



**WARGAMING.NET**

**LET'S BATTLE**

**Onslaught Legends Series**

**GENERAL RULES**

**EU REGION, 2024**

# Table of changes

| DATE       | CHANGES  |
|------------|--|
| 07.08.2024 | Rules released   |
| 27.08.2024 | Section 3.6 restated, Sections 3.15-3.16 added, Schedule A added |
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# 1. Terms and Notions

- 1.1. The Onslaught Legends Series (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 Onslaught Legends Series or the Tournament is held by the Organizer of the Tournament in the EU region according to these Rules from September 9, 2024, to October 13, 2024.
- 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, including the Privacy Notice for Participants contained in Schedule A hereto.
- 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. The 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 agrees 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 of 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. The event is open to players from all countries covered by Wargaming. Up to 3 players from outside the realm of the European server may be included in the team of which a **maximum of 1 “Legionnaire” can be living in the Russian Federation or Republic of Belarus. (Please check section “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. Players must own a tier X vehicle eligible to be used for the mode.
- 3.6. Players participating in the Onslaught Legends Series must have reached the age of 18 by the 19<sup>th</sup> of August, 2024 or, if they are below 18 but at least 13 years old as of that date, they may participate in the Onslaught Legends Series only if the parents or guardians of such players consent to their participation in the Promotion on the terms established by these Rules. The Organizer can request written confirmation of such consent at any time and lack of such confirmation may lead to disqualification.
- 3.7. Teams coming from the Onslaught Legends Cup #3 or the Onslaught Legends Series Qualifier can change up to 2 players to build their play-off stage roster.
- 3.8. The team captain must provide a short name of up to 5 characters.
- 3.9. Teams, the names of which violate game rules, may be denied participation in the tournament without notice.

3.10. Teams must provide a high-quality team logo to the Tournament Organizer for broadcasting and promotional purposes. The tournament organizer assumes ownership of these images and will use them for the purposes including but not limited to the tournament and its promotion. The logo size needs to be at least 800 x 800 pixels; alternatively, the logo can be provided in vector format.

Deadline for the files is set to August 20th, 2024, 21:00 UTC (23:00 CEST)

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.

3.11. Teams are required to submit pictures of each player by August 25<sup>th</sup>, 2024, 21:00 UTC (23:00 CEST). 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 his own discretion):

3.12. The picture needs to be at least 1080 x 1920 pixels in size (portrait format)

- The picture needs to show the player facing the camera frontally from the waist up
- The face of the player cannot not be obstructed (for example by a scarf or a face mask).
- The background needs to be monochromatic and light (for example a white wall).

3.13. The player may either wear a team jersey or a monochromatic shirt that differs substantially in color from the background.

3.14. The picture needs to be taken on the eye level of the displayed person.

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

3.15. 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:

- to collect, record, photograph and/or gather their image, likeness, name, nickname and biographical materials (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**").

3.16. 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.

- 3.17. The Organizer has the right to request additional information related to the Tournament. Each Team Captain assumes the obligation to provide the requested information no later than the start of the Tournament.
- 3.18. 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. Prize Pool of the Tournament

### 4.1. In-Game rewards\*:

- 1<sup>st</sup> Place – 250 000 Gold + 75 000 Bonds
- 2<sup>nd</sup> Place – 200 000 Gold + 50 000 Bonds
- 3<sup>rd</sup> - 4<sup>th</sup> Place – 150 000 Gold + 40 000 Bonds
- 5<sup>th</sup> - 6<sup>th</sup> Place – 100 000 Gold + 25 000 Bonds
- 7<sup>th</sup> - 8<sup>th</sup> Place – 75 000 Gold + 15 000 Bonds

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

\*\* Teams need to attend all matches to be eligible for the rewards.

### 4.2. Monetary Rewards\*\* - the total Prize Pool is indicated on the World of Tanks Portal in the announcement article of the Onslaught Legends Series:

- 1<sup>st</sup> Place – 50% of the Prize Pool
- 2<sup>nd</sup> Place – 25% of the Prize Pool
- 3<sup>rd</sup>/4<sup>th</sup> Place – 12,5% of the Prize Pool

Others:

*Further information about qualifications for future events will be provided closer to the start of the event.*

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

\*\* The prize money will be distributed equally between all players of the main team. At the request of the captain, reserve players can be included in the prize money distribution. The money will be sent via Bank Account Transfer or PayPal payment.

## 5. Tournament Structure

### 5.1. The Tournament is held in three stages:

- Regular Season – Phase 1 (8 Teams)
- Regular Season – Phase 2 (6 Teams)
- Play-Offs Stage (4 Teams)

### 5.2. Tournament days

- Regular Season – Phase 1 (4 Matches each Bo5 per day), September 10 – 29, 2024
- Regular Season – Phase 2 (3 Matches each Bo7 per day), October 1 – 10, 2024
- Play-Offs (3 Matches, Bo9 and Bo11)– October 13, 2024

Starting times may change, this will be communicated to the team captains individually.

## 6. Tournament Rules

### 6.1 Battle mode:



- Onslaught mode (with the on-going Onslaught Season's combat modifiers)
- Match configuration:
  - Team composition: 7 players.
  - Vehicle Tier: Tier 10.
  - Battle time: 10 minutes.
  - Vehicle restrictions: Based on the Onslaught ruleset.
  - The team that captures the base or destroys all vehicles of the opposing team wins the battle.
- In case of a draw within a battle, 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 usage of the anonymizer feature is prohibited from all stages of the Onslaught Legends Series.

## 6.2 Picks and Bans

- The coinflip will be used to define who will start the pick and ban phase. The winner of the coin toss will decide does they want 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 5 matches, we will use the following system:
  - 1) A bans first map,
  - 2) B bans second map,
  - 3) A picks third map, B picks the starting side,
  - 4) B picks fourth map, A picks the starting side,
  - 5) B bans third map,
  - 6) A bans fourth map,
  - 7) B bans fifth map,
  - 8) A bans sixth map,
  - 9) The tiebreaker is played on the remaining map.
- For Best of 7 matches, 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 sixth map,
  - 9) The tiebreaker is played on the remaining maps.
- For Best of 9 matches, 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) B picks the third map, A picks the starting side,
  - 8) A picks the fourth map, B picks the starting side,
  - 9) The Tiebreaker is played on the remaining map.
- For Best of 11 matches, 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
    - 8) A bans the third map,
    - 9) The Tiebreaker is played on the remaining map.

#### 6.1. Requirements to roster:

- Teams may comprise vehicles of different nations. **For all stages of the tournament, the vehicle selection will be based on the Onslaught ruleset; the Vehicle Tier is set to 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 tournament accounts provided by the Organizer to play in the Tournament.

6.2. 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.

6.3. The Organizer reserves the right to change the game server after giving a notification to the team captains.

## 7. OLS Qualification and Last Chance Qualifier

- 7.1. A total of 8 teams will participate in the Onslaught Legends Series:
- 7.2. The winner of the (European) Onslaught Legends Cup #3 in August 2024
- 7.3. The 3 highest placed teams (disregarding the EU OLC #3 winner) based on Qualification points\* earned in the (European) Onslaught Legends Cups #2 and #3
- 7.4. 4 teams based on the top placements within the Onslaught Legends Series Qualifier

\* Qualification Points distribution table:

| Placement                         | Onslaught Legends Cup #2 | Onslaught Legends Cup #3 |
|-----------------------------------|--------------------------|--------------------------|
| 1 <sup>st</sup>                   | 100                      | 150                      |
| 2 <sup>nd</sup>                   | 70                       | 120                      |
| 3 <sup>rd</sup>                   | 50                       | 80                       |
| 4 <sup>th</sup>                   | 40                       | 60                       |
| 5 <sup>th</sup> -6 <sup>th</sup>  | 35                       | 40                       |
| 7 <sup>th</sup> -8 <sup>th</sup>  | 15                       | 20                       |
| 9 <sup>th</sup> -12 <sup>th</sup> | 10                       | 15                       |

- 7.5. A total of 9 teams will participate in the Onslaught Legends Series Qualifier:
  - The top 2-8 highest placed teams based on the Qualification points earned in the (European Onslaught Legends Cups #2 and #3)
- 7.6. Two teams coming from the open “Last Chance” qualifier.
- 7.7. The Last Chance Open Qualifier:
- 7.8. The tournament will be held under the single elimination principle – a team leaves the tournament after losing a match.
  - Depending on the round within the stage, 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.
  - In case of a draw within a round, neither team gets a point.
- 7.9. 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 apply, the winner is selected randomly.
- 7.10. 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 change each round.
  - Starting sides are assigned by the system (randomly).
  - The qualifier brackets are arranged at random. There will be 2 separate brackets.
- 7.11. Group Stage:
  - A total of 6 teams participates in the group stage:
    - 2 teams from the “last chance” open qualifier
    - 4 teams based on qualifier points (top 5 – 8)

- Teams are distributed into 2 groups of 3 teams each. Each group consists of one team from the “last chance” qualifier, one team from the top 5-6 and one team from the top 7-8 of the qualifier points ranking.
- The group stage is played as a single round robin, each team plays 2 matches. A group stage match consists of up to 9 battles. The team that is the first to win 5 battles is declared the winner of the match.
- In case of a draw within a battle, 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.
- In case of a 4-4 score after 8 battles, a tie-breaker battle is scheduled. The home-team of a team breaker is the team that won the fastest battle. The home team selects the respawn (starting side) on the tie-breaker map. If neither of the teams achieved the fastest victory over the course of the match, the team with a higher total cumulative damage in a single battle during the match will choose the side of the tiebreaker. In case the teams are even in the highest total cumulative damage in a battle during the match, the side selection is determined at random. The winner of the battle conducted under the tie-breaker rules is concluded the winner of the match.
- Number of points earned in each match:
  - For a victory – 4 points
  - For a victory via tie-breaker – 3 points
  - For a defeat via tie-breaker – 1 point
  - For a defeat – 0 points
- If two or more teams have equal total amounts of points, the ranking is determined based on the following order or criteria, sorted by priority:
  - following the results of all head-to-head matches between the competing teams (teams involved in the tiebreaker)
  - based on the highest difference between won and lost battles in head-to-head matches between the competing teams (teams involved in the tiebreaker)
  - based on the highest number of won battles in head-to-head matches between the competing teams (teams involved in the tiebreaker)
  - based on the highest difference between won and lost battles in all matches of the group 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.

\*\* The Organizer reserves the right to arrange a complete restart of the match between the disputing teams.
- Teams that take the 1<sup>st</sup> place in their respective group continue towards the bracket stage (to further compete for the 2<sup>nd</sup> European WCI spot) and are qualified for the Onslaught Legends Series.

- 7.12. Teams that take the 2<sup>nd</sup> place in their respective group do not proceed to the next stage but are qualified for the Onslaught Legends Series.
- Teams that take the 3<sup>rd</sup> place in their respective group are eliminated from the tournament.
- 7.13. Bracket Stage:
- A total of 5 teams participates in the bracket stage:
    - 2 winning teams of the group stage
- 7.14. 3 teams based on the qualifier points (top 1-4 without EU OLC #3 winner)
- 7.15. The teams based on the qualifier points start in the upper bracket, with the highest seed team skipping the first round.
- 7.16. The 2 teams coming from the group stage start in the lower bracket.
- All matches consist of 9 battles. The team that is the first to win 5 battles is declared the winner of the match.
  - In case of a draw within a battle, 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.
  - In case of a 4-4 score after 8 battles, a tie-breaker battle is scheduled. The home-team of a team breaker is the team that won the fastest battle. The home team selects the respawn (starting side) on the tie-breaker map. If neither of the teams achieved the fastest victory over the course of the match, the team with a higher total cumulative damage in a single battle during the match will choose the side of the tiebreaker. In case the teams are even in the highest total cumulative damage in a battle during the match, the side selection is determined at random. The winner of the battle conducted under the tie-breaker rules is concluded the winner of the match.
- 7.17. Teams coming from the “Last Chance” qualifier / the OLC #3 tournament (by qualifier points) can change up to 2 players to build their rosters. (The change can be applied either before the group stage, before the bracket stage or split into 2 changes.) Those players must not have previously played for another team during the Last Chance qualifier or the group stage of the Onslaught Legends Series Qualifier group stage.
- 7.18. The Onslaught Legends Series Qualifier will consist of multiple stages including open sign-up.
- 7.19. The Battle time for all matches is 10min, the matches are held with the Onslaught settings (including combat modifiers of the latest Onslaught Season).
- 7.20. The organizer reserves the right to broadcast matches.
- 7.21. The organizer reserves the right to select the matches and the order of matches to be broadcasted.

## 8. Regular Season

### 8.1 Phase 1:

8.1. 8 teams are participating in Phase 1 of the regular season.

8.2. Teams are playing a single round robin (7 matches per team) against each other.

- 8.1.1 A Phase 1 match consists of up to 5 battles. The team that is the first to win 3 battles is declared the winner of the match.

- 8.1.2 Number of points earned in each match:
- For a victory – 3 points.
  - For a defeat – 0 points.
- 8.1.3 At the end of the first phase (when all 7 match days were played) all points are summed up.
- 8.3. The top 6 teams by points are proceeding to the 2<sup>nd</sup> phase. If two or more teams have an equal total number of points, the team placements are determined as follows:
- The round difference played against all participating teams in stage 1
  - The number of won matches against all participating teams in stage 1
  - The amount of won rounds against the teams with equal points at the end of stage 1
  - Fastest victory within a round against the teams with equal points at the end of stage 1
  - Should the above conditions not be sufficient to determine the standings, an additional Match in the format Best of 5 will take place to do so.
- 8.2 Phase 2:
- 8.4. 6 teams are participating in Phase 2 of the regular season.
- 8.2.1 Teams are playing a single round robin (5 matches) against each other.
- 8.5. A Phase 2 match consists of up to 7 battles. The team that wins 4 battles is declared the winner of the match.
- 8.2.2 Number of points earned in each match:
- For a victory – 4 points.
  - For a tie-breaker victory – 3 points.
  - For a tie-breaker defeat – 1 point.
  - For a defeat – 0 points.
- 8.6. At the end of the second phase (when all 5 match days were played) all points are summed up (points from phase 1 and phase 2).
- 8.7. The top 4 teams by points proceed to the playoffs. If two or more teams have an equal total number of points, the team placements are determined as follows:
- The round difference played against all participating teams in the regular season (both phase 1 and 2)
  - The number of won matches against all participating teams in the regular season (both phase 1 and 2)
  - The amount of won rounds against the teams with equal points in the regular season (both phase 1 and 2)
  - Fastest victory within a round against the teams with equal points in the regular season (both phase 1 and 2)
  - Should the above conditions not be sufficient to determine the standings, an additional Match in the format Best of 5 will take place to do so.
- 8.8. The organizer reserves the right to broadcast matches.
- 8.9. The organizer reserves the right to select the matches and the order of matches to be broadcasted.

## 9. Playoffs

9.1. A total of 4 teams participates in the tournament's playoff stage.

- The top 4 teams from the regular season compete in a single elimination bracket.
- The 1<sup>st</sup> placed team after the Regular Season (Phase 2) can pick either the 3<sup>rd</sup> or the 4<sup>th</sup> placed team as their opponent. The 2<sup>nd</sup> placed team faces the remaining team.
- The play-offs stage consists of 2 Semi Final matches and the Grand Final.
- The semifinal matches consist of up to 9 battles (11 battles for the final). The team that is the first to win 5 battles (or 6 for the final) is declared the match's winner.
- 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.

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

## 10. Tiebreaker

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

10.2. The home-team of a tie-breaker—the team that won the fastest battle.

10.4. If neither of the teams achieved the fastest victory over the course of the match, the team with a higher total cumulative damage in a single battle during the match will choose the side for the tiebreaker.

10.5. In case the teams are even in higher total cumulative damage, the side selection is determined at random.

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

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

## 11. Game Restarts

11.1. 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.

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

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

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

11.4. 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.

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

## 12. The procedure for conducting broadcast

12.1. Date and time of the match are stated in the stream schedule section. If no exact time is posted, teams will be notified about the schedule and approximate times of their matches.

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

12.3. Players receive invitations to the special battle or training room around 15 minutes before the match starts. The captain is responsible for making sure all players are there on time. The captain is the only person responsible for communication with the Organizer.

12.4. If one player or multiple players of a team do not enter the Training Room for the match, the Organizer is entitled to give the team a technical loss in the battle.

12.5. 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.

12.6. The Training Room or special battle is created by the referee of the match.

12.7. An interval between battles in a match must not exceed 120 seconds. The interval between the last map and the tiebreaker should not exceed 240 seconds, The duration of the interval between the battles may be increased by the referee of the match.

12.8. 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.



- 12.9. 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). Alternatively, for trainings rooms, the admin will explain the ready-up procedure in the lobby, prior to the match.
- 12.10. 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.
- 12.11. The referee records the result of the match and communicates it to the teams.
- 12.12. 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.
- 12.13. If one player or multiple players of a team do not confirm readiness of their vehicle, the team starts the battle without such player/players.

## 13. Battle Records

- 13.1. All participants of broadcast matches **must record all battles** of the Tournament via the default game recording functionality embedded into the game.
- 13.2. Before the battle starts, all players should check that they have the “all” battle recording option enabled as of the match start.
- 13.3. The Organizer reserves the right to request battle recordings.
- 13.4. 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.
- 13.5. **Every player must provide their replays by uploading them to <http://wotreplays.eu>, if there are issues with uploading to wotreplays.eu, wot-records.com can be used. The captain must collect all replay links in a spreadsheet and send them to the tournament administration after the respective match day.**
- 13.6. **Replays must be provided within 24 hours after the match day.**
- 13.7. **In case of missing replays, prize deductions will be applied.**
- 13.8. The organizer reserves the right to broadcast matches during any stage of the event. The Organizer reserves the right to select the matches to be broadcast.

## 14. Match Broadcasts

- 14.1. 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.

- 14.2. 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.
- 14.3. To prevent any opportunities for unfair play, the matches are broadcast to the public with a 10-minute (600 second) delay from the real time of the matches; the above relates to live-mode broadcasts as well.
- 14.4. 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.
- 14.5. 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.
- 14.6. Any participant who plans to stream the tournament, is obliged to communicate their stream link to the Organizer and to add a 10 minute (600 second) delay on their stream.
- 14.7. The 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.
- 14.8.** 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 their team.**

## 15. Preliminary 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.

Regular Season - Phase 1 (September 10 to September 29)

- Match Day 1 – September 10 – UTC 16:00 – 18:00 CEST (EU)
- Match Day 2 – September 12 – UTC 16:00 – 18:00 CEST (EU)
- Match Day 3 – September 17 – UTC 16:00 – 18:00 CEST (EU)
- Match Day 4 – September 19 – UTC 16:00 – 18:00 CEST (EU)
- Match Day 5 – September 24 – UTC 16:00 – 18:00 CEST (EU)
- Match Day 6 – September 26 – UTC 16:00 – 18:00 CEST (EU)

- Match Day 7 – September 29 – UTC 14:00 – 16:00 CEST (EU + NA)

Regular Season – Phase 2 (October 1 to October 10)

- Match Day 1 – October 1 – UTC 16:00 – 18:00 CEST (EU)
- Match Day 2 – October 3 – UTC 16:00 – 18:00 CEST (EU)
- Match Day 3 – October 6 – UTC 14:00 – 18:00 CEST (EU + NA)
- Match Day 4 – October 8 – UTC 16:00 – 18:00 CEST
- Match Day 5 – October 10 – UTC 14:00 – 16:00 CEST

Play-Offs Stage (October 13)

- EU OLS Semi Final 1 – UTC 14:00 – 16:00 CEST
- EU OLS Semi Final 2 – UTC 15:15 – 17:15 CEST
- NA OLF Final – UTC 16:30 – 18:30 CEST
- EU OLS Final – UTC 17:45 – 19:45 CEST

## 16. Player Behavior

Participants must keep to the accepted standards of conduct. Violation of the conduct rules indicated below results in disqualification of the team.

### 16.1. Insults

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

### 16.2. 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.

### 16.3. Spam

Posting meaningless or aggressive messages is prohibited.

### 16.4. 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.

### 16.5. Violations of Game Rules

Violations of the Game Rules are prohibited.

### 16.6. Deception

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

#### 16.7. Unfair Play

Any techniques associated with unfair play are prohibited.

#### 16.8. Use of a Non-Owned Account

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

#### 16.9. 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.

#### 16.10. 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 negotiation 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.

#### 16.11. Game Flaws

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

#### 16.12. Acceptable Behavior

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

The Tournament Organizer reserves the right to disqualify players demonstrating inappropriate behavior or excessive aggression.

#### 16.13. 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.

## 17. Protests and Appeals

- 17.1. 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 discord communication channel 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.
- 17.2. Protest regarding the same issue can only be submitted once to the Tournament Organizer except in the case 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.
- 17.3. The decision made by the Tournament Organizer is final.

## 18. Information Submitted Within the Tournament

- 18.1. 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 but not limited to distribution of the prize. You also consent that your Personal Information may be disclosed to third parties, if this is required to transfer the prize (prizes), and that such disclosure may be take place in accordance with applicable legislation. You acknowledge that you will 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 after it is no longer necessary.
- 18.2. The Tournament Organizer has the right to disqualify any player who presents false or incomplete information.

## 19. Limitation of Liability of Tournament Organizer and other General Provisions

- 19.1. The Tournament Organizer is not liable for any actions of third parties.

- 19.2. The Tournament Organizer provides a compensation to Tournament Participants only for any direct losses caused by the guilty acts of the Tournament Organizer.
- 19.3. The 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.
- 19.4. The Tournament is subject to these Rules and is governed by the laws of the Republic of Cyprus.

## 20. Delivery Conditions

- 20.1. The members of the winning teams need to provide to the Organizer the information necessary for Prizes provision within 2 weeks of the end of the Tournament.
- 20.2. The tournament administration will reach out to inform the winning teams about the shipping processes and further details.
- 20.3. 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.

# SCHEDULE A

## PRIVACY NOTICE

### on using likeness and participating in the Onslaught Legends Series 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](mailto: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 Series („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](mailto: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.