



WARGAMING.NET

LET'S BATTLE

Onslaught Legends Cup #5

GENERAL RULES

EU REGION

July-August 2026

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1. Terms and Notions

- 1.1. The AMD Onslaught Legends Cup (#5) (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) worldwide.
- 1.2. The AMD Onslaught Legends Cup (#5) or the Tournament is held by the Organizer of the Tournament in the EU region according to these Rules from July 22, 2026, to August 02, 2026.
- 1.3. 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 Europe on order by Wargaming Group Limited.
- 1.4. Regulations, or Rules for conducting the Tournament, or Rules—rules set in this document, according to which the Tournament is held.
- 1.5. 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.
- 1.6. Wargaming Group Limited—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.
- 1.7. User Agreement, Game Rules—documents that stipulate the main rules and requirements of the massively multiplayer online game World of Tanks.
- 1.8. Slot—the right of a team to participate in the Tournament granted by the Tournament Organizer.
- 1.9. Slot on a team—place on a team that can be taken by a player.
- 1.10. Player—member of a team declared for participation in the Tournament.
- 1.11. Participant—any player, including Captain, who participates in the Tournament.
- 1.12. Team—group of players headed by a Captain that participates in the Tournament.
- 1.13. 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.
- 1.14. Game—massively multiplayer online game World of Tanks.
- 1.15. Match—series of battles, the results of which determine the winner.
- 1.16. 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.
- 1.17. Respawn—location on a map, where vehicles of the two teams are initially placed at battle start.
- 1.18. Tie-Breaker—battle between teams that decides the outcome of the match if winner could not be determined based on the results of previous battles.
- 1.19. (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 7 players from the main roster and up to 2 substitute players. The total number of main and substitute players should not exceed 9. A team consisting of fewer than 7 players is not allowed into the Tournament.
- 3.4. Invited teams (from the OLS Season 6, Relegation, OCS Season 6 or OLS S7 Qualifier) are required to keep a minimum of 5 players (from the roster they finished the tournament with) to make use of their invite to the tournament.
- 3.5. The event is open to players from all countries covered by Wargaming. Up to **1 player** from outside the realm of the European server may be included in the team. **The residents of following territories are excluded from participation: Belarus, Iran, North Korea, Russia, Syria, Vietnam.**
- 3.6. 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. Players must own a tier X vehicle eligible to be used for the mode.
- 3.7. Players participating in the Onslaught Legends Cup 5 may not be banned on twitch. It is the team captain's responsibility to check this for each player on their roster and confirm with the organizer via email (e-mail contact: wot_competitive@wargaming.net) that this condition is fulfilled. In case of a ban occurring, the team's leadership must contact the organizer immediately.

- 3.8. There are regional qualification tournaments to qualify for the WCI 2026 event in the EU, NA, CN and APAC regions. Each team or player is allowed to participate in only one qualifying tournament within their respective region of residence. In the event that a team or player attempts to participate in tournaments within multiple regions, the organizer reserves the right to disqualify teams or individual players from the competition.
- 3.9. Teams coming from the qualifier / Swiss stage can change up to 2 players to build their play-off stage roster. Those players must not have previously played for another team (in this tournament). Teams invited to the tournament must keep a core of at least 5 players from the roster which qualified them to the OLC#5 Swiss Stage.
- 3.10. Teams, the names of which violate game rules, may be denied participation in the tournament without notice.
- 3.11. Teams must provide a high-quality team logo to the Organizer for broadcasting, promotional and other purposes related to the Tournament ("Logo"). The Logo is the UGC in the sense of the End User License Agreement available at <https://legal.wargaming.net/en/user-documents/eula/end-user-license-agreement/view> ("EULA") and must comply with the terms set out in the EULA. Additionally to the foregoing, the Organizer assumes that the Logo is owned either by the team captain or by other Participant from the team providing the Logo and/or the team is duly authorized to use the Logo and grant the respective rights to the Organizer, while the Organizer is granted with all rights, licenses and permissions to use the Logo, including, but not limited to, in relation to the tournament and its promotion, subject to its own discretion throughout the world and in perpetuity. The size of the image with the Logo needs to be at least 800 x 800 pixels; alternatively, the Logo can be provided in vector format. The team captain and other Participants forming the team submitted the Logo of their team are fully responsible and liable for the Logo submitted hereunder, and the Organizer does not pre-screen, endorse, or otherwise approve the Logo except to the technical formatting requirements required for the Organizer to utilize the Logo.

Deadline for the files is set to July 27th, 2026, 22:00 UTC (00:00 CEST)

The standards for the image / logo of the team:

- The logo needs to be original in terms of ownership and cannot infringe the rights of any third party.
 - 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.
- 3.12. For the avoidance of doubt, the team captain represents and warrants on an on-going basis that either the team captain or other Participant(s) from the team submitting the Logo fully own and/or have authority to grant the relevant rights, including, without limitation, the intellectual property rights, to the Logo to the Organizer, its affiliates, partners and designees hereunder, and the team captain will indemnify, defend and hold harmless the Organizer in full and on demand, from and against any and all liabilities, claims, demands, damages, losses or expenses arising from the breach of the foregoing warranty and representation.

- 3.13. The team captain is required to submit pictures of each player by July 6th, 2026, 22:00, 2026. The pictures need to be submitted according to the following requirements (the tournament organizer reserves the right to drop this requirement in specific cases at their own discretion):
- 3.14. The picture needs to be at least 1080 x 1920 pixels in size (portrait format).
- 3.15. The picture needs to show the player facing the camera frontally from the waist up.
- 3.16. The face of the players cannot be obstructed (for example by a scarf or a face mask).
- 3.17. The background needs to be monochromatic and light (for example a white wall).
- 3.18. The player may either wear a team jersey or a monochromatic shirt that differs substantially in color from the background.
- 3.19. The picture needs to be taken at the eye level of the person displayed.
- 3.20. The picture needs to be original in terms of ownership and cannot be copyrighted.
- 3.21. The picture cannot include reference to self-harm, illegal activities or have an erotic undertone; this list is not exclusive.
- 3.22. Each Participant, for the purposes related to the Tournament and the Game (“**Purpose**”), hereby grants the Organizer all rights, licenses and permissions, solely for the Purpose, throughout the world and in perpetuity:
- 3.23. To collect, record, photograph and/or gather their image, likeness, name, nickname and biographical material (collectively, “**Likeness**”), and to use, reproduce, modify, publish, broadcast, distribute, publicly display, and otherwise exploit: (i) their Likeness, and (ii) the photograph(s) depicting their Likeness as submitted by them to the Organizer, its partners and/or their representatives in the course of their participation in the Tournament (“**Photograph**”).
- 3.24. Each Participant represents and warrants on an on-going basis that they fully own and have authority to grant the relevant rights, including, without limitation, the intellectual property rights to the Photograph and the Likeness to the Organizer, its affiliates, partners and designees hereunder, and the Participant will indemnify, defend and hold harmless the Organizer in full and on demand, from and against any and all liabilities, claims, demands, damages, losses or expenses arising from the breach of the foregoing warranty and representation.
- 3.25. The Organizer has the right to request additional information related to the Tournament. 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.
- 3.26. 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 severity, a player or the whole team may be excluded from the tournament.

4. Registration

- 4.1. Registration is open to players from all EU 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 7 members + 2 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 section 3.

5. Prize Pool of the Tournament

5.1. Prize pool is as follows:

In-game*:

- 1st Place – 250 000 Gold + 50 000 Bonds
- 2nd Place – 125 000 Gold + 30 000 Bonds
- 3rd – 4th Place – 80 000 Gold + 20 000 Bonds
- 5th – 8th Place – 40 000 Gold + 15 000 Bonds
- 9th - 11th Place – 25 000 Gold
- 12th - 14th Place – 15 000 Gold
- 15th - 16th Place – 10 000 Gold

Monetary Rewards**:

- 1st Place – 6000 €
- 2nd Place – 3000 €
- 3rd – 4th Place – 1500 €

Others:

- 1st – 2nd Places – Invitation to the WCI 2026 Finals in China
- 3rd – 4th Places – Invitation to the Wildcard Qualifier

Further information will be provided closer to the start of the event.

* It is on the team's leadership to decide how to split the gold and bonds.

** The prize money will be distributed by the team captain between all players. At the request of the captain, reserve players can be included in the prize money distribution. Players can be assigned shares of up to 2/n of the prize money, with n being the number of players in the team. The money will be sent via Bank Account Transfer or PayPal payment.

6. Tournament Structure

6.1. The Tournament is held in three stages:

- Qualification round,
- Swiss Stage,
- Play-Off stage.

6.2. Tournament days

- July 22 — Qualifier ; 19:00 CEST, Bo5/Bo7 (first to win 3 / 4)
- July 25/26 – Swiss Stage; 16:00 CEST, Bo9 (first to win 5)
- August 1/2 — Playoffs (streamed, expected start time around 16:00 CEST)

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

7. Tournament Rules

7.1. Match configuration depends on the Tournament stage.

- Qualification round – Single elimination
- Swiss Stage
- Playoff – Double elimination
- Battle mode:
 - ✓ Onslaught mode (with seasonal combat modifiers)
 - ✓ Match configuration:
 - ✓ Team composition—7 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. Winner of the coin toss will decide does he wants to ban or pick first. Rest will be done by the system below. This will be done by the referee and communicated to the teams.
- For Best of 11, we will use the following system:
 1. A bans the first map,
 2. B bans the second map,
 3. A picks the first map, B picks the starting side
 4. B picks the second map, A picks the starting side
 5. B picks the third map, A picks the starting side
 6. A picks the fourth map, B picks the starting side
 7. B picks the fifth map, A picks the starting side

7.3. A bans the third map,

7.4. B bans the fourth map,

8. The tiebreaker is played on the remaining map.

- For Best of 9, we will use the following system:
 1. A bans the first map,
 2. B bans the second map,
 3. A picks the first map, B picks the starting side,
 4. B picks the second map, A picks the starting side,
 5. B bans the third map,
 6. A bans the fourth map,

7.5. B picks the third map, A picks the starting side,

7.6. A picks fourth map, B picks the starting side,

7.7. B bans the fifth map,

7. Tiebreaker is played on the remaining map.

- 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,
 - 7.8. B picks third map, A picks the starting side,
 - 7.9. A bans sixth map,
 - 7.10. B bans seventh map,
 7. Tiebreaker is played on the remaining map.

7.11. Requirements to roster:

- Teams may comprise vehicles of different nations. **For the ALL STAGES OF THE TOURNAMENT, the vehicle selection is limited to vehicles available in the Onslaught mode.**
- 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.

7.12. All tournament stages will be played on EU2. Players from all EU servers can participate in the tournament and transfer via the special battle invite to EU2.

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

8. Qualification Round

- 8.1. There will be a qualification tournament to qualify for the Swiss stage.
- 8.2. The qualification round is held under the single elimination principle—a team leaves the Tournament after losing a match.
- 8.3. Depending on the round within the tournament, A match consists of up to 5 / 7 battles. The team that is the first to win 3 / 4 battles is declared the winner of the match.
- 8.4. In case of a draw within a round, neither team gets a point.
- 8.5. In case neither of the teams has the required number of victories to close the BestOf series (e.g. 3 wins for a Bo5), the team with more victories is declared the winner. In case both teams have the same number of victories, the team with the faster win is declared the winner. In case neither team has the fastest victory, the team with more damage dealt within a single round is declared the winner. If neither of those conditions applies, the winner is selected by random.
- 8.6. After every second game within the match the map changes (each team plays once per side before the map changes, e.g., Cliff, Cliff, Ghost Town, Ghost Town, Ensk), the maps are changing each round.
- 8.7. Starting sides are assigned by the system (randomly).
- 8.8. The qualifier brackets are arranged at random. There will be 5 separate brackets in the qualifier. The winner of each bracket will qualify for the Swiss stage.
- 8.9. The Winner of each qualifier bracket also qualifies to the Onslaught Champions Series Season 7.
- 8.10. The organizer reserves the right to broadcast matches. The organizer reserves the right to select the matches to be broadcasted.

9. Swiss Stage

- 9.1. A total of 16 teams participates in the tournament's play-in stage:
- 9.2. Seeding:

- The teams are divided into 4 pools:
- Pool 1 (OLS Season 6 Top 5):
 - MAFIA
 - DABELYOO
 - WEEKEND
 - HIT AND RUN
 - CASHBACK
- Pool 2 (OCS, Relegation, OLS S7 Qualifier Winner):
 - COLLAPSE
 - SICARIOS
 - BETON

- Pool 3 (OLS S7 Qualifier 2nd-4th)
 - Literally Clueless
 - BANDA
 - KENDALL
- Pool 4 (Qualifier teams):
 - Qualifier Group 1 Winner
 - Qualifier Group 2 Winner
 - Qualifier Group 3 Winner
 - Qualifier Group 4 Winner
 - Qualifier Group 5 Winner

9.3. A total of 5 rounds of matches will be played.

9.4. All Matches consist of up to 9 battles. The team that is first to win 5 battles is declared the winner of the match.

9.5. Teams that already played against each other in the Swiss Stage cannot be matched against each other again.

9.6. Teams losing 3 times are eliminated from the tournament.

9.7. For the first round of the Swiss Stage, teams from pool 1 will compete against teams from pool 4 and teams from pool 2 will compete against teams from pool 3.

9.8. For further rounds teams are being matched by the number of match victories and Buchholz score. (Detailed explanation will be provided to the team captains ahead of the start of the stage.)

9.9. In case of a draw within a round, the team with more tanks alive is declared the winner, in case neither team has more tanks left, the team with more damage dealt within the round is declared the winner. Otherwise, the fastest kill is used as criteria for the victory.

9.10. The organizer reserves the right to broadcast matches.

9.11. The organizer reserves the right to select the matches and the order of matches to be broadcasted.

10. Playoff

10.1. A total of 8 teams participates in the tournament's playoff stage.

10.2. The playoffs are played in a single elimination bracket format.

10.3. Seeding:

10.4. The 2 Teams competing the Swiss Stage with a 3-0 record are positioned on opposite sides of the bracket and are matched against teams that finished 3-2 in the Swiss Stage.

10.5. The remaining teams (3-1 Swiss Stage record and unmatched 3-2 teams) are matched among each other.

10.6. The playoffs stage is played in the following format:

- Saturday: Quarterfinals (Bo9)
- Sunday: Semifinals and Final (Bo11)

- A match consists of up to 7 or 9 battles. The team that is the first to win 4 or respectively 5 battles is declared the winner of the match.
- **In case of a draw within a round, the team with more tanks alive is declared the winner, in case neither team has more tanks left, the team with more damage dealt within the round is declared the winner. Otherwise, the fastest kill is used as criteria for the victory.**
- 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.
- Matches are held on the Onslaught settings (including combat modifiers of the most recent Onslaught Season).
- Battle will take up to 10 minutes.

11. Wildcard Qualifier

- 11.1. There are 3 teams participating in the wildcard qualifier on **August 30, 16:00 UTC**:
- 11.2. The 3rd and 4th places of the European AMD Onslaught Legends Cup (#5),
- 11.3. the 2nd Place of the American AMD Onslaught Legends Cup (#5)
- 11.4. The Qualifier consists of 2 Matches.
- 11.5. Match 1: EU OLC 3rd / 4th places against each other – Best of 11 (first to 6 rounds)
- 11.6. Match 2: Winner of Match 1 against the NA OLC 2nd place - Best of 11 (first to 6 rounds)
- 11.7. The matches consist of up to 11 battles. The team that is the first to win 6 battles is declared the winner of the match.
- 11.8. The winner of the Wildcard Qualifier represents their region at the WCI 2026 Finals in China.
- 11.9. Predefined Structure and Participation Changes:
- 11.10. In case one of the EU OLC (#5) 3rd/4th places are not able to participate in the WCI 2026 Finals, only the 2nd Match of the Wildcard Qualifier will be played (remaining EU team vs NA Runner-Up).
- 11.11. In case the NA OLC (#5) winner is not able to participate in the WCI 2026 Finals, the Runner-Up of the tournament replaces them and the regional 3rd place will compete in the Wildcard Qualifier.
- 11.12. In case the EU OLC (#5) winner or runner-up is not able to participate in the WCI 2026 Finals, the winner of the Wildcard Qualifier Match 1 replaces them and the Loser proceeds to play Match 2.
- 11.13. In case both EU OLC (#5) winner and runner-up are not able to participate in the WCI 2026 Finals, but both European 3rd and 4th places are, the Wildcard Qualifier does not take place and the NA OLC (#5) runner-up is automatically qualified to the WCI 2026 Finals.
- 11.14. Any case not covered by the predefined changes covered above, the organizer reserves the right to invite other teams at the organizer's discretion.

12. Tiebreaker

- 13.1 If both teams have the same number of victories at match end, the winner of the match is determined in a tiebreaker.
- 13.2. The tie-breaker system is only used to determine the winner in case of an even number of victories within a playoff match.
- 13.3. The home-team of a tie-breaker—the team that won the fastest battle.
- 13.4. If neither of the teams achieved the fastest victory over the course of the match, the team with a higher total cumulative damage in single battle during the match will choose the side for the tiebreaker.
- 13.5. In case the teams are even in highest total cumulative damage in the match, the side selection is determined at random.
- 13.6. The home team selects the respawn on the tie-breaker map.
- 13.7. The winner of the battle conducted under the tie-breaker rules is concluded the winner of the match.

13. Game Restarts

- 13.1. 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 recorded replay of the battle.
- 13.2. If a technical failure occurs during a battle, the battle is replayed without changing results of previous battles during the match.
- 13.3. Advantage is understood as including but not limited to the factors below:
 - spotted enemy vehicles,
 - damage dealt,
 - base capture points.
- 13.4. Players can only request a game restart during the countdown **before the battle starts** 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 can't 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.
- 13.5. Changes in the team setup or individual tank configuration (changing equipment) are allowed, if not communicated differently in the individual case.

14. The procedure for conducting broadcast

- 14.1. 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.
- 14.2. The match is organized and umpired by the match referee appointed by the Tournament Organizer.
- 14.3. Players receive invitations to the special around 15 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 the communication with the Organizer.
- 14.4. If a player/players of a team does not enter the Training Room for the match, the Organizer is entitled to give the team a technical loss in the battle.
- 14.5. 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.
- 14.6. The Training Room is created by the referee of the match.
- 14.7. An interval between battles in a match must not exceed 120 seconds. An interval between the last map and the tiebreaker should not exceed 120 seconds, The duration of the interval between the battles may be increased by the referee of the match.
- 14.8. 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.
- 14.9. The teams have to ready up their rosters in the special battle lobby (right side of the window) and confirm readiness (top middle big button).
- 14.10. 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.
- 14.11. The referee records the result of the match and communicates it to the teams.
- 14.12. 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 a main player in any battle and in any vehicle indicated in the vehicle lineup presented for the match.
- 14.13. If a player/players does not confirm readiness of their vehicle, the team starts the battle without such player/players.

15. Battle Records

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

- 15.2. Before the battle starts, all players should check that they have the battle recording option enabled as of the match start.
- 15.3. The Organizer reserves the right to request battle recordings to create media materials dedicated to the Tournament.
- 15.4. The Tournament Organizer has the right to use and make the battle recordings publicly available without any additional approval with Team Captains as well as to transfer such rights to third parties related to Organization of the Tournament.
- 15.5. 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 sending the respective files 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. The captain must collect all replay and send them to the tournament administration after the respective stage (file share folder or via discord).**
- 15.6. Replays must be provided within 2 hours after the end of the qualification and play-in stage and within 72 hours after the end of the play-offs.**
- 15.7. In case of missing replays, prize deductions will be applied.**
- 15.8. 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.

16. Match Broadcasts

- 16.1. 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.
- 16.2. 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.
- 16.3. 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.
- 16.4. 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.
- 16.5. 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.
- 16.6. 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.

16.7. 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.

17. Stream Schedule

The official broadcast will be streamed to the official World of Tanks Twitch channel – <https://twitch.tv/worldoftanks>.

Times as indicated are subject to change due to technical demands and cross-dependencies on other matches.

August 1 (Saturday)

- EU – Match 1 – UTC 14:00 | CEST 16:00
- EU – Match 2 – UTC 15:00 | CEST 17:00
- EU – Match 3 – UTC 16:00 | CEST 18:00
- EU – Match 4 – UTC 17:00 | CEST 19:00

August 2 (Sunday)

- EU – Match 5 – UTC 14:00 | CEST 16:00
- EU – Match 6 – UTC 15:00 | CEST 17:00
- EU – Match 7 – UTC 16:00 | CEST 18:00
- EU – Match 8 – UTC 17:00 | CEST 19:00

18. 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.

18.1. 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.

18.2. 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.

18.3. Spam

Excessive posting of meaningless or aggressive messages is prohibited.

18.4. 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.

18.5. Violations of Game Rules

Violations of the Game Rules are prohibited.

18.6. Deception

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

18.7. Unfair Play

Any techniques associated with unfair play are prohibited.

18.8. Use of a Non-Owned Account

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

18.9. Modifications of the Game Client

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

18.10. 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.

18.11. Game Flaws

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

18.12. Acceptable Behavior

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

Tournament Organizer reserves the right to disqualify players who demonstrate inappropriate behavior or excessive aggression.

18.13. 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.

19. Fraud/deception

19.1. Deception

Any attempt to deceive the tournament administration is forbidden.

19.2. Usage of forbidden game modifications

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

19.3. Cheating Sanctions

Breach of rule 18.2 will result in 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.

19.4. Match-Fixing/betting fraud

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

20. Protests and Appeals

- 20.1. 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.
- 20.2. 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.
- 20.3. The decision made by the Tournament Organizer is final and not subject to revision. Repeated protests and appeals will not be processed.

21. Information Submitted Within the Tournament

- 21.1. 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.
- 21.2. Tournament Organizer has the right to disqualify any player who presents false or incomplete information.

22. Limitation of Liability of Tournament Organizer and other General Provisions

- 22.1. Tournament Organizer is not liable for any actions of third parties.
- 22.2. Tournament Organizer provides a compensation to Tournament Participants only for any direct losses caused by the guilty acts of the Tournament Organizer.
- 22.3. 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.
- 22.4. Tournament is subject to these Rules and is governed by the laws of the Republic of Cyprus.

23. Delivery Conditions

- 23.1. 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.
- 23.2. The tournament administration will reach out to inform the winning teams about the shipping process and further details.
- 23.3. 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.

24. Participation Conditions and Legal Disclaimers

23.1 General Conditions

- 24.1. All players from teams that qualify to participate in the WCI Tournament Finals acknowledge that, to participate in the WCI Tournament Finals, they must be able to travel to China for the tournament finals period. This means, among other things:
- 24.2. Having all necessary foreign travel documents and obtaining a Chinese visa.
- 24.3. Not being subject to any specific restrictions that would prevent departure from their country of residence or arrival in China.
- 24.4. Providing travel document details and personal data to the WCI Tournament organizer upon request so that travel can be arranged.
- 24.5. Following the steps necessary to obtain a Chinese visa at the relevant Chinese embassy and fully cooperating with the WCI Tournament organizer in the visa application process.
- 24.6. Bearing certain visa expenses which will later be compensated by the WCI Tournament organizer upon the provision of payment documents (which must be kept by the player).
- 24.7. Each participant also confirms that they will have turned 18 by the 31st of August 2026.

23.2 Costs Covered by the WCI tournament organizer

The organizer will cover the following costs for players participating in the WCI Tournament Finals:

- 24.8. The fee for issuance of a Chinese visa to the player.
- 24.9. Travel between the player's country of residence and the city where the WCI Tournament Finals will take place. The airport of departure in the player's country of residence will be chosen at the discretion of the WCI tournament organizer, but taking into account the player's convenience and flight ticket availability.
- 24.10. Insurance, accommodation, and meals in China for the duration of the WCI tournament finals.
- 24.11. Travel between the player's accommodation in China and the WCI tournament location.
- 24.12. Expenses not listed above may have to be borne by the player. All taxes, fees and surcharges on the Prize are the sole responsibility of the Prize winner.

23.3 The right to invite additional teams

Players acknowledge that the WCI tournament organizer may invite more than one team from a specific region to the tournament finals due to another team's inability to participate, or for other reasons at the organizer's discretion.

23.4 Terms of Participation

- 24.13. Players who disagree with any of the conditions listed in this section, Terms of Participation, may not participate in the WCI Tournament Finals and should inform their team manager as soon as possible.
- 24.14. The team manager must replace any such players with substitutes. In any event, the team roster must have no more than eight players, including the team manager. For a team to participate in the finals, at least four players chosen for the WCI Tournament Finals team roster must also be in the WCI tournament Qualifiers team roster.

- 24.15. Players acknowledge that to participate in the WCI Tournament Finals, in addition to the conditions specified above, they also accept the official WCI Tournament Finals rules, which will be made available by the tournament organizer at a later date.
- 24.16. All participating players are required to adhere to universally recognized standards of conduct throughout the tournament. It is strictly prohibited to engage in any activities that violate the game rules, local laws and regulations, and the principles of fair competition, or in any other form of inappropriate behavior. Players must also refrain from making any inappropriate comments or exhibiting behavior that may be deemed inappropriate, including but not limited to topics of race, politics, ethnicity, clan affiliation, or gender.

25. SCHEDULE A

PRIVACY NOTICE

on using likeness and participating in the Onslaught Legends Cup 5 Tournament and related marketing activities

1. DATA CONTROLLER DETAILS:

Wargaming Group Limited

Company number: HE290868
105, Agion Omologiton Avenue
Nicosia 1080
Cyprus

Data Protection Officer contact information: dpo@wargaming.net.

2. PURPOSE OF DATA PROCESSING:

Your personal data may be processed for the purposes of:

- depiction of your likeness in The Onslaught Legends Cup 5 („the **Tournament**”), a competition held by Wargaming Group Limited (“**Wargaming**”) among users of the multiplayer online game World of Tanks („the **Game**”) worldwide. Legal basis: Performance of a Contract (Art. 6(1)(b) GDPR).
- marketing and promotional campaigns related to the Tournament and the Game, including but not limited to advertisements, trailers, and promotional materials on platforms such as Instagram, YouTube, Facebook, and other media channels. Legal basis: Performance of a Contract (Art. 6(1)(b) GDPR).
- verifying age, enabling participation in the Tournament and fulfilling other provisions of the contract, including the disbursement of prizes. Legal basis: Performance of a Contract (Art. 6(1)(b) GDPR).
- Handling requests, managing our business, conducting necessary internal administrative processes, asserting or defending legal claims, and ensuring accountability. Legal basis: Legitimate interest of the Data Controller (Art. 6(1)(f) GDPR).

3. DATA RECIPIENTS:

Your data might be shared with companies within the Wargaming group, IT system providers, and IT services, as well as entities responsible for promoting Wargaming on social media or supporting Wargaming in marketing or organizational activities, if applicable.

4. DATA ORIGINS AND CATEGORIES:

Your personal data, such as name, surname, email, voice, likeness, silhouette, age, nickname, will be collected directly by us, based on the materials you provided.

5. DATA RETENTION PERIOD:

Your personal data will be retained for the entire duration of our contractual relationship, the marketing activities, as well as for the period needed to resolve any potential disputes, or necessary to enforce remaining contractual obligations. The specific duration of this retention period aligns with the legal statutes applicable in our jurisdiction and the nature of the data.

6. YOUR RIGHTS:

You have the right to access, rectify, erase, and restrict your data as well as the right to data portability, and to withdraw your consent or object to the processing for the applicable purposes, where applicable.

To exercise these rights, you may contact us via dpo@wargaming.net. Regardless of the above rights, you have the right to lodge a complaint with the relevant supervisory authority.

7. AUTOMATED DECISION-MAKING

Your personal data won't be used for profiling or automated decision-making regarding you.

8. TRANSFERING DATA OUTSIDE THE EU OR EEA

When your personal data is shared with Wargaming affiliates and subsidiaries, as well as third parties outside the European Union or the European Economic Area, Wargaming guarantees an adequate level of personal data protection, including but not limited to, by entering into standard data protection clauses adopted by the European Commission with Wargaming affiliates and subsidiaries, as well as such third parties.

Providing your data is necessary for the purpose of concluding the contract and fulfilling its provisions.