

Winter Invitational

GENERAL RULES

EU + NA Region, 2026

DATE UPDATED: November 2, 2026

Table of changes

DATE	CHANGES
02/11/2026	Ruleset creation

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1. Terms and Notions

1.1. The AMD Winter Invitational (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 Winter Invitational or the Tournament is held by the Organizer of the Tournament in the EU and Americas region according to these Rules from December 2, 2026, to December 14, 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 and the Americas 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 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 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 from the EU Server, while up to 3 players outside of the realm of the American server may be included in a team from the NA server, 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 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 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. Invited teams must keep a minimum of 6 players from roster of the tournament that qualified them (OLS/OLF/OCS/Relegation) to the Swiss Stage directly. Teams can change up to 3 players total to build their Swiss stage and play-off stage roster; the changes can be made before or after the Swiss stage or split into 2 changes.

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 files is set to December 4th, 2026, 22:00 UTC (23:00 CET)

The standards for the Logo of the team (additionally of 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.
- The logo cannot have a questionable appearance in terms of ethics.

3.11. The logo cannot include references to self-harm, hate speech, 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 the authority to grand 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 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.

3.14. 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 – 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

* 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 – 10000 €
2nd Place – 5000 €
3rd/4th Place – 2500 €

* 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:

- Qualification (Open)
- Swiss Stage (16 Teams)
- Play-Offs Stage (8 Teams)

5.2. Tournament days
5.3. Qualifier – EU server – December 2, 2026 – 17:00 UTC, 18:00 CET
Qualifier – NA server – December 2, 2026 – 19:00 CST, 01:00(+1) UTC
5.4. Swiss Stage Day 1 (Round 1-3) – December 5, 2026 – 11:00 CST, 17:00 UTC, 18:00 CET
5.5. Swiss Stage Day 2 (Round 4 and 5) – December 6, 2026 – 11:00 CST, 17:00 UTC, 18:00 CET
5.6. Playoffs Day 1 (Quarter Finals) – December 12, 2026 – 09:00 CST, 15:00 UTC, 16:00 CET
5.7. Playoffs Day 2 (Semis and Finals) – December 13, 2026 – 09:00 CST, 15:00 UTC, 16:00 CET

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.

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 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 13 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. The European qualification stage will be played on EU2, while the American is being played on the USC server. Players from other servers of the respective cluster can participate in the tournament by transferring via the special battle invite to EU2/USC. The Swiss Stage and Playoffs will use the same servers, for cross-server competition matches between teams from different home servers, the players will play rounds on both servers (server switches within the match).

6.3. In case of teams from different home Servers competing, during Best of 9 matches, the first four battles will be played on Server A, the second four will be played on Server B.

6.4. In case of teams from different home Servers competing, during Best of 13 matches, the first four battles will be played on Server A, the second four will be played on Server B. The following two rounds will take place on Server B, the next two on Server A.

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

7. Qualification Stage

7.1. There will be one regional qualification tournament per region to qualify teams for the Swiss Stage.
7.2. The qualification round is held under the single elimination principle – a team leaves the tournament after losing a match.
7.3. A match consists of up to 5 battles (7 battles for the final). The team that is the first to win 3 (or 4 in the final) battles is declared the winner of the match.
7.4. After every second battle within the match the map changes (the team plays once per side before the map changes, e.g. Cliff, Cliff, Pilsen, Pilsen, Himmelsdorf) the maps change for each match.
7.5. Starting sides are assigned by the system (randomly).
7.6. The organizer reserves the right to broadcast matches.
7.7. The organizer reserves the right to select the matches and the order of matches to be broadcasted.

8. Swiss Stage

8.1. A total of 16 teams participates in the tournament's Swiss stage.
8.2. Seeding; Teams are divided into 4 pools:
8.3. Pool 1: (seeds 1-4)
OLS S7 Winner
OLS S7 Runner-Up
OLS S7 3rd Place
OLF S7 Winner
8.4. Pool 2: (seeds 5-8)
OLS S7 4th Place
OLS S7 5th Place
OCS S7 Winner
OLF S7 Runner-Up
8.5. Pool 3: (seeds 9-12)
OLS Relegation Winner
OLS Relegation Runner-Up
OLF S7 3rd Place
NA Regional Qualifier Winner
8.6. Pool 4: (seeds 13)
EU Regional Qualifier Team 1
EU Regional Qualifier Team 2
EU Regional Qualifier Team 3
NA Regional Qualifier Runner-Up
8.7. A total of 5 rounds of matches will be played.
8.8. Teams with equal match scores compete against each other.
8.9. Teams that played against each other in the Swiss Stage already cannot compete against each other again.

8.10. Teams losing 3 times are eliminated from the tournament.
8.11. 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.
8.12. For further rounds, the Swiss match-pairings will be made on the following conditions:
8.13. No repeated matches, teams with the same net score against each other.
8.14. Teams with the highest Buchholz score against the lowest.
8.15. Teams with the highest round difference against the lowest.
8.16. Teams with the highest initial seeding against the lowest.
8.17. Random.
Net Score is defined as the number of match wins minus the number of match losses.
Buchholz Score is defined as the net score sum of all previous opponents.
Initial Seeds can be found in the seeding section above.
8.18. The organizer reserves the right to broadcast matches.
8.19. 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. Seeding:
9.3. The 2 teams completing the Swiss Stage with a 3-0 record are positioned on opposite sides of the bracket and are matched against the two teams that finished 3-2 in the Swiss Stage with the lowest Buchholz score.
9.4. The remaining teams (3-1 Swiss Stage record and unmatched 3-2 team) are matched among each other with the matching criteria used for the Swiss Stage pairings.
9.5. Final seeding of the 4 quarterfinals, 1v8, 4v5 and 2v7, 3v6 on the other side of the bracket.
9.6. The playoffs are played in a single elimination bracket.
9.7. The quarter- and semifinal matches consist of up to 9 battles (13 battles of the final). The team that is the first to win 5 battles (or 7 for the final) is declared the match's winner.
9.8. 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.
9.9. The organizer reserves the right to arrange the broadcasting of matches of the Tournament. The organizer also reserves the right to arrange both strictly scheduled and "one-by-one" broadcasts after notifying the teams in advance. Furthermore, 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 eitherthe spawn on the tie-breaker map or the Server on which the battle is played. The other team chooses between the remaining options.
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. For Qualifier Semi-Finals and Finals (winners only) and Swiss Stage, teams have to provide 1 functional replay per battle, for the playoffs every player must provide their replays by

sending the respective files to the tournament administration, not doing so leads to exclusion from the event. For the playoffs stage, every player must provide their replays. The captain must collect all replays and send them to the tournament administration after the respective match day (file share folder or via discord).

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. 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.

December 12 (Saturday)

- Quarterfinal 1 – UTC 15:00 – 16:00 CET
- Quarterfinal 2 – UTC 16:15 – 17:15 CET
- Quarterfinal 3 – UTC 17:30 – 18:30 CET
- Quarterfinal 4 – UTC 18:45 – 19:45 CET

December 13 (Sunday)

- Semi Final 1 – UTC 15:00 – 16:00 CET
- Semi Final 2 – UTC 16:30 – 17:30 CET
- Final – UTC 18:00 – 19:00 CET

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.