

# Wargaming.net League

## GRAND FINALS 2014

### Offline Event Regulations

#### General Rules

##### 1.1. Tournament Administration

###### ■ Tournament Managers:

Steven Neale – sne@turtle-entertainment.com - +49 1778054528

Piotr Pilich – [p\\_pilich@wargaming.net](mailto:p_pilich@wargaming.net)

###### Head Referee:

- Mape 'Noisepurge' Ritvola

###### Referees:

- Piotr 'Kopczenko' Kopiec
- Radosław Kwiatkowski
- Eric 'Venom' Thiele

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

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

Wargaming Europe SAS  
54, Avenue du Général Leclerc  
92100 Boulogne Billancourt  
France  
<http://wargaming.com/>

##### 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. Rule modifications

The tournament administration reserves the right to change or modify these rules, and in special cases make decisions not covered by these rules to preserve the spirit of fair competition and sportsmanship.

##### 1.4. Contract conditions

The tournament administration will not interfere with and is not responsible for any legal issues between players, teams and organisations.

## 1.5. Tournament Structure

The tournament will be divided into two stages, the pre-playoffs (or group stage) and the playoffs.

### 1.5.1. Pre-Playoffs

During the pre-playoffs, 8 teams (rank 2 in EU, SEA, CIS, NA, KR and CH, and 2 wildcard teams) will play in a double elimination bracket for the remaining two slots in the playoffs. The 8 teams will be divided into 2 groups of 4 teams each, chosen randomly during a seeding ceremony, with one winner from each group advancing to the playoffs. To prevent teams from the same region meeting in the first round of the playoffs, special seeding rules will apply.

The games in the Pre-Playoffs will be played using the BO3 format, with all specific rules detailed below in effect, with the exception of the specific prize pool split per win. To clarify, 2 points will be needed by a team to win a match – these can be obtained either by winning or drawing a match. In the case of two teams obtaining a score of 2:2 in this BO3 match, a tie-breaker will resolve the match.

Since the Pre-Playoffs will be played in the double elimination format, the team coming to the finals from the winners bracket needs to win one match to win the finals and the team coming from the losers' bracket needs to win two matches to eliminate the other team and win the finals.

If the final of the Pre-Playoffs (in either group) comes to a second match (WB team loses first match) the coin toss and the Away/Home team choice is repeated, as for any other match. This rule is only in effect for the finals of the group stage.

### 1.5.2. Playoffs

During the playoffs, 8 teams will be playing in a double elimination bracket to become the world champions of the WGL.

Teams who finished in 1<sup>st</sup> position in their respective regional league (or a combination of multiple seasons thereof) will be seeded directly into the playoffs, as detailed in 1.5.3 Seeding. The remaining 2 slots will be determined during the pre-playoffs (group stage).

In the final match of the Playoffs, the teams advancing from the Winners Bracket will start the match with a score of 1:0 in their favour. The rest of the match proceeds according to all other rules outlined. In this scenario, only one BO7 match will be played, with a tie-breaker if required.

The playoffs will be played using the BO5 format until the finals. The Finals will be played in a BO7 format.

To win a BO5 match, a team needs to achieve a score of 3 points – these can be obtained either by winning or drawing a match.

To win a BO7 match, a team needs to achieve a score of 4 points – these can be obtained either by winning or drawing a match.

A tie-breaker will be used to determine the winner of a match that has reached a score of 3:3 in BO5 or 4:4 in BO7. See section 3.4.2 Tie-breaker for details.

### 1.5.3. Seeding

Seeding of the teams into the Playoffs and Pre-Playoff groups will take place shortly before the Grand Finals.

The Seeding will begin with the Playoffs stage, where the six 1<sup>st</sup> place teams from the regional leagues will be seeded into the first round of a double elimination bracket. For the playoffs stage, teams will be drawn randomly from a pool of 6, filling seed numbers 1-6 in the Playoffs. Seed positions 7 and 8 will be the winners of Group A and Group B respectively.

The seeded teams will be matched up in the Playoffs as follows:

Seed 1 – Seed 8 (Group B winner)

Seed 2 – Seed 7 (Group A winner)  
Seed 3 – Seed 6  
Seed 4 – Seed 5

The Pre-Playoffs (Group stage) seeding will commence after the Playoffs seeding has been established.

The seeding will follow a “controlled random” drawing system, preventing teams from the same region from meeting in the first round of the Playoffs stage. Wildcard teams are not considered in this case and can be drawn into any seed number.

The seeded teams in both Group A and Group B will be matched as follows:

Seed 1 – Seed 4  
Seed 2 – Seed 3

## **Travel and Accommodation**

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

2.2. Travel expenses covered by the organiser include:

- Travel from players' / teams' local airport to the event location (Warsaw) and back; and
- Shuttle from the event location airport to the players' / teams' hotel and back.

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

2.3. 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)

2.4. 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@ihq.com](mailto:warsaw@ihq.com)

## **Players**

### **1.1. Event Schedule**

2.4.2014 – arrival of players

3.4.2014 – media day

4.4.2014 - 6.4.2014 – tournament days

7.4.2014 – players and staff depart

The above schedule is an outline of the key points of the event. More information will be delivered to the participants before the event.

### **1.2. Media day**

Players are obliged to participate in the media day, providing the organiser 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.

### **1.3. Interview questions**

Teams must respond to interview questions from Turtle Entertainment GmbH, Wargaming.net or other Partner Companies, but can refuse any other interviews if they so wish.

### **1.4. Team Phones**

Each team will receive a dedicated phone that should remain switched on at all times during scheduled days. The phones can be used to contact key staff members if needed, but also can be used to contact your team representative.

### **1.5. Appropriate behaviour**

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

The tournament administration reserves the right to disqualify players that are behaving inappropriately or over-aggressively. This can include actions of a member of the player's clan, regardless of whether or not that person is in the team. For this we will use a 3 strike system, but serious violations can lead to a direct disqualification without receiving any strikes.

### **1.6. Intoxication during the Event**

No alcohol consumption is allowed at the venue – players and staff are responsible for their own consumption and are expected to not be intoxicated while taking part in any event activities.

### **1.7. 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.

### **1.8. Pre-Match**

Teams must be ready to play at least 20 minutes before the start of their games and must notify a tournament administrator or organiser if they will leave the venue and for whatever reason.

### **1.9. Substitutes**

Teams are permitted to bring substitutes from their roster however all expenses must be covered by the team. The organiser only covers the transport and accommodation cost for 8 members of each team (can include substitutes, managers, etc.). Teams have a maximum of five minutes between maps to change players; if for any reason a player(s) is/are not ready, the match will proceed regardless.

## **Hardware & Software**

### **2.1. Personal Hardware**

Players are recommended to bring their own peripherals (e.g. mouse, keyboard, headset) to maximise performance. Personal hardware for use on the tournament is limited to:

- Keyboard
- Mouse
- Mousepad
- Headset (if a microphone capable headset is provided by the organiser, the player/sponsor headset can be worn around the players neck, but must remain unplugged from the provided 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 the judge/stage admin at the start of preparations for the game and may be retrieved only after the match is over.

## 2.2. Tournament Hardware

In the case of a lack of reliable hardware you may request hardware such as headsets, keyboards and mice. Please state your wishes in advance so the tournament direction can organise enough equipment. Teams/players that have not made their wishes heard in advance cannot be sure to receive any peripherals or otherwise at the venue.

For the purpose of the Grand Finals, the organiser will provide Razer hardware for players not using their own equipment – the player requesting tournament hardware from the organiser is solely responsible for the hardware provided, any legal/sponsorship issues, and any damage to the equipment. No guarantee is made by the organiser to provide any specific models, or variations of the tournament hardware.

Regardless of any other settings, mods and software, each World of Tanks client used for tournament games must have the Enable Battle Recording setting set to “ALL”.

## 2.3. Tournament Software

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

- Up-to-date game client
- Teamspeak or other voice-comm solution
- Drivers for Hardware provided by organiser

Installation of any additional software is prohibited, apart from basic drivers for personal hardware (see 2.1).

Installation of any World of Tanks mods is prohibited – only game mods installed by the tournament organisers may be used.

## Game specific rules

### 3.1. Game account

All players must use the tournament accounts they received specifically for the event. 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.

### 3.2. Match Rules

#### 3.2.1. Settings

- Team size: 7 players
- Time limit: 10 minutes

#### 3.2.2. Tank Regulations

- Teams may contain tanks of different nations
- Premium vehicles are allowed
- Vehicle tier limit for **all** tanks is 8
- Total amount of vehicle tiers in one team must not exceed 42 points (7 players). If a player is missing in a battle, the maximum tier points are reduced by 6 per missing player.

### 3.3. Maps and Tank picking

### 3.3.1. Map pool

- Winter Himmelsdorf
- Ruinberg
- Ensk
- Cliff
- Prokhorovka
- Mines
- Steppes

### 3.3.2. Map Picking

Before every match, both captains will meet the referee for a coin toss. The winner of the coin toss chooses to become either the "Home team" or the "Away team" for further rules. The loser of the coin toss assumes the team role not picked by the winner.

The captain of the Home team will begin the banning process. When enough maps are banned (4 in BO3 or 2 in BO5) the Home team captain picks a map, after which the Away team captain picks their side on the map. After that, the Away team picks the next map and the Home team chooses their side, until all maps are picked.

The map picking is described from the perspective of the Home team.

#### 3.3.2.1. Best of 3

- Home team eliminates first map
- Away team eliminates second map
- Home team eliminates third map
- Away team eliminates fourth map

*3 maps remain*

- Home team decides 3<sup>rd</sup> map, Away team decides the side to play on
- Away team decides 2<sup>nd</sup> map, Home team decides the side to play on
- Home team decides 1<sup>st</sup> map, Away team decides the side to play on

#### 3.3.2.2. Best of 5

- Home team eliminates first map
- Away team eliminates second map

*5 maps remain*

- Home team decides 5<sup>th</sup> map, Away team decides the side to play on
- Away team decides 4<sup>th</sup> map, Home team decides the side to play on
- Home team decides 3<sup>rd</sup> map, Away team decides the side to play on
- Away team decides 2<sup>nd</sup> map, Home team decides the side to play on
- Home team decides 1<sup>st</sup> map, Away team decides the side to play on

#### 3.3.2.3. Best of 7

- Home team decides 7<sup>th</sup> map, Away team decides the side to play on
- Away team decides 6<sup>th</sup> map, Home team decides the side to play on
- Home team decides 5<sup>th</sup> map, Away team decides the side to play on
- Away team decides 4<sup>th</sup> map, Home team decides the side to play on
- Home team decides 3<sup>rd</sup> map, Away team decides the side to play on
- Away team decides 2<sup>nd</sup> map, Home team decides the side to play on
- Home team decides 1<sup>st</sup> map, Away team decides the side to play on

#### 3.3.2.4. Tank picking

Tank picks will be “blind” for each battle.

The team captain is obliged to provide the referee responsible for their team with the tank selection for the particular map, before the tank picking commences. Each team must pick the tanks they provided to the judge when tank picking begins, in whatever order. The tank setup provided to the referee cannot be changed.

The team captains will provide their tank picks to the referee before each battle in person. Tank line-ups may only be changed when a team captain is providing the new line-up for an upcoming battle to the referee.

### 3.4. Draw Rule & Tie-breaker

#### 3.4.1. Draw

A match is rated as a draw if, and only if, the result screen at the end of the battle shows “draw”.

If a game ends in a draw, several rules listed below apply.

In case of a draw:

- Each team receives +1 point to their score, as if they both won the map
- The match proceeds to the next map, as normal
- Tanks may be changed, as between other battles
- If a team reaches a score sufficient for deciding the match (2 wins in BO3, 3 wins in BO5 and 4 wins in BO7) that team wins the match
- If two teams at the same time reach a score sufficient for deciding the match after a draw (2:2 in a BO3, 3:3 in a BO5, 4:4 in a BO7) the match will go to a tie-breaker, as detailed below

#### 3.4.2. Tie-breaker

A tie-breaker will only be used to decide a drawn match, so it will only be played once in each match and not after each battle. A tie-breaker can only be played to determine the result of a drawn match where the score has reached 2:2 in BO3, 3:3 in BO5, or 4:4 in BO7.

The Tie-breaker round will be played on the Assault version of the map Sand River.

To determine the “Home” team in this setup, the total damage dealt on all tanks in all the battles of the particular match between the two teams will be added up for each team.

The team with the higher total cumulative damage in all of these battles will be the Home team.

In the case where the teams are evenly matched in total cumulative damage, 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 Assault rules, with one team attacking and one defending, resulting in one team winning.

Winning the tie-breaker game awards the team with the win of the entire match.

For the purposes of determining the winner of the daily Blitz Prize pool, the length of the Assault match will not be taken into account.

### 3.5. Conditions for a Rematch

#### 3.5.1. Hardware and/or Software issues

A rematch can occur at any time due to Software/Hardware issues, if no team has a clear advantage. The decision is to be made by a referee.

An advantage may include, but is not limited to:

- Tanks spotted by or on any team
- Damage dealt by or to either team
- Damage taken due to environmental interaction
- Any capture points gained by either team

### 3.5.2. External Tools

Tools such as Skype/TeamSpeak/Ventrilo during events where they are the responsibility of the teams, will only be allowed as a reason for a rematch up to the time when any vehicle is spotted. After this the team must play on regardless of the external tools problem. (If the tools are provided by the venue then please refer to 3.5.1.)

## 3.6. Stage

### 3.6.1. Leaving the stage

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

Team players are NOT to leave the stage otherwise.

### 3.6.2. On Stage

Non-essential staff (as determined by the organiser) must not enter the stage at any time. All employees and players should look out for this and notify the head referee if they notice a stage breach.

Team managers, substitutes and any team members not currently playing, or preparing for a match have to leave the stage as soon as teams start preparing for a match. Additional members of the team (managers, substitutes, translators etc.) may be called onto the stage area by the head referee, but are not to enter it in any other case.

### 3.6.3. Desk / Gaming Area

Every player is responsible for his desk / gaming area. All items of clothing/bags and other obstructions must be removed from the stage.

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

After exiting the stage everybody is responsible for leaving their area tidy and clean.