

1. Terms and Notions

- 1.1. WoT7 (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. WoT7 or the Tournament is held by the Organizer of the Tournament in the EU according to these Rules from April 17 till May 2, 2021.
- 1.3. Tournament Organizer or Organizer—Wargaming Group Limited, with registered office at: Sokolovská 394/17, 186 00 Karlín, Czech Republic or another entity organizing the Tournament (part of the Tournament) according to these Rules in the EU states 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. 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. This is an EU exclusive event. The team must consist of at least 6 (7 or 8, if the team has replacements) players who live within a region that belongs to the EU realm. The following countries and territories are included:
 - Aland Islands, Albania, Algeria, Andorra, Angola, Aruba, Austria, Bahrain, Belgium, Benin, Bosnia And Herzegovina, Botswana, Bulgaria, Burkina Faso, Burundi, Cameroon, Cape Verde, Central African Republic, Chad, Comoros, Congo, The Democratic Republic Of The Congo, Cote D'Ivoire, Croatia, Cyprus, Czech Republic, Denmark, Djibouti, Egypt, Equatorial Guinea, Eritrea, Estonia, Ethiopia, Faroe Islands, Finland, France, Gabon, Gambia, Germany, Ghana, Gibraltar, Greece, Greenland, Guernsey, Guinea, Guinea-Bissau, Hungary, Iceland, Islamic Republic Of Iran, Iraq, Ireland, Isle Of Man, Israel, Italy, Jersey, Jordan, Kenya, Kuwait, Latvia, Lebanon, Lesotho, Liberia, Libya, Liechtenstein, Lithuania, Luxembourg, Republic of North Macedonia, Madagascar, Malawi, Mali, Malta, Mauritania, Mauritius, Mayotte, Monaco, Montenegro, Morocco, Mozambique, Namibia, Netherlands, Niger, Nigeria, Norway, Oman, Palestine State Of, Poland, Portugal, Qatar, Reunion, Romania, Rwanda, Saint Helena Ascension And Tristan Da Cunha, San Marino, Sao Tome And Principe, Saudi Arabia, Senegal, Serbia, Seychelles, Sierra Leone, Slovakia, Slovenia, Somalia, South Africa, South Sudan, Spain, Sudan, Swaziland, Sweden, Switzerland, Syrian Arab Republic, United Republic Of Tanzania, Togo, Tunisia, Turkey, Uganda, United Arab Emirates, United Kingdom, Western Sahara, Yemen, Zambia, Zimbabwe

A maximum of 1 "Legionnaire" - living in areas outside the above listed places - can be added to the team.

- 3.5. One player may only be registered into a single team. Once the registration closes, players cannot change teams. 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.
- 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 in another team (in this tournament). Exception: Players can change teams after a non-successful participation in qualifier I to join another team in qualifier II.
- 3.7. Team name must conform to Game Rules.
- 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 second stage of the Tournament must provide a team high quality logo to Tournament Organizers for broadcasting purposes. The logo size should be **at least 800 x 800 pixels**; alternatively, the logo can be provided in the vector format. Please ensure to not violate any copyrights.
- 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 everyone. Also, see 3.4.
- 4.2. Team size is 7 members + 2 reserves.
- 4.3. Roster and name of the teams that are accepted for participation in the Tournament remain unchanged throughout the whole competition.

All teams must fulfil requirements mentioned in section 3.

5. Prize Pool of the Tournament

- 5.1. Prize pool is as follows:

In-game*:

1st Place – 250 000 Gold + 50 000 Bonds

2nd Place – 125 000 Gold + 40 000 Bonds
3rd Place – 100 000 Gold + 25 000 Bonds
4th Place – 75 000 Gold + 25 000 Bonds
5th Place – 50 000 Gold + 20 000 Bonds
6th Place – 50 000 Gold + 15 000 Bonds
7th-8th Place – 25 000 Gold + 9 000 Bonds

Others**:

1st Place – 2000€

2nd Place – 1000€

* 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 7 players of the main team, on 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. The money can be sent in different in different currencies than euro, Wargaming will cover the transfer fee but not for changes in the prize money due to different currency of the recipient.

6. Tournament Structure

6.1. The Tournament is held in three stages:

- Qualification round,
- Group Stage,
- Playoff stage.

6.2. Tournament days

- April 17 — Qualifier I; 16:00 CEST, BO3 / BO5 (first to win 2 / 3)
- April 18 – Qualifier II; 16:00 CEST, BO3 / BO5 (first to win 2 / 3)
- April 24/25 – Group Stage; 16:00 CEST, BO5 (first to win 3)
- May 1 / 2— Playoffs (streamed, expected around 17:00 CEST)

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

7. Tournament Rules

7.1. Match configuration depending on the Tournament stage.

- Qualification round – Single elimination
- Group stage – Round robin
- Playoff – Double elimination (bracket link will be available soon)
- Battle mode:
 - ✓ ATT/DEF (2 Caps to ATT.)
 - ✓ In case of time running out, the defending team is declared the winner of the match.

- ✓ 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 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 picks third map, A picks the starting side,
 7. A picks the Tie-breaker map
- For Best of 5, 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 -> Tie-breaker is played on the remaining map

7.3. Requirements to roster:

- Teams may comprise vehicles of different nations. For the group and play-off stage, 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. List of maps for all the stages of the Tournament:

- Prokhorovka,
- Himmelsdorf,
- Mines,
- Steppes,
- Murovanka,
- Sand River,
- Cliff,
- Ghost Town

7.5. All tournament stages will be played on EU2.

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 at 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 can participate at the second qualifier.
- 8.2. 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. After every second game within the match the map changes (each team plays once per side before the map changes, e.g., Mines, Mines, Prokhorovka, Prokhorovka, Himmelsdorf), the maps are changing each round.
- 8.5. Starting sides are assigned by the system (randomly).
- 8.6. Playoff bracket is arranged at random. There will be 2 separate playoffs in Qualifier I and II separate playoffs in Qualifier II. The winner of each playoff will qualify for the main tournament.

9. Group Stage

- 9.1. A total of 8 teams participates in the tournament's group stage.
 - 2 teams from qualifier 1
 - 2 teams from qualifier 2
 - 4 teams directly invited (R4YD, INVIL, FAME, CSA)
- 9.2. Seeding –There is no seeding within the groups, everyone will play a match against everyone.
- 9.3. Teams are distributed into 1 group of 8 teams. The group stage is played in 7 rounds; distributed over the 2 days of April 24 and 25.
- 9.4. A match of the group stage consists of up to 5 battles. The team that is the first to win 3 battles is declared the winner of the match.
- 9.5. Starting sides are assigned by the system (randomly).
- 9.6. Number of points earned in each match:
 - for a victory—3 points
 - for a defeat—0 points
- 9.7. If two or more teams have equal total amounts of points, places in the tournament bracket are determined as follows:
 - following the results of all head-to-head matches between the competing teams
 - based on the highest difference between won and lost battles in head-to-head matches between the competing teams

- based on the highest number of won battles in head-to-head matches between the competing teams
 - based on the highest difference between won and lost battles in all matches of the first 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.
- 9.8. At the end of the stage, any points earned by a team are summed up. Teams that take 1st to 2nd places in their group proceed to the next stage of the Tournament.

10. Playoff

- 10.1. A total of 6 teams participates in the tournament's playoff stage.
- 4 teams placing 1st - 4th in group stage starting in the upper bracket
 - 2 teams placing 5th and 6th in group stage starting in the lower bracket
 - Seeding – 1st placed team will decide either to play against the 3rd or 4th placed team from the group stage in Match 2, the 2nd placed team plays against the other 3rd / 4th placed in Match 3. Place 5 and 6 from the group stage meet each other in Match 1.
 - The losing teams of Match 2 and 3 will be assigned to the matches 4 and 5 of the lower bracket. The better position in the group stage will directly go to match 5.
- 10.2. The playoff stage is conducted following the playoff format.
- Day 1: Match 1 – 4 (Bo5, first to win 3)
 - Day 2: Match 5 – 8 (Bo5, first to win 3; Bo7 for the Final Match)
 - 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.
- 10.3. Format of the matches of the playoff stage:
- All playoff matches are held via training room battles.
 - Matches are held on the ATT/DEF map settings.
 - Draw in a battle is treated as win for the defending team.
 - Matches 1 to 7 consist of up to 5 battles (5th battle being the tiebreaker). The team that is the first to achieve 3 victories in battles is declared the winner of the match.
 - Match 8 consist of up to 7 battles (7th battle being the tiebreaker). The team that is the first to achieve 4 victories in battles is declared the winner of the match.
- 10.6 Organizer reserves the right to broadcast matches of the second stage. The organizer reserves the right to select the matches to be broadcast.

11. Tiebreaker

- 11.1. If both teams have the same amount 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.
- 11.4. If neither of the teams achieved the fastest victory in the match, the team with a higher total cumulative damage in all battles, only for the attackers' side, during the match will be the home team.
- 11.5. In case the teams are even in total cumulative damage for the attackers' side in the match, the home team is determined at random.
- 11.6. The home team selects the respawn on the tie-breaker map.
- 11.7. The tie-breaker battle is conducted in accordance with playoff rules (one team attacks and the other team defends on a standard map according to the rules of Landings on the Global Map). Victory is also awarded according to the standard rules for this battle type.
- 11.8. 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 30s countdown before the match 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.

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 Training Room not later than 30 minutes before the match start. All participants of the match must enter the Training Room of the match no later than 20 minutes before the match start. Captain is responsible for inviting and making sure all players are there on time. 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 or enters it later than 20 minutes before the match start, the Organizer is entitled to give the team a technical loss in the battle.
- 13.5. At match start, the Organizer is entitled to fine (the prize in-game gold) the whole team for a delay of the match and the broadcast due to a fault of a player/players. The fine is 5,000 in-game gold deducted from the prize earned by the team in the Tournament. Depending on severity of rule breaking, the fine can lead even up to disqualification.
- 13.6. 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.
- 13.7. Training Room is created by the referee of the match.
- 13.8. An interval between battles in a match must not exceed 150 seconds. An interval between the last map and the tie-breaker should not exceed 150 seconds, The duration of the interval between the battles may be increased by the referee of the match.
- 13.9. 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.
- 13.10. Referee will signal the countdown of last 30s of the match where he will mention last 30s, then 10s and so on until the start.
- 13.11. Teams will not send their tank line ups, instead they will ready up all their tanks before the counter reaches zero.
- 13.12. In case of disconnects, captain must notify referee immediately after which referee will give some additional time to the team in order to replace the player who has connection issues. The player who lost the connection will not be waited for.
- 13.13. The referee records the result of the match and communicates it to the teams.
- 13.14. 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.

- 13.15. A countdown of 30 seconds will be announced in the training room chat; during this time, the teams must pick their vehicles.
- 13.16. After 30 seconds, the battle starts.
- 13.17. 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 start, 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 every battle played 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 of every battle.**
- 14.6. Organizer reserves the right to broadcast matches of the second stage. 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. 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 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 on streaming the tournament, is obliged to communicate their stream link to the Organizer and to add 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 to organize the mandatory mod test for his/her 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 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 a desired 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. 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 topic on the official forum or approaching the Organizer via Discord (thePhilX#6172) – 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 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.

- 17.3. Decision made by the Tournament Organizer is final and not subject to revision.
Repeated protests and appeals will not be processed.

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 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 if 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.
- 18.2. Tournament Organizer has the right to disqualify any player who presents false or incomplete information.

19. Limitation of Liability of Tournament Organizer

- 19.1. Tournament Organizer is not liable for any actions of third parties.
- 19.2. Tournament Organizer provides a compensation to Tournament Participants only for any direct losses caused by guilty acts of the Tournament Organizer.
- 19.3. 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. Delivery Conditions

- 20.1. The team captain must collect the required contact information and provide it in a timely manner towards the organizer.