournament is held.
- 1.4 Captain or Team Captain—player of a team, who represents interests of members of their team at the Tournament and presents required information on the team to the Organizer.
- 1.5 Wargaming Group Limited — the company that, jointly with its subsidiaries and affiliates, is the developer, owner, and operator of the Game and holds the Tournament to attract attention of users to the Game.
- 1.6 User Agreement, Game Rules—documents that stipulate the main rules and requirements of the massively multiplayer online game World of Tanks.
- 1.7 Slot—the right of a team to participate in the Tournament granted by the Tournament Organizer.
- 1.8 Slot on a team—place on a team that can be taken by a player.
- 1.9 Player—member of a team declared for participation in the Tournament.
- 1.10 Participant—any player, including Captain, who participates in the Tournament.
- 1.11 Team—group of players headed by a Captain that participates in the Tournament.
- 1.12 Referee or Match Referee—party that is assigned by the Tournament Organizer and controls the pursuance of the Rules by players and other participants during the Tournament.
- 1.13 Game—massively multiplayer online game World of Tanks.
- 1.14 Match—series of battles, the results of which determine the winner.
- 1.15 Battle—showdown of teams on one of the maps from the official map list of the Tournament, the goal of which is to capture the base or destroy all vehicles of the opposing team within the allocated time.
- 1.16 Respawn—location on a map, where vehicles of the two teams are initially placed at battle start.
- 1.17 Tie-Breaker—battle between teams that decide the outcome of the match if winner could not be determined based on the results of previous battles.
- 1.18 (upper / lower) Bracket —part of the tournament structure, teams start in upper bracket and get to lower bracket after losing a match. The winner of the upper bracket faces the winner of the lower better in the finals.

2. Changes to the Rules

- 2.1 Organizer has the right to change these Rules in the future at own discretion. In case of controversies, any additions and/or changes to these Rules will have prevalence over these Rules.
- 2.2 If you continue your participation in the Tournament after changes to these Rules, you assume the obligation to follow the changes made to the Rules, and any such changes are effective and apply to your participation in the Tournament since the start day of the Tournament.

3. Requirements to Teams

- 3.1 By participating in the Tournament, each player confirms that they accept the conditions of these Rules, completely agree with them, and acknowledges that they will comply with these Rules throughout the whole Tournament. If a player disagrees with the Rules or any changes thereto, such player must discontinue their participation in the Tournament.
- 3.2 The Tournament provides prizes to winners of the Tournament only on condition that they comply with the conditions stipulated in these Rules and the requirements stated in this item of the Rules.
- 3.3 A team must consist of at least 15 players from the main roster and up to 3 substitute players. The total number of main and substitute players should not exceed 18. A team consisting of fewer than 15 players is not allowed into the Tournament. All players must own an eligible tier X vehicle to participate.
- 3.4 This is an NA focused event. The event is open for participation towards players from all areas covered by Wargaming. **A maximum of 1 “Legionnaire” living in the Russian Federation or Republic of Belarus may be added to the team. (Please check section 20, Delivery Conditions)**
- 3.5 One player may only be registered into a single team. Once the registration closes, players cannot change teams – the organizer reserves the right to exclude players or full teams from the tournament that do not fulfill that condition (playing with 2 accounts in different teams is not allowed). One or more players violating this rule may result in rewards punishment per player or for the whole team depending on the severity of the rule breaking.
- 3.6 Teams coming from the qualifier / group stage can change up to 3 players to build their play-off stage roster. Those players must not have previously played in another team (in this tournament. Exception: If a player failed to qualify in qualifier I, they can change to a different team for the 2nd qualifier or later stages.
- 3.7 Team name must conform to Game Rules.
- 3.8 Team name must start with the clan tag or last clan tag of the team captain (the clan the team associates with). The tag must be a maximum of 5 characters long.
- 3.9 Teams, the names of which violate game rules, may be denied participation in the tournament without notice.

3.10 Teams that proceed to the third stage (Play-off) of the Tournament must provide a high-quality team logo to the Tournament Organizer for broadcasting and promotional purposes. The logo size needs to be **at least 800 x 800 pixels**; alternatively, the logo can be provided in vector format. Please ensure you do not violate any copyrights with it.

3.10.1. Deadline for the files is set to April 23rd 07:00 UTC (02:00 CDT)

3.10.2. The standards for the image / logo of the team:

- The logo needs to be original in terms of ownership and cannot be copyrighted
- The logo cannot have a questionable appearance in terms of ethics
- The logo cannot include references to self-harm, illegal activities or have an erotic undertone, this list is not exhaustive.
- The logo needs to be provided with a transparent background.

3.11 The Organizer has the right to request additional information related to the Tournament. The Team Captain assumes the obligation to provide the requested information not later than the start of the second stage of the Tournament. Otherwise, the Organizer is entitled to refuse the team any additional prizes if such prizes are included in the prize pool of the Tournament.

3.12 Sharing accounts is forbidden by the tournament rules. Any participant found sharing accounts (giving their own or using someone else's) will be disqualified. Based on the severity, a player or the whole team may be excluded from the tournament.

4. Registration

4.1 Registration is open to players from all NA servers. A team can be registered on the World of Tanks tournament portal no later than 90 minutes before the start. Also, see 3.4.

4.2 Team size is 15 members + 3 reserves.

4.3 The roster and name of the teams that are accepted for participation in the Tournament remain unchanged throughout the whole competition.

All teams must fulfil the requirements mentioned in 3.

5. Prize Pool of the Tournament

5.1 Prize pool is as follows:

In-game*:

- 1st Place – 300 000 Gold + 80 000 Bonds + Tournament Gold Badge** + Triarius Style ***
- 2nd Place – 150 000 Gold + 60 000 Bonds + Tournament Silver Badge**
- 3rd Place – 100 000 Gold + 40 000 Bonds + Tournament Bronze Badge**
- 4th Place – 80 000 Gold + 30 000 Bonds
- 5th Place – 125 000 Gold + 25 000 Bonds
- 6th Place – 100 000 Gold + 25 000 Bonds
- 7th Place – 60 000 Gold + 25 000 Bonds
- 8th Place – 40 000 Gold + 20 000 Bonds

* The in-game currencies will be credited to the participating players. It is on the team's leadership to decide about how to split the digital rewards and provide the administration with a payout list.

** The "Tournament Gold/Silver/Bronze" badges are not only a testament of good performance of a team, but also an award for sportsmanship. Wargaming reserves the right to not give out said badges to players and/or teams if they do not meet those standards or to retroactively remove those upon misconduct and/or breach of rules (e.g., doesn't attend the mandatory mod check).

*** One style per player.

6. Tournament Structure

6.1 The Tournament is held in three stages:

- Qualification round,
- Group Stage,
- Playoff stage.

6.2 Tournament days

- April 17 — Qualifier I; 19:00 CDT, BO5 (first to win 3) *
- April 20 – Qualifier II; 18:00 CDT, BO5 (first to win 3) *
- April 21 – Group Stage; 18:00 CDT, BO7 (first to win 4) **
- April 27/28 — Playoffs (streamed, expected around 18:00 CDT).

Starting times may change, for updates please follow the official tournament page.

*Teams win a Match by winning 3 battles out of a maximum of 5 battles.

**Teams win a Match by winning 4 battles out of a maximum of 7 battles.

7. Tournament Rules

7.1 The match configuration depends on the Tournament stage.

- Qualification round – Single elimination
- Group stage – Round
- Playoff – Double elimination (bracket link will be available soon)
- Battle mode (**DURING ALL TOURNAMENT STAGES**):
 - ✓ Attack/Defense on a standard map* (*—according to the Landing rules on the Global Map).
 - ✓ Attacking team—the team that starts the battle at base 2. Defending team—the team that starts the battle at base 1. (**Exceptions being Sand River, Karelia and Live Oaks**, where the sides are changed)
 - ✓ Drawing in a battle is treated as defeat of the attacking team.
 - ✓ Match configuration:
 - ✓ Team composition—15 players.
 - ✓ Battle time—10 minutes.
 - ✓ The team that captures the base or destroys all vehicles of the opposing team wins the battle.

7.2 Picks and Bans for the Playoff

- The coinflip will be used to define who will start the pick and ban phase. The winner of the coin toss has the choice of picking A or B. Rest will be done by the system below. **For match 8 the team coming from the upper bracket is set to team A.**
- For Best of 9, we will use the following system:
 1. A picks first map, B picks the starting side,
 2. A bans first map,
 3. B picks second map, A picks the starting side,
 4. B bans second map,
 5. A picks third map, B picks the starting side,
 6. B picks fourth map, A picks the starting side,
 7. A bans the third map.
 8. B bans the fourth map
 9. The remaining map is played as the tie breaker
- For Best of 7, we will use the following system:
 1. A bans first map,
 2. B bans second map,
 3. A picks first map, B picks the starting side,
 4. B picks second map, A picks the starting side,
 5. B bans third map,
 6. A bans fourth map,
 7. B picks third map, A picks the starting side,
 8. A bans fifth map,
 9. The remaining map is played as the tie breaker

- For Best of 5, we will use the following system:
 1. A bans first map,
 2. B bans second map,
 3. B bans third map,
 4. A bans fourth map,
 5. B picks first map, A picks the starting side,
 6. A picks second map, B picks the starting side,
 7. B bans fifth map,
 8. A bans sixth map,
 9. The remaining map is played as the tie breaker.

7.3 Requirements to roster:

- Teams may comprise vehicles of different nations.
- Vehicle Tier—X,
- If a team enters the lobby incomplete, and none of the substitute players can take up the slot on the main team, the team starts the battle with an incomplete roster.
- Players use their personal game accounts to play in the Tournament.

7.4 List of maps for all the stages of the Tournament: **

- Prokhorovka,
- Himmelsdorf,
- Cliff,
- Sand River*,
- Live Oaks*,
- Karelia*,
- Highway (new),
- Fisherman's Bay
- Murovanka.

***Note: for Sand River, Karelia, and Live Oaks base 2 will be considered the defending side**

****Note: The organizer reserves the right to make further adjustments to the map pool prior to the first tournament qualifier.**

7.5 All tournament stages will be played on USC. Players from all American servers can participate in the tournament and transfer via the special battle invite to USC.

The Organizer reserves the right to change the game server after giving an early notification to the players in the Tournament section of the official discord and directly on the tournament page.

8. Qualification Round

- 8.1 There will be two qualification tournaments to qualify for the group stage. Teams that failed to qualify in the first qualifier are allowed to participate in the second qualifier.
- 8.2 The Qualification round is held under the single elimination principle—a team leaves the Tournament after losing a match.
- 8.3 A match consists of up to 5 battles. The team that is the first to win 3 battles is declared the winner of the match.
- 8.4 After every second game within the match the map changes (each team plays once per side before the map changes, e.g., Himmelsdorf, Himmelsdorf, Prokhorovka, Prokhorovka, Cliff), the maps change each round.
- 8.5 Starting sides are assigned by the system (randomly).
- 8.6 Playoff bracket is arranged at random. There will be 3 separate playoffs in Qualifier I and 3 separate playoffs in Qualifier II. The winner of each playoff will qualify for the group stage.

9. Group Stage

- 9.1 A total of 8 teams participates in the tournament's group stage.
 - 3 teams from qualifier 1
 - 3 teams from qualifier 2
 - 2 teams are invited directly based on performances in the last Clan Showdown event.
- 9.2 Seeding – the 2 invited teams are placed in different groups. There is no seeding for the remaining teams.
- 9.3 Teams are distributed into 2 groups of 4 teams each. The group stage is played in 3 rounds; once the first stage ends, points earned in all rounds are summed up.
- 9.4 A group stage match consists of up to 7 battles. The team that is the first to win 4 battles is declared the winner of the match.
- 9.5 Starting sides are assigned by the system (randomly).
- 9.6 If neither of the teams manages to win 4 out of the 7 battles in a match, the match will be registered as a draw and both teams will receive 1 point.
- 9.7 If both teams within a match have the same number of victories after 7 battles, the match is considered a draw.
- 9.8 Number of points earned in each match:
 - for a victory—4 points
 - For victory via tie-breaker – 3 points
 - For defeat via tie-breaker – 1 point
 - for a defeat—0 points
- 9.9 If two or more teams have equal total amounts of points, places in the tournament bracket are determined as follows:
 - following the results of all head-to-head matches between the competing teams
 - based on the highest difference between won and lost battles in head-to-head matches between the competing teams

- based on the highest number of won battles in head-to-head matches between the competing teams
 - based on the highest difference between won and lost battles in all matches of the first stage; based on the highest number of won battles in all matches of this stage
- * If a team is disqualified during the Tournament, all points earned by that team, as well as points of its opponents earned in any battles with that team, will not be counted towards determination of team positions in the final tournament bracket.
- ** Organizer reserves the right to arrange a complete restart of the match between the disputing teams.

9.10 At the end of the stage, any points earned by a team are summed up. Teams that take 1st to 3rd places in their group proceed to the next stage of the Tournament.

10. Playoff

10.1 6 teams participate in the tournament's playoff stage.

- 4 teams placed 1st and 2nd in the group stage.
- 2 teams placed 3rd in the group stage.
- Seeding – 1st placed teams of the groups will face the 2nd placed teams of the other groups. The third placed teams will start from the lower bracket (Match 3 and Match 4)
- The losing teams of Match 1 and 2 will be assigned to the matches 3 and 4 of the lower bracket (L1 -> Match3, L2 -> Match 4).
- The 3rd placed team of each group plays against the loser of the match in which the 1st placed team in the same group played.

10.2 The playoff stage is conducted following the playoff format.

- Day 1: Match 1 – 4 (upper bracket Bo7, lower bracket Bo5)
- Day 2: Match 5 – 8 (upper bracket Bo7, lower bracket Bo5, Bo9 for the Final Match)
- The organizer reserves the right to arrange the broadcasting of matches of the Tournament. Selection of the broadcast of a specific match is determined by the Organizer. These matches are conducted in a format equivalent to the format, in which broadcast matches of the playoff stage are conducted. The Organizer also reserves the right to arrange both strictly scheduled and "one-by-one" broadcasts after notifying the teams in advance.

10.3 Format of the matches of the playoff stage:

- All playoff matches are held via Training Rooms.
- Matches are held on a standard map according to the rules of the Attack/Defense mode* (*—according to the rules of Landings on the Global Map).
- Attacking team—the team that starts the battle at base 2. Defending team—the team that starts the battle at base 1. **(Exception: Sand River, Karelia, and Live Oaks where the sides are switched)**
- Drawing a battle is treated as defeat for the attacking team.
- Matches 3, 4, 6 and 7 consist of up to 5 battles (5th battle being the tiebreaker). The team that is the first to achieve 3 victories in battles is declared the winner of the match.

- Matches 1, 2 and 5 consist of up to 7 battles (7th battle being the tiebreaker). The team that is the first to achieve 4 victories in battles is declared the winner of the match.
- Match 8 consists of up to 9 battles (9th battle being the tiebreaker). The team that is the first to achieve 5 victories in battles is declared the winner of the match.

10.6 The organizer reserves the right to broadcast matches. The organizer reserves the right to select the matches to be broadcast.

11. Tiebreaker

11.1. If both teams have the same number of victories at match end, the winner of the match is determined in a tiebreaker.

11.2. The tie-breaker system is only used to determine the winner in case of an even number of victories within a playoff match.

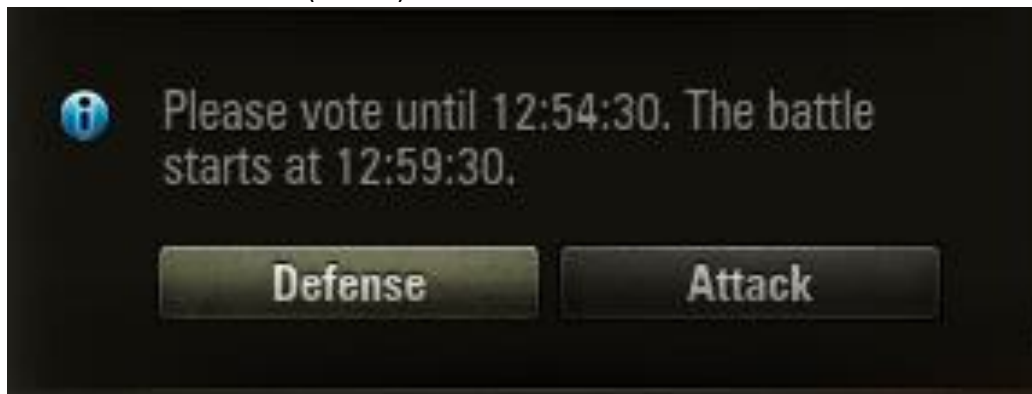
11.3. The home-team of a tie-breaker—the team that won the fastest attacking battle, if neither team won an attacking round, the fastest victory counts. **(This is a play-off rule!)**

11.4. If neither of the teams achieved the fastest victory in the match, the team with a higher total cumulative damage in all battles, only for the attackers' side, during the match will be the home team. (This is a play-off rule!)

11.4.1 In case of a tie-breaker situation during the group stage or qualification, the fastest victory counts, otherwise the highest damage dealt during a victorious battle is the deciding criteria. (This rule will be applied for the group stage and the qualifiers!)

11.5. In case the teams are even in total cumulative damage for the attackers' side in the match, the home team is determined at random.

11.5.1. **In case of playing the tiebreak map with swapped sides – You need to click the “Attack” button to spawn as the defender (BASE 2)!** In the case of playing map without switched sides, you can click Defense button (BASE 1).



11.6. The home team selects the spawn on the tie-breaker map.

11.7. The tie-breaker battle is conducted in accordance with playoff rules (one team attacks and the other team defends on a standard map according to the rules of Landings on the Global Map except for the maps with switched sides). Victory is also awarded according to the standard rules for this battle type.

11.8. The winner of the battle conducted under the tie-breaker rules is concluded the winner of the match.

12. Game Restarts

12.1 If any technical issues arise on the Game server side and neither of the teams has a clear advantage, the battle may be restarted. The decision on the restart is made by the match referee. The match referee reserves the right to award victory in a specific battle to one of the teams based on a recorded replay of the battle.

12.2 If a technical failure occurs during a battle, the battle is replayed without changing the results of previous battles during the match.

12.3 Advantage is understood as including but not limited to the factors below:

- spotted enemy vehicles,
- damage dealt,
- base capture points.

12.4 Players can only request a game restart during the 30s countdown before the match by writing in the chat and clearly expressing a need for a restart and the reason for the restart (e.g., technical issues so multiple players cannot join the battle). This request must be approved and confirmed by the match referee, otherwise the game is played without a restart. The match referee reserves the right to count the match a technical defeat if teams try to use an unjustified restart for their advantage.

12.5 Changes in the team setup or individual tank configuration (changing equipment) are prohibited, if not communicated differently in the individual case.

13. The procedure for conducting broadcast

13.1 Date and time of the match are stated in the schedule on the Tournament webpage. If no exact time is posted, teams will be notified about the schedule and approximate times of their games.

13.2 The match is organized and umpired by the match referee appointed by the Tournament Organizer.

13.3 Players receive invitations to the Training Room not later than 30 minutes before the match starts. All participants must enter the Training Room no later than 20 minutes before the match

starts. The captain is responsible for inviting and making sure all players are there on time. The captain is the only person responsible for communication with the Organizer.

- 13.4 If a player/player of a team does not enter the Training Room for the match or enters it later than 20 minutes before the match starts, the Organizer is entitled to give the team a technical loss in the battle.
- 13.5 At match start, the Organizer is entitled to fine (the prize in-game gold) the whole team for a delay of the match and the broadcast due to a fault of a player/players. The fine is 5,000 in-game gold deducted from the prize earned by the team in the Tournament. Depending on the severity of rule breaches, the fine can lead up to disqualification.
- 13.6 The match referee makes decisions following the provisions of these Rules and communicates them to the teams. In cases not covered by these Rules, the referee has the right to judge the situation at their own discretion.
- 13.7 The Training Room is created by the referee of the match.
- 13.8 An interval between battles in a match must not exceed 120 seconds. An interval between the last map and the tie breaker should not exceed 120 seconds, The duration of the interval between the battles may be increased by the referee of the match.
- 13.9 If one or several players of one of the teams do not confirm their readiness to play within the indicated interval duration, the Organizer is entitled to give a technical loss to their team for that specific battle.
- 13.10 The referee will signal the countdown of the last 30s of the breaks where he will mention last 30s, then 10s and so on until the start.
- 13.11 Teams will not send their tank line ups, instead they will ready up all their tanks before the counter reaches zero.
- 13.12 In case of disconnects, the captain must notify the referee immediately after which referee will give some additional time to the team to replace the player who has connection issues.
The player who lost the connection will not be waited for.
- 13.13 The referee records the result of the match and communicates it to the teams.
- 13.14 Any player of a team can participate in battles in any vehicles allowed by these Rules and indicated in the vehicle lineup presented for the match. A substitute player may replace the main player in any battle and in any vehicle indicated in the vehicle lineup presented for the match.
- 13.15 A countdown of 30 seconds will be announced in the training room chat; during this time, the teams must pick their vehicles.
- 13.16 After 30 seconds, the battle starts.
- 13.17 If a player/players does not confirm readiness of their vehicle, the team starts the battle without such player/players.

14. Battle Records

- 14.1 All participants of broadcast matches **must record all battles** of the Tournament via the default game recording functionality embedded into the game.

- 14.2 Before the battle starts, all players should check that they have the battle recording option enabled as of the match start.
- 14.3 The Organizer reserves the right to request battle recordings to create media materials dedicated to the Tournament.
- 14.4 The Tournament Organizer has the right to use and make the battle recordings publicly available without any additional approval from Team Captains as well as to transfer such rights to third parties related to the Organization of the Tournament.
- 14.5 Starting from the Semi-Finals of the Qualifier, every team is required to submit at least 1 functional and complete (entire battle) replay of all those battles within the mentioned matches by uploading them to <http://wotreplays.eu> and send links to the tournament administration, not doing so leads to exclusion from the event. For the Play-Off stage of the event, every player must provide their replays by uploading them to <http://wotreplays.eu>. The captain must collect all replay links and send them to the administration after the respective match.**
- 14.5.1. In case of missing replays, prize deductions will be applied.**
- 14.6 The organizer reserves the right to broadcast matches any stage of the event. The Organizer reserves the right to select the matches to be broadcast.

15. Match Broadcasts

- 15.1 All rights to audio and video recordings of the matches of the Tournament (hereinafter, the Videos) are owned by the Tournament Organizer. The Tournament Organizer can transfer the rights to broadcast all or some Videos to third parties, including the teams. The format of Video usage by third parties should be approved by the Tournament Organizer before the match is recorded in the respective Video.
- 15.2 The teams, matches of which will be recorded in the Video made publicly available, must be ready and at their stations not later than 30 minutes before the official start of the match. If a team is not ready by the indicated time, it may be viewed as an intended delay, for which the team may be held responsible according to these Rules.
- 15.3 To prevent any opportunities for unfair play, the matches are broadcast to the public with a 10-minute delay from the real time of the matches; the above relates to live-mode broadcasts as well.
- 15.4 During any stage of the Tournament, the Organizer provides for the option of broadcasting. The Organizer reserves the right to add observers to the matches that will be broadcast.
- 15.5 Streamers may be invited to the Training Room together with the players. The broadcast will have a delay of 10 minutes. Accounts of observers may be added to the team. The automatic tournament system may have a special slot for a streamer. The use of this slot by any person other than the streamer will be considered a severe violation of these Rules, and the violating team will be disqualified.
- 15.6 Any participant who plans to stream the tournament, is obliged to communicate their stream link to the Organizer and to add a 600 second (10m) delay on their stream.**
- 15.7 Tournament Organizer reserves the right to add representatives of the referee committee to record voice chat of the teams. Subsequently, recorded voice chat materials may be used to prepare video materials.
- 15.8 All players must have the Spectator World of Tanks modification of the game client (also known as Spectator Mod) installed in the mods folder of the game client for the whole duration of playoff matches. Responsibility for continuous operation of Spectator Mod is borne by all players; if needed, they may remove any other modifications of the World of Tanks game client that may hinder normal operation of Spectator Mod. The Spectator Mod version to be used in the Tournament will be sent by the Tournament Organizer to Representatives or Captains of the teams via e-mail or discord.
- Failing to install this mod by one or more players may result in rewards punishment per player or for the whole team depending on the severity of the rule breaking. **The team captain is responsible for organizing the mandatory mod test for his/her team.**

Player Behavior

Players of the teams that participate in the Tournament must keep to the accepted standards of conduct. Violation of the conduct rules indicated below results in disqualification of the team.

15.9 Insults

All insults occurring in connection with the players, teams, Tournament Organizer, and its employees, Wargaming Group Limited and its employees, or its partner companies are prohibited.

15.10 Explicit Language

The use of explicit language in any form during broadcasts of all matches held by the Tournament Organizer and featuring the teams is prohibited.

15.11 Spam

Excessive posting of meaningless or aggressive messages is prohibited.

15.12 Unsportsmanlike Conduct

Players must follow the principles of fair play and the sportsmanlike spirit of the competition. Any actions of a player that violate this principle are considered unsportsmanlike conduct.

15.13 Violations of Game Rules

Violations of the Game Rules are prohibited.

15.14 Deception

Any attempt to provide knowingly false information to the Tournament Organizer is prohibited.

15.15 Unfair Play

Any techniques associated with unfair play are prohibited.

15.16 Use of a Non-Owned Account

Participation in matches with the use of an account belonging to another player is prohibited.

15.17 Modifications of the Game Client

Modifications of the game Client are only allowed if approved by the Tournament Organizer. Use of forbidden modifications to the game Client is prohibited.

15.18 Complicity

Any agreements between the players and/or teams for the purpose of obtaining an in-game advantage are prohibited. Complicity pertains, but is not limited, to acts such as: an agreement or any form of negotiations regarding the result or score of a match, intentional passive play to achieve a desired match result or intended sabotage of team actions to achieve an agreed upon match result.

15.19 Game Flaws

Intended use of any errors (bugs) or glitches in the Game operation to obtain an in-game advantage is prohibited.

15.20 Acceptable Behavior

Players should demonstrate a high level of professionalism when communicating with players from other teams, viewers, staff, and Tournament Organizer.

The Tournament Organizer reserves the right to disqualify players who demonstrate inappropriate behavior.

15.21 Disqualification and Period of Limitations

Violations indicated above are evaluated by the Tournament Organizer. The Tournament Organizer has the right to disqualify any player or team for a violation of these Rules of the Tournament.

Disqualification or any other punishments may be applied at any moment, even if a violation of the Rules was revealed much later than it occurred.

Fraud/deception

15.22 Deception

Any attempt to deceive the tournament administration is prohibited.

15.23 Usage of forbidden game modifications

The usage of game modifications forbidden by the game rules is prohibited.

15.24 Cheating Sanctions

Breach of rule 18.2 will result in the loss of all rewards for the player(s) in question. Additionally, to the sanctions outlined in the fair play guidelines, the person(s) in question will be banned from such events for at least six months up to a lifetime ban depending on severity.

Second offenses will immediately result in a lifetime ban. Furthermore, sanctions on the affected team are at the discretion of the tournament administration and may lead to full exclusion from the event as well as loss of all rewards. Teams participating with a player currently under sanctions will be excluded from the event and penalized with loss of all their rewards.

15.25 Match-Fixing/betting fraud

Engaging in any action that improperly influences the outcome of a game or match by any means is prohibited.

Protests and Appeals

- 15.26 Protests or appeals regarding any situation or violation of these Rules not directly related to the Game Rules must be submitted to the Tournament Organizer by posting a complaint in a dedicated topic on the official forum or approaching the Organizer via Discord (thePhilX or Keyhand) – this can be done exclusively by the team captain. All protests communicated to the Tournament Organizer via other channels or submitted by third parties will not be processed.
- 15.27 Protest regarding the same issue can only be submitted once to the Tournament Organizer except for the cases of newly discovered evidence. A continuous submission of protests (two or more times) regarding the same issue may be considered an attempt to obtain an advantage and influence the decision of the Tournament Organizer on the matter of argument, which violates the principles of fair play stated in these Rules.
- 15.28 The decision made by the Tournament Organizer is final and not subject to revision. Repeated protests and appeals will not be processed.

Information Submitted Within the Tournament

- 15.29 Any personal information that you will present to the Organizer as part of participation in the Tournament (Personal Information) will be used for purposes of your participation in the Tournament, including acquisition of the prize, if you win the Tournament, and abidance to these Rules. You also consent that your Personal Information may be disclosed to third parties, if this is required to transfer the prize (prizes), and when such disclosure is required in accordance with applicable legislation. You acknowledge that you will not provide the Organizer with your Personal Information or Personal Information of third parties (including their full name, copies of documents that prove their identity and identification number) without a special request by the Organizer. Any Personal Information provided by you at your own discretion will be deleted by the Organizer automatically.
- 15.30 Tournament Organizer has the right to disqualify any player who presents false or incomplete information.

Limitation of Liability of Tournament Organizer and other General Provisions

- 15.31 The Tournament Organizer is not liable for any actions of third parties.
- 15.32 Tournament Organizer provides compensation to Tournament Participants only for any direct losses caused by the guilty acts of the Tournament Organizer.
- 15.33 Tournament Organizer shall not be held liable for non-fulfilment or improper fulfilment of its liabilities if such fulfilment was made impossible due to force majeure circumstances.
- 15.34 Tournament is subject to these Rules and is governed by the laws of the Republic of Cyprus.

Delivery Conditions

- 15.35 The members of the winning teams need to provide to the Organizer the information necessary for Prizes provision within 2 weeks from the end of the Tournament.
- 15.36 For monetary rewards: Wargaming will only be able to make payments to participants within the company's area of operation, which excludes the Russian Federation and the Republic of Belarus.