



WARGAMING.NET

LET'S BATTLE

AMD Onslaught Summer Arena

2026

GENERAL RULES

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1. Terms and Notions

- 1.1. The AMD Onslaught Summer Arena 2026 (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 Summer Arena 2026 or the Tournament is held by the Organizer of the Tournament cross-regionally according to these Rules from June 20, 2026, to July 12, 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, including the Privacy Notice for Participants contained in Schedule A hereto.
- 1.5. Captain or Team Captain—player of a team, who represents the 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 the 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 the 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 its 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 and Qihoo360. While further regional limitations might apply, up to 3 players from outside the realm of the European server may be included in a team representing Europe; the same way up to 3 players from outside the realm of the American server may be included in a team representing the Americas. Of those, 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 tournament 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.
- 3.7. Teams can change up to 3 players to build their play-offs stage roster. Those players must not have previously played in another team during any stage of this tournament.
- 3.8. Teams, the names of which violate game rules, may be denied participation in the tournament without notice.

3.9. Team captains, on behalf of their 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 submission of the Logo is set to June 28, 2026, 22:00 UTC (23:59 CEST, 17:00 CT).

The standards for the Logo of the team (additionally to the terms applicable to the Logo as the UGC under the EULA) include the following:

- 3.10. The Logo needs to be original in terms of ownership and cannot infringe the rights of any third party.
- 3.11. The Logo cannot have a questionable appearance in terms of ethics.
- 3.12. The Logo cannot include references to self-harm, hate speech, illegal activities or have an erotic undertone, this list is not exhaustive.
- 3.13. 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.
- 3.14. 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):
- 3.15. The picture needs to be at least 1080 x 1920 pixels in size (portrait format).
- 3.16. The picture needs to show the player facing the camera frontally from the waist up.
- 3.17. The face of the players cannot be obstructed (for example by a scarf or a face mask).
- 3.18. The background needs to be monochromatic and light (for example a white wall).

- 3.19. The player may either wear a team jersey or a monochromatic shirt that differs substantially in color from the background.
- 3.20. The picture needs to be taken at the eye level of the person displayed.
- 3.21. The picture needs to be original in terms of ownership and cannot be copyrighted.
- 3.22. The picture cannot include reference to self-harm, illegal activities or have an erotic undertone; this list is not exclusive.
- 3.23. 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:
- 3.24. 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**").
- 3.25. 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.
- 3.26. 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.
- 3.27. 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*:

- 1st Place – 200 000 Gold + 50 000 Bonds
- 2nd Place – 120 000 Gold + 30 000 Bonds
- 3rd – 4th Place – 60 000 Gold + 20 000 Bonds
- 5th – 8th Place – 40 000 Gold + 15 000 Bonds
- 9th - 12th Place – 25 000 Gold
- 13th - 16th Place – 10 000 Gold

* 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**:

- 1st Place – 8000€
- 2nd Place – 4000€
- 3rd – 4th Place – 2000€
- 5th – 8th Place – 1000€

Others:

- Tournament MVP – Alienware 15 Gaming Laptop with AMD Ryzen™ ***
- Finals MVP – Alienware 15 Gaming Laptop with AMD Ryzen™ ***
- Best Highlight Play – Alienware 15 Gaming Laptop with AMD Ryzen™ ***
- Best Field Commander – Alienware 15 Gaming Laptop with AMD Ryzen™ ***

Tournament Awards Disclaimer:

The selection process for individual player awards, including but not limited to "Tournament MVP", may take into account quantitative battle statistics, qualitative performance evaluation, overall impact on matches, and expert opinions from official casters and broadcast talent. The tournament administration reserves the right to make the final decision on all award recipients, and no specific statistic, ranking, or performance metric guarantees eligibility or selection.

* It is on the team's leadership to decide about the split of 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.

*** For hardware delivery, more details can be found in the delivery conditions section.

5. Tournament Structure

5.1. The Tournament is held in three stages:

- Regional Qualification

- Cross-Group Stage (16 Teams)
- Play-Offs Stage (8 Teams)

5.2. Tournament days

5.3. Regional Qualification: June 17 + 21, 2026 Europe; June 20, 2026 Americas

5.4. Cross-Group Stage: July 4 – 5, 2026

5.5. Play-Offs: July 11 – 12, 2026

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

6. Tournament Rules

6.1 Battle mode:

- Onslaught mode (with the latest 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.

6.1. The usage of the anonymizer feature is prohibited from all stages of the tournament.

6.2 Picks and Bans

- A coinflip will be used to define who will start the pick and ban phase. The winner of the coin toss selects team A or B. Rest will be done by the system below. This will be done by the referee and communicated to the teams.
- For Best of 7 matches, we will use the following system:
 - 6.2. A bans first map,
 - 6.3. B bans second map,
 - 6.4. A picks first map, B picks the starting side (Home server of team B both rounds)
 - 6.5. B picks second map, A picks the starting side (Home server: 1x B, then 1x A)
 - 6.6. B bans third map,
 - 6.7. A bans fourth map,
 - 6.8. B picks third map, A picks the starting side, (Home server of team A both rounds)
 - 6.9. The tiebreaker is played on the remaining map.
- 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, (Home server of team B both rounds)
 - 4) B picks the second map, A picks the starting side, (Home server: 1x B, then 1x A)
 - 5) B bans the third map
 - 6) B picks the third map, A picks the starting side, (Home server of team A both rounds)
 - 7) A picks the fourth map, B picks the starting side, (Home server of team B both rounds)
 - 8) 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 first map
 - 3) A picks the first map, B picks the starting side, (Home server of team B both rounds)
 - 4) B picks the second map, A picks the starting side (Home server: 1x B, then 1x A)
 - 5) A bans the third map
 - 6) B picks the fourth map, A picks the starting side (Home server of team A both rounds)
 - 7) A picks the fifth map, B picks the starting side (Home server of team B both rounds)
 - 8) The Tiebreaker is played on the remaining map.

6.10. 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.

6.11. All cross-regional tournament stages will be played either on home/away server switches or on a joined away server. The server selection will depend on the home server of the two opponents:

6.12. EU vs EU on the European server

6.13. NA vs NA on the North American server (USC Server)

6.14. CN vs CN on the Chinese server

6.15. EU vs NA with server switches (EU + NA server)

6.16. NA vs CN on the European server

6.17. EU vs CN on the North American server

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

7. Regional Qualification

- 7.1. Europe:
- 7.2. 1 additional spot can be claimed via the open qualifications.
- 7.3. The regional qualification tournament consists of two stages.
- 7.4. All teams compete in an open-qualifier including 4 Single Elimination Brackets.
- 7.5. The winners of the Single Elimination brackets proceed to a 4-Team Double Elimination Bracket.
- 7.6. The winner of the Double Elimination Bracket qualifies as European 8th team to the Cross-Group Stage.
- 7.7. Americas:
- 7.8. 2 additional spots can be claimed via the open qualifications.
- 7.9. The regional qualification tournament consists of one Double Elimination Bracket.
- 7.10. The winner of the upper bracket final qualifies as 3rd team and the winner of the lower bracket final qualifies as the 4th team to represent the North American server in the Cross-Group Stage.

8. Cross-Group Stage

- 8.1. A total of 16 teams participates in the tournament's group stage:
- 8.2. Group A (China): WCL Summer 2026 Place 1 – 4 (4 Teams)
- 8.3. Group B (Europe): OLS S6 Winner, OLS S6 4th, OLS S6 5th, OLS S7 Qualifier Winner
- 8.4. Group C (Europe): OLS S6 2nd, OLS S6 3rd, OCS S6 Winner, OLS S6 Relegation Winner
- 8.5. Group D (Americas): OLF S6 Winner, OLF S6 2nd, OSA NA Qualifier Teams (2 Teams)
- 8.6. Teams from Group A play against teams from Group B; teams from Group C play against teams from Group D.
- 8.7. Each team plays a total of 4 Matches in the Best-of-7 format. The team that is the first to win 4 battles is declared the winner of the match.
- 8.8. Number of points earned in each match:
- 8.9. For a victory – 4 points.
- 8.10. For a tie-breaker victory – 3 points.
- 8.11. For a tie-breaker defeat – 1 point.
- 8.12. For a defeat – 0 points.
- 8.13. At the end of the cross-group stage, all points are summed up.
- 8.14. The top 2 teams by points of each group proceed to the playoffs. If two or more teams have an equal total number of points, the team placements are determined as follows:
- 8.15. The number of won matches
- 8.16. The round difference
- 8.17. The number of won rounds
- 8.18. Fastest victory within a round
- 8.19. Own/Enemy vehicles destroyed count (most favorable difference)
- 8.20. 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.
- 8.21. The organizer reserves the right to broadcast matches.

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

9. Playoffs

- 9.1. A total of 8 teams participate in the tournament's playoff stage.
- 9.2. The top 2 teams from each group compete in a single elimination bracket.
- 9.3. The Quarter-Final pairings are determined as follows:
- 9.4. QF1: Group A 1st vs Group C 2nd
- 9.5. QF2: Group B 1st vs Group D 2nd
- 9.6. QF3: Group C 1st vs Group A 2nd
- 9.7. QF4: Group D 1st vs Group B 2nd
- 9.8. The winners of QF1 and QF2 face each other in the first semifinal, the QF3 and QF4 winners in the second.
- 9.9. The 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.
- 9.10. 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.
- 9.11. 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.
- 9.12. 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 the end of the match, the winner 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. If the match is played on multiple servers, the home team can either select the server or 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 a recorded replay of the battle.
- 11.2. If a technical failure occurs during a battle, the battle is replayed without changing the 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 allowed, if not communicated differently in the individual case. The team can also vote for a different vehicle ban.

12. The procedure for conducting broadcast

- 12.1. The 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 from the team captains as well as to transfer such rights to third parties.
- 13.5. Teams must provide their replays to the organizer in a zipfile. The folder shall take the following structure: Team Name -> Match -> Player -> Individual replays.**
- 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.

15. 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.

Play-Offs Stage (May 30 to May 31)

- Match Day 1 – UTC 13:00 – 15:00 CEST – 08:00 CDT
 - Quarterfinal 1
 - Quarterfinal 2
 - Quarterfinal 3
 - Quarterfinal 4
- Match Day 2 – UTC 14:00 – 15:00 CEST – 08:00 CDT
 - Semifinal 1
 - Semifinal 2
 - Grand Final

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 and hardware 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, this list is not exhaustive.

SCHEDULE A

PRIVACY NOTICE

on using likeness and participating in the Onslaught Summer Arena 2026 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 Summer Arena 2026 („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.