

Simply NUC 15v15 Masters League

Spring 2021 Season

Official Rulebook

Last updated Mar 10, 2021

Any amendments will be documented and listed at the end of this document.

1. Description
 1. The following document contains rules and regulations for fair and competitive play, the responsibilities of the league and its participants, and guidelines for the World of Tanks 15v15 Masters League.

2. Agreement
 1. All players who register for the 15v15 Masters League agree that they have read and will abide by all rules and regulations listed in this document, which may be amended when necessary by the admin team.

3. In Good Standing
 1. All players who register for the 15v15 Masters League season must be in good standing with Wargaming.
 1. If a player has an account that is permanently banned by Wargaming, they will not be permitted to participate in the 15v15 Masters League season.
 2. If Wargaming becomes aware of a player that does have an account that is permanently banned, they will be removed from the league after confirmation with Wargaming.
 3. If a player receives a permanent ban from Wargaming during the duration of the season, the player will be removed from the league.
 4. If a player receives a temporary ban from Wargaming, they will not be allowed to play in any matches for the duration of the ban.
 2. Players who lose good standing will be banned for the remainder of the season which will result in their removal from the league.
 3. Teams who lose good standing will be removed from the league for the remainder of the season.
 1. If a team is removed, all their games for the season will be turned into technical victories for all of their opponents. They will be placed at the bottom of the standings with 0 points. They will not be eligible for any prizes.

4. Code of conduct
 1. All players, coaches, and anyone involved in the league will be held to our Code of conduct rules as follows.
 2. Behavior - Players are required to behave in a sportsmanlike manner towards other players, members of the administration team, media, and fans. Do not be toxic to other members of the community. Toxicity is hard to define, but in general, do not personally

attack anyone else. No flame, avoid passive aggressive comments. In the end, it will be the discretion of the admin staff what constitutes poor sportsmanship and toxic behavior. We simply suggest that all players be nice and helpful to each other.

3. Cheating - Any form of cheating will not be tolerated. If the admin team determines that a participant or team is cheating, the participant or team will be immediately disqualified from participating in the Tournament. This includes the use of any illegal mods as defined by Wargaming.
4. Software Exploitation - Any intentional use of any bugs or exploits in the game may result in a forfeit of the match and/or disqualification from the tournament. This does not include “boosts” or “climbs”.
5. Collusion and Match Fixing - Players are not allowed to intentionally alter the results of any match. If the admins determine that a player or team is colluding or match fixing, the player or team will be immediately disqualified and removed from the tournament.
6. Gambling - All players, casters, and admin staff associated with the World of Tanks 15v15 Masters League are forbidden from placing wagers on any matches.
7. DDOSing - If we find proof that a team or player DDOSed another team or ordered for someone to DDOS another team during a match. We will immediately ban the player or team from the league.
8. Reporting - Reporting a team or player is always helpful and we will try and follow up. To do this though, we need evidence. Screenshots, voice clips, however it happened, if we can't see it, we can't punish it.
9. Violations of any of these rules will be reviewed by the admins and any punishment will be handled on a case by case basis.

5. Schedule

1. Written Dates and Times
 - Tuesday, April 13 - Mandatory League meeting begins at 8:30pm EST
 - Wednesday, April 14 3am EST through Friday, April 16 10pm EST - Roster change period
 - Saturday, April 17 - Paperwork submission deadline 3am EST
 - Sunday, April 18 - Pick/ban for match 1 and 2 9pm EST
 - Monday, April 19 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Wednesday, April 21 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Friday, April 23 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Saturday, April 24 3am EST through Sunday, April 25 10pm EST - Roster change period
 - Sunday, April 25 - Pick/ban for matches 3 and 4 9pm EST
 - Monday, April 26 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Wednesday, April 28 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Friday, April 30 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Saturday, May 1 3am EST through Sunday, May 2 10pm EST - Roster change period
 - Sunday, May 2 - Pick/ban for matches 5 and 6 9pm EST
 - Monday, May 3 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Wednesday, May 5 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Friday, May 7 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Sunday, May 9 - Pick/ban for match 7 9pm EST
 - Monday, May 10 - Match day, Early game 8:30pm EST, Late game 10pm EST
 - Tuesday, May 11 - Mandatory League meeting for playoff teams begins at 9pm EST
 - Friday, May 14 - Playoff Quarter-finals Match day
 - Saturday, May 15 - Playoff Semi-finals Match day
 - Sunday, May 16 - Playoff Finals Match day

6. Completing Registration

1. All teams and players must fill out any documents and provide any information requested of them by the Wargaming.
2. All players must fill out the Registration Google form page.
3. During the paperwork week, teams may change their name for the season pending approval from Wargaming.
4. Teams may be forced to change their team name at the request of Wargaming.
5. All teams are required to submit a team logo 48x48 pixels and the second image should be a minimum of 1000x1000 pixels. It is recommended that the 48x48 be a simpler version of the larger image.
6. All account names, team names and logos must be approved by Wargaming.
7. The paperwork submission deadline is Saturday April 17 3am EST.
8. Any player caught submitting false information may be subject to punishment at the discretion of Wargaming.
9. Any team that fails to submit the required paperwork by the deadline will be given a major strike and the team captain will receive a strike.
 1. Wargaming may decide to start the league with less than 8 teams if a team fails to submit all required paperwork.

7. League Meetings

1. Every team is required to have a representative at any league meeting.

8. Captain and Player Responsibilities

1. Captains

1. All captains must be a part of the 15v15 Masters League Discord for the duration of the season as this will be the main program for communication. Messages sent through any other means may be disregarded.
2. The captain has the most responsibility placed upon him. He will be held responsible for the paperwork and all formal communication between the team and the league admins. He is responsible for any and all players actions and may be held accountable for them.
3. The team captain should be the representative at the league meetings but it is not required. If the team captain plans for another player from their team to represent them at the meeting, the captain is still responsible if that player doesn't show up to the meeting.
4. The captain is also counted as a player.
5. The position of team captain may be changed if the team reaches a supermajority vote, which is 66% or more players voting in favor of the change.
6. Wargaming has the right to revoke or transfer the title of captain based on but not limited to: lack of communication, inappropriate behavior, or illegal activity.

2. Players

1. Players are responsible for their own internet connection and electrical power.
2. Players are responsible for informing their team captain and the head admin if they wish to leave their team on the Saturday of any roster period.

3. Players are not allowed to be on two teams at the same time while participating in the 15v15 Masters League, this includes both the Masters and **Challengers league**.
4. We highly recommend that all players for the season join the 15v15 Masters League Discord Server. This will help the admin staff get in contact with your team if your captain is not responding.
5. Follow the code of conduct and the other rules listed in this document, don't break the World of Tanks End User License Agreement and Game Rules.

9. Roster information

1. Only accounts on the NA server are eligible to participate in the league.
2. Teams are required to have 80% of their registered players from North and/or South America. Wargaming will perform a check before the start of the qualifier once registration closes.
3. Teams must consist of a minimum of 17 players, maximum of 20 players.
4. Teams are not allowed to have less than 14 players from the original qualifying roster at any point in the season.
5. Teams may only consist of less than 17 players if a player(s) is removed from the league.
 1. Players can be removed from the league either by being banned or by being ejected from the team.
 2. If a player(s) is removed from the league, teams will either have to wait for the roster change period or apply for an emergency roster change to add another player to their roster.
 3. Emergency roster changes will only be allowed at the discretion of Wargaming.

10. Roster Changes

1. With Covid-19, Wargaming reserves the right to change all information regarding roster changes at any point in the season.
2. Roster Change Period
 1. There will be 3 roster change periods all season.
 - Wednesday, April 14 3am EST through Friday, April 16 10pm EST
 - Saturday, April 24 3am EST through Sunday, April 25 10pm EST
 - Saturday, May 1 3am EST through Sunday, May 2 10pm EST
2. Teams will be allowed to remove up to 3 players from their roster during each roster change period except for the roster change during the paper work week. During the paperwork week, teams will be allowed to remove 3 players and add players until they reach the maximum team size of 20.
3. If a team has less than 17 players on their roster during each roster change period, they will be required to add players to their roster until they reach the minimum of 17 players during the roster change period.
4. If a team wishes to remove a player during a roster change period, they must submit that player's name to the head admin on the Saturday of any roster change period. A team then has until the end of the roster change period on Sunday to submit to the head admin the name of any player they wish to add to their roster. Any player removed from a roster by a team can join any other team in the league during that same roster change period.
 5. If a player decides to leave a team, they must inform their team captain and the head admin on the Saturday of any roster change period. They can then join any other team in the league on the Sunday of that same roster change period. If a player fails to inform their team captain and the head admin that they

intend to leave a team on the Saturday of any roster change period, they may not be allowed to join another team in the league until the next roster changer period.

6. The team captain is allowed to release a player as a free agent which allows the player to join another team without having to give proper notice on the Saturday of any roster change period.

7. All roster changes must be submitted to the Head Admin before the end of each roster change period.

8. A player joining the league must be in good standing and have all the registration information submitted to the Head Admin by the end of each roster change period to be eligible to play in the league. The player will not be allowed to play in any match until all required information is submitted.

1. Failure to have this information submitted by the deadline will be a strike for the player joining the league, a strike for the captain of the team and a minor strike to the team.

3. Player Ejections

1. Teams may vote to eject a player from their team.

1. Ejection of a team member, including team captain, requires a supermajority vote, which is 66% or more. The player in question is not allowed a vote regarding this decision.
2. Ejection of a team member must be communicated to the Head Admin immediately.
3. A team that ejects a player cannot replace them until the next roster change period.
4. If a player is ejected from a team, that player is still eligible to participate in the league if another team wants to add them to their roster either through the roster change period or through an emergency roster change.
5. A team may not eject a player if they have less than 17 players on the roster.

4. Emergency Roster Changes

1. Emergency roster changes will only be allowed at the discretion of Wargaming.
2. They are only intended to be used in case a player ends up in the hospital, has a family emergency, is dealing with a natural disaster or in other rare cases.
3. If an emergency roster change is allowed, the joining player will be given 48 hours to complete all registration documents. They will be allowed to play any matches during that time.
4. If a team uses an emergency roster change then that team loses one of the roster changes available to them during the next roster change period.

5. During the paperwork week, any team that is found to have a player that is not in good standing with Wargaming will be removed and those teams will be allowed to replace them with another player who is in good standing.

11. Mods

1. Wargaming approved mods are the only approved mods that are allowed to be installed for the duration of the league.
2. Failure to abide by this rule may result in forfeiture of a match, ejection of a player, disqualification of a team, or a suitable punishment determined by Wargaming.

12. Strike System and Bans

1. Strikes are permanent and will not be removed.
2. Strikes are broken up into team strikes and player strikes
3. Players

1. Players may not have more than 2 strikes against them. A 3rd strike will remove the player from good standing status for the remainder of the season.
2. Violations of this document by a player will earn the player a strike at the discretion of Wargaming.
3. The player and the team captain will be notified when a strike is given.
4. Teams
 1. Teams may not have more than 4 strikes against them. Any team that has more than 4 strikes will remove a team from good standing status for the remainder of the season.
 2. Teams can earn minor strikes which are worth 1 strike and major strikes which are worth 2 strikes. This allows for more flexibility with punishing a team. Teams can earn any combination of minor and major strikes as long as the total value of the strikes do not exceed 4.
 3. Violations of this document by a team will earn that team a strike at the discretion of Wargaming.
 4. The team captain will be notified when the strike is given.
5. Bans
 1. A player may receive a suspension/temporary ban from all matches within the defined amount of time as punishment for breaking the rules listed in this document or by receiving a temporary ban from Wargaming.
 2. If a player or team falls out of good standing, they will be banned from the current season of 15v15 Masters League.
 3. Wargaming reserves the right to bypass the strike system and ban a team or player if Wargaming feels that the actions of the team or player deserve such a punishment.

13. Regular Season Information

1. Round Robin Format
 1. Single round robin format will be used for the regular season.
 2. League Points System
 1. Ranking is decided by the number of points a team has acquired.
 2. A team will earn:
 1. 3 points for a victory.
 2. 2 points for an overtime win.
 3. 1 point for an overtime loss.
 4. 0 points for a loss.
 3. If teams are tied for points, tiebreakers will be determined by the following parameters in this listed order:
 1. Head to head record with the tied team
 2. Battle win/loss difference
 3. Strength of opponents (This refers to the stats of the teams they have played compared to the team they are tied with.)
3. On match days, teams will be assigned either an early match slot or a late match slot for the regular season.
4. Wargaming reserves the right to modify the schedule and extend the regular season if problems with the World of Tanks servers prevent matches from being played.

14. Playoffs Information

1. The Playoffs start after the season's regular games are finished.
2. The 6 teams who ranked 1st through 6th in the regular season will play in a single elimination bracket.
3. The 4th and 5th place teams will be seeded against each other.
4. The 3rd and 6th place teams will be seeded against each other.
5. The 1st place team will be seeded against the lowest ranked team after quarter finals. The 2nd place team will be seeded against the remaining team after the quarter finals.
Example: 6th wins 3rd vs 6th and 4th wins 4th vs 5th, then 1st will fight 6th and 2nd will face 4th.
6. The game deciding 3rd and 4th will be played between the two teams who lost in the semi-finals but it will not be streamed.
7. Match rules for playoffs are the same as the regular season.
8. Information regarding the hosting of playoffs, training rooms or tournament management system, pick/ban and battle start time will be provided at the League meeting for playoff teams on May 11th.

15. Season Format

1. The 15/150 format (15 tanks and 150 total tier points) will be the official format of play for the 15v15 Masters League.
2. A team must have at least 13 vehicles with a minimum of 130 tier points to compete in a battle during the regular season and playoffs.
3. Teams are allowed to bring any tier 10 currently in the tech tree.
4. Both teams are allowed to make changes in their tank roster and vehicle setup after each battle.
5. Battle format will be two cap attack/defense.
6. Official battle time will be 10 minutes.
7. Cap timer will be 120 seconds.
8. Teams will only play on any of the 7 official maps.
 1. Sand River, Cliff, Himmelsdorf, Prokhorovka, Tundra, Murovanka and Steppes.
9. Tournament Management System
 1. All battles will be held in the Tournament Management System. A special battle window will pop up in the bottom left of the garage.
 2. Each team is responsible for making sure their players are moved to the right side and readied up by the end of the countdown timer.
10. The order of battles within a match is as follows.
 1. Regulation
 1. Map 1: Battle 1, Battle 2
 2. Map 2: Battle 3, Battle 4
 3. Map 3: Battle 5, Battle 6
 4. Map 4: Battle 7, Battle 8
 2. Overtime
 1. Map 1: Battle 1
 1. Over time will be a best of 1
 2. The over time host team gets to choose if they want to play Attack or Defense side.
 3. The over time host team is determined by the following rules:
 1. Fastest win on the attacking side.
 2. If the teams are tied on the first parameter, then the damage done for the attacking sides is counted.
 3. If the teams are tied on the second parameter, then the tiebreaker host is assigned randomly.

16. Map Pick/Ban
 1. Regular Season
 1. It will be held on the 15v15 Masters League Discord server.
 2. Teams are required to have a representative present at the time of pick and ban. The representative is not required to be the Team Captain. Failure to have a Player represent your team will result in a minor strike.
 3. Pick/ban starts at 9pm EST Every sunday of the regular season. If you do not have a representative present by 9:10pm EST the admins will randomly pick and ban maps for your matches.
 2. Map Pick/Ban Process
 1. The Map Pick/Ban Process will proceed in order of the steps listed below.
 1. The team listed first on the match schedule will call the coin toss
 2. Winner of the coin toss will choose to either be Team A or Team B
 3. Team A bans a map
 4. Team B bans a map
 5. Team A picks the first map
 6. Team B picks the second map
 7. Team A picks the third map
 8. Team B picks the fourth map
 9. Team A picks if they will start on attack or defense for all maps except over time.
 10. The last map is the Overtime map
17. Disputes
 1. For any dispute involving a match, the replays and Python logs may be investigated.
 2. Only team captains may file a dispute, and must do so by private message to the head admin on the official 15v15 Masters League Discord server. Any requests made using any other method or to any other League personnel will not be considered.
 3. All disputes must be filed on the same day of the grievance in question.
18. Technical Victories/Defeats
 1. Technical Victories/Defeats for Battles
 1. Teams failing to field an adequate team (minimum of 13 tanks and 130 tier points) will have the battle declared as a technical victory for the opponent.
 2. Technical Victories/Defeats for Matches
 1. If a team fails to show up to a match, a major strike will be given and a technical victory will be declared for the other team.
 2. Technical victories are recorded with a score of 5-0 for the opposing team.
19. Streaming
 1. By participating in the 15v15 Masters League, all teams agree to have their matches streamed.
 2. 20 out of the 28 matches in the regular season will be on the mainstreams. The other 8 matches may be broadcast on a secondary stream Monday night.

3. POV streams will be permitted. We advise a 10 min delay as Wargaming is not responsible for any stream sniping or position reporting.
4. Any additional information and rules will be provided to teams in advance to the start of their match.

20. Replays and Python Logs

1. Players must set replays to record every battle.
2. The team captain is required to submit replays from one player who played in all battles on their team to the head admin within 1 hour of the end of their match. If a team fails to submit them within the 1 hour window, their team will receive a minor strike. If a team fails to submit them within 24 hours of the end of the match, the minor strike will be upgraded to a major strike and the opposing team from that matchday will receive a technical victory for the match in question.
3. For Playoffs, all replays must be submitted within 1 hours of the end of a match. If a team fails to submit them on time, they will be disqualified from the playoffs.
4. Captains can submit the replays to the head admin either through a Discord PM or by email to CommunityLeagueWoT@gmail.com
5. Please submit them as a Google Drive folder link or as a compressed zip folder and have each player organized into their own folder with their respective replays.
6. Any replays submitted may be used in the creation of promotional material by Wargaming.
7. All replays will be made publicly available for any other team in the league to watch.

21. Grey Areas

1. Anything not covered in the rulebook will be counted as a grey area and will be handled on a case by case basis. Any decision by the Wargaming regarding a grey area will be final. If a player has a question about a potential grey area, they can ask the head admin about it.
2. If Wargaming believes that a team is attempting to maliciously abuse a grey area to gain an advantage over another team in the league, Wargaming can punish the team or player in question with strike(s).
3. All grey area cases will be reviewed and may be added to the rulebook if deemed necessary.

22. Prizes

1. In-game prizes for this season are supplied by Wargaming. In-game prizes can only be credited to NA server accounts. In-game prize payouts can take up to 2 weeks
2. All prizes for the season can be seen on the image below:

Masters League Prizing			
Positon	Gold	Bonds	Monetary Prize Pool
1	8000	8000	\$7500
2	7500	7500	\$5000
3	7000	7000	\$2500
4	6500	6500	
5	6000	6000	
6	5500	5500	
7	5000	5000	
8	4500	4500	

3. The monetary prize pool will be sent to the team captain and may take up to two months to pay out.
4. If a player/team is removed from the league, they are not eligible for any in-game prizes from the season.
5. Only the 20 players on the team roster at the end of the season will receive in-game prizes.

23. Monetary Prize

1. Within a week of the completion of the tournament each Team Captain of a team that wins a Monetary Prize must select 1 legal US resident over the age of 18 that is capable of receiving funds. Within 2 weeks of the completion of the event that person must provide a Wargaming Tournament Admin with their Full Name, mailing address, bank account and routing number, and a copy of government-issued identification.
 1. The person the Team Captain selects will receive all team Monetary Prizes and be responsible for all local, state, and federal taxes and distribution of the rest of the funds for the team without help from Wargaming or any of our Partners
 2. Wargaming will deliver the funds within 4 months of the end date of the tournament
2. Wargaming and its partners are not responsible and will not provide help or advice for any fees, taxes or tax disputes, team or player disputes, or any other legal disputes or disagreements related to the funds
 1. Once the funds are sent by Wargaming the transaction is final and not reversible, we remove ourselves and our partners from any liability or risk related to delivering the funds to their destination

Amendments Section