



Wargaming.net League

The Grand Finals 2016 Rulebook

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# 1 GENERAL RULES

## 1.1 Event Organization

The Grand Finals of the Wargaming.net League are organized by the Electronic Sports League (ESL) in partnership with Wargaming.net. The ESL is part of Turtle Entertainment GmbH.

Turtle Entertainment GmbH  
Siegburger Str. 189  
50679 Cologne, Germany  
<http://www.turtle-entertainment.com>

Wargaming Europe SAS  
Tour Horizons, 30 Cours de l'Île Seguin  
92100 Boulogne Billancourt, France  
<http://wargaming.com/>

## 1.2 Tournament staff

Tournament Managers:

- Oscar Miranda (Wargaming America) [omiranda@wargaming.net](mailto:omiranda@wargaming.net)
- Steven Neale (ESL) [s.neale@eslgaming.com](mailto:s.neale@eslgaming.com)

Head Referee:

- Johan Godderis

## 1.3 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.

## 1.4 Additional Agreements

The Grand Finals 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 WGL Administration advises against such agreements and will not enforce any of them.

## 1.5 Contract Conditions

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

## 1.6 Non-Disclosure of Internal Information

All communication between The Grand Finals 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 Grand Finals Administration.

## 1.7 Prize Money

All prize money won by a Participant will be transferred to one bank account provided by the Team Captain. All costs occurred on the receiving bank account must be covered by the Participant. The Grand Finals Administration are not responsible for any further distribution or agreements.

### 1.7.1 Prize Distribution Breakdown

- First place – 150.000 USD
- Second place – 75.000 USD
- Third place – 35.000 USD
- Fourth place – 20.000 USD
- From the fifth to the eighth place – 5.000 USD
- *All grand final participants are awarded the M 4190 GF to their personal accounts*

### 1.7.2 Penalties Pool

The money coming from Penalties for breaking the rules will be distributed between the participating Teams at Wargaming.net's discretion.

### 1.8 Expulsion

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

### 1.9 Game Broadcasts

All broadcasting rights of the Wargaming.net League (WGL) The Grand Finals matches are owned by Wargaming.net. 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 WGL 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.

## 2 TOURNAMENT STRUCTURE

The Grand Finals structure will take place in two distinct stages. The first stage – the Group Stage and the second stage – the Playoff Stage.

The selection of teams representing each server is different for each region and can be found in regional Wargaming.net League rules.

### 2.1 Seeding

Teams will be placed in different seeding pots. Groups will be created during the seeding show.

#### 2.1.1 Draw Pot Allocations

Pots 1-3 will be populated as follows:

- Pot 1 – #1 seeded champions of each region (4)
  - CIS1, EU1, NA1, APAC1
- Pot 2 – #2 seeded champions of each region (4)
  - CIS2, EU2, NA2, APAC2
- Pot 3 – Wild Cards and China region (4)
  - WC1, WC2, WC3, CN

#### 2.1.2 Final Draw

Regional Separation

- Teams of the same region (excluding wild cards) cannot be drawn into the same group

Semifinal Separation

- Teams of the same region (excluding wild cards) cannot be drawn into the same semifinal side

Order of Draw

- Pots emptied in order: 1 through 3
- Groups filled sequentially: A through D
  - Exception: Groups may be skipped to maintain principle of Regional Separation
  - Exception: Groups may be skipped to maintain principle of Semifinal Separation

Positioning of Teams

- Positioning is decided by Wargaming.net League schedule administration after the draw.

#### 2.1.3 Procedures

- Pots 1, 2 and 3 will be emptied by randomly drawing a ball from its pot and another ball from the group pot. This defines the team and its associated group.
- If the random draw during Pot 2 breaches regional separation principles for the group stage:
  - The most recently drawn ball\* dictating group number is held and another ball is drawn
  - The team enters the group of the newly drawn ball
  - The original ball is returned to the pot

- The Pot continues to get emptied until all possible options are exhausted
- If the random draw during Pot 2 breaches regional separation principles for the playoff stage:
  - The most recently drawn ball\* dictating group number is held and another ball is drawn from a group on the other side of the playoff bracket
    - Ex) A gets placed in C, B gets placed in D
  - The team enters the group of the newly drawn ball
  - The original ball\* is returned to the pot
  - The Pot continues to get emptied until all possible options are exhausted

*\*Defines the same ball*

#### 2.1.4 Broadcast

The seeding show will be broadcast live 18 March at 18:00 CET on these channels:

<http://www.twitch.tv/wgleu>

<http://www.twitch.tv/wgleaguero>

[www.battleviewer.com](http://www.battleviewer.com)

## 2.2 The Group Stage

In this stage all the teams will be put in three separate groups based on their server origin and seeding rule. Two teams representing the same region cannot be initially put in the same Group. Wildcards are considered to be a separate region, regardless of the Wildcard Team's region of origin.

- Group One
  - One team from each pot 1, 2, 3.
- Group Two
  - One team from each pot 1, 2, 3.
- Group Three
  - One team from each pot 1, 2, 3.
- Group Four
  - One team from each pot 1, 2, 3.

In case of a point tie between teams in a Group after all Games took place, the following will decide which team is ranked higher, in order of priority:

1. Victory ratio
2. Amount of victories in single Games.
3. Fastest to achieve victory in a single Game.
4. Total damage in all battles



## Seeding Results for Group Stage



The image shows a graphic titled 'WARGAMING.NET LEAGUE GROUPS' with a central logo. To the right, it lists four groups (A, B, C, D) and their members. Group A includes EL GAMING, WILD CARD CHINA, and NOT SO SERIOUS. Group B includes WOMBATS ON TANKS, SIMP, and WILD CARD BRAZIL. Group C includes NATUS VINCERE, GOLD BASS, and WILD CARD RU/CIS. Group D includes ECLIPSE, WILD CARD EU, and TORNADO ROX.

GROUP A	GROUP B	GROUP C	GROUP D
EL GAMING	WOMBATS ON TANKS	NATUS VINCERE	ECLIPSE
WILD CARD CHINA	SIMP	GOLD BASS	WILD CARD EU
NOT SO SERIOUS	WILD CARD BRAZIL	WILD CARD RU/CIS	TORNADO ROX

During the playoffs, eight (8) teams will be playing in a single elimination bracket. Top two (2) teams from each group will go to the next stage (SE). Teams progressing from the group stage will be seeded as described below.

A1, B1, C1, D1 - first place in each group

A2, B2, C2, D2 - second place in each group

1/4

A1 on B2, A2 on B1

C1 on D2, C2 on D1

1/2

1# A1/B2 winner on A2/B1 winner

2# C2/D1 winner on C1/D2 winner

3<sup>rd</sup>/4<sup>th</sup> place

Loser of 1/2 #1 vs Loser of 1/2 #2

Finals

Winners of #1 and #2 semifinal brackets

## 2.4 Event Schedule

The times provided in the schedule are subject to change without notice, depending on the dynamics of the live event. Stage determination is subject to change depending on dynamics of the live event.

**Match opponent (teams) schedule will be determined after the group drawing to best maximize regional viewership. The below is just a representation of the match times.**

All times provided in the schedule are in CET. There is no defined start time for matches. The schedule represents approximate match times according to a rolling schedule that maximizes game time while minimizing breaks.

**April 8<sup>th</sup>, 2016**

Main Stage Area		
Time (in CET)	Tournament Stage	Teams
12:00	Group Stage	C1 vs C3
13:39	Group Stage	A1 vs A3
15:18	Group Stage	B1 vs B2
16:57	Group Stage	D1 vs D3
18:36	Group Stage	C2 vs C3
20:15	Group Stage	D1 vs D2

2nd Stage Area		
Time (in CET)	Tournament Stage	Teams
12:30	Group Stage	D2 vs D3
14:09	Group Stage	C1 vs C2
15:48	Group Stage	A1 vs A2
17:27	Group Stage	B1 vs B3
19:06	Group Stage	A2 vs A3
20:45	Group Stage	B2 vs B3

April 9<sup>th</sup>, 2016

Main Stage Area		
Time (in CET)	Tournament Stage	Teams
11:52	Quarter-finals	A winner-B runner up
13:33	Quarter-finals	D winner-C runner up
15:12	Semi-final 1	A1/B2 winner vs A2/B1 winner
16:51	Semi-final 2	C1/D2 winner vs C2/D1 winner
18:30	World of Warships Showmatch	Semi-final 1 winner vs Semi-final 2 winner
20:00	Final	

2nd Stage Area		
Time (in CET)	Tournament Stage	Teams
12:22	Quarter-finals	B winner-A runner up
14:03	Quarter-finals	C winner-D runner up
19:00	3 <sup>rd</sup> place	Semi-final 1 loser vs Semi-final 2 loser

## 3 TRAVEL AND ACCOMODATION

### 3.1 Responsible Party

All travel and accommodation will be coordinated between the participating Team and a Turtle Entertainment representative (Tournament Manager – Steven Neale).

### 3.2 Expenses

Travel expenses covered by the organizer. Organizer include: - Travel from players' / teams' local airport to the event location (Warsaw) and back - Shuttle from event location airport to hotel and back.

Any other expenses related to travel are not covered by the organizer.

### 3.3 Rules of Conduct

All staff and teams must respect their surroundings and leave their hotels and transport clean and tidy. They must cover any additional costs themselves (including minibar, room service, etc..)

### 3.4 Accommodation

Players will stay at the InterContinental Warszawa hotel:

InterContinental Warszawa

Ul. Emilii Plater 49

00-125 Warszawa Polska

Tel: +48 22 328 8888

Fax: +48 22 328 8889

E-mail: [warsaw@ihg.com](mailto:warsaw@ihg.com)

Website: <http://warsaw.intercontinental.com/>

### 3.5 Team Travel

For the purpose of the Travel and Accommodation policy a Team consists of a total of eight (8) people, from which seven (7) must be part of the Standing Team and one (1) Reserve or Team Manager.

No expenses will be covered for any additional Team Members travelling to the venue and/or event.

In case the team, which participates in the GF, can't physically attend the GF (plane issues, visa issue, etc), the organizer leaves a right to invite the team which has no visa difficulties and has a possibility to take part in the GF matches. This decision is at the organizer's discretion.

## 4. PLAYERS AND PLAYER RESPONSIBILITIES

### 4.1 Event Schedule

All players taking part in The Grand Finals are obliged to take part in all of the scheduled events. This includes but is not limited to:

- Arrival Day – 5 April 2016
- The Media Day 1 – 6 April 2016
- The Media Day 2 – 7 April 2016
- First Grand Finals Day – 8 April 2016
- Second Grand Finals Day – 9 April 2016
- Departure Day – 10 April 2016

The exact schedule of events in which the Players are obliged to participate in will be delivered individually to Team Captains before the event starts. Please keep in mind the schedule may be subject to change even during the event.

Players are obliged to participate in the media day, providing the organizer with an opportunity to produce assets for the event. Teams are obliged to wear team apparel and behave appropriately to the rules, as mentioned in this document.

### 4.2 Interviews

Players taking part in The Grand Finals are obliged to take part in interviews requested by Turtle-Entertainment GmbH and Wargaming.net. Players are obliged to answer interview questions in a cordial and timely fashion.

Players are allowed to refuse answering any questions and denying interview requests from 3<sup>rd</sup> parties. However, it is recommended that Players take part in as many press encounters as possible.

### 4.3 Appropriate behavior

Players should keep in mind that a high level of professionalism is required while conducting themselves with locals, staff, organizers, press and other people they may encounter. This includes not only active behavior, but also “passive” behavior, such as clothing worn during the event.

The Grand Finals Administration reserves the right to disqualify any Player and/or Team for inappropriate behavior.

Inappropriate behavior of members of a Team and/or Clan or other Organization affiliated with a Player and/or Team participating in The Grand Finals may also lead to penalties, including disqualification of the participating Player and/or Team.

Penalties, including disqualification, can be delivered without prior warning in severe cases of breaking of this rule.

Violations of this rule will be punished accordingly.

#### 4.3.1 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 platforms or websites (forums, match comments, player guest-books, etc.).

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

#### 4.3.2 Spamming

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

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

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.

#### 4.3.3 Unsportsmanlike Behavior

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 WGL Administration treats the catalogue of offences as an open one.

#### 4.3.4 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.

#### 4.4 Deception

Any attempt to deceive the WGL 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 WGL Administration.

#### 4.5 Unfair Play

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

##### 4.5.1 Ineligible Players

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

##### 4.5.2 Ringer / Faker

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

##### 4.5.3 Hacking / Cheating

Hacking / Cheating is understood as modifying the World of Tanks game client, as well as performing any out-of-game action in order to achieve an advantage.

#### 4.5.4 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:

- Match fixing, including any pre-arranged division of currency or goods.
- 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
  - Any other means of communication.

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

#### 4.5.5 Sportsmanship

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

#### 4.5.6 Bug / Glitch Use

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

#### 4.6 Clothing

Clothing must be appropriate and respectable. Please take into account the area that you are staying in and any cultural differences that may exist. In addition, players are not allowed to wear clothing that advertises any other game or tournament.

#### 4.7 Intoxication

Players are not allowed to consume alcohol or any other intoxicating substance during the event or on the premises of the Venue.

#### 4.8 Presence during the event

Teams are obliged to be present at the designated meeting point 30 minutes prior to the start of their Match. Teams may be asked and must be available to play at any time on match day at the Administration discretion based on prior match lengths, scheduling opportunities or technical necessity. Changes to the schedule will be communicated to the team captain or representative in a timely fashion by the Administration.

Players must notify The Grand Finals administration if they leave the Venue, regardless of the reason.

#### 4.9 Team Phones

Each Team Captain will be provided with a phone for the purpose of communicating with The Grand Finals Administration. The device must remain switched on at all times.

The Team Captain is responsible for keeping the device functional and reporting any and all problems with it to The Grand Finals Administration.

#### 4.10 Substitutes

Teams are permitted to bring substitutes from their roster however all expenses must be covered by the Team. The Organizer only covers the transport and accommodation cost for 8 members of each team (can include substitutes, managers, etc..).

Teams have a maximum of 2 min between maps to change Players; if for any reason a player(s) is not ready the match will proceed as normal. Players making roster changes MUST use all hardware already hooked up to the game PC aside from earbuds.

#### 4.11 The Grand Finals Team Roster

The roster of The Grand Finals Team must consist of a minimum of five (5) players matching the roster from the last Wargaming.net League season the team participated in.

A Team Roster may consist of a maximum of eleven (11) players.

Any reserve players above the eight (8) travelling players (so a maximum of three (3) additional players) must have been members of the Wargaming.net League Team Roster before the preceding regional finals.

In case of absence of the seventh player due to visa issues, the team manager has a right to substitute a player during all matches of The Grand Finals. The Manager has a right to change one player from the starting line-up and participate as a player during all GF matches.

#### 4.12 Team Name and Logo

Participants of The Grand Finals are obliged to use the same Team Name and Team Logo as in the preceding regional Wargaming.net League season.

Requests for changes in the Team Name and/or Team Logo can be filed in the WGL Administration and will be reviewed on a case by case basis.



## 5 TOURNAMENT HARDWARE

### 5.1 Personal Hardware

It is recommended that Participants bring their own peripherals (e.g. mouse, keyboard, headset) to maximize 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 Organizer, 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 Grand Finals 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.

#### 5.1.1 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 Grand Finals Administration representative.

### 5.2 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 organizers 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.

For the purpose of The Grand Finals, the organizer will furnish hardware from provider (Razer) for Players not using their own equipment. The Player requesting tournament hardware from the organizer is solely responsible for the hardware provided any legal/sponsorship issues, and any damage to the equipment. No guarantee is made by the organizer to provide any specific models, or variations of the tournament hardware.

If a player wishes to keep a certain piece of equipment after the event, he or she is required to directly ask the provider (Razer), as Wargaming, the organizer and the WGL Administration does not bear ownership of such equipment.

## 6 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 organizer.

Installation of any additional software is prohibited, including basic drivers for personal hardware. Any necessary drivers will be provided by the Organizer.

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

## 7 STAGE AREA

### 7.1 Leaving the Stage

If any people important to the stage event have to leave the stage for any amount of time they must inform and get approval from the Grand Finals 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.

If any people important to the stage event must leave even for a short time (for example toilet breaks) they must inform and get approval from the stage manager or head admin/referee.

Team players are not to leave the stage otherwise.

Only currently active Participants, Grand Finals 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.

Additional members of the team (managers, substitutes, translators etc.) may be called onto the stage area by the head referee, but are prohibited from entering in any other case.

### 7.2 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. Players are forbidden from altering the Stage Area.

### 7.3 Protests

All Protests should be delivered to the Stage Manager assigned by the WGL Administration.

Only protests submitted by the Team Captain or selected Team Representative will be reviewed.

## 8 GAME RULES

### 8.1 General rules

Game Settings remain the same for the Group Stage and Playoff Stage of The Grand Finals Matches.

- Team size: 7 Players.
- Game mode: Attack/Defense with two Base Capture Circles.
- Battle duration – 10 minutes.
- Base capture time – 120 seconds.
- Each base is captured separately and different bases capture time does not stack.

#### 8.1.1 Team Tank Setup regulations:

- Teams are permitted to use any and all tanks available within their tournament account which includes past and present premium shop tanks, and all tanks available in the tech tree
- Players may use any consumables, equipment, and crew skills.
- Any additional items available in the live World of Tanks server are permissible as long as they are not excluded by other restrictions of The Grand Finals 2016 Rulebook.
- Only two types of Team rosters are available for use in The Grand Finals Games: 5 tier X tanks + 2 tier IX tanks, or 6 tier X tanks + 1 tier VIII tank. No other compositions allowed.
- The total amount of vehicle tier points in one Team must not exceed 68 points (for a Team of 7 Players).
- Tank rosters, delineating all tank models used, must be submitted to the Head Referee upon request, prior to beginning the first battle of every match.
- Teams may interchange no more than two tanks after every battle.

#### 8.1.2 Victory conditions:

- For attackers: destroy all enemy vehicles or capture at least one enemy base within the time limit with a minimum of 1 attacking tank remaining alive.
- For defenders: destroy all enemy vehicles or prevent capturing even one base within time limit.
- If neither of the teams destroys all enemy vehicles and no bases captured defending team wins the battle.

#### 8.1.3 Match regulations:

- One match consists of four maps and maximum 8 battles + 1 potential tiebreaker. One map includes 2 battles where each team plays 1 time in attack and 1 time in defense.
  - The final match consists of six maps and maximum 12 battles + 1 potential tiebreaker.
  - One map includes 2 battles where each team plays 1 time in attack and 1 time in defense.
- Roles played according to following rule: attack-defense.
- To win a match, a team needs to win 5 battles out of 8. If one team gets 5 wins, the remaining battles are not played.
  - To win the final match, a team needs to win 7 battles out of 12. If one team gets 7 wins, the remaining battles are not played.

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

#### 8.1.4 Tie-breaker:

If no team reaches five (5) Battle Victories in a Match, the Match Winner is decided via Tie-breaker.

#### 8.1.5 Tie-breaker rules:

Tie-breaker system will only be used to determine the Match Winner in case both Teams have not gained the amount of points necessary to win a match in all online and final stages of the competition.

The tie-breaker maps are as follows:

- Group stage:
  - Round 1: Himmelsdorf
  - Round 2: Mines
  - Round 3: Ghost Town
- Playoffs:
  - 1/4: Prokhorovka
  - 1/2: Steppes
- Final and 3<sup>rd</sup> place: Cliff

#### 8.1.6 Tie-breaker regulations. Home-team determination:

- The Team with the fastest battle win in attack is determined as the home-team in tie-breaker.
- In case no team wins the battle in attack, the team with higher total cumulative damage in all battles, only for attackers' side, during a match will be the Home team.
- In case the teams are evenly matched in total cumulative damage for attackers' side, a coin toss will determine the Home team.
- The Home team can pick the side they will play on during the tie-breaker.
- The rest of the match proceeds following standard Attack/Defense rules, with one team attacking and one defending, resulting in one team winning.
- Winning the tie-breaker awards the team with a win of the entire match.

#### 8.1.7 Game Restarts:

Any Team can call in for a Game Restart if the following conditions are met:

- Not more than 30 seconds have passed from the start of a Battle.
- No vehicle has been spotted by either of the teams.

#### 8.1.8 Points system:

During group stage (round-robin tournament) victory points distributed according to following rule:

- 3 points for victory;
- 2 points for victory by tie-breaker;
- 1 point for lose by tie-breaker;
- 0 points for lose.

(see section 2.2 for Ties in group play)

#### 8.1.8.1 Map Choice and Match format:

(See section 8.5 for more details)

#### 8.1.9 Draws

There is no situation for a draw. See Victory Conditions outlined in Section 8.1.2

#### 8.1.10 Game Replays

All Players are obliged to turn Battle Recording on in the Game Client prior to entering any Battle.

ESL WGL Administrators will collect all the Replays. Replays are property of Wargaming.net and may not be distributed without Wargaming.net written permission.

### 8.2 World of Tanks Game Client Modifications and Skins

Any and all game client modifications are forbidden for the purpose of The Grand Finals, unless explicitly listed as allowed in The Grand Finals 2016 Rulebook.

### 8.3 Pre-Battle

The Training Room will be created when the match immediately prior begins. Players must check in and be ready for battle at this time. Players should join the training room immediately after taking their stations when the prior game completes. If a Team is not complete five (5) minutes after the Head Referee declares official Match time, the Game will start without the missing players. Team will be disqualified because it contradicts “attack-defense” main rule stating only two team variations acceptable.

The Observer, via production crew, will inform the Team Captains, or their delegated representatives, when the Battle will start.

The teams have 90 seconds between each battle where no map change is taking place within the match to prepare. Teams will have 120 seconds or 2 minutes between matches where map change happens. This extra time is to allow player change. Teams not ready at the end of 2 minutes will face playing short and/or forfeit of the battle. This will be at the admins discretion.

### 8.4 Game Accounts

All players are obliged to use their Tournament Accounts they received for The Grand Finals event specifically.

These game accounts are named after the nicknames provided by the teams and are only available in training rooms for training purposes and the event. Players are prohibited from using their tournament accounts in any other way or for any purpose other than preparation, training and participation in the Grand Final tournament games.

Players are not allowed to use their personal accounts for the purpose of training or preparing for the Grand Finals at the venue. Players have to use the accounts provided by WGL administration at all times.

### 8.5 Map Picks and Starting Position



All Games of the Grand Finals will be played on the following maps (referred to as the “Map Pool”): Mines, Ghost Town, Cliff, Himmelsdorf, Murovanka, Prokhorovka, Ruinberg and Steppes.

One match consists of four maps only.

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

Map picking order is based on a Coin Toss.

- The Coin Toss is performed by a representative of the Grand Finals Administration.
- The Team Captains or their delegated representatives must be present.

After the Coin Toss, the picks are performed in the following order for all best of 8 matches:

Team A – coin-toss winner (eliminates the first map)

Team B – coin-toss loser (eliminates the second map)

Team A – coin-toss winner (picks the first map)

Team B – coin-toss loser (picks the starting side on first map)

Team B – coin-toss loser (picks the second map)

Team A – coin-toss winner (picks the starting side on second map)

Team B – coin-toss loser (eliminates the third map)

Team A – coin-toss winner (eliminates the fourth map)

Team B – coin-toss loser (picks the third map)

Team A – coin-toss winner (picks the starting side on third map)

Team A – coin-toss winner (picks the fourth map)

Team B – coin-toss loser (picks the starting position on fourth map)

After the Coin Toss, the picks are performed in the following order for the final, best of 13 match:

Team A – coin-toss winner (eliminates the first map)

Team B – coin-toss loser (eliminates the second map)

Team A – coin-toss winner (picks the first map)

Team B – coin-toss loser (picks the starting side on first map)

Team B – coin-toss loser (picks the second map)

Team A – coin-toss winner (picks the starting side on second map)

\*process of picking maps and sides is repeated until all maps are exhausted

## 8.6 Tank Line-Ups

### 8.6.1 Tank Picking

Tank picks will be “blind” for each battle.

The Team Captain is obliged to provide the Grand Finals 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 except for two tanks between each battle.

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

### 8.6.2 The Lineup

The initial Line-ups must be sent to the Grand Finals Administration the moment it is requested by the WGL Administration.

Only Team Captains or their delegated representatives are allowed to make changes in their Active Team Roster and the prior sent in Tank Line-Ups. Changes to the Line-ups can be done after each Game during the Match. If no change is sent within the time frame, the Team plays with the Line-up already sent in or with maximum of two tanks changed between battles.

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

If a team is short players and has no valid substitute per roster rules available ten (10) minutes before the Game start, the team which cannot provide a valid lineup 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) in the form of four (8) separate setups for the duration of:

- The first Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The second Battle (1<sup>st</sup> Team 1 Defends and 2<sup>nd</sup> Team Attacks).
- The third Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The fourth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).
- The fifth Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The sixth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).
- The seventh Battle (1<sup>st</sup> Team Attacks and 2<sup>nd</sup> Team Defends).
- The eighth Battle (1<sup>st</sup> Team Defends and 2<sup>nd</sup> Team Attacks).

Both teams Captains and or their official representatives are allowed to make changes in their Team Roster and vehicle setup after each battle based on timing rules listed above.

## 9 RULE MODIFICATIONS

The Grand Finals 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 Grand Finals of The Wargaming.net League 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 Grand Finals.

All Partners and/or Sponsors of The Grand Finals are banned from participating in any games for the duration of their active involvement.

## 11 PENALTIES

If a Participant violates one or more of these WGL Grand Finals 2016 Rulebook, they will be punished according to the degree of the infringement.

The WGL 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.

Severity of any punishments can be changed by WGL Admins at their discretion based on the severity of the offence.

Violation	Penalty
Disclosure of internal Information	10% prize money fine Possible disqualification of a Participant(s).
Using tournament accounts in non-WGL Matches	Deactivation of tournament account. 5% prize money fine for each instance.
Not meeting set deadlines	5% prize money fine for each instance.
Insults in connection with the WGL	Depending on the nature and severity of the insult, the penalty can range from prize money fines to disqualification of a Participant(s).
Excessive posting on WGL, WG & ESL platforms	Verbal warning. After 2 warnings: player should be muted/chatbanned or removed After 3 warnings: player will be removed from match and 5% prize money fine.
Unsportsmanlike behavior	Depending on the nature and severity of the behavior, the penalty can range from prize money fines to disqualification of a Participant(s).
Violating the World of Tanks EULA	10% prize money fine for each instance. Possible disqualification of a Participant(s).



Excessive spamming during official WGL matches	Verbal warning. After 2 warnings: player should be muted/chatbanned or removed After 3 warnings: player will be removed from match and 5% prize money fine.
Attempt to deceive the WGL Administration	25% prize money fine for each instance. Possible disqualification of a Participant(s).
Use of Ineligible Players	100% prize money fine. Technical defeat for the relevant Match(es). Disqualification of a Team.
Playing under the name of another Player	100% prize money fine. Technical defeat for the relevant Match(es). Disqualification of the Team.
The use of hacks and / or cheats	100% prize money fine. Disqualification of the Team.

The WGL Administration reserves the right to punish any and all actions not mentioned in the rules on a case by case basis. The WGL Administration is not required to present the reason behind said punishment.