

# 1. Terms and Notions

- 1.1. The Clan Showdown – Iron Age (hereinafter, the Tournament) is a competition held by Wargaming Group Limited among users of the massively multiplayer online game World of Tanks (hereinafter, the Game) worldwide.
- 1.2. The Tournament is held by the Organizer of the Tournament in APAC according to these Rules from August 6 to August 21.
- 1.3. Tournament Organizer or Organizer—Wargaming Group Limited, with registered office at: 105, Agion Omologiton Avenue, Nicosia 1080, Cyprus or another entity organizing the Tournament (part of the Tournament) according to these Rules in APAC on order by Wargaming Group Limited.
- 1.4. Regulations, or Rules for conducting the Tournament, or Rules—rules set in this document, according to which the Tournament is held.
- 1.5. Captain or Team Captain—player of a team, who represents the interests of members of their team at the Tournament and presents required information on the team to the Organizer.
- 1.6. Wargaming Group Limited—a company that, jointly with its subsidiaries and affiliates, is the developer, owner, and operator of the Game and holds the Tournament to attract the attention of users to the Game.
- 1.7. User Agreement, Game Rules—documents that stipulate the main rules and requirements of the massively multiplayer online game World of Tanks.
- 1.8. Slot—the right of a team to participate in the Tournament granted by the Tournament Organizer.
- 1.9. Slot on a team—place on a team that can be taken by a player.
- 1.10. Player—member of a team declared for participation in the Tournament.
- 1.11. Participant—any player, including Captain, who participates in the Tournament.
- 1.12. Team—group of players headed by a Captain that participates in the Tournament. All members of a team that participate in battles within the Tournament must be members of the same clan at the moment of the registration.
- 1.13. Referee or Match Referee—party that is assigned by the Tournament Organizer and controls the pursuance of the Rules by players and other participants during the Tournament.
- 1.14. Game—massively multiplayer online game World of Tanks.
- 1.15. Match—series of battles, the results of which determine the winner.
- 1.16. Battle—showdown of teams on one of the maps from the official map list of the Tournament, the goal of which is to capture the base or destroy all vehicles of the opposing team within the allocated time.
- 1.17. Respawn—location on a map, where vehicles of the two teams are initially placed at battle start.
- 1.18. Tie-Breaker—battle between teams that decides the outcome of the match if the winner could not be determined based on the results of previous battles.
- 1.19. (upper / lower) Bracket –part of the tournament structure, teams start in the upper bracket and get to the lower bracket after losing a match. Winner of the upper bracket faces the winner of the lower bracket in the finals.

## 2. Changes to the Rules

- 2.1. Organizer has the right to change these Rules in the future at their own discretion. In case of controversies, any additions and/or changes to these Rules will have prevalence over these Rules.
- 2.2. If you continue your participation in the Tournament after changes to these Rules, you assume the obligation to follow the changes made to the Rules, and any such changes are effective and apply to your participation in the Tournament since the start day of the Tournament.

## 3. Requirements to teams

- 3.1. By participating in the Tournament, each player confirms that they accept the conditions of these Rules, completely agree with them and acknowledges that they will comply with these Rules throughout the whole Tournament. If a player disagrees with the Rules or any changes thereto, such player must discontinue their participation in the Tournament.
- 3.2. The Tournament provides prizes to winners of the Tournament only on condition that they comply with the conditions stipulated in these Rules and the requirements stated in this item of the Rules.
- 3.3. A team must consist of at least 15 players of the main roster and up to 85 substitute players. The total number of main and substitute players should not exceed 100. A team consisting of fewer than 15 players is not allowed into the Tournament.
- 3.4. This is an APAC event. Players must have an account on the Asia server and reside in the Asia-Pacific region in order to participate.
- 3.5. One player may only be registered into a single team. All players must be members of the clan to which the team relates at the moment of the registration. Once the registration closes, players cannot change teams.
- 3.6. Team name must conform to Game Rules.
- 3.7. Team name must be the clan name.
- 3.8. Teams, the names of which violate game rules, may be denied participation in the tournament without notice.
- 3.9. The Organizer has the right to request additional information related to the Tournament. Team Captain assumes the obligation to provide requested information. Otherwise the Organizer is entitled to refuse the team any additional prizes, if such prizes are included in the prize pool of the Tournament.
- 3.10. Sharing accounts is forbidden by the tournament rules. Any participant found sharing accounts (giving their own or using someone else's) will be disqualified. Based on severity, a player or the whole clan may be excluded from the tournament.

## 4. Registration

- 4.1. Registration is open to all clans and maximum one team per clan is allowed.
- 4.2. Team size is 15 members + 85 reserves.
- 4.3. Roster and name of the teams that are accepted for participation in the Tournament remain unchanged throughout the whole competition.

All teams must fulfil requirements mentioned in 3. Requirements to teams.

## 5. Prize Pool of the Tournament

- 5.1. Prize pool is as follows:

In-game prizes\*:

1<sup>st</sup> Place – 180 000 Gold + 45 000 Bonds + Triarius 2D Style + Tournament Gold Badge

2<sup>nd</sup> Place – 120 000 Gold + 30 000 Bonds + Tournament Silver Badge

3<sup>rd</sup> Place – 60 000 Gold + 15 000 Bonds + Tournament Bronze Badge

4<sup>th</sup> Place – 60 000 Gold + 15 000 Bonds

5<sup>th</sup> Place – 45 000 Gold + 10 000 Bonds

6<sup>th</sup> Place – 45 000 Gold + 10 000 Bonds

7<sup>th</sup> Place – 30 000 Gold + 7 500 Bonds

8<sup>th</sup> Place – 30 000 Gold + 7 500 Bonds

\* The in-game currencies are credited to the treasury of the clan, the team of which took a prize place. It is on the clan's leadership to decide how to split the prize.

## 6. Tournament Structure

- 6.1. The Tournament is held in three stages:

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

- 6.2. Tournament days

- August 6 — Qualifier; 15:00 UTC+8, BO5 (first to win 3) \*
- August 7 — Group Stage; 15:00 UTC+8, BO5 (first to win 3) \*
- August 20/21— Playoffs; 15:00 UTC+8

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

\*Teams win a Match by winning 3 battles out of a maximum of 5 battles.

## 7. Tournament Rules

### 7.1. Match configuration depending on the Tournament stage.

- Qualification round – Single elimination
- Group stage – Round Robin
- Playoff – Double elimination
- Battle mode (**DURING ALL TOURNAMENT STAGES**):
  - ✓ Attack/Defense on a standard map\* (\*—according to the Landing rules on the Global Map).
  - ✓ Attacking team—the team that starts the battle at base 2. Defending team—the team that starts the battle at base 1.
  - ✓ Draw in a battle is treated as defeat of the attacking team.
  - ✓ Match configuration:
    - Team composition—15 players.
    - Battle time—10 minutes.
    - The team that captures the base or destroys all vehicles of the opposing team wins the battle.

### 7.2. Picks and Bans for the Playoff

- The team with the seeding advantage will decide if they want to be Team A or B. Seeding advantage is determined through the following conditions:
  1. The team coming from the upper bracket of the playoffs,
  2. The team with the better ranking in the Group Stage,
  3. The team with the better ranking in Global Map Event: Confrontation.Team A has priority in the ban/pick process and an additional pick in a Bo7 and an additional ban in Bo5. Team B starts defense in all maps. Rest will be done by the system below. This will be done by the referee and communicated to the teams.
- For Best of 7, we will use the following system
  1. A bans first map,
  2. B bans second map,
  3. A bans third map,
  4. B bans fourth map,
  5. A picks first map, B starts defense,
  6. B picks second map and starts defense,
  7. A bans fifth map,
  8. B bans sixth map,
  9. A picks third map, B starts defense,
  10. The remaining map is played as tiebreaker.
- For Best of 5, we will use the following system

1. A bans first map,
2. B bans second map,
3. A bans third map,
4. B bans fourth map,
5. A picks first map, B starts defense
6. B picks second map and starts defense
7. A bans fifth map
8. B bans sixth map
9. A bans seventh map
10. The remaining map is played as tiebreaker.

7.3. Requirements to roster:

- Teams may comprise vehicles of different nations.
- Vehicle Tier—X.
- All vehicles are allowed, including reward vehicles.
- If a team enters the lobby incomplete, and none of the substitute players can take up the slot on the main team, the team starts the battle with an incomplete roster.
- Players use their personal game accounts to play in the Tournament.

7.4. List of maps for all the stages of the Tournament:

- Cliff
- Ensk
- Fisherman's Bay
- Himmelsdorf
- Live Oaks
- Malinovka
- Murovanka
- Prokhorovka
- Redshire
- Sand River

7.5. All tournament stages will be played on HK server.

The Organizer reserves the right to change the game server after giving an early notification to the players in the Tournament section of the official forums, via discord and directly at the tournament page.

## 8. Qualification Round

- 8.1. Qualification round is held under the single elimination principle—a team leaves the Tournament after losing a match.
- 8.2. A match consists of up to 5 battles. The team that is the first to win 3 battles is declared the winner of the match.

- 8.3. After every second game within the match the map changes (each team plays once per side before the map changes, e.g. Himmelsdorf, Himmelsdorf, Prokhorovka, Prokhorovka, Cliff), the maps are changing each round.
- 8.4. Starting sides are assigned by the system (randomly).
- 8.5. Playoff bracket is arranged at random. There will be 6 separate playoffs in the Qualifier. The winner of each playoff will qualify for the main tournament.

## 9. Group Stage

- 9.1. A total of 8 teams participate in the tournament's group stage.
  - 6 teams from the qualifier
  - 2 teams invited directly (top 2 clans from Global Map Event: Iron Age)
- 9.2. Seeding – the 2 invited teams are placed in different groups. The other teams will also be seeded based on their Global Map Event: Iron Age ranking.
- 9.3. Teams are distributed into 2 groups of 4 teams each. The group stage is played in 3 rounds; once the first stage ends, points earned in all rounds are summed up.
- 9.4. A match of the group stage consists of up to 5 battles. The team that is the first to win 3 battles is declared the winner of the match.
- 9.5. Starting sides are assigned by the system (randomly).
- 9.6. If both teams within a match have the same number of victories after 5 battles, the match is considered a draw and both teams will receive 1 point.
- 9.7. Amount of points earned in each match:
  - for a victory—3 points
  - for a tiebreak victory – 2 points
  - for a tiebreak defeat —1 point
  - for a defeat—0 points
- 9.8. If two or more teams have equal total amounts of points, places in the tournament group are determined as follows:
  - following the results of all head-to-head matches between the competing teams
  - based on the highest difference between won and lost battles in head-to-head matches between the competing teams
  - based on the highest number of won battles in head-to-head matches between the competing teams
  - based on the highest difference between won and lost battles in all matches of this stage
  - based on the teams ranking in the Global Map Event: Iron Age

\* If a team is disqualified during the Tournament, all points earned by that team, as well as points of its opponents earned in any battles with that team, will not be counted towards determination of team positions in the final tournament bracket.

\*\* Organizer reserves the right to arrange a complete restart of the match between the disputing teams.
- 9.9. At the end of the stage, any points earned by a team are summed up. Teams that take 1st to 3rd places in their group proceed to the next stage of the Tournament.

# 10. Playoff

- 10.1. A total of 6 teams participate in the tournament's playoff stage.
- 4 teams placing 1<sup>st</sup> and 2<sup>nd</sup> in group stage (1<sup>st</sup> – 4<sup>th</sup> seed) starting from the upper bracket
  - 2 team placing 3<sup>rd</sup> in group stage (5<sup>th</sup>/6<sup>th</sup> seed) starting from the lower bracket
  - Seeding – 1<sup>st</sup> placed teams will play against the 2<sup>nd</sup> placed teams from the opposite groups in Match 2 and 3. 3<sup>rd</sup> placed teams from the group stage meet each other in Match 1 (lower bracket).
  - The losing teams of Match 2 and 3 will be assigned to the matches 4 and 5 of the lower bracket. The better position in the group stage will directly go to match 5.
- 10.2. The playoff stage is conducted following the playoff format.
- Day 1: Match 1 – 4 (Bo7 format for upper and Bo5 for lower bracket)
  - Day 2: Match 5 – 8 (Bo7 format for upper and Bo5 for lower bracket)
  - Organizer reserves the right to arrange the broadcasting of matches of the Tournament. Selection of the broadcast of a specific match is determined by the Organizer. These matches are conducted in a format equivalent to the format, in which broadcast matches of the playoff stage are conducted. The Organizer also reserves the right to arrange both strictly scheduled and "one-by-one" broadcasts after notifying the teams in advance.
- 10.3. Format of the matches of the playoff stage:
- All playoff matches are held via special battles organized via the Tournament Management System.
  - Matches are held on a standard map according to the rules of the Attack/Defense mode\* (\*—according to the rules of Landings on the Global Map).
  - Attacking team—the team that starts the battle at base 2. Defending team—the team that starts the battle at base 1.
  - Draw in a battle is treated as defeat of the attacking team.
  - Matches 1, 4, 5 and 8 consist of up to 7 battles (7th battle being the tiebreaker). The team that is the first to achieve 4 victories in battles is declared the winner of the match.
  - Matches 2, 3, 6 and 7 consist of up to 5 battles (5th battle being the tiebreaker). The team that is the first to achieve 3 victories in battles is declared the winner of the match.
- 10.6 Organizer reserves the right to broadcast matches of the second stage. The organizer reserves the right to select the matches to be broadcast.

# 11. Tiebreaker

- 11.1. If both teams have the same amount of victories at match end, the winner of the match is determined in a tiebreaker.

- 11.2. The tie-breaker system is only used to determine the winner in case of an even number of victories within a match.
- 11.3. The home-team of a tie-breaker—the team that won the fastest battle regardless of the side.
- 11.4. If the fastest victory cannot be defined (i.e. both teams having the same fastest victory time), the home team is determined at random.
- 11.6. The home team selects the respawn on the tie-breaker map.
- 11.7. The tie-breaker battle is conducted in accordance with playoff rules (one team attacks and the other team defends on a standard map according to the rules of Landings on the Global Map). Victory is also awarded according to the standard rules for this battle type.
- 11.8. The winner of the battle conducted under the tie-breaker rules is concluded the winner of the match.

## 12. The procedure for conducting broadcast

- 12.1. Date and time of the match are stated in the schedule on the Tournament webpage. If no exact time is posted, teams will be notified about the schedule and approximate times of their games.
- 12.2. The match is organized and umpired by the match referee appointed by the Tournament Organizer.
- 12.3. Players receive invitations to the Special Battle no later than 15 minutes before the match starts. Captain is responsible for inviting and making sure all players are there on time. Captain is the only person responsible for the communication with the Organizer.
- 12.4. At match start, the Organizer is entitled to fine the whole team for a delay of the match and the broadcast due to a fault of a player/players. Depending on the severity of rule breaking, the fine can lead up to disqualification.
- 12.5. The match referee makes decisions following the provisions of these Rules and communicates them to the teams. In cases not covered by these Rules, the referee has the right to judge the situation at their own discretion.
- 12.6. Special Battles are created by the Tournament Management System, overseen by a referee.
- 12.7. An interval between battles in a match will be 5 minutes.
- 12.8. If one or several players of one of the teams do not confirm their readiness to play within the indicated interval duration, the Organizer is entitled to give a technical loss to their team for that specific battle.
- 12.9. Teams will not send their tank line ups, instead they will ready up all their tanks before the counter reaches zero.
- 12.10. In case of disconnects, the player who lost the connection will not be waited for and the team has to replace the player within the lobby countdown.
- 12.11. The referee records the result of the match and communicates it to the teams.
- 12.12. If a player/players does not confirm readiness of their vehicle, the team starts the battle without such player/players.

## 13. Battle Records

- 13.1. All participants of broadcast matches **must record all battles** of the Tournament via the default game recording functionality embedded into the game.
- 13.2. Before the battle starts, all players should check that they have the battle recording option enabled as of the match start.
- 13.3. The Organizer reserves the right to request battle recordings to create media materials dedicated to the Tournament and to check competitive integrity.
- 13.4. The Tournament Organizer has the right to use and make the battle recordings publicly available without any additional approval with Team Captains as well as to transfer such rights to third parties related to Organization of the Tournament.
- 13.5. Organizer reserves the right to broadcast matches. The Organizer reserves the right to select the matches to be broadcast.

## 14. Match Broadcasts

- 14.1. All rights to audio and video recordings of the matches of the Tournament (hereinafter, the Videos) are owned by the Tournament Organizer. The Tournament Organizer can transfer the rights to broadcast all or some Videos to third parties, including the teams. The format of Video usage by third parties should be approved by the Tournament Organizer before the match recorded in the respective Video.
- 14.2. To prevent any opportunities for unfair play, the matches are broadcast to the public with a 10-minute delay from the real time of the matches; the above relates to live-mode broadcasts as well.
- 14.3. During any stage of the Tournament, the Organizer provides for the option of broadcasting. The Organizer reserves the right to add observers to the matches that will be broadcast.
- 14.4. Streamers may be invited to the Special Battle together with the players. The broadcast will have a delay of 10 minutes. Accounts of observers may be added to the team. The automatic tournament system may have a special slot for a streamer. The use of this slot by any person other than the streamer will be considered a severe violation of these Rules, and the violating team will be disqualified.
- 14.5. Any participant who plans on streaming the tournament, is obliged to communicate their stream link to the Organizer, however it is the player's responsibility to add delay to their stream if they wish to avoid stream sniping. The Organizer holds no responsibility for any instances of stream sniping as a result of lack of delay. The Organizer advises players to have a 10m delay on their stream.
- 14.6. All players in Playoffs must have the Spectator World of Tanks modification of the game client (also known as Spectator Mod) installed in the mods folder of the game client for the whole duration of playoff matches. Responsibility for continuous operation of Spectator Mod is borne by all players; if needed, they may remove any other modifications of the World of Tanks game client that may hinder normal operation of Spectator Mod. The Spectator Mod version to

be used in the Tournament will be sent by the Tournament Organizer to Representatives or Captains of the teams via e-mail or discord.

Failing to install this mod by one or more players may result in rewards punishment per player or for the whole team depending on the severity of the rule breaking. **The team captain is responsible for organizing the mandatory mod test for his/her team.**

## 15. Player Behavior

Players of the teams that participate in the Tournament must keep to the accepted standards of conduct. Violation of the conduct rules indicated below results in disqualification of the team.

### 15.1. Insults

All insults occurring in connection with the players, teams, Tournament Organizer and its employees, Wargaming Group Limited and its employees, or its partner companies are prohibited.

### 15.2. Explicit Language

The use of explicit language in any form during broadcasts of all matches held by the Tournament Organizer and featuring the teams is prohibited.

### 15.3. Spam

Excessive posting of meaningless or aggressive messages is prohibited.

### 15.4. Unsportsmanlike Conduct

Players must follow the principles of fair play and sportsmanlike spirit of the competition. Any actions of a player that violate this principle are considered unsportsmanlike conduct.

### 15.5. Violations of Game Rules

Violations of the Game Rules are prohibited.

### 15.6. Deception

Any attempt to provide knowingly false information to the Tournament Organizer or other players is prohibited.

### 15.7. Unfair Play

Any techniques associated with unfair play are prohibited.

### 15.8. Use of a Non-Owned Account

Participation in matches with the use of an account belonging to another player is prohibited.

### 15.9. Modifications of the Game Client

Modifications of the game Client are only allowed if approved by the Tournament Organizer. Use of forbidden modifications of the game Client is prohibited.

### 15.10. Complicity

Any agreements between the players and/or teams for the purpose of obtaining an in-game advantage are prohibited. Complicity pertains, but is not limited, to acts such as:

- an agreement or any form of negotiations regarding the result or score of a match;
- intentional passive play to achieve a desired match result or intended sabotage of team actions to achieve a desired match result.

15.11. Game Flaws

Intended use of any errors (bugs) or glitches in the Game operation to obtain an in-game advantage is prohibited.

15.12. Acceptable Behavior

Players should demonstrate a high level of professionalism when communicating with players from other teams, viewers, staff, and the Tournament Organizer.

The Tournament Organizer reserves the right to disqualify players who demonstrate inappropriate behavior or excessive aggression.

15.13. Disqualification and Period of Limitations

Violations indicated above are evaluated by the Tournament Organizer. The Tournament Organizer has the right to disqualify any player or team for a violation of these Rules of the Tournament.

Disqualification or any other punishments may be applied at any moment, even if a violation of the Rules was revealed much later than it occurred.

## 16. Protests and Appeals

16.1. Protests or appeals regarding any situation or violation of these Rules not directly related to the Game Rules must be submitted to the Tournament Organizer by posting a complaint in a dedicated Discord channel – this can be done exclusively by the team captain. All protests communicated to the Tournament Organizer via other channels or submitted by third parties will not be processed.

16.2. Protest regarding the same issue can only be submitted once to the Tournament Organizer except for the cases of newly discovered evidence. A continuous submission of protests (two or more times) regarding the same issue may be considered an attempt to obtain an advantage and influence the decision of the Tournament Organizer on the matter of argument, which violates the principles of fair play stated in these Rules.

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

## 17. Information Submitted Within the Tournament

17.1. Any personal information that you will present to the Organizer as part of participation in the Tournament (Personal Information) will be used for purposes of your participation in the Tournament, including acquisition of the prize, if you win the Tournament, and abidance to

these Rules. You also consent that your Personal Information may be disclosed to third parties, if this is required to transfer the prize (prizes), and when such disclosure is required in accordance with applicable legislation. You acknowledge that you will not provide the Organizer with your Personal Information or Personal Information of third parties (including their full name, copies of documents that prove their identity and identification number) without a special request by the Organizer. Any Personal Information provided by you at your own discretion will be deleted by the Organizer automatically.

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

## 18. Limitation of Liability of Tournament Organizer

- 18.1. The Tournament Organizer is not liable for any actions of third parties.
- 18.2. The Tournament Organizer provides compensation to Tournament Participants only for any direct losses caused by guilty acts of the Tournament Organizer.
- 18.3. The Tournament Organizer shall not be held liable for non-fulfilment or improper fulfilment of its liabilities if such fulfilment was made impossible due to force majeure circumstances.