



WARGAMING.NET

LET'S BATTLE

Onslaught Legends Cup #2

GENERAL RULES

AMERICAS

May 2024

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1. Terms and Notions

- 1.1. Onslaught Legends Cup (#2) (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. Onslaught Legends Cup (#2) or the Tournament is held by the Organizer of the Tournament in the Americas according to these Rules from May 8, 2024, to May 20, 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 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 winner could not be determined based on the results of previous battles.
- 1.19. (upper / lower) Bracket—part of the tournament structure, teams start in upper bracket and get to lower bracket after losing a match. The winner of the upper bracket faces the winner of the lower better in the finals.

2. Changes to the Rules

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

3. Requirements to teams

- 3.1. By participating in the Tournament, each player confirms that they accept the conditions of these Rules, completely agree with them, and acknowledges that they will comply with these Rules throughout the whole Tournament. If a player disagrees with the Rules or any changes thereto, such player must discontinue their participation in the Tournament.
- 3.2. The Tournament provides prizes to winners of the Tournament only on condition that they comply with the conditions stipulated in these Rules and the requirements stated in this item of the Rules.
- 3.3. A team must consist of at least 7 players 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 American 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. Teams coming from the qualifier / group stage can change up to 2 players to build their play-off stage roster. Those players must not have previously played for another team (in this tournament). Exception: If a player failed to qualify in qualifier I, they can change to a different team for the 2nd qualifier or later stages.
- 3.7. The team captain must provide a short name of up to 5 characters.
- 3.8. Teams, the names of which violate game rules, may be denied participation in the tournament without notice.

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

Deadline for the files is set to May 15th, 2024, 07:00 UTC (02:00 CT)

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.

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

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

4. Registration

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

4.2. Team size is 7 members + 2 reserves.

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

All teams must fulfil the requirements mentioned in section 3.

5. Prize Pool of the Tournament

5.1. Prize pool is as follows:

In-game*:

- 1st Place – 150 000 Gold + 40 000 Bonds
- 2nd Place – 100 000 Gold + 30 000 Bonds
- 3rd Place – 80 000 Gold + 20 000 Bonds
- 4th Place – 60 000 Gold + 20 000 Bonds
- 5th - 6th Place – 40 000 Gold + 10 000 Bonds
- 7th - 8th Place – 25 000 Gold

Monetary Rewards**:

- 1st Place – \$2000
- 2nd Place – \$1000

Others:

- 1st Place – Invitation to Independence Day Showmatch in July
- 2nd Place – Invitation to Independence Day Showmatch in July
- 1st-8th places – Qualification Points for Onslaught Legends Finals later in 2024

Distribution:

- 1st – 100 Points
- 2nd – 70 points
- 3rd – 50 points
- 4th – 40 points
- 5th/6th – 25 points
- 7-8th – 15 points

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

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

6. Tournament Structure

6.1. The Tournament is held in three stages:

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

6.2. Tournament days

- May 8 — Qualifier I; 19:00 CT (00:00 UTC), BO3 / BO5 (first to win 2 / 3)
- May 11 — Qualifier II; 18:00 CT (23:00 UTC), BO3 / BO5 (first to win 2 / 3)
- May 12 — Group Stage; 18:00 CT (23:00 UTC), BO5/BO7 (first to win 3 / 4)
- May 18/19 — Playoffs (streamed, expected start time around 18:00 CT (23:00 UTC))

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

7. Tournament Rules

7.1. Match configuration depends on the Tournament stage.

- Qualification round – Single elimination
- Group Stage – Round Robin
- Playoff – Double elimination
- Battle mode:
 - ✓ Onslaught mode (with Season of the Jade Pegasus combat modifiers)
 - ✓ Match configuration:
 - ✓ Team composition—7 players.
 - ✓ Battle time—10 minutes.
 - ✓ The team that captures the base or destroys all vehicles of the opposing team wins the battle.

7.2. Picks and Bans for the Playoff

- The coinflip will be used to define who will start the pick and ban phase. Winner of the coin toss will decide does he wants to ban or pick first. Rest will be done by the system below. This will be done by the referee and communicated to the teams. **For match 8 the team coming from the upper bracket picks A or B (system favors A which can be picked by the team that didn't have the chance to drop a match so far).**
- For Best of 9, we will use the following system:
 - 1) A picks first map, B picks the starting side,
 - 2) A bans first map,
 - 3) B picks second map, A picks the starting side,
 - 4) B bans second map,
 - 5) A picks third map, B picks the starting side,
 - 6) B picks fourth map, A picks the starting side,
 - 7) A bans third map,
 - 8) B bans fourth map,
 - 9) A bans fifth map,
 - 10) Tiebreaker is played on the remaining map.
- For Best of 7, we will use the following system:

- 1) A bans first map,
- 2) B bans second map,
- 3) A picks first map, B picks the starting side,
- 4) B picks second map, A picks the starting side,
- 5) A bans third map,
- 6) B bans fourth map,
- 7) A bans fifth map,
- 8) B picks third map, A picks the starting side,
- 9) A bans sixth map,
- 10) Tiebreaker is played on the remaining map.

7.3. Requirements to roster:

- Teams may comprise vehicles of different nations. **For the ALL STAGES OF THE TOURNAMENT, the vehicle selection is limited to tech tree and collector vehicles;**
- Vehicle Tier—X.
- If a team enters the lobby incomplete, and none of the substitute players can take up the slot on the main team, the team starts the battle with an incomplete roster.
- Players use their personal game accounts to play in the Tournament.

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

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

8. Qualification Round

- 8.1. There will be two qualification tournaments to qualify for the Group stage. Teams that failed to qualify in the first qualifier are allowed to participate in the second qualifier.
- 8.2. The qualification round is held under the single elimination principle—a team leaves the Tournament after losing a match.
- 8.3. Depending on the round within the tournament, A match consists of up to 3 / 5 battles. The team that is the first to win 2 / 3 battles is declared the winner of the match.
- 8.4. In case of a draw within a round, neither team gets a point.
- 8.5. In case neither of the teams has the required number of victories to close the BestOf series (e.g. 3 wins for a Bo5), the team with more victories is declared the winner. In case both teams have the same number of victories, the team with the faster win is declared the winner. In case neither team has the fastest victory, the team with more damage dealt within a single round is declared the winner. If neither of those conditions applies, the winner is selected by random.
- 8.6. After every second game within the match the map changes (each team plays once per side before the map changes, e.g., Cliff, Cliff, Ghost Town, Ghost Town, Ensk), the maps are changing each round.
- 8.7. Starting sides are assigned by the system (randomly).
- 8.8. The qualifier brackets are arranged at random. There will be 3 separate playoffs in Qualifier I and 3 separate playoffs in Qualifier II. The winner of each playoff will qualify for the Group stage.
- 8.9. The organizer reserves the right to broadcast matches. The organizer reserves the right to select the matches to be broadcasted.

9. Group Stage

- 9.1. A total of 8 teams participates in the tournament's group stage:
 - 3 teams from qualifier 1,
 - 3 teams from qualifier 2,
 - 2 teams are invited directly based on performances in the last Onslaught Legends Cup.
- 9.2. Seeding – the 2 invited teams are placed in different groups. There is no seeding for the remaining teams.
- 9.3. Teams are distributed into 2 groups of 4 teams each. The group stage is played in 3 rounds; once the first stage ends, points earned in all rounds are summed up.
- 9.4. A group stage match consists of up to **7 battles**. The team that is the first to win 4 battles is declared the winner of the match.
- 9.5. **In case of a draw within a round, neither team gets a point.**
- 9.6. **In case neither of the teams has the required number of victories to close the BestOf series (e.g. 4 wins for a Bo7), the team with more victories is declared the winner. In case both**

teams have the same number of victories after 6 rounds of playing, a tie-breaker will be scheduled.

9.7. Starting sides are assigned by the system (randomly).

9.8. 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**

9.9. If two or more teams have equal total amounts of points, places in the tournament bracket are determined based on the following order, 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.
- ** Organizer reserves the right to arrange a complete restart of the match between the disputing teams.

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

9.11. The organizer reserves the right to broadcast matches. The organizer reserves the right to select the matches to be broadcasted.

10. Playoff

10.1. A total of 6 teams participates in the tournament's playoff stage.

- Seeding – 1st placed teams of the groups will be placed to the second round of the upper bracket.
- 2nd and 3rd placed teams will face each other in the first round of the upper bracket.
- The playoff stage is conducted following the playoff format.
- Saturday: Match 1 – 4 (Bo7)
- Sunday: Match 5 - 8 on (Bo7, Bo9 in Match 8 (Finals))

- A match consists of up to 7 or 9 battles. The team that is the first to win 4 or respectively 5 battles is declared the winner of the match.
- **In case of a draw within a round, the team with more tanks alive is declared the winner, in case neither team has more tanks left, the team with more damage dealt within the round is declared the winner. Otherwise, the fastest kill is used as criteria for the victory.**
- The organizer reserves the right to arrange the broadcasting of matches of the Tournament. Selection of the broadcast of a specific match is determined by the Organizer. These matches are conducted in a format equivalent to the format, in which broadcast matches of the playoff stage are conducted. The Organizer also reserves the right to arrange both strictly scheduled and "one-by-one" broadcasts after notifying the teams in advance.

10.2. Format of the matches of the playoff stage:

- All playoff matches are held via special battles.
- Matches are held on the Onslaught settings (including combat modifiers of the Jade Pegasus Season).
- Battle will take up to 10 minutes.

10.3 The organizer reserves the right to broadcast matches. The organizer reserves the right to select the matches to be broadcasted.

10.4 The usage of the anonymizer feature for Playoffs matches is prohibited.

11. Tiebreaker

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

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

11.3. The home-team of a tie-breaker—the team that won the fastest battle while attacking.

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

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

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

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

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

12. Game Restarts

- 12.1. If any technical issues arise on the Game server side and neither of the teams has a clear advantage, the battle may be restarted. The decision on the restart is made by the match referee. The match referee reserves the right to award victory in a specific battle to one of the teams based on recorded replay of the battle.
- 12.2. If a technical failure occurs during a battle, the battle is replayed without changing results of previous battles during the match.
- 12.3. Advantage is understood as including but not limited to the factors below:
 - spotted enemy vehicles,
 - damage dealt,
 - base capture points.
- 12.4. Players can only request a game restart during the 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.
- 12.5. Changes in the team setup or individual tank configuration (changing equipment) are prohibited, if not communicated differently in the individual case.

13. The procedure for conducting broadcast

- 13.1. Date and time of the match are stated in the schedule on the Tournament webpage. If no exact time is posted, teams will be notified about the schedule and approximate times of their games.
- 13.2. The match is organized and umpired by the match referee appointed by the Tournament Organizer.
- 13.3. Players receive invitations to the special around 15 minutes before the match starts. The captain is responsible for inviting and making sure all players are there on time. The captain is the only person responsible for the communication with the Organizer.
- 13.4. If a player/players of a team does not enter the Training Room for the match, the Organizer is entitled to give the team a technical loss in the battle.
- 13.5. 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.
- 13.6. The Training Room is created by the referee of the match.

- 13.7. An interval between battles in a match must not exceed 120 seconds. An interval between the last map and the tiebreaker should not exceed 120 seconds, The duration of the interval between the battles may be increased by the referee of the match.
- 13.8. 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.
- 13.9. 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).
- 13.10. 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.
- 13.11. The referee records the result of the match and communicates it to the teams.
- 13.12. 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.
- 13.13. If a player/players does not confirm readiness of their vehicle, the team starts the battle without such player/players.

14. Battle Records

- 14.1. All participants of broadcast matches **must record all battles** of the Tournament via the default game recording functionality embedded into the game.
- 14.2. Before the battle starts, all players should check that they have the battle recording option enabled as of the match start.
- 14.3. The Organizer reserves the right to request battle recordings to create media materials dedicated to the Tournament.
- 14.4. The Tournament Organizer has the right to use and make the battle recordings publicly available without any additional approval with Team Captains as well as to transfer such rights to third parties related to Organization of the Tournament.
- 14.5. **Starting from the Semi-Finals of the Qualifier, every team is required to submit at least 1 functional and complete (entire battle) replay of all those battles within the mentioned matches by uploading them to <http://wotreplays.eu> and send links to the tournament administration, not doing so leads to exclusion from the event. For the Play-Off stage of the event, every player must provide their replays by uploading them to <http://wotreplays.eu>, if there are issues with uploading to wotreplays.eu, wot-records.com can be used. The captain must collect all replay links and send them to the tournament administration after the respective stage.**
- 14.6. **Replays must be provided within 2 hours after the end of the qualification and Group stage and within 72 hours after the end of the play-offs.**
- 14.7. **In case of missing replays, prize deductions will be applied.**

14.8. The organizer reserves the right to broadcast matches any stage of the event. The Organizer reserves the right to select the matches to be broadcast.

15. Match Broadcasts

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

16. Player Behavior

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

16.1. Insults

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

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

Excessive posting of 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 belonging 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 negotiations regarding the result or score of a match, intentional passive play to achieve a desired match result or intended sabotage of team actions to achieve an agreed upon match result.

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 Tournament Organizer.

Tournament Organizer reserves the right to disqualify players who demonstrate 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. Fraud/deception

17.1. Deception

Any attempt to deceive the tournament administration is forbidden.

17.2. Usage of forbidden game modifications

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

17.3. Cheating Sanctions

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

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

17.4. Match-Fixing/betting fraud

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

18. Protests and Appeals

18.1. Protests or appeals regarding any situation or violation of these Rules not directly related to the Game Rules must be submitted to the Tournament Organizer by posting a complaint in a dedicated topic on the official forum or approaching the Organizer via Discord (thePhilX or Keyhand) – this can be done exclusively by the team captain. All protests communicated to the Tournament Organizer via other channels or submitted by third parties will not be processed.

18.2. Protest regarding the same issue can only be submitted once to the Tournament Organizer except for the cases of newly discovered evidence. A continuous submission of protests (two or more times) regarding the same issue may be considered an attempt to obtain an advantage and influence the decision of the Tournament Organizer on the matter of argument, which violates the principles of fair play stated in these Rules.

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

19. Information Submitted Within the Tournament

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

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

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

21. Delivery Conditions

- 21.1. The members of the winning teams need to provide to the Organizer the information necessary for Prizes provision within 2 weeks from the end of the Tournament.
- 21.2. The tournament administration will reach out to inform the winning teams about the shipping process and further details.
- 21.3. 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.