



Wargaming.net League Europe

Season 2, 2015 – 2016

Gold Series Rulebook

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# 1. GENERAL RULES

## 1.1. Definition of Terms

Participant – A Participant is any Team (ref. 2.2) or Player (ref. 3.1) that is part of the Team Roster (ref. 2) taking part in the Wargaming.net League (WGL).

Time – All times are given in Central European Time (CET) or Central European Summer Time (CEST) during the summer time in Europe.

Wargaming.net League Europe Administration (later referred to as WGLEU Administration) – The Wargaming Europe SAS eSports Team and respective responsible partners and contractors named by the Wargaming Europe eSports Team for the duration of a Season.

WG – Wargaming Group Limited 105, Agion Omologiton Avenue, 1080 Nicosia, P.O. Box 23885, Nicosia 1687, Cyprus.

WGL Region – The Wargaming.net League is divided into several regions as follows: Europe (EU), North America (NA), Commonwealth of Independent States (CIS / RU), Asia, Korea (KR) and China (CN).

WGLEU – Wargaming.net League Europe.

## 1.2. Validity of the Rules

Should any of the rules in this rule book be void for any legal reasons in any specific country, the remainder of the rule book remains valid for that country.

## 1.3. Non-Disclosure of Internal Information

All communication between the WGLEU Administration and the Participants, including, but not limited to: protest, support tickets or other official correspondence, cannot be published without the written permission of the WGLEU Administration.

## 1.4. Additional Agreements

The WGLEU Administration is not responsible for any additional agreements between Participants and such agreements are only permitted if they do not violate any of the existing rules. The WGLEU Administration advises against such agreements and will not enforce any of them.

## 1.5. Contract Conditions

The WGLEU Administration will not interfere with, and is not responsible for, any legal issues between a Player and his or her Team.



## 1.6. Prize Money

Details about Prize Money can be found in the Wargaming.net League 2015-2016 Prize Pool Distribution attachment.

## 1.7. Protests

A Protest can only be made by the Team Captain. Issues with thorough descriptions must be emailed to [wgleu\\_protest@eslgaming.com](mailto:wgleu_protest@eslgaming.com). Any protests submitted through different channels will not be taken into consideration and will be treated as invalid.

Should a Participant wish to submit a protest concerning a specific match, the email must be sent within 72 hours of the Match's (ref 4.1) initial starting time.

Any protest made after the deadline can be discarded at the discretion of the WGLEU Administration.

A protest should only be submitted once. The repeated filing of protests may be treated as a violation of Fair Play.

## 1.8. Game Broadcasts

All broadcasting rights of the Wargaming.net League (WGL) matches are owned by WG. This extends to all forms of broadcasts, including but not limited to: IRC Bots, shout cast streams, video streams, replays, demos and TV broadcasts. WG reserves the right to pass on the broadcasting rights for one or multiple matches to a third party or to the participants themselves. In such a case, the broadcast must be arranged with a WGLEU Administration representative before the Match. A Participant cannot refuse to have their Match broadcast, nor can they choose the means by which it will be broadcast.

If a match is to be streamed, both Teams have to be ready at least one (1) hour before the official Match start time. If a Team is not ready by this time, it can be classified as a Delay and may be punished according to the rules.

## 1.9. Game Accounts

Every Participant will receive a WGL account provided by the WGLEU Administration. All accounts must be named as requested by the WGLEU Administration.

The accounts provided must be used during official WGL events, including official Matches and for training purposes. The accounts can only be used in Training Battles and when invited to WGLEU games by the Special Battle system.

If an account is used for any other purpose or in any other game mode, it will be deactivated and the Participant must continue playing with his private player account.



### 1.10. Deadlines

The WGLEU Administration may give deadlines via e-mail to the Participants via their assigned Team Captains.



## 2. TEAM REQUIREMENTS AND SLOT OWNERSHIP

### 2.1. Definition of Terms

2.1.1. **Player** – A physical person who is an active Participant in the WGL as part of an official Team.

2.1.2. **Team** – A number of Players who are treated as one tournament entity for the purposes of ranking and WGL tournament progression.

2.1.3. **Organisation** – A third-party entity sponsoring, endorsing or in any other way supporting a Team as their own.

2.1.3.1. An entity supporting a Participant by displaying their logo(s) and/or slogan(s) in exchange for any kind of benefits but not claiming ownership of a team and/or influencing their name, is not considered to be an Organisation.

### 2.2. Team Requirements

A Team should consist of seven (7) Standing Players and can also have up to a maximum of five (5) Substitute Players.

All WGLEU Teams must provide the WGLEU Administration with the following:

- An appropriate Team name
- An appropriate Team logo in vector format
- An appropriate Team logo sized 280px x 280px with transparent background
- A list of its seven (7) eligible Standing Players and any/all of the Substitute Players.

A single Organisation cannot have more than one endorsed team in the WGLEU.

A Team can only play in one (1) WGL region and corresponding division, league or other tournament that feeds into the main WGL. A Team participating in Gold Series (1<sup>st</sup> Division; no regional exceptions) cannot participate in Silver or Bronze Series.

Deadlines for the submission of the Team details required above will be sent via e-mail to the Team Captains.

#### 2.2.1. Changing Team Name

The WGL encourages the eSports scene to grow in each of the games we host, and it is understood that Teams may change their name from time to time because, for example, they find a new home or a new Organisation. Accordingly, each Team has the right to change the name of their Team once during a Season, as long as the name does not break any of the Wargaming.net, World of Tanks, Wargaming.net League or related product rules and regulations. The change must be requested via e-mail to the WGLEU Administration. After this one change, any further requests to change the Team's name in that same Season will be treated on a case by case basis at the discretion of the WGLEU Administration.



In case of a Team Name breaking any rules or regulations applying to the Wargaming.net League, World of Tanks or Wargaming.net products, the Wargaming.net League Administration reserves the right to forcibly change the name of the Team.

## 2.3. Slot Ownership

A Wargaming.net League Europe slot belongs to the Team as a whole and not to an Organisation or to a Team Captain / owner. A Team may vote to remove its Team Captain and name a new Team Captain.

### 2.3.1. League Slot

If Players with more than 50% of the accumulated battles played choose to leave the Team, the Team will lose its slot in the Gold Series. Depending on the status of the WGLEU, the slot will be filled with an open qualifier or the remaining Teams in the WGLEU will continue without a replacement (see 5.3.1.Open Qualifier).

*Example:* 10 matches have been played by each Team, with a total of 45 battles. Each battle had 7 players participating, so the total [player\*battle] participation is 315. To continue to hold its WGLEU slot, a Team must have players in their roster that have cumulatively played in 158 battles.

### 2.3.2 Team Hopping

Team Hopping occurs when a Player, who is part of a Team in one Season (Season A), transfers to another Team, and then Transfers back to the first Team for the following Season (Season B).

Team Hopping does not influence the already concluded Season (Season A) in any way.

For the purpose of calculating the Slot Ownership for the Season following the first Transfer in question (Season B) - all Matches that happened as part of the previous Season (Season A) in which the Player was part of the Active Roster are considered Void. The reason for the Transfer is not taken into consideration for the purpose of this rule.

## 2.4. Team Captains

Each Team must name a Team Captain before the beginning of the Season, who must be confirmed by over 50% of the Team. The Team Captain represents his or her Team in all matters and serves as the main contact for the WGLEU Administration.

The Team Captain will provide all required information, including payment details.

A Team can change its Team Captain once during a Season. The change must be requested via e-mail to the WGLEU Administration and over 50% of the Team's Players must agree to the change.



### 3. ROSTER RULES

The full roster must be submitted to the WGLEU Administration no later than one (1) week before the first match of the Season begins.

Each Team may add up to one (1) new player (non-WGL player; no regional exceptions) in each half of a Season. Each addition will be double-checked by the WGLEU Administration. An additions checklist will be maintained and used as evidence. The maximum number of Players in a Team cannot exceed twelve (12).

For each new Player in a Team, an e-mail must be sent to the WGLEU Administration in order for the Player to be approved by the WGLEU Administration. Before being approved, a new Player must meet all requirements for playing (see 3.1. Player Requirements).

#### 3.1. Player Requirements

Each WGLEU Player must provide the WGLEU Administration with the following:

- Full name (or names, if applicable).
- Suitable photo in digital format (profile shot, no filters, containing no equipment or other objects).
- A scan of a national ID and/or Passport.
  - In case the Player is living outside of the borders of his/her home country, he is obliged to provide an official government/public administration document proving his right to permanent residency.
- Date of Birth.
- European World of Tanks account name.

Every participant in the WGLEU must be at least twelve (12) years of age. Depending on the destination of offline events, players under a certain age may require a guardian to travel to the destination country.

A player can only play in one (1) WGL Region and corresponding division, league or other tournament that feeds into the main WGL. A player participating in a Golden Series (1<sup>st</sup> Division; no regional exceptions) cannot participate in a Silver or Bronze Series.

#### 3.2. Transfer Period

The transfer period is the only time period during which a player in a WGL Team can change their WGLEU Team. A transfer period begins after the last game of a Season's online phase has been played and finishes one week before the beginning of the next Season. Should a player change their Team within the transfer period, they are not allowed to play against their old Team in any relegation match. Players joining Teams that have qualified for the playoffs are not eligible to participate during the playoffs.

During the transfer period, Teams are limited to changing a maximum of 50% of their current roster before the League Slot rule (see 2.3.1.) comes into effect.

All transfer requests must be submitted via email to the WGLEU Administration and will not be effective until they have been approved.



### 3.3 Regional Lock

Each Team participating in the Wargaming.net League Gold, Silver or Bronze Series is only allowed to represent the Region\* the majority of its Players originate from.

- The Regional Lock rule is counted based on Citizenship. In case of multiple Citizenships of a Player, the Players is allowed to choose which Citizenship applies for him.
  - Exception from the rule applies only to legal residents who are able to present confirmation of their current permanent residence outside of the country of their Citizenship.
- A Team, regardless of its full Team Roster size, can have up to three (3) Players from different Region(s) than the Region it is representing.
  - For a detailed breakdown of a Team's Roster based on the amount of Players from different Regions, please check the Regional Lock Table attachment.
- Definitions of each Region are as follows:
  - RU cluster – Armenia, Azerbaijan, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Russian Federation, Tajikistan, Turkmenistan, Ukraine, Uzbekistan.
  - Including states with limited recognition: Abkhazia, Nagorno-Karabakh, Transnistria and South Ossetia.
  - EU cluster – Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Republic of Macedonia, Malta, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, San Marino, Serbia, Slovakia, Slovenia, Spain, Switzerland, Turkey, United Kingdom and Vatican City.
    - Including states with limited recognition: Kosovo, Northern Cyprus.
    - Including dependent territories: Akrotiri and Dhekelia, Faroe Islands, Gibraltar, Guernsey, Isle of Man and Jersey.
    - Including special areas of internal sovereignty: Aland and Salbard.
    - Including all countries in the geographical area of Africa.
  - NA cluster – All countries of North and South America.
  - ASIA cluster – People's Republic of China and all of Asia, Australia & Oceania, excluding countries listed as part of other servers but in said geographical zones.
- If the country of the citizenship of a Player is not listed and/or a Player feels that he/she deserves an exception from the above rules, the WGL Administration will review these issues on a case by cases basis.



\*This list of territories is created for informational purposes only to assign certain territorial masses to servers (Regions) for the purpose of Wargaming.net League games and does not represent any political affiliation / preferences / discrimination of/by Wargaming.net or its Partners.

- Any Player is allowed to submit only one request for an exception from the Regional Lock rule per Season.
- Requests for an exception have to be submitted directly to the WGL Administration no later than fourteen (14) days before the Season starts.
- The WGL Administrations decision is final.
- The WGL Administration reserves the right not to present an explanation behind the decision to approve or deny an exception from the rule.



## 4. WARGAMING.NET LEAGUE STRUCTURE

### 4.1. Definition of Terms

Season – Each season is divided into an online phase and the offline playoffs. A season consists of many Rounds, Matches and Games.

Round – A group of Matches played on the same level in the tournament bracket.

Match – A match is a set of Games between two Teams.

During the online phase as well as the playoffs, a Match ends as soon as a winner is determined.

Game (commonly referred to as “Battle”) – The smallest unit of measurement in the tournament progression grid. A game is played on a single map from the WGLEU Map Pool until a winner is determined by either:

- Destroying all enemy tanks by either of the sides of the Battle.
- Capturing the base by the Attackers.
- If no winner is decided after the time limit is over, and there is at least one vehicle remaining on the Defender’s side, the game is rated as a victory for the Defenders.
- The only possibility for achieving a draw in a Game is when all participating vehicles are destroyed.

### 4.2. Online Phase

The Online Phase consists of twelve (12) Teams. Each Team will face every other Team in this phase. The Online Phase is to be played in a league format consisting of eleven (11) match days with a pre-set schedule. The Pre-Playoffs stage is also a part of the Online Phase. To achieve Victory in a Match:

- A Match consists of up to eight (8) Games in total.
- The Team with five (5) Victories wins the Match.
- Therefore, if a Team achieves Victory in five (5) Battles, the Match ends.
- If the score of a Match reaches 4:4, the Match goes to the Tie Breaker Game (4.2.3.2 The Breaker – Game).

#### 4.2.1. Schedule

All Matches will be pre-scheduled according to the needs of the WGLEU. A full Schedule of dates and times will be communicated to the WGLEU Gold Series Team Captains via email by the WGLEU Administration. The Schedule may be subject to change.

##### 4.2.1.1. Rescheduling

A request to reschedule a Match must be sent by a Participant via e-mail to the WGLEU Administration no later than seven seventy two (72) hours before the official Match time. The decision on Rescheduling a Match has to be provided by the WGLEU Administration no later than forty eight (48) hours before the Match scheduled time. The WGLEU Administration reserves the right to decline any requests to reschedule a Match. Only written requests approved by the WGLEU Administration are valid.



The WGLEU Administration reserves the right to reschedule Matches. If such a situation occurs, all affected Teams will have their Team Captains informed directly.

#### 4.2.1.2. Playing Rescheduled Matches

All Matches must be played. This means that if a Match does not take place due to Rescheduling, it has to be played before the Season can conclude. The Match has to be played no later than during the last scheduled day of Matches.

#### 4.2.1.3. Absence

In case a team is absent to a scheduled (or rescheduled) match, the WGLEU Administration will determine the outcome on a case-by-case basis.

#### 4.2.2. Ranking

The Ranking is primarily decided by the number of points that a Participant has amassed during the relevant Season. A Participant will earn three (3) points for Victory in a Match, two (2) points for Victory in a Tie Breaker, one (1) point for Loss in a Tie Breaker and 0 points for a Loss.

#### 4.2.3. Tie-Breakers

##### 4.2.3.1. Tie-Breaker - Ranking

The below Ranking priority will come into effect if two (2) or more Teams are on equal points. If at any point, the number of tied Participants is reduced or divided into several groups of tied Participants, the Participants who remain tied in that sub-group will in each case be compared again, starting with the first factor below:

- Points amassed in Matches between the Participants themselves (“Mini-League”)
- Score difference between the Participants (“Mini-League”)
- Overall score difference
- Overall number of wins

If, at the end of a Season, two or more Teams remain indistinguishable after having been compared according to each of the four factors above, a tie-breaker Match or Matches may be played, to determine the Ranking between the tied Participants in question. In special cases, the WGLEU Administration can rule, at its discretion, on a different way to determine the order in an unsolvable tie (i.e. coin toss).

##### 4.2.3.2. Tie-Breaker - Game

A Tie Breaker Game is played in a Match which reaches a Draw score of 4:4.

The Tie Breaker Game will only be used to determine the Match winner in case both teams have not managed to accumulate enough points necessary to win a Match in all Online and Final stages of the competition.

With a start of a new Season, the Tie Breaker Game Map will be determined separately for each round and will be shown at the beginning of the Season.

The Tie Breaker Game regulation – Home Team

- The team who achieved Victory the fastest (having more time left before the timeout) in a single Battle as an Attacker is the Home Team in a Tie Breaker Game



- In case no team achieved Victory as an Attacker, the Team with higher cumulative damage in all Games of the Match as the Attacker is the Home Team.
- In case the teams are evenly matched in the above damage criteria, a coin toss will determine the Home Team.
- The Home Team can pick the side they wish to play on during the Tie Breaker Game.
- The Tie Breaker Game is subject to normal WGL rules with one Team being the Attacker and one team being the Defender.
- Victory in the Tie Breaker Game grants Victory in the entire Match.

#### 4.2.4. Pre-Playoffs

The Pre-Playoffs are the last stage of the Online Phase, before the Playoffs takes place. It starts after the ongoing Season's Games have been finished and the Season Ranking is complete.

- During the Pre-Playoffs, four (4) Teams (those ranked 3<sup>rd</sup> – 6<sup>th</sup> in the Season Ranking) will play in a double elimination bracket for the remaining two slots in the Offline Phase.
- The 3<sup>rd</sup>-ranked Team will be seeded against the 6<sup>th</sup>-ranked and the 4<sup>th</sup>-ranked will be seeded against the 5<sup>th</sup>-ranked.
- All Matches in the Pre-Playoffs will be played using the standard Game Rules.

#### 4.3. Playoffs

Four (4) Teams take part in the Playoffs (also referred to as the Season Final). The top two (2) Teams of the active Gold Series Season automatically qualify for the Playoffs, while the other two (2) Teams are selected in the Playoffs (4.2.1.4).

During the Season Final, the 4 Teams that remain in the competition will be playing in a single elimination bracket to become the champions of the WGLEU Season.

The winner of the Playoff bracket will be seeded against the 2<sup>nd</sup> Team in the Season Ranking and the Team who finished second in the Playoff bracket will be seeded against the 1<sup>st</sup> Team in the Season Ranking.

#### 4.4. Qualification

After the ongoing Season of the WGLEU finishes, the below mechanism is put in place to determine participation in the following Season:

The top seven (7) Teams:

- Automatically progress to the following Season of the WGLEU.

Teams holding places from eighth (8) to eleventh (11):

- Teams enter the Pre-Relegation phase (separate bracket).
  - Eighth (8) Team is seeded against eleventh (11) Team.
  - Ninth (9) Team is seeded against tenth (10) Team.
  - The Pre-Relegation single elimination bracket is played on standard WGLEU Game Rules.
- Two (2) winning Teams progress to the following Season of the WGLEU Gold Series.



- Two (2) losing Teams are moved to the Relegation bracket.

Twelfth (12) Team is relegated to the Silver Series for the next Season.

Relegation:

- The Relegation single elimination bracket is played on standard WGLEU Game Rules.
- Teams who enter the Relegation are:
  - Two (2) losers of the Pre-Relegation
  - Four (4) Silver Series Season Teams who secured spots from the second (2) till the fifth (5).
  - Two (2) Wild Card (WC) Teams who secured the first (1) and second (2) spot in the WC Tournament.
- Seeding in the first round:
  - Seeding is randomly drawn, with additional restrictions.
  - Pre-Relegation loser Teams cannot be seeded against each other.
  - WC Teams cannot be seeded against each other.
- After the Relegation Matches conclude:
  - Top Two (2) Teams progress to the following WGLEU Gold Series Season.
  - Any and all WC Teams which did not progress as the Top three (3) drop out of the WGLEU structure.
  - Any and all Gold and Silver Series Teams which finished below the top three (3) progress to the following WGLEU Silver Series Season.

The mechanism is visualized in the WGLEU Season Progression attachment.

#### 4.5. Open Qualifier

If a Team is removed from the WGLEU, either at their own choice or as a result of disqualification by the WGLEU Administration, before the fourth match day, an open qualifier will be arranged in order to fill the slot. The Team that was removed from the WGLEU will not be allowed to participate in the open qualifier, unless otherwise stated by the WGL administration.

- The Open Qualifier will be played in a single elimination bracket where the Matches are played in the 7/68 attack/defence mode.
- The Open Qualifier bracket is open to all eligible Teams.
- A team removed from the current season may not participate in the qualifier.

Once the new Team has been revealed, all previous Match results of the Team that was removed will be cancelled and must be replayed by the new Team.

If a Team is removed after the third match day the slot remains vacant and all previous match results played by the Team that was removed are cancelled.



## 5. OFFLINE EVENTS

### 5.1. Travel and Accommodation

5.1.1. Turtle Entertainment GmbH (TE) will arrange travel and accommodation, and cover the costs of seven (7) Players plus one (1) manager per Team. Turtle Entertainment GmbH (TE) will cover the following costs:

- Flight or train from nearest airport / train station to hosting city
- Flight or train to nearest airport / train station from hosting city
- Airport / train station shuttles in hosting city
- Hotel in hosting city (including breakfast)
- 1 meal during media day
- full catering on event day
- Event related transportation in hosting city

The travel and accommodation of any additional Team members must be arranged by, and at the cost of, the Participant.

5.1.2. Any additional costs incurred during a travel period will not be covered by TE or WG unless otherwise specified in writing.

5.1.3. Any visa costs related to the event will not be covered by TE or WG unless specified in writing.

5.1.4. The Wargaming.net League administration takes no responsibility for the acquisition of VISA's. The Wargaming.net League administration are an aid and will help where possible and within the realms of reason.

5.1.5. All Participants must respect their surroundings and leave their hotels and transport clean and tidy. They must cover any additional costs themselves (e.g. minibar, room service, damage to rooms, etc.).

### 5.2. Schedule

A detailed schedule will be provided shortly after the announcement of an event.

### 5.3. Player Conduct

#### 5.3.1. Interview Questions

Teams must respond to interview questions from TE, WG or other Partner Companies, but can refuse any other interviews if they so wish.



### 5.3.2. Team Phones

Each Team will receive a dedicated phone that must remain switched on at all times during scheduled days. The phones can be used to contact key WGLEU Administration members if needed, but also can be used to contact your Team Captain.

### 5.3.3. Appropriate Behaviour

Players should show a high level of professionalism while conducting themselves with locals, staff and organisers (this also includes members of the Team's community).

The WGLEU Administration reserves the right to disqualify Participants who are behaving inappropriately or aggressively, and can include the actions of a member of the Participant's clan, regardless of whether or not that person is part of the Team.

### 5.3.4. Intoxication During Events

No alcohol consumption or smoking is allowed in any venue – Participants are responsible for their own consumption and are expected to be free of any stimulants.

### 5.3.5. Clothing

Participants must appear in uniform clothing representing their Team / Organisation or any other universally decent apparel. Participants should take into account the area that they are visiting and any cultural/religious/ethical/historical/world view differences that may exist between their home countries, the event hosting country and other Teams. In addition, Participants are not allowed to wear clothing that advertises any other games or tournaments. A Participant may not cover his or her face during Events.

There may be exceptions from this rule, allowing players to wear unique elements of clothing / accessories related to their Team / Organization theme. The issue of clothing exceeding the general rule will be reviewed on a case by case basis. In case a Team would wish to wear such clothing, they are required to submit a written request for permission by email to the WGLEU Administration before an offline event starts and await a response.

### 5.3.6. Streaming Websites

It is prohibited to use tournament equipment to watch and/or stream using any unapproved means.

## 5.4. Hardware

### 5.4.1. Personal Hardware

It is recommended that Participants bring their own peripherals (e.g. mouse, keyboard, headset) to maximise performance. The personal hardware that can be used in any Tournament is limited to:

- Keyboard
- Mouse
- Mouse pad
- Headset (if a microphone capable headset is provided by the Organiser, the Participant's headset can be worn around the Participant's neck, but must remain unplugged from the provided tournament PC at all times)



No additional hardware of any kind may be brought onto the stage (secondary stages included) during Tournament Games. Any electronic devices will be collected by a dedicated WGLEU Administration representative, who will be a judge or stage administrator (named before the start of the Event), at the start of preparations for the Match and will be returned only after the Match is over.

#### 5.4.1.1. Sound-cancelling Headsets

All Participants will receive sound-cancelling headsets during Matches played on stage. The headsets must not be removed at any time during a Match on stage unless this is requested by a WGLEU Administration representative.

#### 5.4.2. Tournament Hardware

In case of a lack of reliable hardware you may request hardware such as headsets, keyboards and mice. Players must state their wishes in advance so that the tournament organisers can arrange enough equipment. Peripherals or other equipment cannot be guaranteed at the venue for Participants who did not make their wishes known in advance.

Tournament Hardware remains the property of Wargaming.net or respective partners and even if provided to a Team for event purposes, it should be kept in mind that Players are expected to return it in same condition as it was provided.

### 5.5. Tournament Software

Each machine provided for the event will contain all necessary software required to participate, including:

- Up-to-date World of Tanks game client.
- Voice communication software (e.g., Teamspeak or Mumble).
- Drivers for Hardware provided by the organiser.

Installation of any additional software is prohibited, apart from basic drivers for personal hardware (see 5.4.1).

The installation of any World of Tanks client modifications is prohibited – only game modifications installed by the WGLEU Administration may be used.

### 5.6. Stage Area

#### 5.6.1. Leaving the Stage

If any people important to the stage event have to leave the stage for any amount of time they must inform the WGLEU Administration representative responsible for the stage at the time of leaving, regardless of the reason for their departure. This contact person will be named before the start of the first Match.

#### 5.6.2. On Stage

Only currently active Participants, WGLEU Administration representatives and other specifically named people are allowed on the stage during an event. Non-essential Team members, or anyone else associated



with a playing Team, must not be present on the stage either during or between Games while a Match is in progress.

### 5.6.3. Desk / Gaming Area

Every Participant is responsible for his desk / gaming area. Any items of clothing, bags or other items must be removed from the stage or stored under the desks.

Eating on stage is forbidden. Drinks may be kept under the desk (in special cases, drinks may also be allowed to be positioned on the desk).

After exiting the stage, every Participant is responsible for leaving their area tidy and clean.



## 6. PLAYER CONDUCT

### 6.1. Behaviour

As in daily life, a certain degree of courtesy should be maintained between Participants of the WGL. Violations of this rule will be punished accordingly.

#### 6.1.1. Insults

All insults occurring in connection with the WGL will be punished. This primarily applies to insults that occur during a Match, but also includes any insult on WG or ESL platforms or websites (forums, match comments, player guest-books, etc.). Insults sent on IM programs (e.g. Skype), by e-mail or via any other means of communication will be punished if they can be linked to the WGL.

Depending on the nature and severity of the insult, the penalty will be assigned at the discretion of WGLEU Administration either to the Participant in question or jointly to the entire Team.

#### 6.1.2. Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spam.

Spamming on WG or ESL platforms will be punished at the discretion of WGLEU Administration, depending on the nature and severity.

#### 6.1.3. Unsportsmanlike Behaviour

For an orderly and pleasant game it is essential that all players have a sportsmanlike attitude and play fair. Breaches of this rule will be punished. The most important and most common offence is stated below. However, the WGLEU Administration treats the catalogue of offences as an open one.

##### 6.1.3.1. In-game Punishments

Any player found guilty of violating the World of Tanks (WoT) End User License Agreement (EULA) and/or Terms of Service (ToS) and/or any other policy applying to the product and/or service may receive additional punishments depending on the nature and severity of the violation.

#### 6.1.4. In-game Spam

A participant will be punished for excessive spamming, if it is considered that the spamming distracted opponents or disrupted a Game. Chat functions are solely meant for Match-related communication with the opponent and the Match administrator and not to gain any tactical advantage.

### 6.2. Deception

Any attempt to deceive the WGLEU Administration or any other Participants using false or fictitious information, statements or data will be treated as deception and punished depending on the nature and severity, at the discretion of WGLEU Administration.

### 6.3. Unfair Play

The following actions will be considered as Unfair Play and sanctioned at the discretion of the WGLEU Administration:



### 6.3.1. Ineligible Players

Attempting to use or using a player who does not meet the requirements to register as a participant of the WGLEU.

### 6.3.2. Ringer / Faker

Playing or attempting to play under the name or using the tournament account of another player.

### 6.3.3. Hacking / Cheating

Hacking / Cheating is understood as using any third party software and/or hardware or modifying the WoT game client, as well as performing any out-of-game action in order to achieve an advantage.

### 6.3.4. Complicity

Any arrangement(s) made between two (2) or more Participants for the purpose of causing a disadvantage to opposing Participants. Complicity pertains to, but is not limited to, acts such as:

6.3.4.1. Match fixing, including any pre-arranged division of currency or goods.

6.3.4.2. Any form of communication between the Participants of more than one Team that is intended to put any other WGL Participants at a disadvantage. This includes, but is not limited to the following forms of communication:

- Verbal
- Written
- Sign language
- Gestures
- Etc.

6.3.4.3. Knowingly trying to lose a Game and/or attempting to purposely sabotage a Participant's or Team's ability to win a Game.

### 6.3.5. Sportsmanship

Every Participant should represent their Team and the WGLEU by participating to the best of their abilities. Anything that falls short of that is considered to be unsportsmanlike and will be penalised depending on the severity of the behaviour as determined by the WGLEU Administration.

### 6.3.6. Bug / Glitch Use

Intentional use of any in-game bugs, glitches and obviously unintended game mechanics. All cases will be reviewed on an individual basis by the WGLEU Administration at their discretion.

## 6.4. Expulsion

The WGLEU Administration can, at its discretion, remove any Participants that it sees fit, for any reason, without stating the reason.



## 6.5 Global Anti-Cheating Rule

The WGLEU Administration supports Fair Play and reserves the right to uphold a Player and/or Team Ban, or any other penalty preventing active participation in eSports disciplines. This also includes penalties applied in disciplines other than the Wargaming.net League Gold Series. The rule applies, but is not limited to:

- All World of Tanks competitions organized by Wargaming.net and official partners.
- All World of Tanks competitions organized by unaffiliated parties.
- All other eSports disciplines<sup>1</sup>, regardless of the organizers identity.

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<sup>1</sup> Other eSports disciplines include, but are not limited to: Battlefield series, Call of Duty series, Counter Strike series, Dota series, Halo series, Hearthstone: Heroes of WarCraft, Heroes of the Storm, League of Legends, Quake series, Smite, StarCraft series, WarCraft series.



## 7. GAME RULES

### 7.1. Online Phase

#### 7.1.1. Replays

It is mandatory for all Participants to activate "battle recording" for the full duration of all Matches without exception. Every Team Captain is obliged to save all Replays from all Participants in his Team packed as \*.zip files and keep them for 60 days from the end of the playoffs phase of a Season.

The replay files must be provided if requested by WGLEU Administration.

Replays that have not been provided within two months after the playoffs have finished will be deemed to be missing and punished as such. Any non-functioning or manipulated replays may be treated as missing, at the sole discretion of the WGLEU Administration.

#### 7.1.2. Match Media

In order to provide evidence if requested by the WGLEU Administration, Team Captains are obliged to save screenshots of all the tabs of Battle Reports from all Games their Team participates in, regardless of their own participation. If the Team Captain is not participating in a Game of his Team, the screenshot must be taken by a delegated substitute. The files must be saved and kept for at least fourteen (14) days after a Match takes place.

Team Captains are obliged to save screenshots of the following information and name the files accordingly:

- Personal Score (Teamx\_vs\_Teamy\_personal\_date)
- Team Score (Teamx\_vs\_Teamy\_team\_date)
- Detailed Report (Teamx\_vs\_Teamy\_detailed\_date)

#### 7.1.3. Game settings

Game Settings remain the same for the online and offline stage of the Wargaming.net League Matches.

Team size: 7 Players

Time Limit: 10 minutes

Game mode: Assault with two Base Capture Circles

Base capture time: 120 second in each Base Capture Circle.

Base Capture Points do not stack and accumulate independently. Resetting one of the counters does not reset the other.

Victory conditions:

- For Attackers – Destroy all Defending vehicles or capture at least one enemy Base within the Time Limit.
- For Defenders – Destroy all Attacking vehicles or survive with at least one vehicle until the Time Limit is reached while preventing the attacking team from capturing the Base.
- If when the Time Limit is reached there is still at least one Defending vehicle operational (has one hit point or more remaining) and the base has not been captured, the Defending Team wins.



Match progression:

- One Match consists of four maps and maximum of eight (8) Battles.
- One map includes two battles where each Team plays one time in attack and one time in defence.
- To win a Match, a Team needs to achieve Victory in five (5) Battles out of eight (8). If one of Team gets five (5) Victories, the remaining Battles are not played.

Server: All matches will be played on the EU1 Server unless otherwise stated by the WGLEU Administration.

#### 7.1.4. World of Tanks Game Client Modifications and Skins

Any and all World of Tanks game client modifications and skins are forbidden. The only exception from this rule is the Spectator Mod (see 7.1.5.), which can only be used in the most up-to-date version, and any other modifications provided by the WGLEU Administration.

#### 7.1.5. Spectator World of Tanks Game Client Modifications

It is mandatory for all Players to install the Spectator World of Tanks Game Client Modification (also referred to as the Spectator Mod) in the res\_mod folder for the full duration of all Matches without exception. It is the responsibility of all Players to ensure that the Spectator Mod works at all times and, if necessary, to remove any other World of Tanks game client modifications that could interfere with the Spectator Mod. The Spectator Mod to be used will be sent to the Team Captains via email by the WGLEU Administration.

#### 7.1.5. ESL Wire Modification

It is mandatory for all Players to install the ESL Wire World of Tanks Game Client Modification (also referred to as the Wire). It is the responsibility of all Players to ensure that the Wire works at all times and, if necessary, to remove any other World of Tanks game client modifications that could interfere with its proper functioning.

#### 7.1.6. Tank Regulations

Teams may be composed of any tanks available in the game regardless of the tech tree they are available in, with the exception of the special and unique tanks that were given as prizes in different campaigns, such as the VK 72.01 (K), the Object 907 or the M60.

The use of all in-game skins, consumables, equipment and any other in-game assets is allowed. They can be modified at any time, until the team captain confirms that his team is ready.

The maximum tier for vehicles allowed in WGLEU battles is Tier X.

The total amount of vehicle tier points in one Team must not exceed 68 points (for a Team of 7 Players).

#### 7.1.7. Pre-Battle

The Team positioned on the left of the matchup on the <https://eu.wgleague.net/en> website is treated as the Home Team.

- The WGLEU Administration is responsible for creating the Training Room.
- The Training Room will be created twenty (20) minutes before the official Match time and all Players should join immediately. If a Team is not complete ten (10) minutes after the official Match time, the Game will start without the missing players.



The Caster will inform the Team Captains, or their delegated representatives, when the Battle will start.

#### 7.1.8. Map Choice and Starting Position

All Games of the WGLEU will be played on the following maps (referred to as the “Map Pool”):

- Mines
- Cliff
- Prokhorovka
- Himmelsdorf
- Ghost Town
- Murovanka
- Ruinberg
- Steppes

One match consists of four maps only.

Only Team Captains or the person delegated by them are allowed to perform the Map Choice for their team.

Map elimination proceeds after a Team Captain coin toss:

- Winner eliminates first map.
- Loser eliminates second map.
- Winner picks first map.
- Loser picks second map.
- Loser picks third map.
- Winner picks fourth map.
- Each team picks their starting position on the opponent’s chosen maps.

In the online stage:

- The Home Team (ref. 7.1.7) is treated as the Coin Toss winner for the purpose of Map elimination process.
- The Map Choice has to be sent by the Team Captains, or their delegated representatives, to the WGLEU Administration to [wgleu\\_protest@eslgaming.com](mailto:wgleu_protest@eslgaming.com) not less than three (3) hours before the Match start.

#### 7.1.9. Tank Line-ups

In the Online Stage the initial Line-ups must be sent to the WGLEU Administration before 15:00 CET on Matchday regardless of the match starting time.

A tank line-up does not have to match a specific setup. There are no bottom Tier limitations.

The assigned WGLEU Administrator will inform the Teams when to enter the Training Room with their line-ups.

If a Team enters a Game without a Player and no Substitute is available ten (10) minutes before the Game start, the Team which cannot provide seven (7) active Players forfeits the Game.



Team Line-ups (also referred to as “setups”) on tournament finals are declared by Team Captains or their delegated representatives only at the beginning of the entire Match (before the first Battle takes place).

#### 7.1.10. Conditions of a Rematch

A Rematch can occur at any time due to Software and/ or Hardware issues, if no Team has a clear advantage. The decision is to be made by the WGLEU Administration. An advantage may include, but is not limited to:

- Any tanks spotted by or on any Team
- Any damage dealt by or to either Team
- Any damage taken due to environmental interaction
- Any Base Capture Points gained by either Team

#### 7.1.11. Draws

A Match is a Draw if, and only if, the Result Screen that is displayed after the end of a battle displays “Draw”.

In the case of a Draw, the Game is scored as 0:0 and the Match proceeds to the next map as normal.

With the Assault Mode implemented the only possible situation to achieve a Draw in a Battle is when the last two remaining vehicles are destroyed in the same moment before the system announces Victory in favour of one of the Teams.

#### 7.1.12. Breaks and Timeouts

The standard break time between every game is 2 minutes. If both Team Captains are ready before that time, the match may resume accordingly.

Each team can benefit from one timeout per match. Timeouts extend the duration of one standard break to a maximum of five minutes. Timeouts can only be requested between the games, and at least 30 seconds before the end of the standard break time. Only a Team Captain may request a timeout, and only one timeout per team can be requested.

## 7.2. Playoff Rules

### 7.2.1. Game Settings

Ref. 7.1.3.

### 7.2.2. World of Tanks Game Client Modifications and Skins

Ref. 7.1.4.

### 7.2.3. Tank Regulations

Ref. 7.1.6.

### 7.2.4. Tank Picking

Tank picks will be “blind” for each battle.



The Team Captain is obliged to provide the WGLEU Administration representative responsible for their Team (in this case, a dedicated Referee) with their Team's chosen tank line-up for the particular map before the Tank selection process commences.

Each Team must pick the tanks they provided to the Referee when tank selection begins, in any order. The tank line-up provided to the Referee cannot be changed.

The Team Captains must provide their Tank Picks to the Referee before each Game in person. Tank line-ups can differ from Game to Game in the same Match.

#### 7.2.5. Tie-Breaker

Ref. 4.2.1.3.2

#### 7.2.6. Conditions of a Rematch

Ref. 7.1.10

### 7.3 Offline Stage Final Match

#### 7.1 General Progression Rules

One Match consists of a maximum of twelve (12) Games played on a maximum of four (4) Maps. Each Map is played four (4) times, with each team taking the role of the attacker and defender two (2) times.

#### 7.2 Team Role

If a Map is played a total of four (4) times, the roles are switched by the Teams after the second (2) Game.

#### 7.3 Map picking

Map picking order is based on a Coin Toss.

- The Coin Toss is performed by a representative of the WGLEU Administration.
- The Team Captains or their delegated representatives must be present.
- The rosters for all maps and the roles have to be declared before the match.

After the Coin Toss, the picks are performed in the following order:

1. Coin Toss winner eliminates the first (1) Map.
2. Coin Toss loser eliminates the second (2) Map.
3. Coin Toss winner picks the first (1) Map.
4. Coin Toss loser picks the second (2) Map to be played from the remaining Maps in the Map Pool.
5. Coin Toss loser picks the third (3) Map to be played from the remaining Maps in the Map Pool.
6. Coin Toss winner picks the fourth (4) Map to be played from the remaining Maps in the Map Pool.
7. The teams respectively pick their role to start on the opponent's map.

#### 7.4 Victory conditions

To achieve victory in a Match, the Team needs to win a total of seven (7) Games. The moment either of the Teams participating in the Match scores the required amount of victories, the Match ends and the remaining Games are not played.



7.5 Tie-Breaker  
Ref. 4.2.1.3.2

7.6 Tank Picking  
Ref. 7.2.4



## 8. PENALTIES

If a Participant violates one or more of these WGLEU Official Rules, they will be punished according to the degree of the infringement.

The WGLEU Administration will decide, in its sole discretion, whether an offence has affected the outcome of a Match to an extent that it cannot be counted and must be repeated.

The general rules of qualifying infringements and their respective Penalties can be found in the Wargaming.net League Europe 2015 Penalties Index.

## 9. RULE MODIFICATIONS

The WGLEU Administration reserves the right to change or modify these Rules at their sole discretion and, in special cases, make decisions not covered by these Rules to preserve the spirit of fair competition and sportsmanship.

## 10. PARTICIPATION

By participating in the Wargaming.net League Gold Series, Silver Series and/or the Wargaming.net League Grand Finals you acknowledge that you understand and agree to follow all the applying rules within this and other associated documents.

Employees of Wargaming are banned from participating in any games of the Wargaming.net League Gold Series, Silver Series and/or the Wargaming.net League Grand Finals.

All Partners and/or Sponsors of the Wargaming.net League Gold Series, Silver Series and/or the Wargaming.net League Grand Finals are banned from participating in any games for the duration of their active involvement.

