



WARGAMING.NET

LET'S BATTLE

Steel Hunter Tournament

GENERAL RULES

EU+NA REGIONS

JULY 2024

Table of changes

DATE	CHANGES
18.07.2024	Rules created

Terms and Notions

The Steel Hunter Tournament July 2024 (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.

The Steel Hunter Tournament July 2024 or the Tournament is held by the Organizer of the Tournament in the EU and NA region according to these Rules from July 25, 2024, to August 4, 2024.

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.

Regulations, or Rules for conducting the Tournament, or Rules—rules set in this document, according to which the Tournament is held.

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.

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.

User Agreement, Game Rules—documents that stipulate the main rules and requirements of the massively multiplayer online game World of Tanks.

Slot—the right of a team to participate in the Tournament granted by the Tournament Organizer.

Slot on a team—place on a team that can be taken by a player.

Player—member of a team declared for participation in the Tournament.

Participant—any player, including Captain, who participates in the Tournament.

Team—group of players headed by a Captain that participates in the Tournament.

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.

Game—massively multiplayer online game World of Tanks.

Match—series of battles, the results of which determine the winner.

Battle—showdown of teams on one of the maps from the official map list (Dreamland, Firnulfir, Arzagir 4.04) of the Tournament, the goal of which is determined by the game design of the Steel Hunter Mode.

Steel Hunter – The game mode in World of Tanks in which the tournament is being played

Spawn—location on a map, where vehicles of the two teams are initially placed at battle start.

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.

(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.

Changes to the Rules

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.

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.

Requirements to teams

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.

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.

A team must consist of exactly one player.

The event is open to players from all countries covered by Wargaming.

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.

Teams, the names of which violate game rules, may be denied participation in the tournament without notice.

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

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, the team may be excluded from the tournament.

Registration

Registration is open to players from all areas covered by Wargaming.

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

Refer to the official articles for registration and sign up to the challenge.

Wargaming Employees & World of Tanks contributors are prohibited to participate in Stage 2 & 3 of the Tournament. This rule does not apply to the open Qualifier challenge in Stage 1.

Prize Pool of the Tournament

Prize pool is as follows:

Stage 1: Qualification—Rewards

1. 2,000 Steel Seals + "Steel Hunter" 2D Style + 1,000 Bonds + Qualification for Stage 2
2. 2,000 Steel Seals + "Steel Hunter" 2D Style + 1,000 Bonds + Qualification for Stage 2
3. 2,000 Steel Seals + "Steel Hunter" 2D Style + 1,000 Bonds + Qualification for Stage 2
4. 2,000 Steel Seals + "Steel Hunter" 2D Style + 500 Bonds + Qualification for Stage 2
5. 2,000 Steel Seals + "Steel Hunter" 2D Style + 500 Bonds + Qualification for Stage 2
6. 2,000 Steel Seals + "Steel Hunter" 2D Style + 250 Bonds + Qualification for Stage 2
7. 2,000 Steel Seals + "Steel Hunter" 2D Style + 250 Bonds + Qualification for Stage 2
8. 2,000 Steel Seals + "Steel Hunter" 2D Style + 250 Bonds + Qualification for Stage 2
9. 1,000 Steel Seals + "Steel Hunter" 2D Style + 250 Bonds + Qualification for Stage 2
10. 1,000 Steel Seals + "Steel Hunter" 2D Style + 250 Bonds + Qualification for Stage 2
11. 1,000 Steel Seals + "Steel Hunter" 2D Style + Qualification for Stage 2
12. 1,000 Steel Seals + "Steel Hunter" 2D Style + Qualification for Stage 2
13. 1,000 Steel Seals + "Steel Hunter" 2D Style + Qualification for Stage 2
14. 1,000 Steel Seals + "Steel Hunter" 2D Style + Qualification for Stage 2
15. 1,000 Steel Seals + "Steel Hunter" 2D Style + Qualification for Stage 2
16. – 50. 500 Steel Seals + "Steel Hunter" 2D Style
51. – 100. "Steel Hunter" 2D Style

Stage 2: Play-In—Rewards

1. 3 days of WoT Premium Account + Type 59 G + Qualification for Stage 3
2. 3 days of WoT Premium Account + Type 59 G + Qualification for Stage 3
3. 3 days of WoT Premium Account + Type 59 G + Qualification for Stage 3
4. 3 days of WoT Premium Account + Type 59 G
5. 3 days of WoT Premium Account + Type 59 G
6. 3 days of WoT Premium Account
7. 3 days of WoT Premium Account
8. 3 days of WoT Premium Account
9. 3 days of WoT Premium Account
10. 3 days of WoT Premium Account
11. 3 days of WoT Premium Account
12. 3 days of WoT Premium Account
13. 3 days of WoT Premium Account
14. 3 days of WoT Premium Account
15. 3 days of WoT Premium Account

Stage 3: EU Finals—Rewards

1. 2,000 Bonds + 10,000 Gold + €1,250
2. 1,000 Bonds + 7,500 Gold + €750
3. 1,000 Bonds + 5,000 Gold + €500
4. 500 Bonds + 4,000 Gold + €250
5. 500 Bonds + 3,000 Gold + €250
6. 250 Bonds + 2,500 Gold
7. 250 Bonds + 2,000 Gold
8. 250 Bonds + 2,000 Gold
9. 250 Bonds + 2,000 Gold
10. 250 Bonds + 1,500 Gold

11. 1,500 Gold
12. 1,500 Gold
13. 1,000 Gold
14. 1,000 Gold
15. 1,000 Gold

Stage 3: NA Finals—Rewards

1. 2,000 Bonds + 10,000 Gold + 750 USD
2. 1,000 Bonds+ 7,500 Gold + 500 USD
3. 1,000 Bonds + 5,000 Gold + 250 USD
4. 500 Bonds + 4,000 Gold + 250 USD
5. 500 Bonds + 3,000 Gold + 250 USD
6. 250 Bonds + 2,500 Gold
7. 250 Bonds + 2,000 Gold
8. 250 Bonds + 2,000 Gold
9. 250 Bonds + 2,000 Gold
10. 250 Bonds + 1,500 Gold
11. 1,500 Gold
12. 1,500 Gold
13. 1,000 Gold
14. 1,000 Gold
15. 1,000 Gold

Points Distribution:

- 1st – 37 Points
- 2nd – 30 points
- 3rd – 27 points
- 4th – 24 points
- 5th – 22 points
- 6th – 20 points

7th – 18 points

8th – 16 points

9th - 14 points

10th – 12 points

11th – 10 points

12th – 9 points

13th – 8 points

14th – 7 points

15th – 6 points

Each Elimination in the Steel Hunter mode awards 2 points to the final leaderboard.

Tournament Structure

The Tournament is held in three stages:

- Stage 1: Qualification
- Stage 2: Play-In
- Stage 3: Finals

Tournament date and times:

Refer to official EU and NA articles for time and date for each stage.

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

Stage 1: Qualification

There will be Challenges for the Steel Hunter Mode to determine which of the Participants advance to the next stage of the tournament.

In order to participate in the Tournament, you have to join one of five Contributor Teams (Refer to Main Article) before the end of the qualification phase on July 30, 2024 at 21:59 (UTC). You can only sign up for one team and switching afterward is not possible.

Each CC will gather 15 participants based on the Challenge results.

The qualification round is done via the Challenge tool to which players must sign up via the portal links.

Stage 2: Play-In

Each Contributor will hold a Best of 5 match for his 15 participants at a time of their choosing.
(Refer to Contributor for date and time of their tournament on Stage 2)
The three best Players here will advance to the Final Stage 3.

Stage 3 Finals

On EU August 4th – 16:00 UTC and NA August 4th 23:00 UTC -, the three players scoring the most points for each CC in their respective Play-In Stage will play the final match.
The final Match will be played in the Best of 7 format.

- 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.

Tiebreaker

11.1. If 2 Players have the same amount of points during the Play-In or Finals stage, the Player with the most Kills will claim victory.

If both players also have the same amount of kills, the player with the most damage will claim victory.

Game Restarts

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.

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

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

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

Using Client modifications is strongly discouraged, as they might cause compatibility issues and game instability or unexpected behavior.

The procedure for conducting Play-In and Final stages

Date and time of the matches are stated in the announcement article.

Participants are must to join the Lobbies at least 30 minutes before the indicated match start time which are accessible via Special Battle window which **will only be visible on the Server** that the match is being played on.

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

Players will receive invitations to the special battle before the match starts. Participants are responsible for making sure they are there on time.

If a player/players of a team does not enter the Lobby for the match, the Organizer is entitled to give the team a technical loss in the battle.

The match referee makes decisions following the provisions of these Rules. In cases not covered by these Rules, the referee has the right to judge the situation at their own discretion.

The duration of the interval between the battles is decided by the referee of the match.

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.

The players/teams have to ready up their rosters in the Lobby and confirm readiness.

In case of disconnects, the captain must notify the referee immediately after which the referee will give some additional time to the team to the player who has connection issues.

The referee records the result of the match and communicates it to the players/teams.

Any player of a team can participate in battles in any vehicles allowed by these Rules.

If a player/players does not confirm readiness of their vehicle, the battle starts without such player/players.

Battle Records

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

Before the battle starts, all players should check that they have the battle recording option enabled as of the match start.

The Organizer reserves the right to request battle recordings to create media materials dedicated to the Tournament.

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.

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.

Match Broadcasts

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.

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.

To prevent any opportunities for unfair play, the matches are suggested to be broadcast to the public with a 60-second delay from the real time of the matches; the above relates to live-mode broadcasts as well.

During any stage of the Tournament, the Organizer reserves the option of broadcasting. The Organizer reserves the right to add observers to the matches that will be broadcast.

Streamers are invited to the Lobby together with the players. The broadcast might have a delay of 60 seconds. Accounts of observers may be added to the lobbies.

Any participant who plans to stream the tournament, is obliged to communicate their stream link to the Organizer and to add a 60 second delay on their stream.

Streams Schedule

Times as indicated are subject to change due to technical demands and cross-dependencies on other matches and the Contributor schedule (For stage 2).

Stage 3 Streams:

Broadcasts will be conducted on the participating Contributor channels (available on the official EU/NA articles) on August 4th, 2024 (Sunday)

- EU – 16:00 UTC
- NA – 23:00 UTC

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.

Insults

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

Explicit Language

The use of explicit language in any form during broadcasts of all matches held by the Tournament Organizer as well as related communication channels is prohibited.

Spam

Excessive posting of meaningless or aggressive messages is prohibited.

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.

Violations of Game Rules

Violations of the Game Rules are prohibited.

Deception

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

Unfair Play

Any techniques associated with unfair play are prohibited.

Use of a Non-Owned Account

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

Modifications of the Game Client

Use of forbidden modifications of the game Client is prohibited.

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.

Game Flaws

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

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.

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.

Fraud/deception

Cheating Sanctions

Breach of the rules may result in loss of any or all rewards for the player(s) in question. Additionally, to the sanctions outlined in the fair play guidelines, the player(s) in question will receive additional sanctions at the discretion of the Organizer.

Protests and Appeals

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 via Discord or indicated specialized channels. All protests communicated to the Tournament Organizer via other channels or submitted by third parties will not be processed.

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.

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

Information Submitted Within the Tournament

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 when it is no longer required. The Tournament Organizer has the right to disqualify any player who presents false or incomplete information.

Limitation of Liability of Tournament Organizer and other General Provisions

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

Delivery Conditions

The members of the winning teams need to provide to the Organizer the information necessary for Prizes provision within 4 weeks from the end of the Tournament.
The tournament administration will reach out to inform the winning teams about the shipping process and further details.
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.

Other Disclaimers

All participating players are required to adhere to universally recognized standards of conduct throughout the tournament. It is strictly prohibited to engage in any activities that violate the

game rules, local laws and regulations, and the principles of fair competition, or in any other form of inappropriate behavior. Players must also refrain from making any inappropriate comments or exhibiting behavior that may be deemed inappropriate, including but not limited to topics of race, politics, ethnicity, clan affiliation, or gender.