

WORLD OF TANKS

- ❑ **Game Version: WORLD OF TANKS (with the latest game version)**
- ❑ **ESRB Rating: Teen (Age +13)**
 - Anyone born after Nov.28th 2000 will not be allowed entry to the GF.
- ❑ **General**
 - Competition Method : 7 vs. 7 (Team Play, 7 players per team)
 - Game Length : 10 minutes
 - Victory Condition : All enemy vehicles are destroyed within the time-limit or
The enemy base is captured within the time-limit.
 - ✓ If the match ends draw (no team destroyed or base wasn't captured) the team with at least 8 tier points difference, wins the fight. To gain the 8 points you can kill any tanks and add their tier points together. If no team has 8 tier points more, the match is rated as draw and must be replayed once again.
 - Draw Rule : If no team has 8 tier points more, the match is rated as draw and must be replayed once again. Both teams must use the same lineup of player, but may change their tank setup in the rematch.
 - ✓ Match will be replayed
 - ✓ Same Players Must play
 - ✓ Tanks may be changed
 - The player has to choose the Tank for every single game, and submit it to the referees in document. The referees must make sure that the players are using the Tanks that are priory informed
 - If the game becomes a stalemate and there is no action for an extended period of time during the match and the winner cannot be clearly determined, the match is restarted at the sole discretion of the referee.
 - Arriving late for a scheduled match may result in a forfeit at the discretion of the Referee.
 - At the end of each match, the players must remain seated, remain at the victory/defeat screen and await a referee to record the results and save the replay. Closing the victory/defeat screen without the replay being saved by a referee may result in a default loss.

- WCG reserves the right to install additional software and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.

❑ **Game Settings**

- Match Mode : Standard game mode
- Map : Mines, Ruinberg, Himmelsdorf, Steppes, Prokhorovka, Lakeville, Abbey
 - ✓ All the tournaments should be operated with these map pool
 - ✓ If match doesn't need all the maps due to the lack of round's number, select the maps within the designated map pool
- Tier & Point Limits :
 - ✓ Total amount of vehicle tiers in one team must not exceed 42 points (7 players)
 - ✓ Vehicle tier limit for tanks is 8
- Tank Selection :
 - ✓ Tier 8 or under are allowed
- Items : Gold ammo and Gold consumables are allowed.

❑ **Substitutions**

- The substitute player must be registered with the team prior to the tournament starting.
 - ✓ 7 main players + 1 substitute
- Substitutions can only be done before or after a match is done and not during
- The substitute player for the team Must Not be playing for any other team in the tournament
- If the player abuses the rule intentionally, under the referee's decision, the game may end as forfeit.

❑ **If disconnection occurs during a match**

- Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.
- Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss.

- When the game is disconnected, the player must inform it to the referee by raising up their hands.
 - When disconnected, the criteria of the decision will be the before and after engagement (1 dead player = After engagement)
 - ✓ Case 1 : If the game is disconnected before engagement
 - Disconnected player must re-connect to the server within 2 minutes.
 - If the disconnected player cannot connect to the server, the match must be restarted.
 - ✓ Case 2 : If the game is disconnected after engagement
 - Disconnected player must re-connect to the server.
 - If the disconnected player cannot connect to the server, one of the following solutions may be adopted:
 - If both teams agree to a match restart, the match will be restarted.
 - If the teams cannot reach an agreement, the winner will be determined by a referee after the analysis of the match replay.
 - If the winner cannot be decided by analyzing the match replay, the teams must agree to a match restart or forfeit the match.
 - ✓ Case 3 : If more than three players are disconnected unintentionally due to the sever problem, the match will not be counted and the next match will be proceeded after the committee ensures that the sever status is green.
 - If the player abuses the rule intentionally, under the referee's decision, the game may end as forfeit.
- ❑ **Unfair play**
- The following actions will be considered unfair play:
 - 1) the use of any cheat program and/or map hack program.
 - 2) an intentional disconnection
 - 3) the use of any settings exceeding the standard and permitted settings
 - 4) clearly allowing one's opponent to win a match.
 - 5) if a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the referee's sole discretion.
 - 6) unsportsmanlike behavior or, in general, disruptive (e.g., shouting),

inappropriate and/or unprofessional actions directed towards another player (even inside the game).

7) the use of a program bug that is determined by the board of referees as being unfair.

- Upon discovery of any player committing any violations regarded as unfair play, the offending player, at the sole discretion of the board of referees, may receive a warning, a forfeit loss or, in extreme cases, be disqualified from the tournament.
- During the course of the National Final, the board of referees may determine other actions to embody unfair play.

❑ **Final provisions**

- The above-mentioned rules may be amended in the following cases:
 - 1) should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game
 - 2) should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
 - 3) should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
 - 4) should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.